



the DISCOURSE OF LIVE STREAMING ON twitch: COMMUNICATION BETWEEN CONVERSATION AND COMMENTARY

Live streaming is a rapidly growing form of media entertainment over the internet. On platforms such *Twitch*, *YouTube*, *Instagram*, *Snapchat*, *Douyu*, *Panda.tv*, *Huya*, streamers broadcast a variety of activities including video gaming, physical exercise, music composing or eating. An essential component of these live streams is the simultaneous communication between the talking streamer and the chatting audience. At the example of live streaming of gaming on *Twitch*, the talk will present how participants interact with one another under consideration of the video game. The presentation will demonstrate that there are consistent patterns in the communication, which will be explained via a comprehensive descriptive model for the discourse of live streaming of video games.



Everyone is welcome

Daniel Recktenwald graduated with a PhD from Hong Kong Polytechnic University. Before, he studied English at Trier University (B.A.) and Saarland University (M.A.)

Date: 18.12.2018
Time: 18:00 c.t. / 6:15 PM
Venue: Room A12