



# How Twitch Made Me a Better Teacher

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Faculty, USC Games

@ndef



# Hi! I'm Sean.



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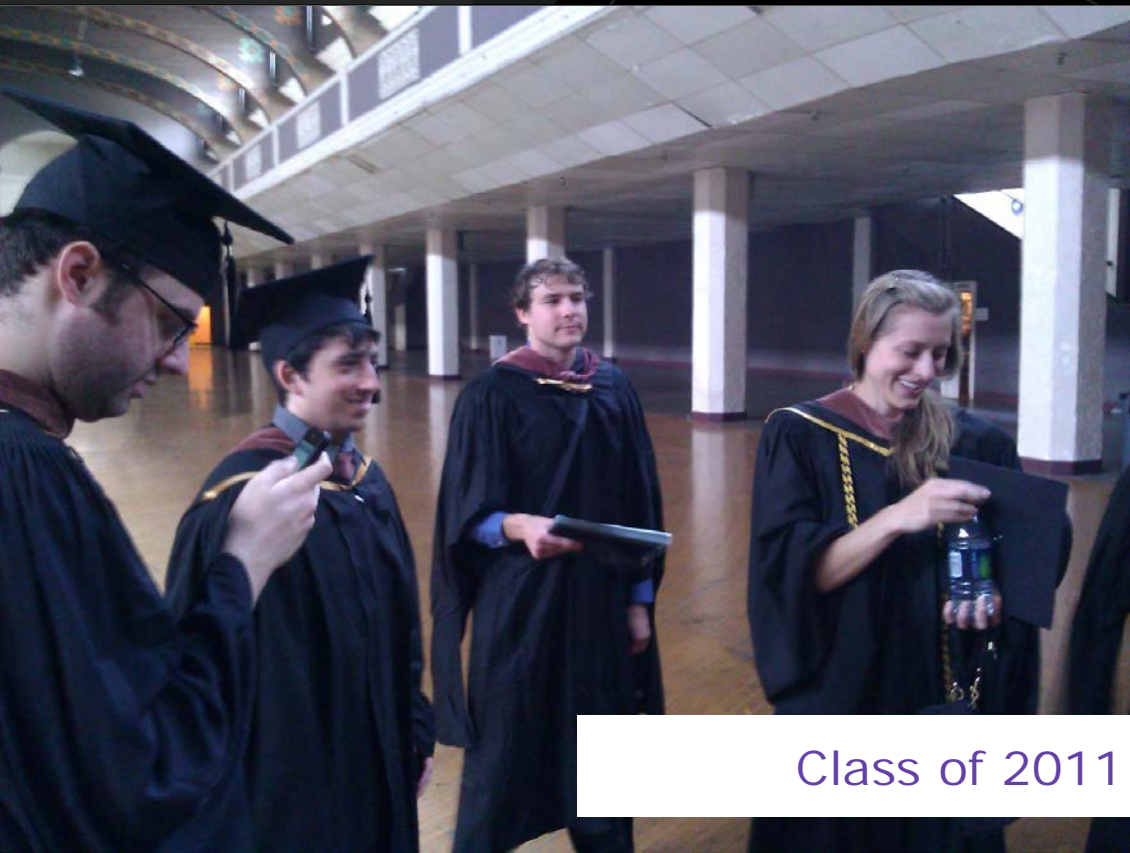
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## USC Interactive Media & Games Division





Class of 2011







Class of 2011



**BILL GRANE**

@funwithbill

**SEAN PLOTT**

@day9tv

**SEAN BOUCHARD**

@ndef





# twitch





**Twitch**

=

**Webinar**







**Twitch**

=

**Webinar**

**1 to Many  
Presentation**





**Twitch**

=

**Webinar**

**1 to Many  
Presentation**

**Global  
Chat**





**Twitch**

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**Webinar**

**1 to Many  
Presentation**

**Global  
Chat**

**Screen  
Sharing**





# 100 Million

viewers per month







12 hours  
average weekly viewership





# \$970 Million

2014 acquisition by Amazon





## USC Interactive Media & Games Division





Advanced Game Project Lab







# My Classroom Practice

- Narrate game experience
- Identify experience goals
- Articulate what works and what doesn't
- Deconstruct design decisions
- Brainstorm possible alternatives





# Cool.

So how did Twitch make me a better teacher?





