How to become a generic gaming YouTuber

Profitting off of children with minimal effort

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Glossary

a channel
: An account on YouTube that the author can post videos and other content to

slop
: Low effort content, usually authored by artificial intelligence

an asset
: Any component, model, process or framework of value that can be leveraged or reused (an example of an asset is, for the purposes of this presentation, **an image**)

metadata
: Data that provides information about other data

Table of contents

The first stage: Preparation

Picking a game

Twitch categories

Choosing hardware

Assets

Perchance AI image generator, HuggingChat

The second stage: Setting up your channel

Creating your Google account

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778 ▮▮▮▮▮▮


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4.  LilLootLord: A playful take on the "Loot Llama"
    from Fortnite, with a youthful twist to appeal to
    small children.

5.  PixelPottyParty: This name leans into the absurdity
    of Skibidi-style toilet humor and the pixelated
    worlds of Minecraft and Fortnite.
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The third stage: producing *"content"*

Videos

- Your videos should have > 10 minutes
  - ▶ YouTube favours videos longer than 10 minutes
  - ▶ Your video will get mid-roll ads
  - ▶ More views means more ads, which means more money
- Titles and thumbnails should be ~~clickbait~~ **exciting**
  - ▶ Children are more likely to click/tap on a video with lots of colours, explosions and exclamation marks in the metadata
- Videos should change topics/themes often *enough*
  - ▶ The average child has a short attention span
  - ▶ You need to make frequent cuts, insert funny sounds, pictures, music and other content (like Family Guy clips) to entertain your target audience

Editing

- If you are lazy, you can use something simple like Shotcut
  - Simple, easy to get started
  - Open source, completely free *(libre)*
  - Licensed under the GPLv3
- For more complex editing, I recommend Black Magic Design's enterprise-grade DaVinci Resolve
  - Closed source, proprietary
  - Requires a more powerful computer
  - Supports a more streamlined workflow, e.g. file and asset management is integrated into the editor

Using AI

- You should use AI for everything you can
  - You get better value for your time
  - As a consequence, your YouTube channel becomes more viable as a source of passive income the bigger it grows
  - Some examples of using AI like this include:
    1. **You don't have to speak, at all** - you can just replace your voice with an AI generated one
    2. **You can use images specifically generated for your use case** - your AI of choice will give you slop made to fit your needs
    3. **If you ever run out of ideas...** - A *"new"* idea is always just a few keystrokes away

Afterword

Sources and attribution

- FreePNGLogos (game logos)
- HuggingFace (an open source AI model registry, with chat)
- Perchance (a free AI image generator)
- Overleaf (a LaTeX editor, although I use my own, Overleaf has great syntax documentation)
- DuckDuckGo (the search engine I use, also the source of most definitions)
- Wordnik (an English dictionary, a source of definitions)
- Cambridge Dictonary (another English dictionary, also a source of definitions)

Document source code

This presentation was written in LaTeX. You can view the document's source code on GitHub at
https://github.com/stanekondrej/presentations/5A-how-to

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