
	Massachusetts Institute of Technology Committee on the Use of Humans as Experimental Subjects	Application # (assigned by COUHES)	
		Date	12/14/12

CHECKLIST FOR STANDARD FORM APPLICATION

Please use this form to ensure that your application is complete. Any incomplete application will be rejected and returned for completion.

<input checked="" type="checkbox"/>	Checklist <i>(this form)</i>
<input checked="" type="checkbox"/>	Application for approval to use humans as experimental subjects (standard form) <i>Please fill out entirely and obtain original signatures as indicated</i>
<input checked="" type="checkbox"/>	Human subject training <i>All study personnel involved in human subjects have taken and passed a training course on human subjects research</i>
<input type="checkbox"/>	Funding <i>For research funded by an outside sponsor please enclose one copy of the research proposal with your application. A draft of the research proposal is acceptable.</i>
<input type="checkbox"/>	Collaborating Institutions <i>For research conducted in collaboration with another institution obtain approval from that institution's institutional review board, and forward copies of the approval to COUHES.</i>
<input checked="" type="checkbox"/>	Questionnaires etc <i>Enclose copies of all questionnaires, standardized tests and interview outlines</i>
<input checked="" type="checkbox"/>	Relevant materials <i>Enclose all recruitment advertisements, letters and statements to participants, information sheets etc.</i>
<input checked="" type="checkbox"/>	Informed Consent <i>Enclose applicable consent forms using the templates on the COUHES web site</i>
<input type="checkbox"/>	HIPAA Privacy Rule <i>If applicable attach a draft Authorization for Release of Protected Health Information using the template on the COUHES web-site. If working with protected health information submit proof of HIPAA training.</i>
<input type="checkbox"/>	FDA Approval <i>For studies using an investigational drug attach a copy of the IND application and/ or approval. For studies using an investigational medical device attach a copy of the IDE (if applicable)</i>
<input type="checkbox"/>	Disclosure of Financial Interest <i>A Supplement for Disclosure of Financial Interest has been completed by all key personnel who have a financial interest in the research.</i>
<input type="checkbox"/>	PI Status <i>MIT requires that anyone beyond faculty, SRS, or PRS must provide a confirmation of approval letter from their Dean for PI status in order to be a PI on a COUHES approved project. (See: link to policies and procedures).</i>

	Massachusetts Institute of Technology Committee on the Use of Humans as Experimental Subjects	Application # (assigned by COUHES)	
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APPLICATION FOR APPROVAL TO USE HUMANS AS EXPERIMENTAL SUBJECTS (STANDARD FORM)

*Please answer every question. Positive answers should be amplified with details. You must mark N/A where the question does not pertain to your application. Any incomplete application will be rejected and returned for completion. A completed **CHECKLIST FOR STANDARD APPLICATION FORM** must accompany this application.*

I. BASIC INFORMATION

1. Title of Study			
Watch me play: Live-streaming and computer games			
2. Principal Investigator			
Name: T.L. Taylor			
Title: Associate professor			
Department: Comparative Media Studies			
3. Study Personnel			
<i>All key personnel¹ including the PI must be listed below, with a brief statement of qualifications and study role(s).</i> Important Note: all key personnel are required to complete Human Subject training before work begins on the project.			
<i>Investigators and other personnel [and institution(s)] include email address:</i>	<i>Qualifications: Describe briefly</i>	<i>Study role(s): (Check box to the right if person will be obtaining consent.)</i>	
T.L. Taylor, MIT	PhD, sociology. Extensive research experience utilizing qualitative methods	Principle investigator, responsible for all data collection	<input checked="" type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
4. Collaborating Institutions. <i>If you are collaborating with another institution(s) then you must obtain approval from that institution's institutional review board, and forward copies of the approval to COUHES)</i>			
None.			

¹ MIT key personnel all individuals who contribute in a substantive way to the execution and monitoring of the study at or on behalf of MIT or affiliated institutions. Typically, these individuals have doctoral or other professional degrees, although other individuals may be included. In particular, investigators and staff involved in obtaining informed consent are considered key personnel.

5. Location of Research. *If at MIT please indicate where on campus. If you plan to use the facilities of the Clinical Research Center you will need to obtain approval of the MIT Catalyst Clinical Research Center.*

The research involves participants located world-wide. Interviews will primarily be conducted using Skype (audio only), though when possible a face to face interview may be conducted.