## GAMEDEV STORY




with apologies to [webcomicname.com](http://webcomicname.com)

Image credit: Maíra Testa ([twitter.com/maira\\_testa](https://twitter.com/maira_testa))







Alan Wake's American Nightmare

 Links ▾ View Stats ▾ Review...


Alice: Madness Returns

 Links ▾ Review...

Alien: Isolation

 Links ▾ View Stats ▾ Review...


Aliens vs. Predator

 Links ▾ View Stats ▾ Review...

Always Sometimes Monsters

 Links ▾ View Stats ▾ Review...

Amnesia: A Machine for Pigs

 Links ▾ View Stats ▾ Review...

Aquaria

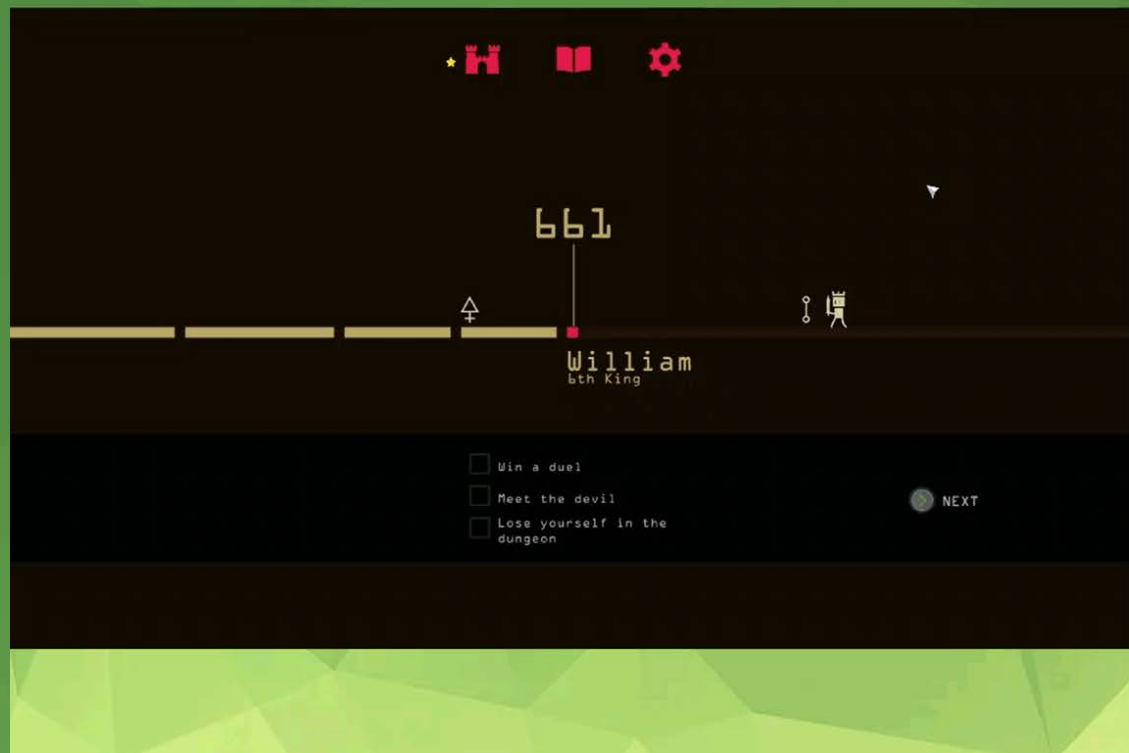
 Links ▾ View Stats ▾ Review...





