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ГРАМАТИЧНІ ОСОБЛИВОСТІ ІНТЕРНЕТ-КОМУНІКАЦІЇ НА
МАТЕРІАЛІ АНГЛОМОВНИХ КОМЕНТАРІВ
У СОЦІАЛЬНІЙ МЕРЕЖІ TWITCH

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**GRAMMATICAL FEATURES OF INTERNET COMMUNICATION BASED
ON THE ENGLISH COMMENTS
IN THE SOCIAL NETWORK TWITCH**

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Introduction

Internet communication has been one of the fastest growing and most prevalent forms of communication within the last few decades. A wide variety of languages is used in internet-based communication. According to various statistics, the most used languages on the internet are English, Chinese, Spanish, Arabic, Indonesian, Portuguese, French and Japanese (Statista, 2021; Internet World Stats, 2021). The main language of the internet, however, is considered to be English. The rapid growth of internet-based communication has had an interesting effect on the English language used on the internet. As most people on the internet communicate through text-based messages, the language has had to adapt to its use in new and unexpected ways, evolving and developing into its own branch of language.

The internet English, or ‘Netspeak’, has many peculiarities across many different places on the internet. These peculiarities may vary depending on which part of the internet Netspeak is used in. The features of the language used on social media websites like Facebook and Twitter differ from one another, but they are still largely the same. The features of the language used on video hosting and streaming sites like YouTube or Twitch differ from those used elsewhere on the internet even more than one might expect.

The **topicality of this work** lies in the fact that internet communication, especially communication on livestreaming sites like Twitch, has not been researched thoroughly or comprehensively yet, despite the rising popularity and spreading influence of these forms of communication. In particular, their grammatical and lexical peculiarities, which separate the English language used on the internet and various websites from standard Modern English.

The topic of internet communication as a whole is still in its early stages. Its existence as a separate study of linguistic processes was advocated by the English linguist David Crystal. In his 2005 work, “The Scope of Internet Linguistics”, he outlined four main perspectives for further investigation – the sociolinguistics

perspective, the educational perspective, the stylistic perspective and the applied perspective, all of which are interlinked and affect each other. In the stylistic perspective, he outlined the various outlets in which internet English may differ according to the way they are structured.

This work shall focus on identifying the peculiarities of internet English, as well as its use on the video streaming website Twitch, its grammar, unique vocabulary and other features which separate it from standard Modern English, its influence on the English language used both on other parts of the internet and in general English discourse.

The object of this work is the English language used in internet communication, specifically based on the language culture of the media streaming website, Twitch.

The aim of this work is to identify and analyze the special grammatical, orthographical and lexical features of the English language used in English-speaking communication on the website Twitch.

The **methods of research** used in this work are a combination of qualitative and quantitative analysis, intended to provide a wide variety of information on the peculiarities of the grammatical, orthographical and lexical aspects.

Compositionally, this paper consists of the introduction, three chapters, the general conclusion, the list of references and appendixes.

Chapter 1 deals with the unique features of internet English as a whole.

Chapter 2 explores the unique features of Twitch's internet English, its history and influence.

Chapter 3 focuses on analyzing the unique grammatical and lexical features of internet communication based on Twitch chat comments at various levels of viewership.

The appendixes include analyzed snippets of 8 different livestreams and their chats from Twitch.

1. English as the lingua franca of the internet in the age of globalization.

English as a lingua franca has been growing in use across the entire world since beginning of the 20th century, having effectively replaced French as the language of diplomacy after World War II. Its use around the world differs in form, but it remains a consistent common language of diplomacy, science, trade and business.

According to the paper “Brief History of the Internet” (Leiner et al., 1997), the internet was originally created as a result of a series of experiments by American computer scientists who envisioned a connected world-wide network of computers. Along with this, according to Webfoundation.org (2021) and W3C.org (2021), the most notable developments in the history of the modern internet, the creation of the World Wide Web in 1989 and its subsequent public release in 1991, were done by the English computer scientist, Sir Tim Berners-Lee. As such, throughout the 1990s, during the internet’s early growth, English remained the main language used in communication. And although many other languages have grown in use on the internet, English remains the most used language for communication between people from different nations.

To continue the description of English as a lingua franca, we must first clarify what a ‘lingua franca’ is. Following the most common definition given by Oxford Dictionary, it is a language or dialect which is used between two people or groups which do not share a language or dialect. With this definition, it is easy to see how English is considered the lingua franca of the modern world, both in real life and internet worldwide communication.

In the current age of globalization, English has spread to every corner of the world, whether through official communication between different nations, cultural sharing from the English-speaking countries or through the internet. This is due to the history of colonization by the British Empire and the teaching of English as a second language being quite common in most developed countries around the

world. Such widespread presence of the English language has made it quite unique among the lingua francas of history.

There have been many studies of English as the lingua franca of the world (Crystal, 2003; Cogo, 2016; Mares, 2016; Melitz, 2018; Mauranen, Ranta, 2009; Mauranen, 2003; Allerton, Skandera, Tschichold, 2002; Seidlhofer, 2005; Graddol, 2006; Голик, 2015; Щербицька, 2018). However, only a few of them, like David Crystal (2001; 2005; 2006) and Mares (2016), explored the effects of the internet and its language on English as a lingua franca. Even with their contributions towards the study of English as the internet's lingua franca, those studies did not study specific parts of the internet in-depth, instead focusing on the language of the internet as a whole.

Due to the internet being vehicle of globalization and its main language being English, most of the most popular websites primarily use English, both as the language of communication between users and as the language of the sites themselves. Even if the website is designed with multiple selectable languages or if the website has non-English content, most popular websites are predominantly English-speaking.

Examples of sites with English as the main language of communication are social media sites like Twitter and Facebook, popular forum sites like Reddit and 4chan, and media sharing sites like YouTube and Twitch.

As the lingua franca, the original form of English is often distorted when spoken by both native and non-native speakers. These distortions are expressed through shorter sentences, broken grammar, limited vocabulary, non-standard spelling, etc. On the internet, where the most common type of communication is written language, these distortions are quite apparent and widespread. David Crystal (2001) said that the internet's widespread non-standard, full of new words and highly tolerant towards spelling errors language is to be viewed as a third medium, separate from both spoken and written language.

Some of the most used examples of these distortions developed into internet slang, or 'Netspeak'. Netspeak is a term coined by Crystal (2001) referring to the

type of communication used in chatrooms and message boards on the internet. Although it refers to any language used in these contexts, English is the main contributing Netspeak language, as most international internet slang comes from it. Common shortenings like LOL, OMG, LMAO, BRB, as well as slang words and phrases all come from the English language.

Many of these shortenings and slang words used in internet slang are now being documented in modern online dictionaries such as Merriam-Webster, the Oxford Dictionary and the public online dictionary Urban Dictionary. For example: ‘Lowkey’ (Urban Dictionary), ‘Stan’ (Urban Dictionary), ‘Salty’ (Salty, Merriam-Webster), ‘Yeet’ (Yeet, Cambridge Dictionary).

Aside from shortenings and slang words, internet slang encompasses a large variety of internet-specific communication features. Such features can be special punctuation and capitalization, emojis and emoticons, purposely erroneous or broken syntactic features, stylized spellings, heterographs, etc. In general, any communication on the internet which differs in some way from real world communication in the same language can be considered internet slang or ‘Netspeak’.

Peculiar grammatical features also permeate Netspeak. As mentioned prior, English internet communication often features short sentences, sometimes broken grammar, frequent use of abbreviations and infrequent use of capitalizations and punctuation in casual communication.

Although these peculiarities are most noticeable in non-native English speakers, many native speakers may also make both grammatical and spelling mistakes, either on purpose or accidentally, as outlined in a blog of a popular online English teaching website Lingoloop (2020). Many native speakers may simply not know how to properly spell some words, alternatively, they may purposely make grammatical and spelling mistakes to make the sentences easier to write or to make them appear more casual.

On the other hand, as it is mentioned in the White Paper issued by the computer linguistics company Congree (2017), non-native speakers often make

mistakes connected with their native languages, speakers of languages without articles may not use them as much, if at all. Speakers of languages with completely different grammatical structures may use those structures in English without realizing it and so on.

Regardless of mistakes, due to the written nature of most internet communication, more often than not, it is entirely possible to understand a non-native speaker's messages. As such, English continues to be used to communicate between speakers of different languages. However, due to the fact that non-native English speakers now vastly outnumber native speakers, the language is changing, both on the internet and outside of it.

Overall, English continues to thrive as the lingua franca of the internet in the modern age, being spread more and more across the world by the process of globalization. Although some, like Zuckerman (2013) and blogs like Motionpoint (2018), may claim that it is slowly becoming defunct, as people are starting to look inwards, towards sites and content in their own language, that point is moot, as English continues to follow the very definition of 'lingua franca', being the language used to communicate by people from different parts of the world who do not share a language.

However, even as the English language on the internet evolves through globalization, it is not the same across the entire internet. Different websites may use different varieties of internet English, they may use different methods of communication, which wildly changes the direction of its development.

1.1. Linguistic differences in methods of communication over the internet.

As mentioned previously, the English language is not homogeneous across the entire internet. While it is possible to define a general ‘internet English’ which most people use online, that may not apply to every form of communication over the internet. Different types of internet slang may not apply to communication in every part of the internet.

Although various studies (Agha, 2008; Halliday, 1978; Joos, 1961; Trudgill, 1992; Wardhaugh, 1986) claim that there are many styles or “registers” in the English language, for the purposes of this study, it was decided to limit the definition to the most commonly found “formal and informal” styles. According to the common definitions from sources such as the Cambridge dictionary, the University of Technology Sydney (2013) and the Australian Broadcasting Corporation (2017), there are two major styles of writing – formal and informal. The formal style is characterized by its more serious and polite tone, omitting first person pronouns, contractions and slang, as well as using more formal vocabulary. The informal style is characterized by a more relaxed and spontaneous tone. In the informal style, first person pronouns, contractions and slang are common and the vocabulary is much less formal.

In internet English, the formal style of writing remains the same as in general Modern English. It is most often used in Emails, online articles, official company websites, government websites and official announcements.

The informal style of writing, on the other hand, is quite different from the generally accepted literary style. According to McCulloch (2019), it is characterized by lack of capitalization and punctuation, frequent use of shortenings and abbreviations, frequent omission of words, either through grammatical mistakes or elliptical constructions. However, this is not always the case. Various types of communication on the internet have different degrees of informal writing. The informal style is most often used on the internet in private conversations, live

text messages, video game chats, public forums, social media, blogs, media sharing websites, etc.

In private conversations, live text messaging and video game chats, most communication occurs in real time, meaning text messages appear as soon as you send them and other participants can respond to them immediately. This closeness to real life face-to-face communication causes most communication through these media to be informal to the point of resembling a conversational speaking style.

The informal type of internet English in live chats is shown through these features:

- frequent omission of capital letters, both at the beginning of sentences and in personal names;
- lack of punctuation;
- the use of shortenings and abbreviations;
- the use of short sentences and purposely incorrect or unusual grammar, usually through elliptical constructions;
- Slang words.

Professor David Crystal (2006) characterizes live chats through very quick, continuous one-sentence messages, rather than long paragraphs. He also mentions, that this is usually due to a word limit imposed on the live chat service, but may also be due to the general live chat culture that has developed over the years. Shorter messages keep people engaged in conversation more, making them more involved. In chats with more than one person, longer messages may simply take too long to type out, leading to them being finished long after the people in the chat have moved on from the topic.

In less formal public forum conversations and arguments, the informal type is expressed through very similar features. However, due to the difference between the instant response nature of live chats, informal forum conversations do not have such short sentences. Instead, informal forum communication is characterised through large amounts of shortenings, informal language and frequent use of slang

words and shortenings. The length of sentences, their grammatical accuracy and proper punctuation all generally depend on the person writing the message.

Of course, even when we determine and characterise these distinct types of communication, they are not always the same across different types of media or sites. According to Keating (2014), these are “internet dialects”, stemming from the fact that different parts of the internet have their own unique ways of using internet English.

Communication on media sharing websites like Twitch and YouTube is mostly carried out in an informal style.

On Twitch, there is only one type of written communication, however, this communication is directed at both the other people in the audience and the streamer. Singmanee et al. (2019) mention that this rather unique multi-directional type of communication is further compounded in its peculiarity by the presence of the Twitch-exclusive emotes and emojis, which are shown in the live chat when a user types out a case-sensitive code. The use of these emotes is extremely influential on both the language culture of Twitch and the language of the internet as a whole.

On YouTube, one can find a wide variety of different styles of writing. Comments can be both formal and informal, depending on the type of video the comment is under, the subject matter and the person writing the comment. In general, they all follow the same patterns as defined previously, though YouTube comments may also act as small combinations of forum posts and live chat messages.

YouTube also recently received a live chat feature for streaming broadcasts, which has its own emotes and emojis, however they are not as widespread in their use as the ones on Twitch. The vast majority of emotes used on YouTube livestreams are specific to the streamer themselves and are locked behind a paywall, while the emotes used on Twitch are primarily free and site-wide.

Similar things can be said for many social media sites, like Facebook and Twitter. On Facebook, users are free to type out entire paragraphs in whichever

style they decide, using any kind of language. On Twitter, users are limited by a very low word count, so they must shorten their messages to convey the meaning concisely.

This word limit on Twitter creates a rather interesting social media language culture wherein the standard forum type of messaging and the live chat messaging are combined into one. This makes it so users on Twitter must work around the constraints, sometimes by using unusual or broken grammar, pictures instead of words or communicate their full message through multiple tweets. According to Boot et al. (2019), this is a rather unique dialect of internet English, as even when Twitter doubled its character limit, up to 280 characters, most people still never used more than 190 characters per Tweet.

Another more structured yet still informal type of internet English exists in online blogs. Crystal (2005) specifies several types of blogs – there can be video blogs, audio blogs, photoblogs written blogs, etc. The most popular types are video blogs and written blogs. Blogs are, in essence, public online diaries. The language used in blogs is in a more primal, “naked”, form, published without much editing or professional standardization, as such, it can be categorized as informal.

One final thing to mention is that the more an internet user browses a certain part of the internet, the more they start to adopt these ‘internet dialects’, the easier it is to recognize where they spend most of their time on the internet. A Twitter user may use Twitter-specific references, vocabulary and may use shorter sentences. A Twitch user will often insert the codes for the Twitch emotes in communication on other parts of the internet, despite the emote not working outside of the website it originates from.

In conclusion, while we may be able to identify some common features of internet English and its slang, the deeper we look into English Netspeak on different parts of the internet, the more we find that it is not entirely accurate to say that it is just one new dialect of the English language. Many parts of the internet have had time to evolve and develop their own branch of internet English, making each of them a sort dialect or accent of the overall internet English.

It is akin to the English language itself. It is entirely possible to learn the generally accepted Standard English, but not many, if any, people speak it in their day-to-day life. The same goes for internet English. It is possible to learn the generalization of internet English, but every part of the internet uses it in their own unique way. Even the generalized categories of sites, like social media, forums or media sharing websites, have their own separate dialects among the members of the categories.

1.2. Influence of internet communication on English in real life.

As the internet becomes increasingly accessible, an increasingly large number of people is beginning to become dependent on it. Some use it for communication, some for entertainment, some for information, many for two or more of these aspects. Encyclopedia Britannica mentions that due to this increasing use of the internet, its culture and language are starting to influence the culture and language outside of the internet.

There have been several studies on how technology and the internet influence the English language (Al-Sharqi, Abbasi, 2020; Poushter, Carle, Bell, Wike, 2015) with many of them focusing on specific social media websites, especially Twitter. Although most studies have focused on how these innovations could help learn and teach English (Lekawael, 2017; Abbas, 2019; Wu, Ben-Canaan, 2006; Cingel, Sundar, 2012; Akbarov, Tankosić, 2016).

It is rather common in these days to see someone spending all day in front of a computer, playing a video game, working online, watching something or messaging people on their smartphones. It is precisely the last part which influences our culture and language the most. As Zainal and Rahmat (2020) mention, the more people communicate over the internet, either through private chats, forums or social media, the more they will begin to assimilate the way they communicate through them in their everyday lives.

While internet English may have some influence on the grammar people use in real life conversations or writing, its effect will not be very noticeable with native speakers, as they know and understand the grammar and syntactic structures intuitively.

However, as Struck (2020) mentions, due to the fact that many non-native speakers of English learn the language on the internet, either with no or minor prior knowledge of it, the simplified and informal English used on the internet may influence the way non-native speakers learn and use it.

The biggest influence may be the shortening of sentences through the omission of words or through slightly incorrect grammar, as in the example given in the previous chapter. This is the influence of live chats, private messaging and the social media site Twitter, as they all encourage or even enforce a strict character or word limit on the user.

Another large part of the internet which influences the way people use grammar is blogging. In most blogging websites, there is no real character limit, and the blogger is encouraged to write in a very conversational style, reflecting their way of speaking rather than their way of writing. This leads to many bloggers confusing grammar rules in long sentences, as it often happens in real life conversations. Oftentimes a blogger will forget how they started the sentence and end it with a different grammatical construction.

For example: “*From which country do you come from?*” (Crystal, 2017)

Long, complex sentences struggle from this especially, as grammar consistency falls apart in the middle of the sentence more often than not due to the sheer length and amount of grammatical constructions used.

On the other hand, the internet has offered many a great opportunity to learn the grammar and vocabulary of the English language, even if they are a native speaker. Since most of the communication on the internet is text-based, people who would not have otherwise read much in English in their spare time are doing so now. This has had a large influence in improving the English skills and comprehension abilities of many regular internet users.

In fact, some, like Gandal and Shapiro (2001), claim that the influence of native speakers on internet English will improve the quality of the English learned by non-native speakers.

According to Mushani (2016), the negative parts of such influences on real life English language are that a person may get too used to speaking informal English and internet slang, erroneously using them in live communication. This is most noticeable in the speech and writing of non-native speakers who learn

English primarily on the internet. While it is true that the internet has a wide variety of native English learning material, as well as having easy access to many native English speakers to converse with, most of them use informal internet English.

It is difficult to say whether this influence on the way non-native speakers learn and use the language is negative. On one hand, the internet helps people learn English much faster and much more naturally than any classroom, but on the other hand, the quality of the language learned may decrease due to a lack of understanding of when and why to use some of its features.

An article from Oxford Royale Academy (n.d.) outlines that another aspect of internet English which has influenced English as a whole is the bridging of real world dialects through the common rules of written English, even though they are slightly different in internet English. Native English speakers can now communicate and understand each other better than ever regardless of the dialect or accent differences. The same goes for non-native speakers and the more difficult English dialects, like Indian and African-American.

1.2.1. The influence of internet slang on English in real life.

The most influential aspect of internet English on the English language as a whole, however, is internet slang. The countless varieties of internet slang have started to strongly influence the way people speak and write in English, as Cimarusti (2013) mentions in an article for Daily Trojan. Specifically, internet English has affected young adults and teenagers, as they grew up with the internet and have experienced the changes in its English firsthand. They are also currently the main internet user demographic.

There have been many studies on what slang is and how it affects language (Dumas, Lighter, 1978; Eble, 1996; Mattiello, 2008; Partridge, 1970; Galperin, 1956; Khomyakov, 1971; Kornieliaeva, 2019), but most of them were made either before the internet was created or gained popularity, or simply did not focus on internet slang as the subject of study.

As mentioned before, much of the most popular internet slang was created in the early days of the internet, when instant messaging was starting to become popular and the first public messaging boards and forums became gathering places for many early internet users. The first and most used variety of internet slang is shortening and abbreviation. Shortenings, while they are primarily used in text messages even to this day, have become popular even in spoken English, as many of them are commonly understood and easy to use (McNutt&Partners, 2019).

Internet slang shortenings and phrases that have become widespread include:

- “*LOL*” – short for “*Laughing out Loud*” or “*Laugh out Loud*”, used to quickly show amusement. This is frequently used in spoken English by internet users in casual conversation when the situation is amusing, but not entertaining enough to start laughing. Almost never used as a full phrase (Merriam-Webster).

