

Analysis of Educational Live Streams on Twitch

Background and problem: Twitch is a large live streaming video platform with millions of daily users worldwide and also millions of active channels. Most of them show computer games, but there are also channels dedicated to science and technology, engineering and educational purposes.

The aim of this project is to analyze some of these channels in the form of a selection of 5 to 10 regularly active accounts. The following questions can be addressed as examples: Who runs the channel and with what motivation? Who is the channel's target group and what characterizes it? What is the typical content of the channel? How is this content produced, with what hardware and software? How often and in what form does interaction with viewers take place?

Task: The main objective of this work is a structured analysis. .

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◀ Vorherige Meldung

Nächste Meldung ▶