# PLAY by PLAY





 @ndef  
follow on twitter

PLAY  
by  
PLAY





# My Streaming Practice

- Narrate game experience
- Identify experience goals
- Articulate what works and what doesn't
- Deconstruct design decisions
- Brainstorm possible alternatives



GDC

GAME DEVELOPERS CONFERENCE®

| FEB 27-MAR 3, 2017

| EXPO: MAR 1-3, 2017

#GDC17



twitch



UBM





<http://twitch.tv>





Play by Play: Quadrilateral Cowboy (Part 1) • 4 months ago

Quadrilateral Cowboy

35

Edit

Share






**Shykhander0** : dat clamber

**rotopenguin** : Beat the global average!

**Jen\_McKenzie** : Or did he severely lose?

**jleclanche** : thanorodd what does that do?



  **thanorodd** : oh hey look, the thing he almost got done last time 

**jleclanche** : oh hah


**KevGuuey** : Sean will be the best hacker in the world!

**KevGuuey** : 

**rotopenguin** : dat clicky-flashlight sound

 **Evewhite** : you can tell Sean is enjoying this game because he's not taking timely breaks 

**rotopenguin** : I can feel the rubber tailcap

**KevGuuey** :  beep

**jetlag620** : ....

**jetlag620** : why?

**jleclanche** : @Evewhite wait(300); stream.continue()

**Shykhander0** : "I can make the thing beep, can't I?" - adventure game logic at its finest







Showing your face  
helps connect you.





# OBS





# Resource Guide

[undefinedbehavior.com/GDC2017](http://undefinedbehavior.com/GDC2017)

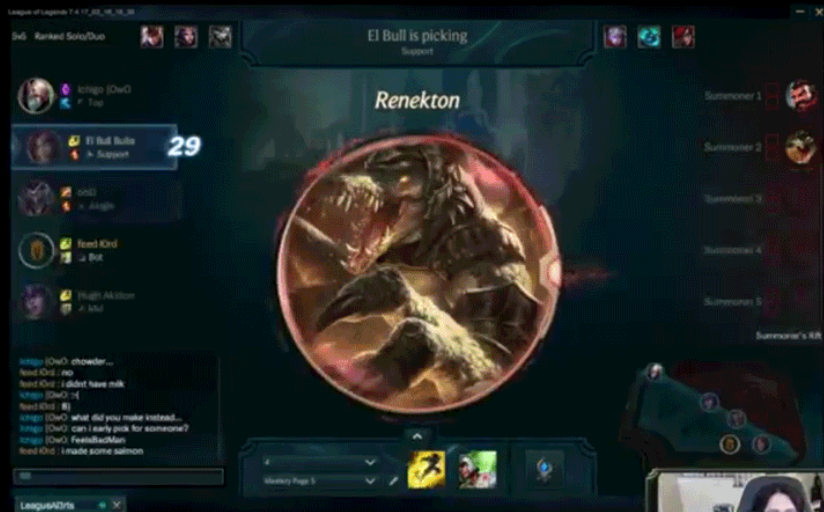






# Twitch Culture





JOIN IMAGTPIE'S SERVER:  
DISCORD.GG/IMAGTPIE



Imagtpie

Instead of only carrying your own lane, you're also carrying an AD or support + putting down 2 enemies instead of one

**virus\_deployed** : 8====>

**Samanito** : Quin man

**tumadrebele** : OwO

**Killuminati\_EDM** : Isong

**azorot12** : 8)

**Moobot** : Subscribe to my youtube!  
<https://www.youtube.com/c/imagtpie>

**chrika8** : FAKER is in tpie game

**AisuArt** : @Madeezy, there's a reason i followed that up with a

**Pink\_Yuno** : PLAY JINX

**frantzellino** : press 8) if u a are

**baksi01** : faker

**Hunter778** : TRISTANA

**killzone224** : lol

Send a message



Chat





"Kappa"