“*LOL, did you see what they tried to do last night?*”

- “*OMG*” – short for “*Oh my God*”, used as an exclamation to show an excited or a shocked reaction. Often used both as a whole phrase “*Oh my God*” or as a shortening “*Oh em gee*” in spoken English (Merriam-Webster).

“OMG, I haven’t seen you in ages!”

- *“WTF”* – short for *“What the Fuck”* or *“What the Frick”*, used as a question phrase or an exclamation to show a shocked or disturbed reaction. Often used as a whole phrase or as a shortening *“Double-U tee eff”* so as to avoid swearing (Merriam-Webster).

“WTF are you doing?”

“WTF, did you see that?”

There are many other such shortenings in use in spoken English, some may be used as a whole phrase, others may be used as shortenings, and many may be used as both depending on the situation.

Other, more standard varieties of internet slang, slang words, are also frequently used in both spoken and written English outside of the internet. They are words which either originate or were popularized on the internet, generally on social media and public forums. They may also be old words which have had their meaning changed.

Popular internet slang words people use in every day communication include:

- *“Salty”* – a slang word which has existed long before the internet, but was heavily popularized by it. Its meaning is “feeling or showing resentment towards a person or situation” in essence, being bitter (Merriam-Webster).

“You’re just salty because your team lost.”

- *“Yeet”* – a slang word which has a relatively complex etymology. Its original form is thought to be either the Middle English *“yet”* or as a slang term from the mid-2000s which was popularized in the late 2010s. It has several meanings, but the main meaning that has been popularized is *“to throw or move something quickly”* (Urban Dictionary).

“I yeeted it away the moment I realized what it was.”

- *“Pog”* – a slang word which originates from the website Twitch. It is the code for one of the deleted emotes which depicted a man reacting to something exciting with an open mouth. The use of this slang word has spread to nearly every

corner of the internet and even real life, despite originating in the video gaming community on Twitch (Urban Dictionary).

“The way you played that was so pog, man.”

Several other types of internet slang have also had a certain effect on the spoken language. Heterographs, words which sound the same but have different spellings and meanings, are frequently used on the internet, either as a pun or as an entertaining way to replace a word. The most popular of these heterographs is “*sauce*” as a replacement for source when asking for the source of a picture or a piece of information.

Another type of internet slang from the early years of the internet is 1337 (leet) or Leetspeak, though it has somewhat fallen out of popularity in recent years. As described in “An Explanation of 133t Speak” (2002), Leetspeak is an informal language system which replaces letters with numbers or special characters. It originated from early internet hackers due to letters being an easy way to work around word filters on forums. The name of the language has since become a popular term to refer to skilled individuals, most often referring to video game players.

Leetspeak also introduced several distinct morphological wordbuilding forms which are still used both on the internet and in spoken English to this day. These are primarily suffixes:

-x0r and -z0r suffixes as replacements for the usual -er and -or suffixes. Most often seen in the words *hacker (h4x0r)* and *owned (0wnz0r)*.

-age suffix as an addition to any viable verb, which would turn it into a noun, though sometimes that rule is broken. Most often seen in words like *own (pwnage)*, *speak (speakage)*, *yeet (yeetage)*, *noob (noobage)*.

-ed suffix being replaced in several different ways. *E in -ed* may be replaced with an *apostrophe*, while the entire suffix may sometimes be replaced with *-t*. *Owned (pwnt)*.

In terms of written language, Leetspeak often lacks punctuation of any kind aside from exclamation marks. Commas and full stops are left out entirely, question marks are very rarely used in proper context, most often merely as a way to spell something else.

Several purposely erroneous grammatical constructions from popular internet memes and references are also frequently used in a joking manner by internet users. Popular examples are the plural of the word internet “*internets*”, older memes like “*Is only game, why you have to be mad?*”, “*I can haz cheeseburgers?*”, “*If I sits, I fits.*” and many more.

Popular internet memes often influence the way internet users talk outside of the context of the internet as well. They may make frequent references to their favourite jokes, disrupting the natural flow of the conversation, sometimes even breaking grammar rules to make the reference.

As Abrams (2010) points out in an article on the effects internet has on language as a whole, it is sometimes debated whether the influence of internet English on general Modern English is a good or a bad thing, whether the influence is large or small or whether this influence will increase or decrease as time goes on. It has become impossible to say, however, that the influence does not exist at all. It is the natural evolution of a language in a new environment.

Overall, the influence of internet English on general Modern English is rather extensive. This influence stems from many different parts of the internet, like social media, media sharing websites, online forums, etc. It affects both the spoken and written language of both native and non-native speakers, as well as affecting their level of proficiency in English as a whole.

2. Twitch as an interactive video streaming and text based medium, its unique features.

According to the Statista article by Clement (2021), Twitch is an extremely popular media streaming website which began as a video gaming focused streaming website. In another article, Epstein (2021) points out that Twitch focuses primarily on video game livestreaming, especially esports tournaments and games associated with esports. It has also been used by real life sports companies, like the NBA, as a way to branch out into internet culture.

There have been various linguistic studies focusing on the language used on Twitch (Flores-Saviaga, Hammer, Flores, Seering, Reeves, Savage, 2019; Olejniczak, 2015; Recktenwald, 2018; Tay, 2020), but only a few of them focused on specific peculiarities and features. Most focused on the types of messages that were sent. Along with that, due to Twitch being a constantly evolving and growing medium, most studies quickly become outdated as viewership and variety of content increase.

As Streamers Playbook (2021) and Streamscheme (2021) point out in their articles on the history of Twitch, it rapidly outgrew its more general counterpart, Justin.tv, which was created in 2007. By 2014, its parent company shut down Justin.tv and was rebranded as Twitch Interactive. In 2020, it had a reported audience of over 15 million daily active viewers, with 1.4 million average concurrent viewers. In recent years, Twitch has also branched out into other types of creative content, like music streams, painting streams, IRL (in real life) streams and even just live blog style ‘just talking’ streams.

As it is an American company, the most used language, both by the website and by the streamers, is English. Although there are also many non-English speaking streamers.

Due to its nature as a combination of video and text-based communication and entertainment, as well as its live nature, the language used on Twitch may be rather different from the language used on other websites. It is primarily informal

both from the side of the streamer and from the side of the live chat. Formal language on Twitch is rare, only being used by professional broadcasts, and almost never by the live chat.

Anybody can watch broadcasts on Twitch, but one has to make a free account in order to comment in chat. Sometimes, due to various reasons, streamers may enforce a ‘subscriber only’ chat, blocking messages from free users and only allowing subscriber messages to appear. Subscribing is a way to support a streamer by making a monthly subscription, the price of which depends on the streamer.

The main features of the language on Twitch as a livestreaming service are:

- **Short sentences.**

Due to the nature of live chatting through text, short sentences dominate most messages, as Twitch has a limit on how many characters (500) you can put into a single message. Besides the hard limit on the number of characters, there is also the speed at which some live chats move, forcing viewers to type shorter messages to either communicate amongst themselves or with the streamer.

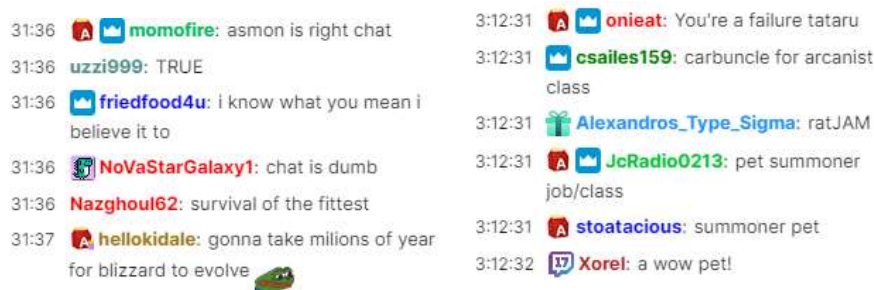


Figure 1: Short sentence examples.

- **Non-standard or broken grammar.**

Much like with short sentences, non-standard or broken grammar in live chat communication is a common sight. This may be due to a variety of reasons. Shorter sentences may sometimes necessitate unusual grammar, the international nature of Twitch streaming may invite non-native English speakers in the chat, etc. The main form of non-standard grammar is unfinished sentences and lack of punctuation, which is often considered more as a feature of internet slang than broken grammar.

The influence of some of the later features, like spamming and unique emotes also impacts the grammar of many messages in the live chats of Twitch, though for the most part, people who wish to engage in a normal conversation with either another viewer or the streamer in a slower live chat can simply ignore the existence of these features.



Figure 2: Non-standard grammar examples

- **Spamming.**

In this case, spam refers to live messaging spam, meaning a large amount of unwanted messages sent or received within a short time period. Spamming is common in general internet culture, but it is very prevalent on Twitch, especially in large live chats of popular streamers.

Whenever a streamer reaches around five thousand or more viewers, their live chats have to be heavily moderated, as many viewers will create spam messages, using ASCII characters to make images, repeating the same long message made to annoy others, or overuse emote and capital letters to gain attention from either the streamer or other viewers in the chat.

These spammers will go on to rapidly repeat these messages if there is no time limit on how many messages per minute you can make in the chat, forcing either the streamer or their moderators to deal with the spammers. The grammar used in these spam messages ranges from slightly non-standard to almost completely broken.

The main way most chats deal with spammers is to make the chat ‘subscriber only’, blocking the messages from free accounts and only allowing channel subscribers to chat.

- **Interaction between text and video media.**

One of the most unique parts about live media streaming on the internet is the interaction between the streamer and the viewers. The communication between the viewers and the streamer is done through a combination of text (from the side of the viewers) and voice (from the side of the streamer), though sometimes the streamer may choose to communicate with their viewers through other means, like text.

An important point in terms of interaction between the streamer and the viewer is how many viewers there are at any given moment and how popular the streamer is in general. The more popular a stream or its streamer is and the more viewers there are, the simpler the language in the stream's chat becomes. Messages become shorter, more reactive, Twitch's unique emotes are spammed more and more.

Eventually, the chat becomes so fast-paced that a normal viewer will not be able to actually read it. It becomes a constantly moving stream of text and emotes which repeat themselves more often than not. This problem becomes more evident during exciting moments in a stream or when the streamer is talking about something controversial. The only way to express oneself in chat becomes through emotes, which convey different emotions to the streamer without the need for text.

This is not as much of a problem in small or medium streams, where the viewer count does not make the chat unreadable. In smaller streams, one may find actual conversations between the streamer and the viewers, along with conversations between viewers. The use of emotes is still present, but not as prominently and not as egregiously. They are mainly there to emphasize a point or to provide levity.

In medium streams, the chat often moves at a relatively readable speed, providing both the streamer and the viewer a medium through which to communicate. Exciting moments in the stream are still a problem, as during them, the chat still becomes nearly unreadable, just as in more popular streams. Emotes are used more often than in small streams, as they are a convenient tool to communicate emotions to the streamer.

- **Twitch's unique emotes.**

For a long time, the unique aspect about the streaming experience on Twitch was the existence of emotes in its live chat. Initially, these emotes were limited and were usable on every stream, through the input of a special code tied to that emote image. As the platform grew, these basic emotes that were present since the beginning began to gain more and more importance, as they started being used to show an emotion or a reaction towards something in place of expressing them through text.

Over time, the emote system expanded, introducing many new general emotes, which can be used anywhere on the website, as well as emotes unique to certain streamers. These unique emotes are not as impactful in the larger Twitch community, as one needs to be subscribed to a streamer to gain access to their unique emotes, but popular streamers' emotes can often be seen all around Twitch.

The use of emotes tied to specific codes, most of which are words, has evolved into a rather interesting feature on its own. Many messages can be seen replacing entire words with emotes which have come to be associated with specific emotions or reactions. The specific codes for these emotes can also be seen outside of Twitch itself, as frequent users of it may sometimes use these codes to show their reaction towards something. This use of emote codes outside of Twitch may be either ironic, making fun of the emote culture, or serious, indicating that the person either doesn't realize that they are not universal or they made a simple mistake (Cook, 2018).

As stated in the previous point, emotes are often seen as a way to convey certain specific emotions without the use of text. Due to this, emotes are seen as the perfect way to communicate with a popular streamer whose chat is spammed or is otherwise too crowded to have a proper conversation.

As mentioned in the Statista article by Clement (2021), Twitch is a leader in the field of online streaming. Its services are used by many companies in the video gaming industry as well as countless independent streamers who focus on a wide variety of topics. Its nature as a combination of video and text communication has

influenced its language immensely, creating a unique language culture which centers around Twitch's own special emotes.

Its success in the previously unexplored field of livestreaming online has influenced many other companies to create their own streaming services. Some e-sports companies have attempted to create their own streaming services in the past, but most were not nearly as successful as Twitch. The only notable competitor in the field of livestreaming in recent years has been YouTube, which had developed its own streaming service as a response to the rising popularity of Twitch the 2010s, though it has had streaming capabilities since the mid-2000s.

In recent years, YouTube has taken inspiration from the way Twitch works, especially in terms of emotes, as they have begun adding unique emotes tied to YouTube's livestreamers as an incentive for viewers to join its version of Twitch subscriptions, "Memberships" (Alexander, 2018).

2.1. Evolution of Twitch's language features.

The English language used on Twitch went through a multitude of gradual changes throughout the years, starting all the way back when its main streaming platform was Justin.tv. During the early years of Justin.tv, the language used in stream chats was relatively normal for its time. There were still no emotes, and the streaming language culture had not yet developed.

From 2007 to 2011, a multitude of emotes was added to the website, which could be used in the chat of any stream on the platform. These emotes would later pass down to Justin.tv's gaming focused spin-off, Twitch (Fairly Odd Streamers, 2021).

From 2010 to 2012, gaming streams started becoming more and more popular due to a variety of reasons, ranging from worldwide improvements of internet speeds to better hardware, all of which allowed for better and more effortless livestreaming of video games. The large influx of viewers from the gaming community proved to be one of the most influential parts of Twitch's formation and later evolution. This is due to the fact that video games, especially online video games, had previously developed their own unique type of internet English. *Continued in chapter 2.1.1.*

After Twitch officially split from Justin.tv and became its own entity in 2011, gaming became its main focus. However, as previously mentioned, one of the features it inherited from Justin.tv was the unique emote system. This emote system originally consisted of only around two dozen emotes which could be used in any streamer's chat. These emotes became widely used and extremely popular among the viewer base of Twitch due to a combination of factors.

From 2013 to 2021, there have been many changes to the emote system. Many emotes were added to the common pool of site-wide emotes, some unique, some simply variations of original emotes. Aside from that, a system was created in which streamers who have partnered with Twitch were able to add their own unique emotes to be used anywhere by their subscribers. Some of the most popular

emotes from various streamers were later also added to the common pool of emotes with the permission of their creators.

It is impossible to talk about the language on Twitch without mentioning its unique emote system, as it has become a dominating factor in its culture and influence on other parts of the internet. *Continued in chapter 2.1.2.*

Throughout the history of Twitch, it has also developed its own culture, creating inside jokes and references, along with unique pieces of internet slang which either developed from video game slang or from events and features on the website itself. The main unique features of the common structure of language on Twitch were mentioned previously in chapter 2.

As Twitch rose in popularity as the main streaming website of the internet, its unique language features and quirks started slowly spreading and influencing the language used on other parts of the internet.

Overall, the language used on Twitch has gone through a variety of changes throughout its history, the main points of change being the introduction of video game culture, and the existence and continuous addition of unique emotes which could be used anywhere on the site. These factors resulted in such a deviation from the common internet English that it now subtly influences the overall English of the internet as a whole.

2.1.1. The influence of video game chats on the language of Twitch.

The internet English used in video games developed slightly differently compared to most other types of internet English at the time. It was most similar to the internet English used in live messaging chats.

While video game chats are often generalized and categorized as one homogeneous group, especially when talking about in-game chat safety for children (Gad, 2019), that is not quite correct. The only video games with online live chat systems are multiplayer games. Multiplayer games, and by extension their chats, can be different.

Every online game type offers a different chat experience. Shooters, action or real time strategy games have very fast paced live chats with very short, broken sentences. This is due to the urgency and the need to communicate in a short span of time that these types of games promote. On the other hand, as da Silva (2014) mentions, there are slower paced games, like long term strategy, co-op roleplaying games and MMOs (Massively Multiplayer Online games). In these types of games, live chats are slower and more relaxed, allowing for a more standard live messaging experience.

Despite the differences between games, video game live chats can still be characterized under one category due to the general culture and standards that have developed over the decades of online gaming.

Due to the fact that video game chats are so similar in nature to regular live chats, their characteristics are also similar:

- **Short sentences.**

Just like with standard live messaging, video game chats tend favour shorter sentence structures due to the nature of live communication. More often than not, video game players communicate with each other using short messages due to the frantic nature of the games. They do not have the time to construct and type out a full sentence in a competitive environment. This primarily applies to more action-packed games. Games which have slower action or are more focused on careful

thinking usually have the same features as standard live messaging, though with some unique vocabulary.



Figure 3: Example of short messages from the chat of a game of League of Legends

- **Non-standard or broken grammar.**

As a result of fast-paced action in video games, most players do not have the time to type out full, properly structured sentences. Due to this, many forgo proper grammar in favour of making sure the situation they mean to convey is understood. Short, unfinished sentences, lack of proper punctuation and extensive use of unique shortenings and gaming slang can be seen in nearly every video game chat.

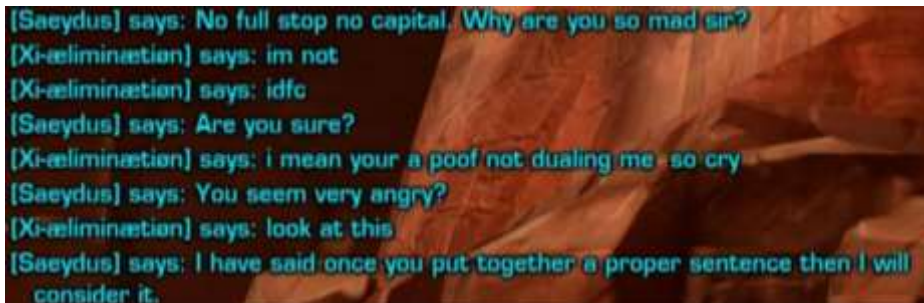


Figure 4: Non-standard grammar examples

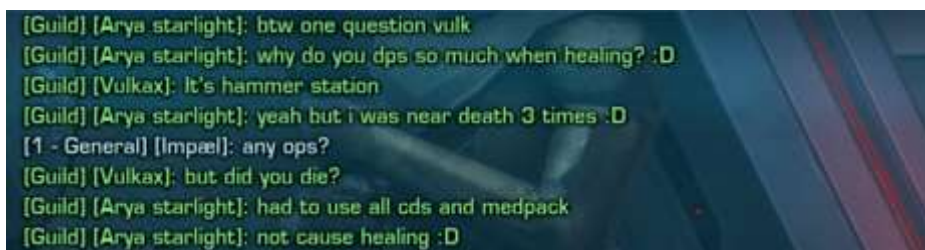


Figure 4.1: Non-standard grammar examples

- **Non-standard spelling**

Aside from short sentences and broken grammar, video game chats can be characterized by their use of non-standard or unusual spelling. Many video game

players will forgo the standard apostrophe in most contractions and possessive cases. They may make spelling mistakes and not bother to fix them due to the frantic nature of games, forcing them to convey their message more urgently (Suryanto, Setiawan, n.d.).

A unique way of spelling that may sometimes be seen in video game chats is leetspeak or “1337”, which was covered earlier in chapter 1. This method of spelling was mainly popular in the 2000s and has since become a rarity in modern day gaming. It was still widely used during the time when video game chats started influencing Justin.tv and Twitch (An Explanation of 133t Speak, 2002).

- **Use of slang unique to video game chats.**

Just like most separate parts of the internet, video games have developed their own unique internet slang. Video gaming slang in particular has been very influential on internet English as a whole. Most of these slang terms exist to shorten messages while keeping them understandable, giving players the ability to convey their meaning without bothering to type full sentences.