6. Funding. *If the research is funded by an outside sponsor, please enclose one copy of the research proposal with your application. A draft of the research proposal is acceptable. Do not leave this section blank. If your project is not funded check No Funding.*

A. Sponsored Project Funding:

Current Proposal Proposal # _____
Sponsor _____
Title _____

Current Award Account # _____
Sponsor _____
Title _____

B. Institutional Funding:

- Gift
- Departmental Resources
- Other (explain) _____
- No Funding

7. Statement of Financial Interest

Does the principal investigator or any key personnel involved in the study have any financial interest in the research?

Yes No

If yes then attach a **Supplement for Disclosure of Financial Interest** for each individual with an interest. *This supplement, together with detailed guidance on this subject and definitions of the highlighted terms, is available on the COUHES web.*

8. Human Subjects Training. *All study personnel MUST take and pass a training course on human subjects research. MIT has a web-based course that can be accessed from the main menu of the COUHES web site. COUHES may accept proof of training from some other institutions. List the names of all study personnel and indicate if they have taken a human subjects training course.*

T.L. Taylor, MIT training completed Dec, 2012.

9. Anticipated Dates of Research

Start Date: ASAP

Completion Date: **June 2014**

II. STUDY INFORMATION

1. Purpose of Study. *Please provide a concise statement of the background, nature and reasons for the proposed study. Use non-technical language that can be understood by non-scientist members of COUHES.*

Computer gaming has long been a social activity, complete with forms of spectatorship. With the growth of live-streaming - the real-time broadcast of media content using the internet via sites like Twitch.tv - the boundaries of performer and audience are shifting. Professional e-sports players, teams, tournaments, and leagues (see Taylor, Raising the Stakes, MIT Press 2012, for additional context) and amateurs alike are broadcasting their play online and sharing it with others in public "channels." These live-streams draw anywhere from a handful to thousands of viewers watching, and communicating about, the broadcast.

This research explores several components of this growing form of internet broadcast: 1) individual gamers who are utilizing live-streaming for both professional and hobbyist purposes, including a consideration of how it may alter their gaming experience, 2) organizations (including technology developers) that are building, and leveraging, live-streaming as a new form of content that "routes around" traditional television, and 3) forms of audience, spectatorship, and possibly community that are forming around these channels and gamers.

Of particular interest to the project is the production of entertainment within live-streams, the experience of sharing play online (and how it may transform it), the technological and organization challenges as live-streaming scales up, and how the 24/7 (internet) broadcast of play is shaping computer game culture.

Please note: This research was originally begun while I was an Associate Professor at the IT University of Copenhagen, Denmark. All privacy, anonymity, and confidentiality assurances is already extended to that corpus. Informed consent was also utilized for that data collection.

2. Study Protocol. *For biomedical, engineering and related research, please provide an outline of the actual experiments to be performed. Where applicable, provide a detailed description of the experimental devices or procedures to be used, detailed information on the exact dosages of drugs or chemicals to be used, total quantity of blood samples to be used, and descriptions of special diets.*

For applications in the social sciences, management and other non-biomedical disciplines please provide a detailed description of your proposed study. Where applicable, include copies of any questionnaires or standardized tests you plan to incorporate into your study. If your study involves interviews please submit an outline indicating the types of questions you will include.

You should provide sufficient information for effective review by non-scientist members of COUHES. Define all abbreviations and use simple words. Unless justification is provided this part of the application must not exceed 5 pages.

Attaching sections of a grant application is not an acceptable substitute.

This project explores the work, and play, of participants who are live broadcasting their computer gaming online via public websites such as Twitch.tv. It also looks at the organizations and technology development around the emerging platform of live streaming. There are two components to the work: participant observation and interviews.

Participant observation of Twitch and its public channels featuring different gamers/tournaments broadcasting play will provide valuable context, as well as identification of potential participants (see details on recruitment parameters in Section III below). PO in this space consists of watching various live-streams which includes not only seeing live videogame play, but also reading the live chat which is a part of the

"channel" (see attached screenshot for example of the space). I have a free Twitch.tv account which, while not needed, allows me to have a user profile and ability to message people within the system. If participating in chat this user ID will also be shown. I have also done some experimenting with running my own stream to get a better understanding of the process of setting up a live-stream and some of the components of the "back end" that broadcasters use.

In addition to the participant observation, the bulk of the data will be drawn from interviews. In some instances a face-to-face interview may be possible but overall the bulk of the interviews will be conducted online via Skype (a widely used program in this community). All interviews will begin with a brief overview of the project, offer to answer any questions, and reiteration/request for consent to be recorded (audio only). Interviews will run about an hour and if the material is particularly rich, a follow-up may be scheduled. Interview schedule attached.