channel

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# Best Practices

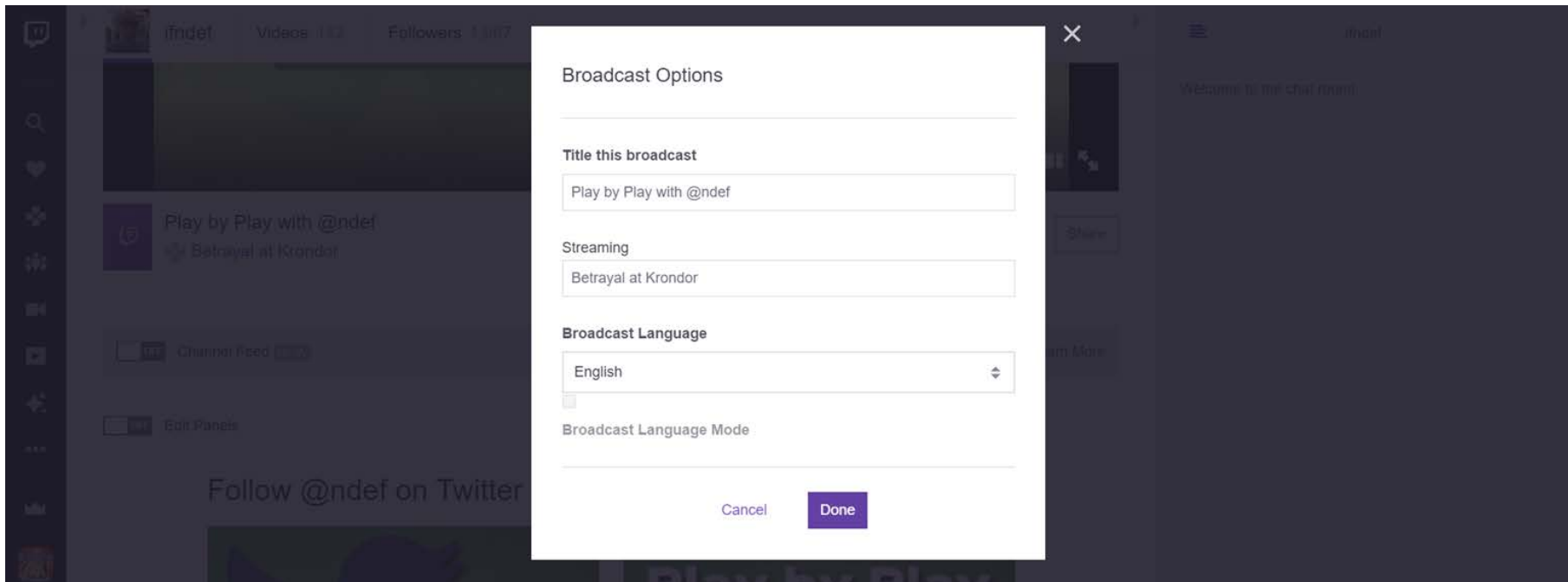






1. Let people know what  
you're playing.







## 2.Export videos to YouTube.





# 3.Create edit breaks.





**PLAY**  
by  
**PLAY**

Stand by! We'll be right back.





## 4. Set a schedule.







# 5. Use social media.





## 6. Recruit a moderator.





# Structure





# A.Commentary Video





*[ aside ]*

*Commentary videos are great  
practice for peer playtesters.*





# B.In-Depth Analysis







# C. Questions & Answers





Would this game be better  
if it had a dragon?





# D.Ask-Me-Anything





# E.Developer Interview





PLAY  
by  
PLAY

Q&A



@ndef



@aseparatedplace



@bravepower





# F.Collaborative Analysis





PLAY  
by  
PLAY

Q&A



@ndef



@aseparatedplace



@bravepower







IMAGE



WEBCAM



SKYPE





# Programming





- How long will you play?
- How focused is the design?
- How entertaining is it to watch?
- Do you want to attract viewers, or show them something new?
- What do you want to play?





# Thank you!

**resource guide:** [undefinedbehavior.com/GDC2017](http://undefinedbehavior.com/GDC2017)

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