Some of the most popular pieces of video game slang are:

- “*AFK*” – A shortening of the phrase “Away From Keyboard”. This is generally used when a player is temporarily unavailable due to not being near his or her gaming platform. The term does not always necessarily refer to a real keyboard, as the player may be using a controller instead (Merriam-Webster).

- “*BRB*” – A shortening of the phrase “Be Right Back”. This is used in a similar manner to “AFK”, the main difference being that “AFK” may be used by another person to guess whether a player is away from their keyboard, while “BRB” is mainly used by the player themselves to state that they are going to be unavailable for a short amount of time (Merriam-Webster).

- “*BM*” – A shortening of the phrase “Bad Manners”. This is used when a player shows unsportsmanlike or disrespectful behaviour towards other players or the game (Urban Dictionary).

- “*KS*” – A shortening of the phrase “Kill Steal”. This is used by players who are upset at another player for stealing or securing their kill in a game. Sometimes used together with “*BM*” (Urban Dictionary).

- “*GG*” – A shortening of the phrase “Good Game”. This is used at the end of a match or game as a gesture of good sportsmanship. “*GG*” has become a customary phrase at the end of any game, no matter the outcome or the events in it. It has also become a way to quickly say “game over”, as it is synonymous with the end of a game. Some players may use this term as an insult, by saying “*GG*” in the middle of a match, implying that they have already won (Urban Dictionary).

- “*Elo hell*” – A term used for a situation in which a player becomes stuck at a lower rank compared to their true skill level. Originates from the Elo rating system, created by Arpad Elo for games like chess. The term has gained popularity and widespread use due to several competitive games which were mainly streamed on Twitch, such as League of Legends and CS:GO (Dictionary.com; Urban Dictionary).

- “*Lag*” – A term used for an unexpected delay between video game control inputs and actions performed. This often proves disadvantageous to the player, the scale of the disadvantage depending on the type and severity of the lag. It may be caused by slow internet speeds, low quality hardware or low-quality software. The term gained popularity among the video gaming community both as an excuse for poor gameplay and as a common explanation for various kinds of delays in gameplay (Cambridge Dictionary).

- “*OP (Overpowered)*” – A term used in both shortened and full forms depending on the speaker’s preference. It refers to a piece of content within a video game that is improperly balanced, making it too powerful to properly overcome or otherwise defeat. Often used by players both seriously and sarcastically (Urban Dictionary).

There are many more pieces of video gaming slang that could be talked about, but these are the ones one could encounter the most while watching a Twitch broadcast or speaking to a video game player about their favourite games.

2.1.2. The use of emojis and emoticons in internet English and their influence on the language on Twitch.

Emojis and emoticons have always had a significant impact on the language used on the internet. They are often seen as the best way to represent basic emotions through text messages, especially when those messages are short. Instead of writing out long, stylized texts to convey emotion, emojis and emoticons can simply represent them through imagery.

Emojis and emoticons are very similar in their roles, but differ in presentation.

Emoticons, according to various dictionaries, are purely text-based character combinations which resemble some kind of facial expression, usually utilizing punctuation marks, numbers and rarely letters to express feelings through text. Emoticons predate emojis, as their use began with the very first computers that had text-based communication (Merriam-Webster; Lexico).

The first recorded use of an emoticon in internet communication was by Scott Fahlman, who used the emoticons :-)) and :-(. Throughout the history of the internet, there have been several styles of emoticons. These are usually divided into western-style and Japanese-style emoticons (Ken Y-N, 2007; Wattention, 2018), though there are several other Asian styles which are used in their countries of origin (90 Day Korean, 2021). The most often used western-style emoticons on the internet are smiley faces built with a colon and other additional characters, such as :), :D, :-), :(, D: and so on. Emoticons are also often referred to with the shortening 'emote'. Though 'emote' also sometimes refers to specific emojis.

Emojis are pictures which can be made through character combinations encoded in various text programs and websites. They are effectively an evolution of emoticons, as they use actual images instead of mimicking them through text. In an article on the history of emoticons and emojis, Andrei Stefan (2019) explains that both the term 'emoji' and their existence originates from Japan. The word is made up of two Japanese words – e (picture) and moji (character), meaning its

resemblance to the word emoticon is actually coincidental. The use of emojis was popularized in Japan in the 1990s, when several Japanese phones were released with an emoji system built into it. The concept of emojis soon spread to the rest of the world in the early 2000s. Today, there are many styles of emojis, differing from website to website and from phone to phone, though the most basic emojis, the smiley faces, have mostly remained the same.

Kukreti and Patel (2020) have studied the idea of both emoticons and emojis having had a very noticeable impact on the way people communicate through text online. Since both systems exist to convey emotion in text-based communication, people have used them to further simplify the already shortened sentences that are common in live messaging and general internet communication.

When Twitch was still only Justin.tv, it received two emoji systems. One of them was a standard ‘smiley face’ emoji system which shared characteristics with most regular systems all over the internet (Fairly Odd Streamers, 2021). The other emoji system became something called “Twitch emotes”. These are special emojis which are tied to specific letter combinations to make images unique to the website. As stated previously, the emote system had both site-wide emotes, which could be used by anyone visiting the website, and user-specific emotes, which could only be used by subscribers of the streamer the emotes were tied to.

A rather interesting and unique language culture spawned from this ‘emote system’, as they were being used to convey specific emotions that standard emojis and emoticons could not. Since the communication on Twitch is a combination of livestreaming and live messaging, the text messages are mostly short and informal. Grammar rules are frequently flouted in favour of speed and conciseness. Along with that, many chat messages tend to be reactive, as they respond to what the livestreamer is doing or saying, rather than engaging in conversation with other viewers. Due to all of these factors, Twitch emotes are seen as the perfect way to shorten messages further without sacrificing their meaning by conveying emotions through these emotes.

Over the years, a great number of emotes has been introduced to Twitch, all of which have their own unique codes and meanings. More often than not, the original intended meaning of an emote does not matter, as the Twitch community replaces these meanings with their own. Eventually, an emote's meaning or meanings become deeply ingrained in the community and they stay that way unless some major event changes its meaning.

The most popular emotes used on Twitch are:



Kappa – One of the oldest and most popular Twitch emotes. It has been entered into several online dictionaries, such as Dictionary.com and Urban Dictionary. It depicts a grey-scaled version of the face of a website engineer, Josh DeSeno who put in his own emote in 2011 when he was hired to work on the chat client on Justin.tv. This emote, like every other emote from Justin.tv, was later transferred to Twitch.

The code of the emote, “Kappa” originates from the creator’s love for Japanese mythology, in which a Kappa is a turtle-like spirit (Grayson, Streamscheme, 2020).

It exploded in popularity almost the moment it was discovered, becoming a long-standing joke on the website and later gaining popularity outside of it. The emote’s primary use is to denote sarcasm, jokes, irony and smugness. It is also often used as a reaction to a humorous situation in a livestream. Its popularity is attributed to the apparent smugness of the emote.



DansGame – Another emote from the era of Justin.tv, also present in several online dictionaries, such as Dictionary.com and Urban Dictionary. It depicts an old, popular livestreamer going by the name DansGaming. This emote was created when the streamer became a site admin in 2010.

The emote has since been used as a way to convey revulsion, disgust, anger or annoyance towards something or someone. It can often be seen as a reaction towards something revolting or annoying happening on the livestream or towards another viewer's comment (Goodman, Streamscheme, 2020).

This emote is not often referenced outside of Twitch, but is very often used on the website itself.



TriHard – An emote based on the Twitch streamer, TriHex. It was created in 2012, during an event where this picture of the streamer was taken. As the website's admins were looking for new emotes to add to the overall free emote collection, they came upon it and it quickly gained popularity. In fact, it is currently the most popular emote on Twitch.

It is intended and often used to convey excitement and happiness. However, some viewers use this emote for the purposes of racial discrimination, as it is sometimes spammed in chat whenever a black person was streaming or speaking.

There has been some controversy over whether this emote should be banned for its use in racial discrimination, but its popularity, the dwindling number of such racially charged uses and the opinion of the streamer depicted in the emote, it has stayed on the list of free site-wide emotes (Goodman, Streamscheme, 2020).



LUL – A more recent emote, originating from the popular Video Game reviewer, TotalBiscuit. The emote was created in 2014 and has had a controversial history due to two events since its creation.

Due to its popularity, the photographer who took the original picture has claimed this emote as his own and requested for it to be removed from the platform. After some debate, the photographer released the photo on the condition that it would become a free, website-wide emote, rather than a subscriber emote (Grayson, Streamscheme, 2020; Bulgac, 2020).

The other controversy concerned whether it was acceptable to use the emote after the person depicted on it passed away from cancer in 2018. It was decided that the emote would continue to be used in his honour.

The emote mainly serves as a replacement for the word LOL, most often used as a reaction to something funny and to depict laughter.



PJSalt – One of the rare free emotes showing an object, rather than a face. It was added in 2014 and has been widely used since then.

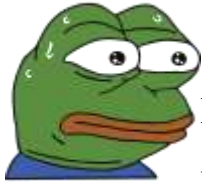
Its primary use is to replace the slang word “salty”, which refers to someone being bitter, upset or frustrated over a situation or someone else. Due to the popularity of the slang term on the internet and in video game chats, This emote quickly became popular as a reaction to the streamer getting “salty” (Grayson, Streamscheme, 2020).



PogChamp – One of the most popular emotes on Twitch and on the internet as a whole. It was created in 2012, originating from the YouTuber Gootecks. Its primary use is to convey excitement or positive surprise for a situation in the stream.

This emote became very controversial and subsequently banned when the person it depicted voiced violent opinions supporting the former US President Donald Trump during the 2021 post-election civil unrest.

Though it was removed from the website, the code for the emote is often used on its own, both on Twitch and outside of it, to convey the emotion the original emote did. The code for the emote has become so popular, in fact, that it has spawned many internet memes and references, along with many other Twitch emotes which reference it in their codes and images (Goodman, Streamscheme, 2021).



MonkaS – A more recent emote than the ones previously discussed. It was created in 2016, though it didn't gain popularity until 2017. It is tied to the Twitch browser extension BTTV, which adds a variety of improvements and emotes to the website.

This emote shows an image of a sweating “Pepe the Frog”, a popular internet meme. It is used to convey anxiousness, nervousness and the intensity of a situation or event. It is also sometimes used as a reaction to uncomfortable things a person in the stream may say (Hannah, Streamscheme, 2021).

The code for this emote is often used outside of Twitch as a way to relate to the emote in order to convey the emotion it usually denotes. It is also sometimes used in a joking manner to refer to the habits of Twitch chat users to overuse emotes.

In recent years, images derived from Pepe the Frog have become very popular, both as reaction images in memes and as emotes on Twitch. A wide variety of emotes using different pictures of the same character are available as part of the BTTV extension (Edwards, 2021).

There are many more popular free emotes in use on Twitch, some of which, as Solsman (2015) states in an article, are so popular they are even referred to outside of the website. Just like the emojis and emoticons before them, Twitch emotes are used to replace or convey emotions without spelling them out through long text messages. Unlike the more standard emojis and emoticons, these emotes convey a large variety of specific emotions which cannot be conveyed by standard “smiley faces”. Besides that, both the site-wide free emotes and the streamer-specific emotes promote community building, as they become something people share between each other, regardless of their differences.

The inclusion of these emotes has shaped Twitch language throughout its history. As the system of emotes expanded and developed, so did the culture of the website and its language. Nowadays, one cannot think of Twitch without also thinking of its emotes. Regardless of whether one thinks of the images themselves

or the codes. Both have become iconic and inseparable from the language of Twitch.

2.2. Influence of Twitch on the English of the internet as a whole.

As has been said previously, the language of Twitch has influenced the language of the internet as a whole. This primarily refers to the codes of the Twitch emote system and the slang that first gained popularity on Twitch.

Some of the Twitch emote codes have actually become so popular on their own that they have become internet slang. Examples of this can be seen with emotes like Kappa, PogChamp, LUL, TriHard, MonkaS, Jebaited and many more. Because Twitch is mainly a video game streaming service, most of the people who use these emote codes as slang are video game players. However, the influence of some of these codes has spread further than that.

When searching on Twitter, one may find hundreds if not thousands of tweets using the code PogChamp, despite Twitter not having the same emote system as Twitch. Many Tweets even reference hearing the codes used in everyday communication.



Figure 5: Example of Twitch slang outside of Twitch

This is a tweet from from the Twitter artist @Fracktail (2020), who explains a real life situation in which she heard one of the most popular Twitch emote codes being used and another person not understanding it. This is a problem many Twitch streamers and frequent viewers deal with, as they find they cannot stop referencing the emote codes outside of Twitch. This may end up making other people confused

or making others who know the reference feel second-hand embarrassment or cringe, as mentioned in the following tweet by the streamer @FRANA_OW (2019).



Figure 5.1: Example of Twitch slang outside of Twitch

The demographic of people affected by this the most consists of video game players, young adults and teenagers. The more people watch streams and interact with others on Twitch, the more its slang and emote codes become normal. Eventually, one may find themselves saying a Twitch reference out loud or referencing it through text without even realizing it. It has become commonplace to see at least one Twitch reference in most game chats, especially when used ironically.

Cook (2018) mentions that this is most noticeable in the real life communication of teenagers who frequently watch Twitch streams. Since young people are more susceptible to outside influence, especially if it seems ‘cool’ to them, many of them end up fascinated by the language and slang used by the streamers they look up to, as well as their stream chats. This is currently a rising trend, however, so there is not much material on it outside of speculation and personal experience.

Besides Twitter and real-life communication with teenagers and young adults, Twitch slang may be seen or heard on media websites like YouTube, forums like Reddit and many gaming-related news websites, such as PCGamer, Kotaku and TheGamer, especially those related to Twitch in some way, like Dot Esports, which deals with the esports often streamed on the platform.

Overall, although referencing Twitch emote codes as part of internet slang is often seen as cringy or embarrassing by other people who know about them, the trend is on the rise in the gaming community and among the young generations, especially teenagers.

3. Analysis of grammatical, lexical and orthographical aspects and features of internet English used on Twitch based on chat messages from streamers of varying popularity.

In order to truly understand the unique features of the language used on Twitch, one must analyze it in a variety of ways. As said in previous chapters, the language used in the stream chats on Twitch can be wildly different depending on several factors. Many long-time streamers tend to build their own community with their own inside jokes and references, which may affect the words they use and the way they build their sentences. Along with unique streamer communities and cultures, the popularity and viewership size of the streamer are also important factors.

As such, *qualitative and quantitative analysis* will be conducted on different streamers with varying levels of popularity and viewership. Going from extremely popular streamers that sometimes reach upwards of one hundred thousand concurrent viewers, all the way down to small streamers, which only reach upwards of five hundred viewers. The five levels analyzed in this work will be:

Extremely high viewership streamer – 50-100k average concurrent viewership. The expectation for this level of viewership is that the chat will be much faster and much more chaotic. Messages will be short and many messages will simply be emotes or spam. The streamer is expected to only pay attention to and interact with messages from his/her subscribers.

High viewership streamer – 10-40k average concurrent viewership. The expectation for this level of viewership is that the chat will be slightly slower than the previous level, but still too chaotic for the streamer to interact with non-subscriber viewers.

Medium viewership streamer – 5-9k average concurrent viewership. The expectation for this level of viewership is that the chat will be even slower than the previous level, giving the streamer a chance to interact with regular viewers,

though only to answer simple questions. The chat is still too fast for in-depth conversations.

Low-medium viewership streamer – 1-4k average concurrent viewership. The expectation for this level of viewership is that the chat will be manageable enough for the streamer to properly engage his/her viewers in proper conversation. At this level of viewership, the chat may not require ‘slow mode’ and normal moderation is possible.

Low viewership streamer - <1k average concurrent viewership. The expectation for this level of viewership is that the streamer can have long, in-depth conversations with their chat, along with viewers being able to have lengthy conversations among themselves.

One study on the scale of participation on Twitch by Flores-Saviaga et al. (2019) divided the streams into similar viewership levels. However, since the study was conducted in 2019 and the website has been rapidly growing in popularity and experiencing changes in its media culture, it was determined that the levels of viewership needed to be changed.

The analysis will focus on several aspects of the streamer and their chat’s language. In particular, the grammatical, lexical and orthographical features of the language used in the chats of the streamers over a certain period of time or a certain amount of messages and the amount and kind of Twitch emotes used within that period of time or amount of messages.

The content and interactivity between the streamer and their chat often depends on the activity the streamer is doing at the time of the viewers’ messages. If the streamer is “Just Chatting” with their viewers, their interaction with the chat will be the focus of the stream. Consequently, the contents of the messages in chat will also be more serious and well-structured. If the streamer is playing a game or is preoccupied with some other activity, their interaction with the chat will be more limited. In this case, the contents of the messages in chat will also be less serious and more reactive.

All of this is also heavily influenced by the viewership of the streamer, as high-viewership streamers will still be forced to rely on subscriber messages or donations in order to properly interact with their viewers. Low-viewership streamers may not encounter such problems, as their chat will move slow enough for them to read the messages of regular viewers.

In order to represent the streamers' chats in this work, there will be several snippets of them in each subchapter of the analysis. These snippets will be shown in the appendices. For the more popular streamers, the snippets will not be enough to show the entirety of the material analyzed. As such, links to the analyzed streams will be provided as references.

3.1. Analysis of linguistic features of extremely high viewership stream chats based on the streamer Asmongold

The highest level of viewership for a non-esports stream can range anywhere between 50-100k concurrent viewers, according to various Twitch stat websites like SullyGnome (2021). On Twitch, there are not many such streamers. Those streamers that do have such high viewership have long histories and many years of experience behind them. In nearly all such cases, the streamers in question have built up their own community of loyal viewers. Such communities tend to have their own inside jokes and references, as well as mannerisms that are separate from those in other chats on the website.

Streamers of this magnitude have influenced the very identity and culture of the website over the years they have been active. Much of the Twitch slang came from the communities of these streamers.

One such influential streamer is the American streamer Asmongold. He is primarily a video game streamer, focusing on the most popular Massively Multiplayer Online Role Playing Game (MMORPG, or MMO), World of Warcraft (WoW), although in recent years he has branched out into other games, notably Final Fantasy 14, another MMO. According to articles by Down (2020), Bogdanos (2016), and Porter (2019), along with Asmongold's own description on his Twitch channel (2021), he started his streaming career in 2014 and has been gaining followers since then, until his rapid surge in popularity in 2019, with the release of a gamemode for WoW, called WoW Classic. Since then, he has been one of the most influential content creators on Twitch and in the gaming scene surrounding MMO games.

His interaction with his chat can be described as relatively active, as he often reads messages from both subscribers and regular viewers. He often engages in conversation even while playing games on stream and he has a long-running series in which he looks over chat ban appeals from his viewers. Such active interaction

with his viewers, despite being one of the most popular content creators on Twitch has endeared him to many, creating a loyal fanbase.

His chat culture is thus much less focused on purely joking reactions or on making fun of the streamer, unlike many other streamers with such viewership. Many times, regular viewers attempt to contribute to conversations, both with the streamer and with other viewers, although the success of either is debatable in such a fast-paced stream chat.

This analysis focuses on two parts of a stream broadcast on 01.08.2021. Due to the sheer speed at which messages appear over short periods of time, as well as the sheer amount of messages and the lack of proper tools to tally them, the analysis will be limited to four minutes. The first part of the analysis will go over two minutes of the “Just Chatting” part of the stream, where Asmongold discusses recent issues with World of Warcraft with his chat. The second part of the analysis will go over two minutes of the stream’s chat and Asmongold’s interaction with it during gameplay, so as to determine whether there is significant difference in the chat depending on the two types of content. Examples of Asmongold’s chat can be seen in Appendix 1.

Emotes, word choice and their use will be analyzed throughout these four minutes, grammar features will be analyzed using snippets of chat from the two analyzed segments.

The first thing to note when analyzing the chat of such a large stream is that multiple messages appear extremely fast all throughout the stream. There is almost never even a single second in which a chat message has not appeared. This makes it very difficult to hold a proper conversation over the stream chat, forcing many viewers to either type out whole sentences at the risk that they will be ignored, make shorter sentences or simply send reactive messages, like jokes or emotes.