3. Drugs and Devices. *If the study involves the administration of an investigational drug that is not approved by the Food and Drug Administration (FDA) for the use outlined in the protocol, then the principal investigator (or sponsor) must obtain an Investigational New Drug (IND) number from the FDA. If the study involves the use of an approved drug in an unapproved way the investigator (or sponsor) must submit an application for an IND number. Please attach a copy of the IND approval (new drug), or application (new use).*

If the study involves the use of an investigational medical device and COUHES determines the device poses significant risk to human subjects, the investigator (or sponsor) must obtain an Investigational Device and Equipment (IDE) number from the FDA.

Will drugs or biological agents requiring an IND be used? YES NO

If yes, please provide details:

Will an investigational medical device be used? YES NO

If yes, please provide details:

4. Radiation *If the study uses radiation or radioactive materials it may also have to be approved by the Committee on Radiation Exposure to Human Subjects (COREHS). COUHES will determine if you need COREHS approval.*

Will radiation or radioactive materials be used? YES NO

If yes, please provide details:

5. Diets

Will special diets be used? YES NO

If yes, please provide details:

III. HUMAN SUBJECTS

1. Subjects (that will be consented for this study)

A. Maximum number: 40

B. Age(s): All adults over age 18 (no upper limit)

<p>C. Inclusion/exclusion criteria</p> <p>i. What are the criteria for inclusion or exclusion? The characteristics of the participant population are open-ended, with the only inclusion criteria being based on participation in computer game live-streaming in some active capacity (broadcaster, organization, tech developer).</p> <p>ii. Are any inclusion or exclusion criteria based on age, gender, or race/ethnic origin? <i>If so, please explain and justify</i> No one under 18 will be included.</p>
<p>D. Please explain the inclusion of any vulnerable population (e.g. children, cognitively impaired persons, non-English speakers, MIT students), and why that population is being studied.</p> <p>No vulnerable populations will be included. I was recently made aware of an MIT club dedicated to the game StarCraft 2 and collegiate competitions. I believe they are doing some live-streaming and, if so, it could be interesting to also chat with them. As far as I know so far, participants in that club are not majors or graduate students within my own department. I would be fine with excluding any that are if the board feels that is warranted.</p>
<p>2. Subject recruitment <i>Identification and recruitment of subjects must be ethically and legally acceptable and free of coercion. Describe below what methods will be used to identify and recruit subjects</i></p>
<p>Potential study participants will be identified in two ways: 1) in-depth analysis of the Twitch.tv website's public channels with an eye toward both popular (in terms of viewer count, publically visible on any broadcasters page) and unique broadcasters (smaller viewership but novel or interesting approaches to content & production) and 2) traditional snowball method in which existing study participants help identify good potential interviewees (broadcasters often have strong ties to each other and follow other channels).</p> <p>Once identified, potential study participants will be contacted via either email (broadcasters often list their contact information on their public channel page) or if their email address is not available, via the Twitch.tv message system. My email address will be included if the Twitch.tv message system is used. A description of the study and interview framework, consent form, general inquiry of interest in participating, and offer to clarify any questions will be extended. I will also set up a webpage with all the relevant information and include that link.</p> <p>If interested in participating, an interview will be arranged. When face-to-face interviews are possible those will be done but the majority is expected to be online, most likely via Skype given its fairly widespread use within this community (though I am happy to accommodate the preference of the participant if they prefer an alternate program or method like email).</p>
<p>Please attach a copy of any advertisements/ notices and letters to potential subjects</p>
<p>3. Subject compensation <i>Payment must be reasonable in relation to the time and trouble associated with participating in the study. It cannot constitute an undue inducement to participate</i></p>
<p>Describe all plans to pay subjects in cash or other form of payment (i.e. gift certificate)</p> <p>No compensation will be offered.</p>