This effect is not as pronounced during the “Just Chatting” parts of a stream due to the fact that it is focused on interaction between the streamer and the viewers. In this particular instance, a large portion of the messages in chat was filled with arguments and reactions to Asmongold’s somewhat controversial point

of view about a topic concerning World of Warcraft. Due to this, the chat was less reactive and more proactive, favouring longer messages over shorter ones.

In just two minutes of the “Just Chatting” segment, there were just under 1000 messages. Of these **1000 messages, 350 messages had at least one emote in them**, most of them in reactive messages whenever Asmongold made a controversial argument.

Only around **15% of these messages are lengthy, properly structured sentences**, posing arguments or otherwise continuing the conversation with the streamer. The rest of the messages were **short, reactive ones**. Many of the messages that did not have emotes in them but were too short to be counted as a proper part of the conversation with the streamer **omitted referential or expletive subjects**, although this is not as prevalent in Twitch chats as in regular, personal chat groups, **or other important parts of a full sentence**, creating elliptical constructions. Some sentences are **missing proper context**, which can only be gained by watching or listening to the stream at the same time as reading the chat.

“Fred Durst (is) trending”

“(It)sounds like a big cope”

“(It’s)gonna take millions of year(s) for blizzard to evolve”

“(There is) no such thing as evolution”

In terms of longer, more thought out messages, less than half of them had proper spelling and grammar. Most messages started **without capitalization**. However, a curious thing may be noted. When a message had more than one sentence in it, and it started without capitalization, sometimes the subsequent sentences in the message would start with a capital letter. This may be tied to both the set expectation of messages on the internet having to start with non-capital letters in order for it to not be taken too formally, as well as the proper habit of starting a new sentence with a capital letter.

“you assume that the developers want to make a good Game. But what if they don't? What if the WoW Developers hate the people playing it and don't want to make a good Game?”

“this is beyond the point of possiblity of coming back bruh. This point was long time ago and they didnt do it”

Most messages except the most well written ones **lack punctuation** almost entirely. The most common punctuation mark was the period. The second most common punctuation mark was the question mark. Commas are omitted in nearly every message where they should apply.

*“Look up Swedish chicken experiment(,) Darwin's theory is **WRONG**(.)”*

“I know what you mean(,) I believe it to(.)”

“It's oversimplified(,) but he's right(,) chat(.)”

In terms of writing style and word choice, most of the messages in the chat were **informal, while some used offensive language**.

The second part of this analysis will go over two minutes of chat during the gameplay part of the stream, when Asmongold cannot fully focus on the chat and the viewers do not expect full interaction. The expectation for the chat from this part of the stream is that most of the messages will be reactive, short and filled with emotes. Some may use offensive language.

In two minutes of the gameplay section, there were 1140 messages. Of these **1140 messages, approximately 650 were emotes**. Approximately **10%** of the messages sent in this span of time were **full sentences**. However, compared to the last segment, most of these messages were short and did not attempt to start or continue a conversation, merely reacting to the events of in the stream.

“shes a low level”

“back to the starting area”

“mentor streamer”

*“**BELIEVE IN HER**”*

Most of the text messages sent in this time period had **no punctuation marks** and **started from a non-capital letter**. The few punctuation marks that were present were periods, question marks and, more rarely, commas.

“remember the first day? lolz, been a while(.)”

“@asmongold do you find it weird that you’re selling out the equivalent of a large arena every stream?”

“as an arcanist/summoner, you get a pet(.)”

Many messages **omitted at least one part of the sentence**, usually structured as a short response to a question, a commentary of an event or a reaction to the events in the stream, rather than a full sentence.

“level 1”

“babysitting”

“Mentor streamer”

“She is trying”

“arcanist summon”

“summoner pet”

Most of the sentences that were properly structured were missing context, which was provided by the streamer.

“You are projecting like youre in the lalafel closet or something haha”

“Did he really read all the text so far”

“That’s a carbuncle, An Arcanist combat minion.”

As one can see, there was a stark difference in terms of the messages in the chat depending on which type of content the streamer was engaging in. During the Just Chatting segment of the stream, the chat was filled with messages that attempted to make arguments and stating their points of view with longer, better structured sentences. Although most messages had at least one or two errors, most being the lack of punctuation and spelling mistakes, they were all understandable and were written for a specific purpose.

During the gameplay segment of the stream, the chat was almost entirely devoid of long messages with coherent arguments or points of view. Most messages were short and structured as reactions to events in the stream or short answers to the streamer's questions. The few long, structured messages that were present were directed towards the streamer, prefaced with "@asmongold" so as to gain the streamer's attention.

In terms of emotes, there was also a very noticeable difference between the two segments. In the Just Chatting segment, only around a third of the messages were emotes, most of them being reactions to controversial arguments or statements of the streamer. In the gameplay segment, just under two thirds of the messages were emotes. Once again, the emotes were being used as reactions to events on the stream, though this time they were primarily reactions to the events in the game, rather than the words of the streamer. All of the emotes were tied to certain recognizable emotions, which could be guessed from the images themselves.

In terms of **grammatical features**, the messages in chat primarily deviated from proper modern English rules through omission of parts of the sentence. Many messages were simplified for the sake of speed. An interesting thing to note is that very few messages omitted expletive and referential subjects, unlike most private chatrooms. This may indicate that there is a noticeable difference between the livestream chat and other types of chatrooms. Other than omission, most sentences were properly structured, if poorly presented. Most of the messages were in present tense, using active voice.

In terms of **orthography**, most messages were written without any capital letters and with very little punctuation, if any. The most common punctuation mark was the period, followed by the question mark and then the comma. Some messages had spelling mistakes other than lack of capitalization, but there were surprisingly few actual spelling mistakes in words in either segment.

In terms of **lexical features**, most of the messages were written in an informal style, using informal vocabulary. Some messages used vulgar vocabulary, usually for the sake of making a stronger statement or making a joke.

In terms of interaction between the streamer and the chat at this level of viewership, it depends on which type of content the streamer is focused on. During the Just Chatting segment, the streamer and the chat were actively engaged in a conversation, both making arguments for or against certain points. During the gameplay segment, the interaction was minimal, with the chat merely serving as an outlet for the viewers' reactions to the events in the stream.

Overall, Asmongold's chat appeared somewhat more structured in terms of grammar than most chatrooms on the internet. There were no major grammatical features flouted aside from the omission of certain words, which is present in nearly every chatroom on the internet. This is reminiscent of real-life conversations, as the chat simulates live discourse through its speed and casual atmosphere. This forces people to type fast, foregoing certain rules of proper writing, like capitalization and punctuation. Much like in informal live discourse, the viewers omit certain words when they respond to questions.

3.2. Analysis of linguistic features of high viewership stream chats based on the streamers RTGame and Kripparrian

The range between 10-40k concurrent viewers has many streamers. They make up the bulk of the common Twitch culture and communities. These streamers generally have a long history of content creation, either on Twitch or elsewhere, usually on YouTube. In terms of content, these streamers usually focus on variety, playing different games every other week, though there are exceptions.

RTGame is one such streamer. As mentioned in articles by Maher (2019) and Walker (2021), RTGame is an Irish-Canadian content creator who focuses on playing games in unorthodox and mischievous ways. He began streaming in 2016, but has been making gaming-related content on YouTube since 2011. His content is varied, he never sticks to playing one game for too long, aside from Minecraft, in which he often does community challenges. He quickly rose in popularity because of two games on which he made multiple videos, Hitman 3 and Minecraft.

His presence is notable on both YouTube and Twitch. Due to this, his regular viewers base is more diverse than that of a normal Twitch streamer. They less typical for a Twitch audience, as many of them are not engrossed in the general Twitch chat culture.

He is notable for often involving his viewers in his streams, constantly interacting with them and making gameplay more entertaining with his commentary. He frequently reads viewer messages and responds to them during the stream, creating the feeling of friendliness and involvement. However, he streams without a webcam, so his content can feel less personal due to the lack of a face people can relate with. The majority of the messages are reactive, as is normal for a gameplay stream. RTGame's subscribers often refer to him in their messages, preferring well-structured messages without many emotes over short, reactive ones.

His audience wildly varies in terms of age. His videos and streams are aimed at teenagers and young adults, but many of his viewers may be children, due to the

wide appeal of the content he makes. While the exact age of the regular viewers cannot be guessed at, his subscribers are generally young adults.

Another streamer around this level of viewership is Kripparrian. According to Kripparrian's page on Liquipedia (2021) and an article written by Parfitt (2016), Kripparrian is a Romanian-Canadian content creator, focusing around daily Twitch streams and YouTube highlights. He has been streaming since 2009, focusing on games from the company Blizzard. He rapidly gained popularity when he started playing the card game Hearthstone, and currently remains one of the most popular streamers for that game.

Over the years, the streamer has built up a loyal community that watches his streams every day. His chat interaction is not as active as RTGame's and his chat culture is wildly different as well. The messages in Kripparrian's chat are far less structured, favouring emotes, short messages and spam messages over actual communication with the streamer. Many of the messages also seem to be more focused on the chat's automated response system, a "bot", which, in an article by Bennett (2021), is said to be a great system to enrich a Twitch channel's streaming experience.

The difference between these two streamers and their chats may shed some light on how different communities on the same website can provide different experiences, as well as different linguistic features.

This analysis will be focused on the comparison between the two presented streamers through three minutes of chat from both streams. Both stream segments are focused around gameplay, meaning the interaction between the streamer and the chat will be somewhat limited. In RTGame's segment, the game being played is Terraria, and he is playing it with his viewers. In Kripparrian's segment, the game being played is Hearthstone, and he is playing it alone.

The use and number of emotes, word choice, sentence length and structure will be analyzed based on the two three minute segments. Specific grammatical and orthographical features will be analyzed based on the snippets of chat from various periods from the analyzed segments.

Streams with this amount of viewers moves much slower than the previous level of viewership, however, that does not mean that the chat moves slowly. It is still too fast for viewers to properly converse among each other, but is often slow enough to allow the streamer to catch some viewer comments and respond to them.

The speed and content of stream chats of this level of viewership depends almost entirely on the community the streamer has built around themselves.

The first segment of analysis focuses on 3 minutes RTGame's stream chat and the snippets on this page. Examples of RTGame's chat can be seen in Appendix 2.

In three minutes of streaming, there were approximately **370 messages, 35 of which were emotes**. This is a much lower number than is normal for a stream of this size, as the number of messages with emotes is usually at least a third of the total message count. This may point towards RTGame having a much more diverse stream culture and community compared to content creators who only stream on Twitch.

Around **25% of the messages were full sentences**, with all others being short, reactive messages. Many short messages in this time period were comments and reactions to the events in the stream.

In terms of **grammar**, like before, some messages omitted at least one word in the sentence, however, this ellipsis was even less frequent in RTGame's chat.

“(The) *guide* (is) *gone*”

“(It's) *WALL TIME BOYS*”

In terms of **orthography**, like in the previous subchapter, most messages did not start with a capital letter, regardless of whether it was a simple reactive message or a full sentence meant to convey a message.

“*you know everything's going great when everything is grey*”

“*it's a graveyard*”

“*you're all so dead*”

“*go on red team so people can teleport to you*”

Additionally, most messages did not have any punctuation. The most frequently encountered punctuation marks were the period, the question mark and, more rarely, the comma. There was only one instance of an exclamation point, together with quotation marks. There was also only one instance of an ellipsis.

““Hold men!” Immediately gets bodied.”

“...ARE THEY?”

“God(,) has anyone actually gotten decent items(?)”

“why does he have a post pantera light pet(?)”

Short messages were often spelled entirely with capital letters, presumably to emphasise an emotional reaction and draw attention to the message.

“THE AMOUNT OF GRAVESTONES”

“WALL TIME BOYS”

“OH LAWD”

“DONT DO ITTTT”

“LOL”

In terms of **lexical features**, the messages in this chat often used video gaming slang. The word choice and writing style were both informal, with a heavy emphasis on internet slang and references.

“The server needs a tombstone cleanup asap”

“The entire server is dying and RT is gonna summon the wall?”

The next segment of the analysis will focus on Kripparrian’s stream chat and the three snippets on this page. Examples of Kripparrian’s chat can be seen in Appendix 2.

In three minutes of streaming, there were approximately **120 messages from real people, 55 of which were emotes**. The rest of the messages were from a stream chat bot, which is heavily used in Kripparrian’s chat as an additional piece of entertainment. The bot allows people in chat to play several text games, such as

roulette, as well as request additional information about either the stream or their chat statistics.

Such bot games are common in streams with less active streamer interaction or passive gameplay. They allow viewers to occupy themselves in-between action-packed parts of the stream without getting bored. In some streams, like Kripparrian's, these bots and their games are deeply tied to the stream's culture and history. There has not been a single Kripparrian stream without chat bot games since 2014.

Fewer than **10% of the messages in the three minute time period were full, sensible sentences**. Most other messages were either emotes, requests for the bot roulette games or long spam messages, usually called "cospypasta". Cospypastas are a common piece of internet slang, though they are mostly used in unmoderated chats and forums. They exist to annoy other people by constant repetition of a large, nonsensical piece of text. However, more often than not, these cospypastas have properly structured grammar and orthography.

For example, there were 6 counts of this cospypasta in the chat after Kripparrian's dog barked in the background of the stream:

““Alright, bark at Kripp, I guess” “Haven't barked at Kripp in a while, let's go bark” “Barking at Kripp isn't that good, but alright””

Aside from the omission of the period, the sentences were correct. However, the message was sent by 6 separate people in the span of a minute, clogging up the chat with useless messages.

This is the case for most of Kripparrian's stream chat. There were relatively few messages that had any real sense or gave constructive criticism or arguments. Most of them were simply reactive, joking messages which made fun of either the game the streamer was playing or the streamer himself, along with reacting to the bot games.

Just like in previous parts of analysis, most messages in this chat started with a non-capital letter and omitted most punctuation marks except periods, question

marks and, rarely, commas. Surprisingly, the messages that used the highest amount of punctuation marks were spam messages, since they are pre-written messages that users simply copy into the chat.

“thank god for the damage cap(,) lol(.)”

“who let the dogs out(?)”

“have you considered leveling up?”

Most short messages that weren't complete sentences in this chat were simply exclamatory or reactive messages.

“Midgame divine shield build”

“a “lil” better”

“speed run to 8th”

Many messages in this chat were also misspelled in some way, usually by omitting an apostrophe in a contracted word.

“dont give up! you can do it!”

“lol cenvala isnt playing elemental”

“GUESS ILL LEVEL UP”

In conclusion, there is a stark difference between chat cultures on Twitch. At the same level of viewership, RTGame's chat was more active towards the streamer, interacted with him more and was generally more presentable. The emote use was very limited and most messages had no grammatical mistakes.

In contrast, Kripparrian's stream was far more chaotic, despite having much less chat participation and interaction. Most viewer messages were either short and reactive, playing with the chat bot, or making fun of the streamer or the game being played. The chat was also filled with spammers who simply copied messages and repeated them over and over. The emote use was proportionally more subdued than in Asmongold's chat during gameplay, but more active than during the Just Chatting segment.

In terms of **grammatical features**, there wasn't much deviation from standard modern English rules in regular messages. Some short messages used ellipsis for conciseness. Other short messages were simply reactive, exclamatory, or simply repeating words or phrases from the stream, not intended to be grammatically correct in the first place. Most messages that were intended for purposeful communication were correct, but presented poorly through incorrect orthography.

In terms of **orthography**, it was much the same as in Asmongold's chat. Although it must be noted that there were more messages with correct capitalization and punctuation marks in general. Copypastas are another interesting element, as they are generally created using proper grammar, capitalization and punctuation, with particular word choices that make them more annoying.

In terms of **lexical features**, the language and writing style used in both stream chats was informal. In RTGame's chat, messages were more civil and used friendlier language, only sometimes using vulgar vocabulary. The use of Twitch emotes was very limited compared to both Asmongold's and Kripparrian's chat. In Kripparrian's chat, many messages had a mocking tone, including emotes to emphasize the effect. Copypastas contributed to the general mocking and offensive tone of the chat.

In general, this comparison shows how different stream chats can be, even at the same level of viewership. The streamer's attitude, content and level of interaction can change the content of their chat immensely. While RTGame's chat was interested in conversation, commentary and interaction with the streamer, Kripparrian's chat was more concerned with joking, spamming the chat and making fun of the streamer. However, aside from the different contents of the chats, there was not much difference in terms of grammatical and orthographical composition of the messages themselves. The only major difference was in terms of word choice.

3.3. Analysis of linguistic features of medium viewership stream chats based on the streamer Sneaky

This level of viewership, much like the previous one, is characterized by the presence of a loyal viewer base. Many streamers at this level have built up their fanbases by playing a certain game particularly well, or by making content elsewhere alongside streaming on Twitch. The communities and chat cultures at this level vary greatly.

The medium and medium-low levels of viewership make up the bulk of Twitch's popular stream lists. Most people who watch Twitch streams watch at least one or two streamers at these levels, as the streamers begin to have great variety of focused content. There are many streamers at this level who focus entirely on things other than gaming. There are live vloggers, streamers who focus entirely on communication with their viewers, content creators from other platforms who use Twitch for communication with their fans, painting streams, drawing streams and many more. However, gaming remains the most popular kind of stream at this level.

One gaming streamer at this level is Sneaky. According to an article by Erzberger (2020) on a popular Esports website ESPN, Sneaky is a former League of Legends professional player for a team called Cloud9. He started streaming just a few years after he started playing professionally in 2013. The team he was part of had a large following after their consecutive successes on the world stage for several years. It became a fan favourite among other North American teams and the players gained many loyal followers. In an article for another popular Esports website, Dot Esports, Esguerra (2020) mentions that nearly every original player on the team, including Sneaky, started streaming more often after their relative success in the World Championship of League of Legends.

After 6 years of playing professionally, Sneaky finally retired in 2019 and became a full time Twitch streamer, having amassed a decent personal following. In an article for Dexerto, Amos (2021) mentions that Sneaky is also known for

high quality cosplays and YouTube clips from his Twitch streams, as such, his viewer base is more diverse than that of most other former LoL professionals.

This analysis will focus on 5 minutes of chat from Sneaky's stream during standard League of Legends gameplay and 5 minutes of chat from the stream during a waiting period between matches. This is a game Sneaky is very comfortable with, having played it for over half a decade at a professional level. Because of this, both he and his chat are able to communicate with each other without paying too much attention to the game itself. Examples of Sneaky's chat can be seen in Appendix 3.

However, while he is able to fully interact with his viewers during the waiting period between matches, he is still unable to pay full attention to the chat during gameplay. Because of this, the viewers in the chat interact with each other more than with the streamer.

Because most of the viewers are focused more on the game than the chat, there are far fewer messages than is to be expected from a stream of this size. Another cause of this may be that many of his viewers put the stream on in the background while doing something else.

In the 5 minute gameplay segment, there were approximately **120 messages, 60 of which were emotes. Over 25% of the messages were full sentences,** though as usual, most of them did not have a capital letter at the beginning and lacked punctuation marks.

In this chat segment, the most used punctuation mark was the question mark, followed by the comma. The period was used the least.

“@spicycakeguy Did you just assume my gender?”

“does no one at this train station see this fight?”

“@sneakylol did you ever watch the replay from last game invade?”

“yo chat what was the Name of the earth bound style game snack played?”

“any tobias fate viewers watch sneaky?”

“Inside?”

“@sneakylol he did, xerath wasnt standing on edge of bush and nocturne placed a ward that they didnt see(.)”

“@GREYG0D yeh, noc warded, xer was in troll position(.)”

Some messages omitted one or more words in the sentence, some omitting articles, others omitting auxiliary verbs or nouns.

“@itstylerjuan (it’s) just another day for them”

“what (is) the dog doin” – it should be noted that this omission is part of an internet slang phrase.

“TFW[that face when] (you’re) not playing jack-o”

“(Do) any tobias fate viewers watch sneaky?”