<p>Will subjects be reimbursed for travel and expenses? No travel or costs to participants are associated with this study.</p>
<p>4. Potential risks. <i>A risk is a potential harm that a reasonable person would consider important in deciding whether to participate in research. Risks can be categorized as physical, psychological, sociological, economic and legal, and include pain, stress, invasion of privacy, embarrassment or exposure of sensitive or confidential data. All potential risks and discomforts must be minimized to the greatest extent possible by using e.g. appropriate monitoring, safety devices and withdrawal of a subject if there is evidence of a specific adverse event.</i></p>
<p>What are the risks / discomforts associated with each intervention or procedure in the study? No risks other than those of engaging in everyday interaction and conversation are expected. When any discussion of economics (ad-revenue from live-streaming) comes up I will take special care given the sensitivity of financial matters.</p> <p>What procedures will be in place to prevent / minimize potential risks or discomfort? If during an interview the participant exhibits undue discomfort with a subject the line of inquiry it will be dropped and I'll move onto a new subject.</p>
<p>5. Potential benefits</p>
<p>What potential benefits may subjects receive from participating in the study? An opportunity to provide insights and reflection on an underexplored emerging aspect of gaming and entertainment. In my experience, gamers are often very happy to have someone take their activities/knowledge seriously and enjoy being asked to participate in serious research on the subject.</p> <p>What potential benefits can society expect from the study? With the growing role of computer gaming in everyday life this research will provide additional valuable knowledge about this form of leisure. Given the changing status of traditional broadcasting in the age of the internet, it will also provide data on early experimentation with networked broadcasting with non-traditional content creators.</p>
<p>6. Data collection, storage, and confidentiality</p>
<p>How will data be collected? Contextual data will be gathered via participant observation on public live-streaming websites, in particular I'll be focusing on Twitch.tv (a major gaming live-streaming site). The bulk of the primary data will come from interviews with participants.</p> <p>Is there audio or videotaping? YES <input checked="" type="checkbox"/> NO <input type="checkbox"/> <i>Explain the procedures you plan to follow.</i> Interviews will be audio recorded (either via a digital recorder if face-to-face interview or recorder application that works with Skype for online audio interviews). Some screenshots of public broadcast channels will also be collected.</p> <p>Will data be associated with personal identifiers or will it be coded? Personal identifiers <input checked="" type="checkbox"/> Coded <input checked="" type="checkbox"/> <i>Explain the procedures you plan to follow.</i> Interviews will note the name/channel name of the participant and will be coded for thematics during the analysis phase. Any screenshots would also include names/internet "handles." In any presentations or written work pseudonyms will be used to preserve the confidentiality of the interviewee.</p> <p>Where will the data be stored and how will it be secured? Any notes, email, logs, or identifying material will be kept strictly confidential and within my possession. Any digital material will reside on my computer which is password protected.</p>

<p>What will happen to the data when the study is completed? Data will be retained for three years after study completion and/or completion of final written product (likely a book, hence the prolonged retention times).</p> <p>Can data acquired in the study affect a subject's relationship with other individuals (e.g. employee-supervisor, patient –physician, student-teacher, family relationships)? Material from the professional e-sports participants could have a bearing on their relationships with other players, teams, and leagues thus, in addition to normal privacy and confidentiality procedures afforded to all participants, special care will be used in anonymizing that material (including for deductive disclosure).</p>
<p>7. Deception <i>Investigators must not exclude information from a subject that a reasonable person would want to know in deciding whether to participate in a study.</i></p>
<p>Will information about the research purpose and design be withheld from subjects? YES <input type="checkbox"/> NO <input checked="" type="checkbox"/> <i>If so, explain and justify.</i></p>
<p>8. Adverse effects. <i>Serious or unexpected adverse reactions or injuries must be reported to COUHES within 48 hours. Other adverse events should be reported within 10 working days.</i></p>
<p>What follow-up efforts will be made to detect any harm to subjects and how will COUHES be kept informed? After the interview a thank you note will be sent, including a offer to contact me with any additional thoughts, queries, concerns. In general I also verbally end interviews with this offer.</p>
<p>9. Informed consent. <i>Documented informed consent must be obtained from all participants in studies that involve human subjects. You must use the templates available on the COUHES web-site to prepare these forms. Draft informed consent forms must be returned with this application. Under certain circumstances COUHES may waive the requirement for informed consent.</i></p>
<p>Attach informed consent forms with this application.</p>
<p>10. The HIPAA Privacy Rule. <i>If your study involves disclosing identifiable health information about a subject outside of M.I.T., then you must conform to the HIPAA Privacy Rule and complete the questions below. Please refer to the HIPAA section, and to the definitions of protected health information, de-identified data and limited data set on the COUHES web-site.</i></p>
<p>Do you plan to use or disclose identifiable health information outside M.I.T.? YES <input type="checkbox"/> NO <input checked="" type="checkbox"/> <i>If YES, then the subject must complete an Authorization for Release of Protected Health Information Form. Please attach a copy of this draft form. You must use the <u>template</u> available on the COUHES web-site.</i></p> <p><i>Alternatively, COUHES may grant a Waiver of Authorization if the disclosure meets criteria outlined on the COUHES web-site.</i></p>
<p>Are you requesting a Waiver of Authorization? YES <input type="checkbox"/> NO <input checked="" type="checkbox"/> <i>If YES, explain and justify.</i></p>
<p>Will the health information you plan to use or disclose be de-identified? YES <input type="checkbox"/> NO <input type="checkbox"/></p>
<p>Will you be using or disclosing a limited data set? YES <input type="checkbox"/> NO <input type="checkbox"/></p>