“@GREYG0D yeh. noc warded, xer was in (a) troll position”

“She is (there/easy) to get beginners into ze game”

The most used tense in this chat was simple present tense. However, this segment had an unusually high amount of simple past tense.

“@spicycakeguy Did you just assume my gender?”

“@sneakylol did you ever watch the replay from last game invade?”

“@theaveragegoat it wasnt omori?”

“I literally @ ed you earlier” – in this case, the symbol @ replaces a verb as part of internet slang, meaning “directed my message at you”.

“what happened to dbz? did it became to easy? or repetitive?” - the word *became* may be judged as either a spelling mistake or a grammatical mistake in this case.

In this chat segment, one may also note that most messages omitted the apostrophes in contracted forms, as well as in possessive forms of words.

“What is sneakys main?”

“please god dont play gio”

“im the fat lady in the middle”

“yeah shes so easy and simple”

In this five minute segment where the streamer was waiting for the next match and talking to his viewers, there were **85 messages in the chat**. Of these messages, **35 had emotes in them**. **More than 50% of the messages were full sentences** that weren't reactive or exclamatory. Most were either responses to the streamer's statements or questions, either to the streamer or to other people in the chat. Sneaky was able to fully interact with the chat, both answering questions and commenting on other issues.

Once again, the main feature to note here is the orthography. Most messages did not start with a capital letter. Most of these messages also lacked punctuation marks. The most common punctuation marks that were present were question marks and commas. There were no periods in the 85 messages counted from this segment.

“can you play kaisa?”

“do u cosplay as anime characters?”

“@sneakylol when you say self-sufficient, do u mean the player themselves skillwise or the champ?”

“Did Sneaky ever play against Xpeke?”

The most used tenses in this segment of the chat were once again present simple and past simple, though the present tense was used far more than during the gameplay segment of analysis.

One interesting thing to note is that at this level of chat, the streamer did not feel the need to put slow mode on. As mentioned in the previous chapter, slow mode is a chat option that puts a limit on how many messages a viewer can make in a certain period of time. Most streams above a certain amount of viewers make use of slow mode to stop their viewers from spamming the chat. The lack of slow mode in a stream of this size shows both trust in the moderator team of the chat and the behaviour of the streamer's regular viewers.

In terms of **grammar**, most long messages in Sneaky's chat were correct, with rare exceptions. Most short messages were simply reactive or exclamatory,

omitting large parts of a full sentence or simply typing one or two words. The most used tenses in the chat were the present simple and past simple. Other tenses are rare and often accompanied by proper spelling and punctuation. The voice of most messages is active.

In terms of **orthography**, just like in the previous parts of analysis, most messages did not start with a capital letter. In Sneaky's chat, the most used punctuation mark was the question mark, followed by the comma. The period was used very rarely. Spelling mistakes were more common than in the previous parts of analysis, but that may simply be happenstance.

In terms of **lexical features**, Sneaky's chat was more vulgar than the chats of the previously analyzed streamers. Most of the slang used in this chat was connected to video games, most of it being centered around the game Sneaky is most known for, League of Legends.

3.4. Analysis of linguistic features of medium-low viewership stream chats based on the streamers Sips and The Anime Man

This level of viewership is characterized by a more relaxed pace in the chat than the previous ones. Unless something particularly exciting happens in the stream, the chat is easily readable and interactable. The streamer can easily talk to the viewers in the chat if he/she wants to and the viewers can just as easily talk to each other. Streamers at this level are more familiar with their usual viewers, as they may often see them either donating, subscribing or simply chatting. The regular viewers may also become more familiar with the moderators and long-time subscribers in the chat.

Due to the relatively minor difference in viewership between this level and the previous one, the number of messages and the level of activity in the chat may be inconsistent. It may be higher or lower depending on the situation in the stream or the general level of activity and interaction between the streamer and the viewers. More active communities at 3-4k concurrent viewers will result in a more active chat than in more passive communities at 6-7k concurrent viewers. Because of this, it is best to view this part of the analysis as a direct continuation of the previous one.

One streamer of note at this level is Sips, a Canadian member of the content creator group Yogscast. According to the Yogscast Wiki (2021) and an article by Partis D. (2018), Yogscast began as a YouTube channel in 2008, focusing on the game World of Warcraft. They quickly moved on to the game Minecraft as their main focus of content. Multiple members joined Yogscast over the following years, including Sips, who joined in 2009. For the first 7 years, all of his content was hosted on YouTube, but in recent years, he has fully transitioned to streaming on Twitch.

Sips has also been part of the annual Yogscast Christmas Charity streams, which have raised over \$20 million for various charities at the time of 2021, as mentioned on the Jingle Jam website (2020).

His long history of making content on various platforms for over a decade has resulted in a varied viewer base which has grown up watching his content. Most of his Twitch viewers are thought to be his long-time viewers from YouTube, meaning that Twitch-specific language features are not as prominent in his chat.

Another streamer at this level of viewership is The Anime Man, a Japanese-Australian YouTuber and Twitch streamer. The Anime Man is a content creator who primarily focuses on YouTube videos from the perspective of an Australian-raised person who came to Japan to experience his ancestry's home country. He mostly speaks English, but is also fully fluent in Japanese. According to an interview conducted by Ben K. (2019), The Anime Man is also a voice actor.

This analysis will go over 10 minutes of Sips' chat during stream gameplay, due to the fact that this streamer does not do non-gaming segments. The game Sips is playing during this stream is Final Fantasy XIV Online, an MMORPG that has recently been gaining popularity. He is relatively inexperienced with the game and is playing for the purposes of the fishing minigame in this stream. Examples of Sips' chat can be seen in Appendix 4.

Most of his viewers, much like Sips himself, are not very knowledgeable with this game, and are primarily watching the stream because of Sips him. Viewers often communicate with him through small donations, which, after a certain amount, are read out to him automatically by a text-to-speech device. In this way, he does not have to split his attention between the game and the chat during active gameplay.

However, he usually plays relaxing games, giving him the ability to interact with the chat regardless of the gameplay. This has turned the text-to-speech device into an interesting interactive tool for people with money to spare to play with and make the stream more engaging and interesting.

In in the 10 minutes of chat, there were approximately **370 messages, 87 of which had at least one emote in them.** The difference between an audience that was gained purely on Twitch and an audience that was gained from various sources is noticeable here, as the amount of messages that only had emotes was much

smaller than in most previous analyzed stream chats. RTGame's chat was the only one that had such a low number of emote-only messages.

Over 70% of the messages in this segment were full sentences and weren't simply reactions to the events on stream. The shorter, one or two word or emote messages, were reactive or exclamatory.

In terms of **grammar**, most messages were structured correctly, with few messages omitting certain parts of the sentence.

“cat ppl are (in the) base game”

“chat (is) lame now. imagine growing up”

“some blue quests can be skipped(,) but (you) might as well do them all”

Once again, the most used tenses in the chat during this segment were present simple and past simple. Some messages also used future simple.

“@sips_ will you play CK3 when it comes out?”

“You'll get gear thats good until level 30 at level 15 if you talk to him and do some stuff @sips_”

In terms of **orthography**, as in previous analyzed stream chats, most messages in this segment did not start with a capital letter. Furthermore, most messages also did not have any punctuation, with the only common exception being the question mark in messages that are meant to ask a question from either the streamer or other viewers in the chat. Apostrophes in contracted words are also frequently omitted.

In terms of **lexical features**, the language and style used here were informal. Most of the internet slang used in the chat was related to video games in some way. Some shortenings were used, but not enough to consider them common. Vulgar words are used quite casually in this chat, but they are not common.

“cat ppl are base game”

“mailboxes are a bitch to find tbf, they're never in an obvious place”

Overall, the chat in this stream was much less chaotic than the ones analyzed previously, both in terms of messages per minute and in terms of the contents of

the messages. The regular viewers and the subscribers show familiarity amongst each other, as well as with the streamer.

This part of the analysis will focus on 10 minutes of chat from The Anime Man's Pokemon stream in which he attempted to get a very rare pokemon by going up and down a street in the game. Due to this, the stream was very light on gameplay and very heavy on interaction between the chat and the streamer. Examples of The Anime Man's chat can be seen in Appendix 4.

In these 10 minutes of chat, there were **370 messages, 39 of them having one or more emotes. Most of the messages in this period of time were full sentences**, with only a single one minute period of reactive messages when the streamer reached 1000 pokemon caught.

In terms of **grammar**, most messages were properly structured, although some used elliptical constructions.

“could surpass one piece chapters”

“me doing uni work whilst u shiny hunt”

“with shiny charm is one in 4000 no masuda”

Some full sentences had improper grammar, usually in regards to tenses.

“what a surprised”

“you might hit 25 hours as well of pokemon Mono challenge as well jesus this stream”

In terms of tenses, the most used ones were the present simple and the past simple tense, with a large portion of the messages being questions directed at the streamer.

In terms of **orthography**, once again, most messages in this chat were not capitalized at the beginning, many of them only had punctuation in the form of the question mark, with commas being a rarity. Some repeating punctuation marks were used for emphasis.

“Where can I watch the live action of Tokyo revengers???”

As before, in terms of **lexical features**, the viewers in the chat mostly used informal language, with some using vulgarities. The use of emotes was subdued, likely due to the streamer's viewer base being from YouTube.

There was no notable difference between the two analyzed streams at this level aside from the frequency of emote use.

3.5. Analysis of language features of low viewership stream chats based on the streamers Dexbonus and KuruHS

This is by far the most populated level of viewership on Twitch. Over 99% of the streamers on the website have fewer than 1000 regular concurrent viewers. At this level, the streamer and their audience are very familiar with each other, either through other websites where they've made content or through long-time viewing of their Twitch streams. As such, the interactions between the streamer and the viewers in the chat at this level are much like those between friends or close acquaintances.

The chat moves rather slowly and there are very few spammers, so there is no need for slow mode. Moderators take an active role in the chat, often talking with either the streamer or other viewers. Streamers at this level often do not bother with automatic text-to-speech donation or subscriber readouts, as they can simply thank the viewers themselves.

Just like with previous levels of viewership, the contents of the chat may change depending on the community and chat culture the streamer has built up around their stream. Most Twitch-exclusive gameplay streamers have chaotic and unruly chats, gameplay streamers with a presence on other websites often have more down to earth, coherent chats. Streamers who focus more on talking with their audience, with or without gameplay, tend to have more well-structured messages in their chats.

One streamer that focuses on talking to her audience over any kind of gameplay is Dexbonus, more commonly known as Dodger. According to the Yogscast Wiki (2021), Dodger is an American streamer who began her career as a content creator on YouTube by making videos on video game news and gameplay. She later joined and co-hosted a long-running video gaming podcast The Co-Optional Podcast.

She married a fellow content creator from England and moved there with him in 2016. Her content has since shifted from primarily YouTube videos to daily Twitch streams. As such, most of her viewers are long-time fans from YouTube.

Another streamer at this level is KuruHS, who, according to his Twitch and YouTube channel descriptions, is an Austrian racing game speedrunner with a relatively good following on both YouTube and Twitch. The focus of his content is gameplay. However, due to his skill and history of replaying the same games over and over, he is able to interact with his viewers even during intense gameplay segments.

His viewer base is a combination of fans from both his YouTube channel and his Twitch streams, though most of them come from the latter. Because of this, his chat is expected to be more reactive, focused on communicating between viewers and on humour, rather than on talking with the streamer and distracting him from his speedrunning challenges.

These two streamers have extremely different viewer bases with different habits when it comes to content and interaction with the streamer and other viewers. They also come from very different backgrounds, allowing for an interesting comparison between the two streams' chats.

The analysis will focus on one 10 minute segment from each streamer's chat. Examples of Dexbonus' chat can be seen in Appendix 5.

In this 10 minute segment from Dodger's Just Chatting stream, there were approximately **180 messages, 54 of which had at least one emote in them. 80% of the messages that were not just emotes or simply one- or two-word messages were full sentences** which attempted to continue a conversation with either the streamer or other viewers. Most messages directed at other viewers in the chat had an @ symbol with the nickname of the viewer preceding the message. The messages that were addressed to the streamer were not preceded by an @ symbol.

Most messages had correct **grammar**, though some used elliptical constructions for the purpose of conciseness.

“(There are) *Some classics in there*”

“*Maybe spend half a year (in) England, half a year (in) USA?*”

Most messages were in present tense, with only a few being in past tense. Multiple sentences used the modal verb, would, in order to express the subjunctive mood.

“*pooling resources would get a swank estate.*”

“*high speed internet would be a challenge in rural england*”

“*buy a chateau in France they said, it’d be magical they said*”

Due to the lack of slow mode in such a low-viewer stream, some viewers cut their messages into parts and send them as they write pieces of them. This is reminiscent of the way private and video game chatrooms are, in which people often avoid posting full sentences in one message, instead cutting them into pieces and sending them as they are written. The reason for this is primarily because of the speed at which a chatroom can move, which prompts people to convey their messages faster and keep the other people in the chatroom interested long enough to read them. This results in messages being broken apart and unreadable or unintelligible without the whole context of the chatroom. Another effect of this tendency to cut messages into parts is that most messages end up reading like they are a stream of consciousness, rather than structured messages. This is the case with messages from several viewers in the snippets of chat on the previous page.

“*BrettUltimus: DODGER. I have FOX NEIGHBORS.*

BrettUltimus:

Yep

BrettUltimus: Every morning

BrettUltimus: Foxes come out from the overgrown land next door

BrettUltimus: And sun bathe”

In this same excerpt we can see an example of **capitalization** used in order to emphasize certain words and grab the reader’s attention. This was used more

often in other types of private or video game chatrooms. On Twitch, the emphasis on certain words may be shown through emotes either surrounding the words or being placed next to them. Most often this was done to add certain emotions to words that would otherwise have to be expressed in some other way. Another way of emphasis used both in Twitch stream chats and in other kinds of chatrooms is multiple punctuation marks typed in a row:

“Did i hear Zelda??”

“whoa really??”

“why cant weee keep them!!! Sadge”

Judging by the examples from this segment, it appears that capitalization at the beginning of the sentence depends entirely on the person sending the message and whether they have an auto-correct system or not. Most viewers do not bother capitalizing the first letter of the message, nor do they bother using any punctuation marks except for question marks in questions. Those that do capitalize the first letter in their messages appear to do it in every message they send.

In terms of **word choice and style**, this chat is informal, using mostly internet slang and typing conventions.

“Pitch on your meetings to start a proper ISP”

“Time to make a PowerPoint @dexbonus That’ll get them on board.”

“Someone on Twitter was looking to start a TTRPG based on the Bowie Labyrinth movie”

There was not much, if any, vulgarity in this segment.

In this 10 minute gameplay segment from KuruHS, there were approximately **80 messages, with 40 of them having at least one emote**. This is a much larger proportional amount of emotes compared to the previous segment. This may be due to the fact that this segment, and the stream in general, focused on gameplay, meaning the viewers reacted to the events in the stream more than they engaged in conversation with the streamer. Examples of KuruHS’ chat can be seen in Appendix 5.

Due to the small amount of chatting viewers, it was still possible for them to engage in conversation between each other. As in the previous segment, messages addressed towards other viewers were prefaced by the @ symbol, followed immediately by the username of the viewer the message was addressed to. The amount of messages with **full sentences that weren't made by a bot was approximately 50%.**

Unlike in the previous segment, when viewers wished to address the streamer in their message, they also prefaced their message with the @ symbol. This is due to the fact that the context of the stream was not focused on the streamer chatting with his viewers, but on gameplay. This forced viewers to use direct address because it was otherwise assumed that the viewer was either not talking to the streamer or was simply reacting to the events in the stream.

“@KuruHS Origin straight up deleted The Run from my account and disabled the key for my hard copy.”

“@KuruHS I kind of... fell asleep yesterday, I'm sorry”

“@KuruHS what NFS game do you want to see remastered?”

Grammatically, as in the previous segment, several messages used elliptical constructions, but it was not a common feature of the chat.

“The sound of this car (is) amazing.”

“(You're/It's) like a speed demon”

“(I) love (it) when Kuru laugh. HAHAHA”

The most used tenses in this segment were the present simple and past simple tense. Some messages used the subjunctive mood instead of the indicative.

“who would put black box stickers on his sexto elemento”

Like in all previous analyzed levels of viewership, most viewers did not capitalize the first letter of their message and ignored most punctuation marks. Once again, the most used punctuation mark was the question mark, followed by the comma, the period and various other punctuation marks.

The language and style of writing used here are informal, with more vulgar messages on average than in the previous analyzed segment.

In terms of emote use, most of the ones seen in this segment were KuruHS's own channel emotes, essentially replacing other, general channel emotes for his subscribers.

Generally speaking, at this level, the chat was dominated by fully structured sentences.

Grammatically, most full messages were correct, with some using elliptical constructions for conciseness or to imitate a conversational tone. The most used tenses were present and past simple, with future simple appearing rarely.

In terms of **orthographical** features, Dexbonus' chat had far more correctly written sentences in regards to punctuation and capitalization. KuruHS' viewers made orthographical mistakes much more frequently, at the same rate as seen in analyzed chats from previous segments of analysis.

Lexically speaking, both the writing style and the language used were informal in both chats. Video game and internet slang terms were also used a moderately large amount of times. The emote use varied greatly between the two streamers' chats, with KuruHS' chat using emotes much more frequently.

Conclusion

Therefore, having analyzed a variety of Twitch streams according to both the level of their viewership and their type of content, the following were the identified special features of the comments on Twitch:

In terms of **grammatical features**, not many specific features between the highest level of viewership and the lowest, at least in longer messages, have been found. The only main feature that changed was the amount of structured messages. All throughout the analysis, the most used tenses were the present simple, the past simple and the future simple tenses. Future simple was used the least, and past simple was primarily used in questions. While most messages used the indicative mood, many messages in all analyzed stream chats used the subjunctive mood, especially in questions.

Another common unique aspect of grammar among the analyzed chats was the omission of certain parts of the sentence, most often through elliptical constructions which allowed the reader to understand the meaning of the sentence through context despite the omission of words.

When speaking of **orthographical features**, there was only a slight difference between the highest levels of viewership and the lowest. At the lower levels, there were more messages that at least attempted to properly structure everything according to the rules. Most messages at all levels of viewership simply dismissed capitalization and punctuation entirely. The most used punctuation mark was the question mark, due to the fact that it is a vital part of any question. Other common punctuation marks, like the comma and the period, were used rarely. On average, messages that started with a capital letter had a higher chance to also have proper punctuation marks.

Some messages used capitalization and punctuation marks in order to emphasize certain parts of the message. This feature was not as common as in most chatrooms due to the presence of the unique Twitch emotes, which essentially

replace this function. Most users simply placed an appropriate emote next to their message in order to replace the effect of extra capitalization and punctuation marks.

Lexically, every analyzed stream chat was informal in both writing style and vocabulary. The level of internet slang, video game slang and vulgarity used depended entirely on the streamer and the kind of content they focused on. Streamers who communicated with their viewers had much less vulgarity in their chat on average than those who did not.

Proportionally speaking, emote use stayed more or less consistent across all levels of viewership depending on the type of content and the history of the streamer in question. If the viewer base of the streamer was gained primarily on Twitch, the chat would have a higher than average amount of emotes used. If the focus of the stream was gameplay, the average amount of emotes also increased. If the streamer gained popularity on websites other than Twitch, the average amount of emotes used in the chat went down drastically. If the focus of the stream was not gameplay, but communicating with the viewers, like in the Just Chatting segments, then the average amount of emotes used also decreased.

It was apparent that the lower the viewer count was, the more the stream chat resembled a regular private or video game chatroom. The absence of slow mode allowed viewers to cut their messages into smaller pieces, although it was not as common as in a regular chatroom. The smaller audience allowed both the streamer and the viewers to get familiar with one another, creating inside jokes and references and talking even more casually than in other stream chats on Twitch.

The viewers often referred to the streamer in their messages, knowing that they would react and answer, instead of possibly missing the message or ignoring it. This was the cause of the higher percentage of full sentence messages which attempted to communicate, rather than simply reacting to events in the stream with short messages and emotes.

At the higher levels of viewership, the chat simply moved too fast for the streamer to have any kind of meaningful interaction with the chat. This was especially true in the case of the two upper levels of viewership. In the case of the

medium levels of viewership, it is worth noting that many such streamers were quite close to their viewers, often interacting with them and even knowing the more active members of the chat by name.

The influence of the language used on Twitch, more specifically the emote codes and inside references of popular streamers, was difficult to measure. It was clear that there was a general trend among the Twitch streamer and viewer communities to use these emote codes and inside references outside of the website itself, but it was unknown whether this influenced the language of others around them. The slang that originated from Twitch was primarily used ironically, rather than seriously. Further research is needed to truly determine the extent of the influence of Twitch slang on the internet and English in real life as a whole.

Резюме

У роботі представлено аналіз граматичних, орфографічних та лексичних особливостей англійської мови, що використовуються в англомовних коментарях у соціальній мережі Twitch.

Основними завданнями цього дослідження було визначити особливості англійської мови в інтернет комунікації спираючись на англомовні коментарі в соціальній мережі Twitch, та визначити вплив англійської мови, яка використовується на цьому сайті, на англійську, якою послуговуються в інших частинах інтернету та при живому спілкуванні.

У роботі використано квалітативний та квантитативний методи аналізу. Дані для аналізу були зібрані з п'яти різних рівнів кількості поточних глядачів на різних каналах сайту Twitch. Також у роботі наведено кілька прикладів позасайтового використання особливої лексики та сленгу сайту Twitch. Були наведені приклади та пояснення англійської мови в інших частинах інтернету, а також було проаналізовано історію мережі Twitch.

Аналіз зібраних даних фокусувався на граматичних, лексичних та орфографічних особливостях англійської мови на сайті Twitch. Характерні риси таких особливостей залежно від рівня кількості глядачів та тем передач каналів також були прийняті до уваги.

В результаті аналізу, доведено, що граматичними особливостями англійської мови мережі Twitch є наявність простих конструкцій, прості часові форми та еліптичні конструкції. Орфографічно, більшість коментарів не відповідають нормам англійської мови. Пунктуація та великі букви використовуються рідко. З огляду на лексичний склад мови, поширеним є використання неформальної лексики, великої кількості сленгу і особливих емотіконів, які специфічні для даної мережі.

Основним показником відмінних рис у використанні мови, залежно від рівня глядачів, був виявлений у типах речень у чаті. Тип передачі каналу також показав наявність впливу на загальну якість повідомлень. Передачі, які

фокусувались на спілкуванні із глядачами, мали більшу кількість граматично та орфографічно правильних повідомлень.

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Table of Illustrations

Figure 1: Short sentence examples. – Asmongold. (2021). *Twitch*.

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Figure 2: Non-standard grammar examples. – Sneakylol. (2021). *Twitch*.

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Figure 3: Example of short messages from the chat of a game of League of Legends. – Gad, J. (2019). *About – Chat Systems in Games*. Medium.

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Figure 4: Non-standard grammar examples. – Star Wars: The Old Republic. (2021). Public Chat.

Figure 4.1: Non-standard grammar examples. – Star Wars: The Old Republic. (2021). Public Chat.

Figure 5: Example of Twitch slang outside of Twitch. – Tiffany, @Fracktail. (2020).

oh my god i just heard some guy irl say “its pretty pogchamp” to this girl and shes just like Twitter. <https://twitter.com/Fracktail/status/1290510096699596800>

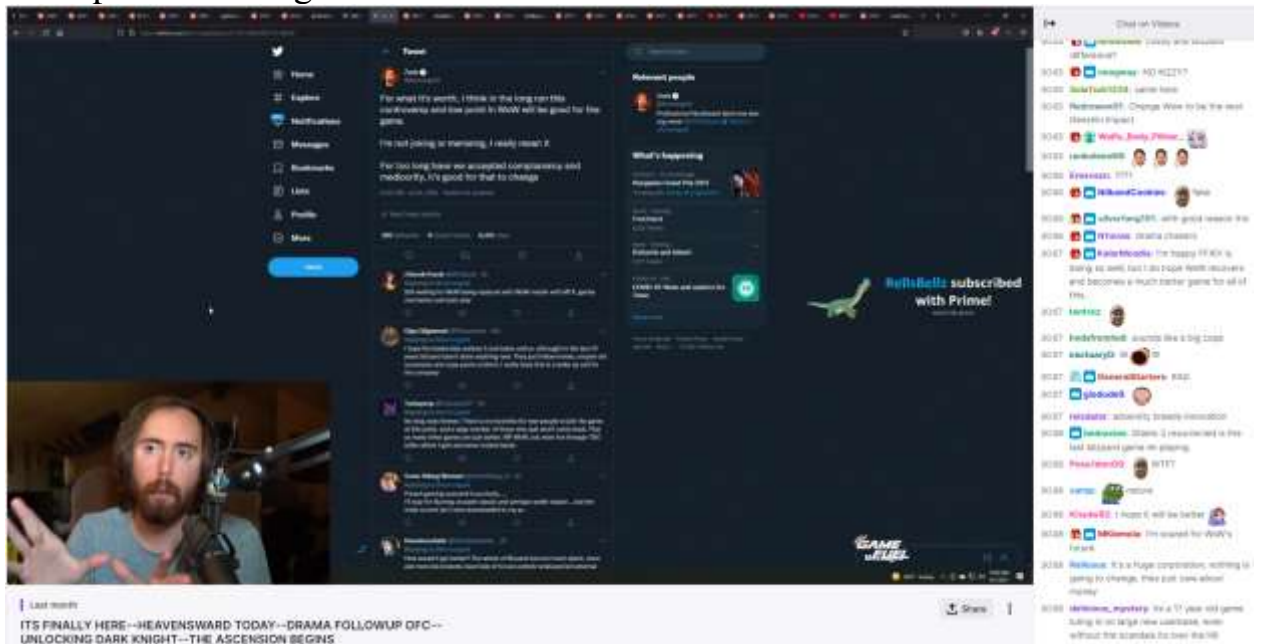
Figure 5.1: Example of Twitch slang outside of Twitch. – FRAN, @Frana_ow.

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Appendix 1 – Examples of Asmongold’s Twitch chat


Example of Asmongold’s stream:






Examples of Asmongold’s chat during gameplay:



- | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| 30:01 talk: [Avatar] | 31:21 oog_: Corporate adaptation is FIRING and HIRING the right people | 31:38 momofire: asmon is right chat |
| 30:01 mgcarried24: TRUE [Avatar] | 31:21 notpatly: EVOLUTION IS COMPLETELY RANDOM | 31:38 uzzi999: TRUE |
| 30:01 SSP15_: when is the video coming out where you talk about new world? | 31:22 lahumanche7: animals go extinct | 31:36 friedfood4u: i know what you mean i believe it to |
| 30:01 cXRz_: Si [Avatar] | 31:22 justaguybeingadude06: no not really [Avatar] | 31:36 NoVaStarGalaxy1: chat is dumb |
| 30:01 lawjawn: Good [Avatar] | 31:22 bareback66: My man asmongold | 31:36 Nazghoul62: survival of the fittest |
| 30:01 asmonmercury: W [Avatar] W | 31:22 silverfang101: Selective Pressures kill the animals | 31:37 hellekidale: gonna take millions of year for blizzard to evolve [Avatar] |
| 30:01 frankman441: [Avatar] Yeah... | 31:22 kohlight: you're evolving to keep surviving | 31:37 WaifuJutsu: @action_packed It's not literally you smooth brain |
| 30:02 jumbobumbo2: it's justified man. | 31:22 Verryontron: Are you going get that finger checked? | 31:37 2_Tec: you got the basic concept ignore that idiot lol |
| 30:02 makerusshagreatagain: [Avatar] | 31:22 Exorius: this is beyond the point of possibility of coming back bruh. This point was long time ago and they didnt do it | 31:37 nalf27: chat is stupid |
| 30:02 kamitr: [Avatar] | 31:22 InvaderMig: Natural selection | 31:37 xpikelateddeath: EVOLUTION ISNT ONLY IN HUMANS HOLY SHIT |
| 30:02 Stefan_Payne: you assume that the developers want to make a good Game. But what if they don't? What if the WoW Developers hate the people playing it and don't want to make a good Game? | 31:22 maroney10: Look up Swedish chicken experiment Darwin's theory is WRONG | 31:37 ItsDaltron: [Avatar] yeah dude |
| 30:03 Petecavali: WoW community is more genuine than FF14, FF14 community is full of fake positivity | 31:22 Stfv_0: [Avatar] | 31:37 Boopless00t: Survival of the fittest. Adapt or die. |
| 30:03 baratheon85: Fred Durst trending [Avatar] | 31:22 MisterSoja_: not really | 31:37 derpdeherp7: Evolution is more random |
| 30:04 Albertpm95: Do you think that given that now what keeps wow alive are 'whales' instead of a big playerbase, wow will go to f2p? | 31:23 sten260: yes | 31:37 Kaotix77: Individuals die off but the species (games) move on. WoW dies and other games improve. |
| 30:04 zigzthef0x: @asmongold TRY TRIALS | 31:23 menotthatkindoforc1: [Avatar] no such thing as evolution | 31:37 seanv554: It's oversimplified but he's right chat |
| 30:04 dn58todd: cosby and blizzard difference? | 31:23 insomni_ca: its selection upon variation | 31:37 princemochi_: fair |
| 30:05 noogway: NO KIZZY? | 31:23 Exc3l3isus: I WISH THIS WOULD BE THE CASE | 31:37 In_Cognito7: @GoogooXX [Avatar] |
| 30:05 SoloTurk1234: same here : | 31:23 seedandfeed: BELIEVE SCIENCE | 31:37 LuxSignifer: ITS AN ANALOGY YOU [Avatar] |
| 30:05 Redrowen01: Change Wow to be the next Flanchn Innant | 31:23 mr_ari: Not entirely true | 31:38 action_packed: BAD TAKE |
| | 31:23 GoodOirKate: my brain [Avatar] | 31:38 EdLok_: chill speech |
| | 31:23 mort_az: Evolution is you die and the strong lives on. WoW dies. FF14 lives on | 31:38 Evadann: Asmon is a very smart guy. |


Examples of Asmongold's chat during a Just Chatting segment:


3:11:04  Krylios: widepeepohappy'


3:11:04  GojiraLink:  go go Tataru




3:11:04  Grarlic: Potatositting



3:11:04  LyteGod: 


3:11:04  moraeds: level 1



3:11:05  Zafaroth: shes a low level



3:11:05  Chazdoit: lvl 1



3:11:05   westeroni93: You are projecting like youre in the lafalaf closet or something haha 




3:11:05  E_to_the_G: LITTLE LADYBUGS 



3:11:05  JConstantin3: shes level 1



3:11:05  gure_gorio:  Tataru



3:11:06   mercTanko: Asmond, read me a bed time story please huh pleeeeeeasel



3:11:06  Splashfire: lvl 1 arcanist 


3:11:06   SkyShatterZ:  good times



3:11:06  iAlienator: 



3:11:07   juan1_2_3: back to the starting area


3:11:07  imacreamiepie:  shes doing her best



3:11:07  KingVaxis: 


3:11:07  SladeClegane: Tataru > Asmon 100%



3:11:07  dystopianlad: babysitting 


3:11:07  Villenthesis: 



3:11:07  Archkys: DEJA VU



3:11:07  Fleris:  SUS


3:11:07  Xonitan: She's actually doing the first arcanist quests



3:11:07  enreves: 



3:11:51  omegamechamochicken: Mentor streamer




3:11:51  growville: Tataru is mvp in HW 




3:11:51  Ximberto: You're a DEMENTOR 



3:11:52  zerosystem86: @Asmongold , You re tired of everyone lol


3:11:52  vaan_ratsbane: DEMENTOR 



3:11:52  ambrr3: 


3:11:52  xXTayo:  She is trying 



3:11:52  Eho_94:  She is trying  She is trying


3:11:52  LumChannel: 


3:11:52  TheCowPhoenix: @Asmongold ta ta tired


3:11:52  mafuyul: 


3:11:52  Vaedrun: tataru is a dreadlord @Asmongold



3:11:52  Ponchi023: 


3:11:52  meggido1977: remember the first day? lolz, been a while



3:11:52  henrysqwire: @asmongold do you find it weird that you're selling out the equivalent of a large arena every stream?



3:11:52  YouWinY: scion is nothing without tataru



3:11:53  SercTCG: actually getting weirdchamp



3:11:53  Myotosis:  Tataru's cute


3:11:53  ty1506: omg


3:11:53  turvs6:  rude


3:11:53  legewiel: mentor streamer 


3:11:53  thatruskie: BELIEVE IN HER 


3:11:53  In_Cognito7:  lets go tataru



3:12:31  yumizinhaaa: Rich has it


3:12:31  AbsurdShark: Arcanist Combat Pet


3:12:31  faux_illusion: arcanist summon


3:12:31  Edwardf414: arcanist


3:12:31  nonobobos: ITS RATCATE


3:12:31  MethKim:  RAT


3:12:31  onioat: You're a failure tataru


3:12:31  csailes159: carbuncle for arcanist class


3:12:31  Alexandros_Type_Sigma: ratJAM


3:12:31  JcRadio0213: pet summoner job/class


3:12:31  stoatacious: summoner pet


3:12:32  Xorel: a wow pet!


3:12:32  scarlet_warlock: shes an arcanist


3:12:32  Slech54: rat



3:12:32  KillaJDX: Did he really read all the text so far


3:12:32  Tylas93: store mount


3:12:32  onlyruinawaits: That's a carbuncle, An Arcanist combat minion.



3:12:32  Anya_the_Rager: She's so cute


3:12:32  Cinnamon: summoner carbuncle pet


3:12:32  neffenz: 


3:12:32  maze_flare: Summoner pets only

3:12:32  SuperSmokeShaman: arcanist pet

3:12:32  turvs6: 

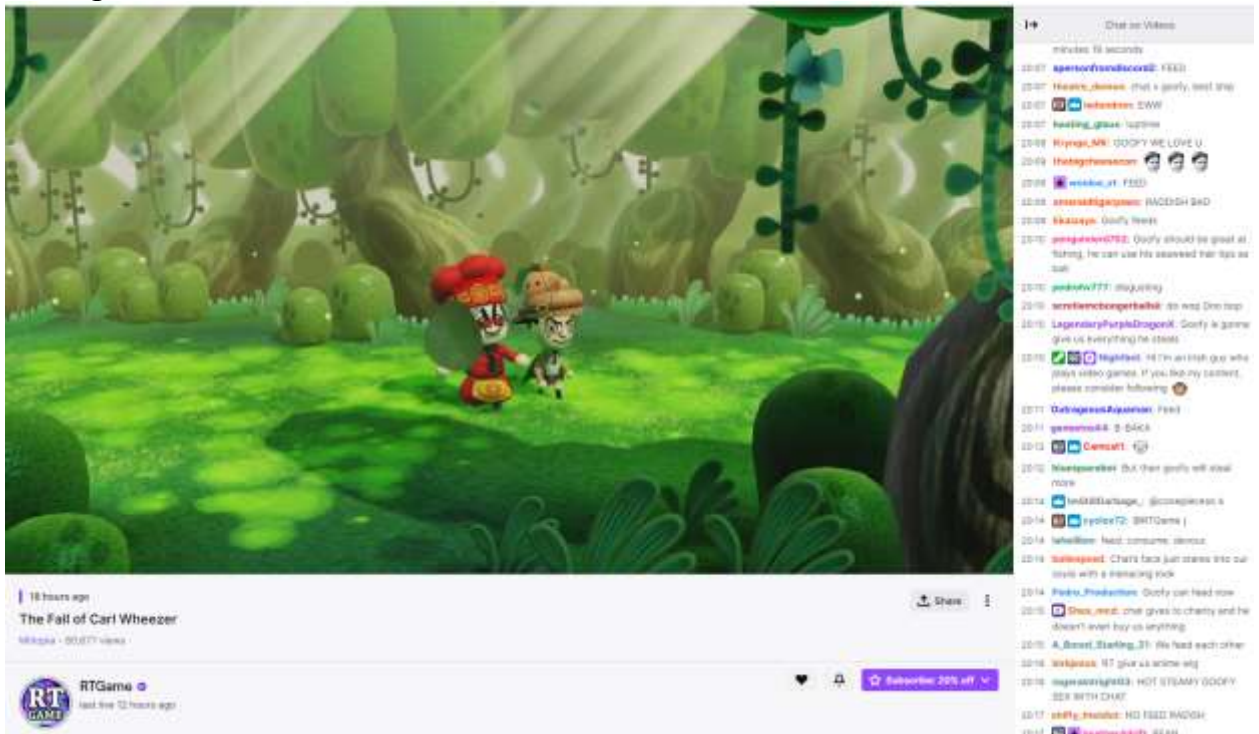
3:12:32  AceBammers: Rich is this job

3:12:32  softboiled10: as an arcanist/summoner, you get a pet

3:12:33  Melgor101: summoner like warlocks

Appendix 2 – Examples of RTGame and Kripparrian’s Twitch chats

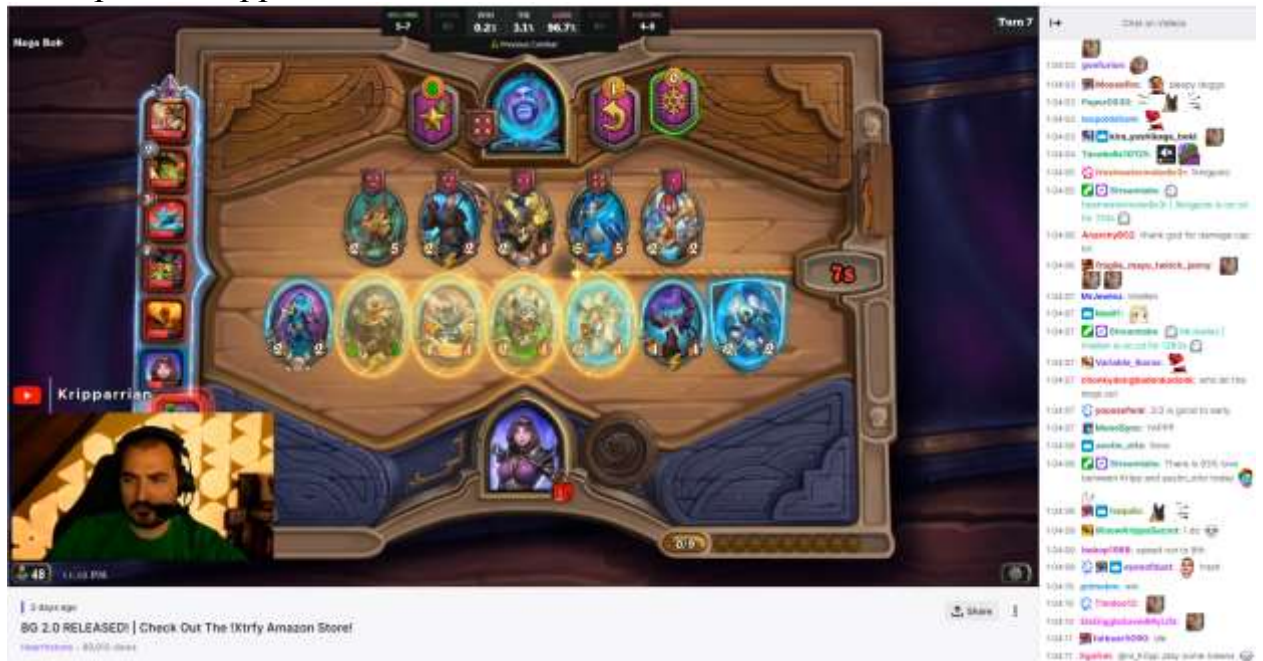
Example of RTGame’s stream:



Examples of RTGame’s chat:

1:20:58 silverspace0 : RTGrandpa	1:21:56 thebabyeater43 : he's so luck he got something you can't get	1:23:25 theweirdmonster102 : the guide died then
1:20:59 Novquesse : "Hold men!" Immediately gets bodied.	1:21:55 ebtroy : is this where the	1:23:25 top_hat_crusader : I warned you
1:21:00 kingra : SUS	1:21:56 ilinofofdeath : hey daddy rt happy ten years	1:23:25 thisisaname15 : OH LAWD
1:21:00 JustNeXt : press the UP button.	1:21:56 Pengalu : God has anyone actually gotten decent items	1:23:26 bean_splatter : the guide must have died
1:21:00 rbSyrup : someone needs to go on gravestone cleanup duty	1:21:56 dracofire005 : why does he have a post-plantera light pet	1:23:27 granitejet : Big sad
1:21:00 goodluxray : How are you like even going to hurt it though	1:21:57 some_cardboard_box : here we go	1:23:27 Joph324 : n
1:21:00 Lusterdustrous : You monster	1:21:57 supersquid137501 : you're all so dead	1:23:27 grandeststar : lmao the guide must be dda
1:21:01 chibiemperor : that's a lot of graves.	1:21:58 Gh0sthaus96 : All in all we're just another Zach in the wall.	1:23:27 Hexakiro : there are no guides left
1:21:02 nondescriptpaintbucket : splat splat splat	1:21:58 brooks571 : Its going to be a massacre	1:23:27 bob_moss1 : LOL
1:21:02 potatoboolii : why do I feel like this will end horribly?	1:22:00 hellheaven : spoiled water	1:23:27 thebabyeater43 : oh thank fuck
1:21:02 Koalababy1 : A bit bumpy indeed	1:22:01 JustNeXt : host advantage	1:23:28 chahoi6572 : DONT DO ITTTT
1:21:02 PlayerPurple1 : wow thats a lot	1:22:03 why_of_lines : RT you paid to win	1:23:28 deerlingdarling : don't do itttt
1:21:04 nicolekitty7727 : SUS	1:22:04 sheltonhwy26 : The entire server is dying and RT is gonna summon the wall?	1:23:29 GabMestRT : All the guides were dead???
1:21:04 futureiron : Someone spawn a second wall at the same time Dan does.	1:22:05 undefinederr0r : eyyy finally able to join here, what we doin'?	1:23:29 randomdude750 : guide gone
1:21:04 wild3131 : SUS	1:22:05 me_tuti_fruiti : Stream to win	1:23:29 queenmicrowave : 🙌🙌🙌
1:21:04 Artinua : dan clear the graves please	1:22:06 Lunch_Lady_Linda : youre a dead man walking	1:23:29 Th3D00d : do you have a guide?
1:21:04 kates_vibin : THE AMOUNT OF GRAVESTONES	1:22:06 Maland2016 : WALL TIME BOYS	1:23:30 krisus0kresus : @RTGame Discord happend.
1:21:04 Mesruksi : you know everything's going great when everything is grey	1:22:07 FourDayz : hey jim	1:23:31 puppypasta : Is the guide still alive?
1:21:05 dherp : it's a graveyard	1:22:07 why_of_lines : but it was free	1:23:31 Nightbot : I stream every Tuesday and Thursday @ 7pm, Saturday and Sunday @ 3pm GMT. Follow my Twitch channel to get stream notifications, and follow my Twitter and Discord for additional notifications 🤖
1:21:05 thisisaname15 : who wrote sus.	1:22:09 ReaTheWise : rt, a gun, and a dinosaur against the world	1:23:32 callmebob00 : the guides dead already
1:21:06 BiggestOfLads : sus	1:22:09 blastbitt : go on red team so people can teleport to you	1:23:32 Ainurmusician64 : Too many guides are already dead XD
1:21:06 Maland2016 : ...ARE THEY?	1:22:10 krisus0kresus : @top_hat_crusader thats his choice he is committed to.	1:23:32 scytheybro : all the guides cnt have died
1:21:06 dreano_twitch : theres a reason its caalled hell	1:22:10 thisisaname15 : "this is fine" -jim	1:23:32 nondescriptpaintbucket : I think there's too many guides
1:21:07 Gh0sthaus96 : The server needs a tombstone cleanup asap	1:22:11 Cernixx : twitch partnership bonus	1:23:34 shadecho : lol no guide
	1:22:11 legopenguin114 : Nobody	

Example of Kripparrian's stream:



Examples of Kripparrian's chat:

1:04:02 **CrokkoVert:**

1:04:02 **EMP_Spookys_Favorite_Bong:**

1:04:03 **gonfuriun:**

1:04:03 **Moosefire:** sleepy doggo

1:04:03 **Paper0930:**

1:04:03 **leopoldshark:**

1:04:03 **kira_yoshikage_boki:**

1:04:04 **Tacobells10125:**

1:04:05 **freshwatermolediv3r:** lkingpolo

1:04:05 **Streamlabs:** freshwatermolediv3r | lkingpolo is on cd for 210s

1:04:06 **Anarchy852:** thank god for damage cap lol

1:04:06 **fragile_mayo_twitch_janny:**

1:04:07 **MrJewlez:** Imellen

1:04:07 **xbait1:**

1:04:07 **Streamlabs:** MrJewlez | Imellen is on cd for 1283s

1:04:07 **Variable_Ikaros:**

1:04:07 **chonkydongbadonkadonk:** who let the dogs out

1:04:07 **youssefwal:** 3/2 is good to early

1:04:07 **MonoSynx:** YAPPP

1:04:08 **austin_otto:** love

1:04:08 **Streamlabs:** There is 93% love between Kripp and austin_otto today

1:04:08 **haquilo:**

1:04:09 **IKnowKrippsSecret:** I do

1:04:09 **bebop1988:** speed run to 8th

1:05:01 **victorybasket39:** WHOA i can mouse over the stream? well done twitch and kripp

1:05:02 **spachib:** dont give up! you can do it!

1:05:04 **pladdypus:**

1:05:08 **rheyu:** "Alright, bark at Kripp, I guess" "Haven't barked at Kripp in a while, let's go bark" "Barking at Kripp isn't that good, but alright"

1:05:09 **FacedFears:**

1:05:10 **youssefwal:** lol cervala isnt playing elementals

1:05:12 **CrokkoVert:** a "B" better

1:05:13 **7gigatone7:** RAT AND 4/3 WAS THE PLAY LAST TURN FOR SUUUUURE

1:05:15 **Z123ninja:** kripp ur nuts are showing!

1:05:17 **Moosefire:** "Alright, bark at Kripp, I guess" "Haven't barked at Kripp in a while, let's go bark" "Barking at Kripp isn't that good, but alright"

1:05:18 **aulwynd:** 8th place speedrun

1:05:21 **AnthonySo1337:** divine win

1:05:22 **soju92:** love

1:05:22 **Streamlabs:** There is 64% love between Kripp and soju92 today

1:05:23 **estivenrodriguez:** GUESS ILL LEVEL UP

1:05:23 **FacedFears:** "Alright, bark at Kripp, I guess" "Haven't barked at Kripp in a while, let's go bark" "Barking at Kripp isn't that good, but alright"

1:06:10 **aulwynd:** Midgame divine shield build

1:06:10 **yonanananana:** love

1:06:10 **Streamlabs:** There is 63% love between Kripp and yonanananana today

1:06:15 **Crypterra:**

1:06:18 **FacedFears:** NEVER SURRENDER

1:06:18 **Cersis:** love

1:06:19 **Streamlabs:** There is 2% love between Kripp and Cersis today

1:06:20 **Pyro_gachiCOASTER:** new bob =

1:06:25 **sublime_time:** 2 nice

1:06:35 **Zerotan:** have you considered leveling up?

1:06:36 **Z123ninja:** @Cersis u suck no love

1:06:36 **Sage1516:**

1:06:38 **Scorpion_Max:** You guys really think we're taking 15 damage on turn 6 with 3 divine shields?

1:06:43 **dayodica:** 0-6

1:06:45 **bluebeard2:** Hahaha

1:06:47 **Urethron:** top 8 speedrun

1:06:49 **Moosefire:** -26

1:06:55 **CrokkoVert:**

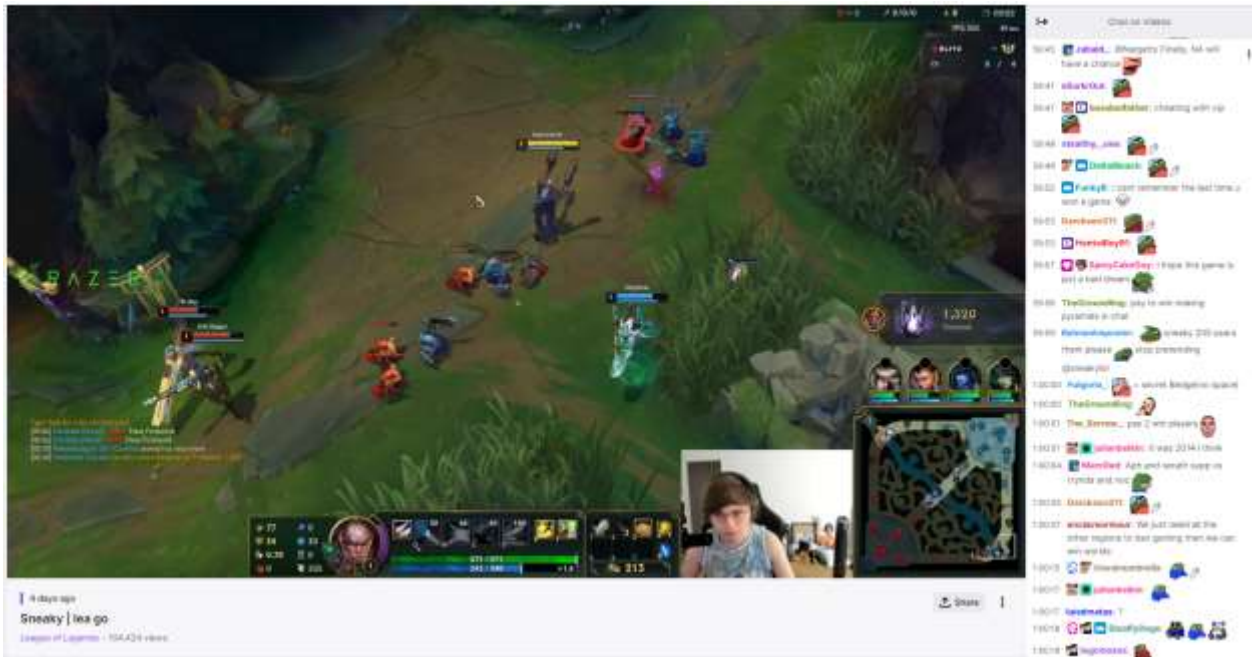
1:06:57 **prostojohnny1:** love

1:06:57 **Streamlabs:** There is 45% love between Kripp and prostojohnny1 today

1:06:58 **mrpeeeeeeepoopoopants:** div shield drake seems pretty good

Appendix 3 – Examples of Sneaky’s Twitch chat


Example of Sneaky’s stream:





Examples of Sneaky’s chat during gameplay:


- | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1:11:31 SpicyCakeGuy : when it's full she lights up | 1:13:15 GREYGOD : @sneakylol did you ever watch the replay from last game invade? | 1:15:01 UnNameless : yeah shes so easy and simple |
| 1:11:36 Its_Slyy : | 1:13:25 kyniskoslol : @TheGroundling It's a wolf. | 1:15:02 theaveragegoat : chat what WHAT THE GAME BA |
| 1:11:38 AvoSjogos : | 1:13:28 Jaysvierfrontenrieg : @unnameless | 1:15:02 SpicyCakeGuy : she's pretty simple but kinda stronk |
| 1:11:38 Jaysvierfrontenrieg : @spicycakeguy Did you just assume my gender? | 1:13:30 SpicyCakeGuy : it's a dog | 1:15:04 MinhooMinh : |
| 1:11:39 SaintAngst : What is sneakys main? | 1:13:32 TheGroundling : oh yea i guess i should have seen that | 1:15:04 Endimia : She is to get beginners into ze game |
| 1:11:39 itstylerjuan : does no one at this train station see this fight??? | 1:13:36 TheGroundling : still | 1:15:08 aedavido : @AvoSjogos i know |
| 1:11:42 <div style="border: 1px solid black; padding: 2px;">DoomSquad subscribed at Tier 1. They've subscribed for 2 months, currently on a 1 month streak! Ahoy Sneaky</div> | 1:13:40 MFWICJack subscribed with Prime. | 1:15:08 theaveragegoat : |
| 1:11:52 Jcharlone : @itstylerjuan just another day for them | 1:13:44 theaveragegoat : yo chat what was the Name of the earth bound style game snack played? | 1:15:12 thefatkontroller : @theaveragegoat omori? |
| 1:11:52 SpicyCakeGuy : @Jaysvierfrontenrieg oll big person | 1:13:45 ShadowBruno : | 1:15:12 aedavido : |
| 1:11:56 GroovyDiraffe : please god dont play glo | 1:13:50 theaveragegoat : I cant remember the name | 1:15:21 Endimia : Like Zato |
| 1:11:56 f4r3s4 : sneaky looks extra cute today | 1:13:58 enclavearmour : I'm gonna break out the jack o pose the next time I drop something in public | 1:15:22 SpicyCakeGuy : @theaveragegoat it wasnt omori? |
| 1:11:59 mysticalspanish : 100 | 1:14:00 f4r3s4 : any tobiast fate viewers watch sneaky? | 1:15:25 theaveragegoat : @thefatkontroller THANK YOU |
| 1:12:06 UnNameless : what the dog doin | 1:14:00 SpicyCakeGuy : glo beats nago's ass in the story | 1:15:29 MinhooMinh : may also has 4 special no? |
| 1:12:07 enclavearmour : @itstylerjuan bc they mind their fuckin business | 1:14:01 Endimia : inside? | 1:15:35 Nightbot : Sneaky has joined up with IBUYPOWER for all of his PC needs checkout their website here: https://ibp.gg/sneaky |
| 1:12:10 TohBeans : im the fat lady in the middle | 1:14:05 Unempl0y3d : giovanna | 1:15:36 theaveragegoat : It was omori |
| 1:12:13 Jaysvierfrontenrieg : Wait where is lam? | 1:14:06 ElementalZero : @sneakylol he did, xerath wasnt standing on edge of bush and nocturne placed a ward that they didnt see | 1:15:37 SPANKINGSMAXIMUS : Sepultura=Grave |
| 1:12:14 SpicyCakeGuy : what da dog doin | 1:14:08 MySticWaf : @GREYGOD yeh. noc warded, xer was in troll position | 1:15:44 SpicyCakeGuy : i literally @ ed you earlier |
| 1:12:16 crystalizedpig : chat | 1:14:10 Forcelko : @antig_maestro she turns green when you have full tension, she does extra damage and has higher def | 1:15:45 panholi : what happened to dbz? did it became to easy? or repetitive? |
| 1:12:16 PianoConspiracy : TFW not playing jack-o | | 1:15:48 UnNameless : cS 2H 214K K 6HHH is her meterless BnB |


Examples of Sneaky’s chat between period of gameplay:


2:12:45  **sketchy_engineer**: Akshun


2:12:47  **Autumn_Rains**: no elp 🤔

2:12:49  **SFT_Moon**: that champ is buste


2:12:50  **SFT_Moon**: d'

2:12:54  **unclepecos**: @sneakylol its a meta where nobody gives a fuck about an adc, meta is for supports to roam. but kalsa and ezreal, the two most independent champs are weak 🤖


2:12:55  **SpicyCakeGuy**: being under 400lp 🤖


2:13:03  **worldwar5**: can you play kalsa?

2:13:07 **KVodin**: so what would you pick instead?


2:13:08  **dummyydom**: Sneaky I fucked up BAD


2:13:15 **atiniel**: thats the beauty of it


2:13:26  **soundfonts**: 🤖


2:13:37  **vecttv**: do u cosplay as anime characters?


2:13:38 **Deadmoonlight**: 🤖


2:13:39  **SpicyCakeGuy**: and adc doesnt really do much comparing to other carries

2:13:50  **90degree_angel**: 🤖


2:13:54  **noeldc**: linstagram


2:14:01  **unclepecos**: i just dont understand why ADCs need to be lower level? I get sharing xp makes it lower but why is it even further lowered on top of that


2:14:12  **mathsee**: People just need to actually punish bad support roams


2:14:15  **Ryqqn**: @sneakylol when you say self-sufficient, do u mean the player themselves skillwise or the champ?


2:14:18 **Nubbery**: Sneaky got that WABP


2:12:45  **sketchy_engineer**: Akshun


2:12:47  **Autumn_Rains**: no elp 🤔

2:12:49  **SFT_Moon**: that champ is buste


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2:12:55  **SpicyCakeGuy**: being under 400lp 🤖


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2:13:08  **dummyydom**: Sneaky I fucked up BAD


2:13:15 **atiniel**: thats the beauty of it


2:13:26  **soundfonts**: 🤖


2:13:37  **vecttv**: do u cosplay as anime characters?


2:13:38 **Deadmoonlight**: 🤖


2:13:39  **SpicyCakeGuy**: and adc doesnt really do much comparing to other carries

2:13:50  **90degree_angel**: 🤖

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2:14:12  **mathsee**: People just need to actually punish bad support roams



2:14:15  **Ryqqn**: @sneakylol when you say self-sufficient, do u mean the player themselves skillwise or the champ?


2:14:18 **Nubbery**: Sneaky got that WABP

2:15:27 **JunTiu**: it that sneak sneak sneakyyyyyyyyyyyyy

2:15:27  **ShotcallerBilly**: @Spudnickel but some champs have better ratios on abilities vs better base scaling and CD


2:15:28 **Kuntley**: i was drugged as a kid


2:15:33  **Nightbot**: Sneaky has joined up with IBUYPOWER for all of his PC needs  checkout their website here: <https://ibp.gg/sneaky>

2:15:40  **ShotcallerBilly**: @Spudnickel so in a limited resource game you have to choose

2:15:45 **jmieinit**: 🤖


2:15:49 **Deadmoonlight**: Did Sneaky ever play against Xpeke? 🤖

2:15:55  **noeldc**: 🤖

2:16:00  **unclepecos**: no no i get that but why did they nerf duo xp on top of all that


2:16:06 **Halvo**: 🤖


2:16:11 **Spudnickel**: @ShotcallerBilly obviously some champs scale better with xp, but saying that they dont need it is absurd, its a serious handicap


2:16:13  **DjSnickerse**: 🤖


2:16:20 **Kuntley**: molly molly

2:16:22 **Yoonjae_lee**: @sneakylol hey sneaky I heard you talking about how stupid NFTs are and I wanted to let you know that a literal white text + black background sold for 1 million dollars recently 🤖

2:16:24  **foxetto**: 🤖

2:16:26  **unclepecos**: 🤖 riot

2:16:28  **MinhooMinh**: 🤖 I was promised DQ11 in queue

2:16:29  **alphapox**: encourages roaming

Appendix 4 – Examples of Sips and The Anime Man’s Twitch chats

Example of Sips’ stream:



Examples of Sips’ chat:

1:00:57 **frosty_jackk**: SOON™

1:00:57 **SipsBot**: Sips is playing on Chaos, Omega where the other Yogs are. He's playing Marauuuuuuuuuder.

1:01:01 **Rickerdoodles**: I cannot stand MMD's but I'm here for the sweet Sips action

1:01:02 **MillenniumKing**: You need to do the quest first to go

1:01:02 **brown0cr**: @nadz_ that's awesome lol

1:01:04 **sandell_uk**: @NatBeimont that wouldnt be fun for sips now would it

1:01:06 **parakeetpowers**: anyone know if he plans to play zomboid today?

1:01:08 **Smurf1**: @captansonos

1:01:14 **ActionZ**: ocean fishing

1:01:14 **kayla_altacc**: @parakeetpowers Likely not

1:01:15 **SipsBot**: While donations are appreciated, don't feel like you have to donate 😊 Donations lower than the TTS limit might be read out at some point. Link: https://streamelements.com/sips_/tip

1:01:18 **Lupusdeus**: What class was the other character @sips?

1:01:20 **Levodoom**: Is your main Fisher?

1:01:21 **Yarmus**: sips_ what happened to your face?

1:01:25 **MillenniumKing**: Its easy though

1:01:25 **nadz_**: @scott13000 hes done with Zomboid. The death of leatha was to much to come back from.

1:01:28 **Gudgeontron**: You get free bait when you unlock fishing

1:01:34 **Lionhardt544**: Oh wow I didn't know Warrior got Rampart now

1:04:27 **SipsBot**: Woweel! aemstel just subscribed for a total of 13 months!

1:04:28 **wekension**: Around lvl 15 you can do some tutorial stuff to teach your class and some strong gear.

1:04:31 **fusillo_rampante**: @sips_ will you play CK3 when it comes out?

1:04:35 **Nankuse**: You'll get gear thats good until level 30 at level 15 if you talk to him and do some stuff @sips_

1:04:35 **the_alien_king**: Do you yogs guys have a guild yet

1:04:37 **tomo123**: FF

1:04:39 **Bowomar**: How does this game compare to guild wars 2?

1:04:40 **chriseeeee**: mailboxes are a bitch to find tbh, they're never in an obvious place

1:04:43 **Levodoom**: 🤔

1:04:45 **ZeroDjinn**: cat ppl are base game

1:04:45 **Bloodhound627**: 🤔

1:04:45 **LT_Campbell**: well were you looking for a Moogle or a mailbox

1:04:47 **Levodoom**: The base game?

1:04:51 **sandell_uk**: you had the option

1:04:51 **nadz_**: I know he didnt stream yesterday caz he was playing this 🤔

1:04:52 **wirks**: lol

1:04:52 **ZeroDjinn**: or you mean big cat people? thats shadowbringers

1:04:52 **fyoutucy**: excuses

1:04:57 **Levodoom**: He doesnt have the base game 🤔

1:04:57 **AtLeast17Grapes**: You can be a cat boy. You can't be a cat man

1:08:26 **lightyart**: blue quests are unlocks, so yea

1:08:28 **NubChaos**: main quests and blue quests are highest priorities yeah

1:08:30 **marcywarcy**: chat lame now. imagine growing up

1:08:30 **Old_Gravy**: fuck if I know

1:08:34 **tomo123**: blue unlocks shit

1:08:34 **nervhex117**: yes blue quests are good to do

1:08:35 **Darawu**: msq is all you need

1:08:35 **georgehh16**: weeb lore

1:08:36 **NubChaos**: some blue quests can be skipped but might as well do them all

1:08:36 **DrParanoidAndroid**: honestly, no idea

1:08:36 **MillenniumKing**: That quest unlocks nosing

1:08:37 **Smurf1**: just do pink quests 🤔

1:08:38 **IcepickSomething**: DDDD

1:08:39 **GrumpyFatso**: shaved sips looks 20 years younger

1:08:48 **Zombiee422**: Blue quests usually signify unlocking a feature of the game @sips_

1:08:53 **justincase96**: sounds exactly like: someone loving something tho

1:08:53 **DrParanoidAndroid**: DIL DO

1:08:55 **imhereforsips**: ooooo boy i remember grinding these places

1:08:59 **goobalini**: blue ones unlock certain things, theres a guide somewhere of what you can unlock

1:08:59 **zayne_carrick1**: You've got a sprint cooldown on =

1:09:01 **konichiw4**: story is the selling point of the game tho, except for ARR

1:09:02 **RexusRedux**: for now the only blue quests you need to be doing are your class quests

Example of The Anime Man's stream:



Examples of The Anime Man's chat:

- 1:05:00 **Kibosh_Kaibutsu**: ooo looking at fall anime line up Mushoku Tensei part 27 14 days from now
- 1:05:00 **micharl_silver**: OMG that's nishio isthin?!
- 1:05:02 **baldychikn**: the easiest way to tell a light novel and novel apart is how many breaks do you need to take while reading the title
- 1:05:02 **houraisankaguyaa**: hell yeahh
- 1:05:08 **rambuck3r**: luptime
- 1:05:08 **Nightbot**: TheAnimeMan has been live for 1 hour 5 minutes 19 seconds
- 1:05:15 **torp101**: @itachi9ly soul diver/ heart gold
- 1:05:16 **TheZ1tro**: are you planning to do an update video on your manga?
- 1:05:16 **staticburst**: I need to look into live action TV from Japan. any recs, or places to find recs?
- 1:05:19 **noobmaster994_20**: btw joey what was your opinion of jojoban as a whole and it's ending and villain?
- 1:05:22 **ManipulatorT**: Imono
- 1:05:22 **Nightbot**: Rules: I can only use Pokemon of a certain color (picked randomly at the start of the game) //// I can use a prevolution of a Pokémon even if it does not match the color, as long as they evolve it to match the correct color as soon as possible //// Shinies are allowed //// Challenge ends when I defeat Elite Four AND Red on Mount Silver //// Beat it as fast as possible
- 1:05:23 **crimpy13**: Do you like western cartoons too like Adventure Time and stuff?
- 1:05:25 **weebnick21**: I wanna read medaka box
- 1:05:27 **HouEclipse**: hi Joey
- 1:05:28 **dollarbean00**: Can Someone tell me about jap rap?
- 1:08:16 **sonicandmariomakingout**: you might hit 24 hours as well of pokemon Mono challenge as well jesu this stream
- 1:08:17 **abhi_gamer03**: NICE
- 1:08:18 **zshlne_**: @baklazan01 thats not how it works
- 1:08:20 **kilerkuerbis**: yay 1000!
- 1:08:21 **etardollan**: its one in 4000+ with shiny charm
- 1:08:24 **daddyceddar**: this is what i did all day as a kid
- 1:08:26 **OrbitalForceYT**: @baklazan01 he said 1/8000+, not 1 in 8000+
- 1:08:31 **itachi9ly**: Where can I watch the live action of Tokyo revengers???
- 1:08:32 **twitchyroxas**: Ajimu versus the final boss. What a fight.
- 1:08:33 **sk3lark**: who voted to shiny azumaril?
- 1:08:36 **kiolsantos_**: ***
- 1:08:36 **torp101**: yeah idk how lol
- 1:08:40 **Metaseed123**: I think it is x6 in gen 4/5 and x8 in gen 6 forward
- 1:08:41 **ginos_**: why are u shiny hunting?
- 1:08:43 **staticburst**: this reminded me of that shiny ponyta video with the kid doing like 4 gameboys at once
- 1:08:43 **janonvpitlai**: could surpass one piece chapters
- 1:08:47 **sk3lark**: they stack
- 1:08:51 **sugaarmuts**: mesuda is 1600
- 1:08:57 **ingotow**: Who do you think is the strongest anime/manga character?
- 1:09:01 **pokugew**: Who is your favorite Japanese Movie Director?
- 1:09:01 **etardollan**: with shiny charm is one in 4000 no masuda
- 1:09:08 **BrokenGlaive**: gacha players would disagree
- 1:13:26 **baldychikn**: @jccerealthcrunchy he's never returning
- 1:13:28 **Celletor**: you dont wanna use speed up?
- 1:13:32 **Curtoise_**: you shouldve done this in gen2 versions of the game instead of the remake, you can breed shiny pokemon like the shiny gyarados you get with other things in the egg group for 1/30 shiny egg odds
- 1:13:34 **PercyisTired**: I've been playing Pokémon since red n blue. I have never run into a wild random shiny
- 1:13:35 **BlakeQuinn94**: whats going on?
- 1:13:40 **Woutb9**: @TheAnimeMan any concerts you're attending soon?
- 1:13:41 **danielyoung202**: is Japan still under lockdown ?
- 1:13:41 **din0thefly**: have you heard the new lil nas x album montero?
- 1:13:42 **itcollinsane**: XD
- 1:13:42 **ingotow**: lol
- 1:13:43 **LoyldXd**:
- 1:13:45 **royalpurple**: 1064 will be the one
- 1:13:47 **dasshadow162**: I like all the people in chat who don't understand probability at all.
- 1:13:48 **feartod**: wow
- 1:13:48 **suhhas_koya**: I feel you joey,been grinding shiny marit aswell since it the only green water type
- 1:13:50 **philippenic**: do you rely on parkinson's law to get stuff done? (using deadlines to get stuff done)
- 1:13:50 **juan1_2_3**: you mean Pika blue
- 1:13:52 **the_cultred_man**: what a suprised
- 1:13:54 **leafy_turtle**: oof
- 1:13:54 **juleee_122**: me doing uni work whilst u shiny hunt

Appendix 5 – Examples of Dexbonus and KuruHS’ Twitch chats

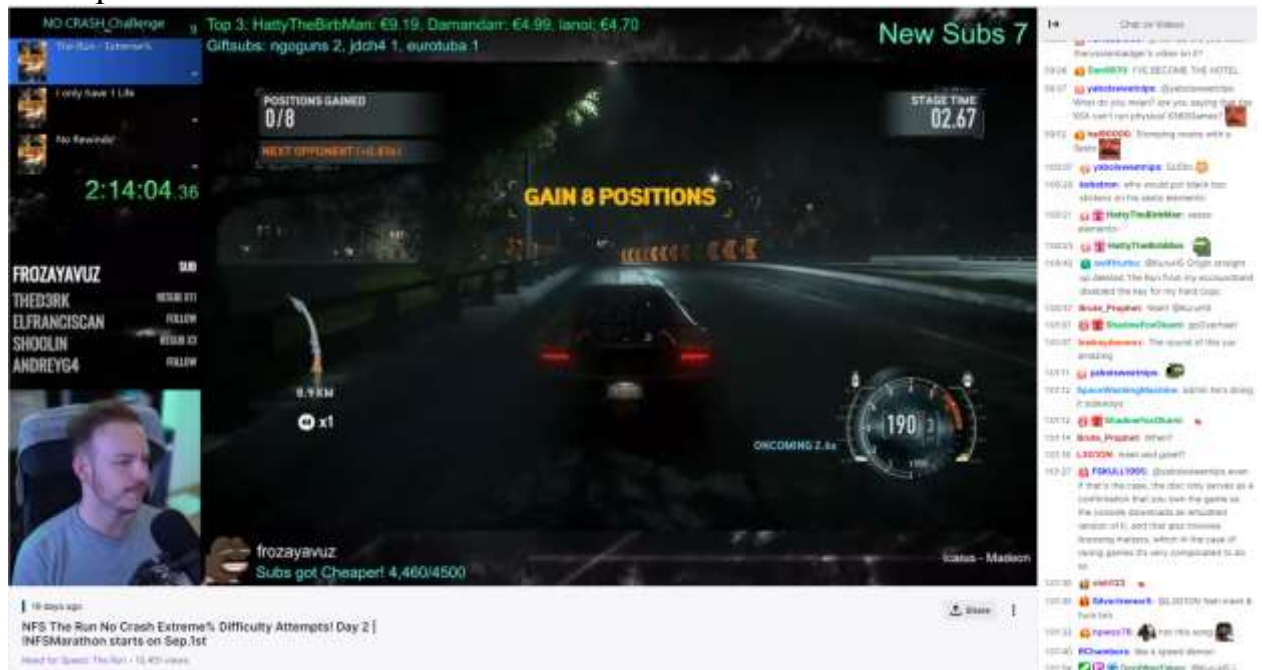
Example of Dexbonus’ stream:



Examples of Dexbonus’ chat:

- 42:30 **stridert996**: dodger your hair is looking dope i'm getting 2014 vibes again
- 42:35 **Laerokk**: Pitch on your meetings to start a proper ISF
- 42:37 **NullMass**: My friends and I have had some serious considerations about that but in Montana where you can get like, 100 acres cheap
- 42:44 **AllPerspicacity**: scotland & ireland let off liens on historical properties if you restore the main house to specifications.
- 42:54 Joansy subscribed with Prime. They've subscribed for 3 months!
- 42:54 **pa_TIENoe**: we need to stop talking about it
- 42:55 **ZakuroPlays**: 2 million wouldn't even be the most expensive housing project Twitch has had.
- 42:56 **AllPerspicacity**: pooling resources would get a swank estate.
- 42:59 **LiteraryJester**: high speed internet would be a challenge in rural england
- 43:06 **Xelxan**: @PeramFare until some serious argument breaks out and it becomes an RTS irl
- 43:21 **sweetjuicebox**: Time to make a PowerPoint @dexbonus That'll get them on board.
- 43:24 **rudypatoodle**: ah so more like 6 million yeayea no probs
- 43:30 **Adrolien**: @SnowLae It's not but then there's building, connecting to utilities etc. It adds up fast.
- 43:34 **KimBeauSlyce**: You can install sound proof walls
- 43:36 **colinthered**: so only like 4 mil once everything is built
- 45:48 **sweetjuicebox**: It easy as pie- just have to find the right land first then a contractor for the houses then get the proper permits and a electrician then
- 46:02 **Amarieinn**: strange indeed
- 46:07 **sgtshmoov**: buy a chateau in France they said, it'd be magical they said
- 46:07 **SilverGallagher**: Did I hear Zelda??
- 46:08 **gamehog19**: Wait Derk Souls has an artbook?
- 46:09 **AundaeClan**: Some classics in there
- 46:10 **Tajih**: so all yoko taro
- 46:11 **ozfroggirl**: Someone on Twitter was looking to start a TTRPG based on the Bowie Labyrinth movie
- 46:24 **taydr0**: Whats the crazy big book by the door?
- 46:25 **ChivvyToad**: whoa really??
- 46:30 **Banisteriopsis**: omg that reminds me, when does that CW Sherlock Holmes game come out,?
- 46:35 **ChivvyToad**:
- 46:37 **remixbeatz**: that's a pretty painting over there
- 46:38 **AmarBjornss**: @Zergjerk
- 46:41 **Tajih**: @ozfroggirl that movie terrified me as a small child
- 46:46 **ThunderGrub**: @ozfroggirl *deskchan* I want.
- 46:47 **KimBeauSlyce**: Wha? That sounds awesome @ozfroggirl
- 46:53 **gamehog19**: Kerlock > Sherlock
- 46:56 **AmarBjornss**: @henryjones000 oh, if it wasn't explained. Those are resistance bands (for exercising).
- 46:56 **taydr0**: ah cool
- 49:17 **sweetjuicebox**: @flashdong maybe you just need a different kick to the butt to getting you going, giving yourself time deadlines can give you the same urgency too. I can understand not wanting to leave a safety net when things are wildly hectic lately. How long have you been giving the problem thought for?
- 49:17 **AmarBjornss**: and some mod-on-mod violence.
- 49:18 **spotofcerberus**: Maybe spend half a year England, half a year USA?
- 49:19 **BrettUltimus**: DODGER. I have FOX NEIGHBORS.
- 49:19 **ChivvyToad**: awww
- 49:22 **Tajih**: patiently awaiting the reunited with Jesse stream
- 49:23 **Mex_tf2**: aaaww
- 49:23 **aussielokken**: how was she when she met her best friend dave?
- 49:23 **BrettUltimus**: In my new place
- 49:27 **GarDanian**: David must stay DESKCHAN
- 49:30 **Mooscow1**: why cant weee keep them!! Sadge
- 49:31 **BrettUltimus**: Yep
- 49:32 **BrettUltimus**: Every morning
- 49:33 **the_cat_writer23**:
- 49:35 **FrozenGoggles**: or furries?
- 49:37 **Amarieinn**: @AmarBjornss
- 49:39 **SoBadAtGames**: fox people clearly
- 49:39 **BrettUltimus**: Foxes come out from the overgrown land next door
- 49:42 **BrettUltimus**: And sun bathe
- 49:44 **AundaeClan**: Or foxy neighbors...

Example of KuruHS' stream:



Examples of KuruHS' chat:

- 1:00:07 yaboisweetnips: SUSSto 🤔
- 1:00:20 kebatron: who would put black box stickers on his seso elemento
- 1:00:21 HattyTheBirbMan: sesso elemento-
- 1:00:23 HattyTheBirbMan: 🍌
- 1:00:42 swiftturbo: @KuruHS Origin straight up deleted The Run from my account and disabled the key for my hard copy.
- 1:00:57 Brute_Prophet: Yeah! @KuruHS
- 1:01:07 ShadowFoxOkami: ppOverhaet
- 1:01:07 lowkeydemonz: The sound of this car amazing
- 1:01:11 yaboisweetnips: 🍌
- 1:01:12 SpaceWashingMachine: admin he's doing it sideways
- 1:01:12 ShadowFoxOkami: 🍌
- 1:01:14 Brute_Prophet: When?
- 1:01:16 L3G1ON: meet and greet?
- 1:01:27 FSKULL1995: @yaboisweetnips even if that's the case, the disc only serves as a confirmation that you own the game so the console downloads an emulated version of it, and that also involves licensing matters, which in the case of racing games it's very complicated to do so
- 1:01:30 vish122: 🍌
- 1:01:30 Silvertremor5: @L3G1ON Nah meet & fuck bro
- 1:01:33 hpwsc76: 🍌 not this song 🍌
- 1:01:40 RChambers: like a speed demon
- 1:01:54 DerdWasTaken: @KuruHS I kind of... fell asleep yesterday, I'm sorry 🍌
- 1:02:05 vonhogan: always have to love subtemper
- 1:05:28 multiverse15: Hey @KuruHS in thinking of running this game, why aren't your runs on speedrun.com? or am I just blind?
- 1:05:29 vonhogan: @yodog212 unless he forgets and restarts based on muscle memory
- 1:05:50 helminator69: @KuruHS 🍌, hyped for day 2 of this challenge
- 1:05:58 RocketLauncher55: @KuruHS what NFS do you want to see remastered?
- 1:05:59 multiverse15: alright thanks
- 1:06:09 yaboisweetnips: is that the loudest we've ever heard Kuru laugh? 🍌
- 1:06:20 hai90000: Make kurCD the profile pick of KuruClips 🍌
- 1:06:25 johncenamidi: dragon HERE HE COMES 🍌🍌🍌🍌🍌
- 1:06:26 Nightbot: A wild creature spotted <https://clips.twitch.tv/RelievedSavoryGazell>
- Top 10 mysterious creature: Clipped by Muffeyo
- 1:06:42 rachrizki609: feels good to be back
- 1:06:51 yaboisweetnips: Xbox Game Pass has a butt ton of games too for a small monthly fee
- 1:06:54 yaboisweetnips: @yodog212: @kuruhs yeah my most wanted 100% glitchless run was automatically pulled from the board when I stopped hosting the vid on dropbox
- 1:06:58 hpwsc76: Love when Kuru laugh. 🍌 HAHAHA 🍌
- 1:07:11 Nightbot: Support the Stream and buy Cheap Game Keys here: <https://www.instant-gaming.com/?igr=KuruHS>
- 1:07:21 RubberbandEarl: @KuruHS Pogu
- 1:08:25 mnmounninglingus: for the better might I add
- 1:08:39 Alesix: ifollowage
- 1:08:39 Nightbot: Alesix has been following this channel for 1 year, 7 months
- 1:08:40 diabetix: Kuru you changed 🍌
- 1:08:50 Pabloracer1: @KuruHS gotta mark the R a bit more when pronouncing a spanish word, specially when there are 2 R's together
- 1:08:51 yaboisweetnips: I'll totally be there fr that 🍌
- 1:08:54 yaboisweetnips: *for
- 1:08:54 DrDieHard: what about a billion subs?
- 1:09:00 Nightbot: MADMONQ My Daily Supplement that boosts my Energy and Concentration! 🍌 Sticker with every Order <http://madmonq.gg/kuru>
- 1:09:05 RubberbandEarl: 🍌 hey chat read pinned comment on the new kuruclips video, pls 🍌
- 1:09:08 HattyTheBirbMan: 🍌🍌🍌🍌🍌🍌🍌🍌
- 1:09:10 RubberbandEarl: https://www.youtube.com/watch?v=jN-nL_ym93M
- 1:09:12 RubberbandEarl: https://www.youtube.com/watch?v=jN-nL_ym93M
- 1:09:25 RedWiwen: T series 🍌
- 1:09:34 diabetix: @KuruHS you can be the first one
- 1:09:41 hpwsc76: How does it feel to see Kuru at the beginning of The Run after 2 hours of stream? 🍌