If YES, then COUHES will send you a formal data use agreement that you must complete in order for your application to be approved

IV. INVESTIGATOR'S ASSURANCE

I certify the information provided in this application is complete and correct

I understand that I have ultimate responsibility for the conduct of the study, the ethical performance of the project, the protection of the rights and welfare of human subjects, and strict adherence to any stipulations imposed by COUHES

I agree to comply with all MIT policies, as well all federal, state and local laws on the protection of human subjects in research, including:

- **ensuring all study personnel satisfactorily complete human subjects training**
- **performing the study according to the approved protocol**
- **implementing no changes in the approved study without COUHES approval**
- **obtaining informed consent from subjects using only the currently approved consent form**
- **protecting identifiable health information in accord with the HIPAA Privacy Rule**
- **promptly reporting significant or untoward adverse effects**

Signature of Principal Investigator _____ Date _____

Print Full Name and Title _____

Signature of Department Head _____ Date _____

Print Full Name and Title _____

Recruitment email/message text (cold-call)

Hello there. My name is T.L. Taylor and I'm a sociologist doing research on live-streaming. I'm very interested in your channel and your experiences with broadcasting your gameplay. I've done a fair bit of research into e-sports (you can find additional details about me at my website: <http://tltaylor.com>) and am exploring how live-streaming may be affecting not just that scene and its participants, but game culture more broadly *[this line will be modified based on if participant is an e-sports caster or not]*.

If you have some time I'd love to chat a bit via Skype. An interview normally takes about an hour, though I'm happy to work around your availability. As an academic researcher I treat all interviews as confidential and interviewees are given full anonymity. You can find out more information about the project, as well as access the consent form, at *[URL for a page I'll create at my site]*. I'm also happy to tell you more about the project or answer any questions you may have.

Let me know if you'd be game to chat. I look forward to hearing from you and thanks for your time.

TL

T.L. Taylor, Associate Professor
Comparative Media Studies, MIT

Recruitment email/message text (snowball)

Hello there. My name is T.L. Taylor and I'm a sociologist doing research on live-streaming. I was given your name and contact info by *[referrer's name]*. I'm very interested in your channel and your experiences with broadcasting your gameplay. I've done a fair bit of research into e-sports (you can find additional details about me at my website: <http://tltaylor.com>) and am exploring how live-streaming may be affecting not just that scene and its participants, but game culture more broadly *[this line will be modified based on if participant is an e-sports caster or not]*.

If you have some time I'd love to chat a bit via Skype. An interview normally takes about an hour, though I'm happy to work around your availability. As an academic researcher I treat all interviews as confidential and interviewees are given full anonymity. You can find out more information about the project, as well as access the consent form, at *[URL for a page I'll create at my site]*. I'm also happy to tell you more about the project or answer any questions you may have.

Let me know if you'd be game to chat. I look forward to hearing from you and thanks for your time.

TL

T.L. Taylor, Associate Professor
Comparative Media Studies, MIT

CONSENT TO PARTICIPATE IN INTERVIEW

Study title - Watch me play: Live-streaming and computer games

You have been asked to participate in a research study conducted by T.L. Taylor from Comparative Media Studies at the Massachusetts Institute of Technology (M.I.T.). The purpose of the study is to explore how gamers are utilizing live-streaming for both professional and leisure activities. You were selected as a possible participant in this study because you are either a broadcaster yourself or involved in supporting live-stream broadcasting. You should read the information below, and ask questions about anything you do not understand, before deciding whether or not to participate.

- This interview is voluntary. You have the right not to answer any question, and to stop the interview at any time or for any reason. I expect that the interview will take about an hour.
- You will not be compensated for this interview.
- Unless you give me permission to use your name, title, and / or quote you in any publications that may result from this research, the information you tell me will be confidential.
- I would like to record this interview so that I can use it for reference while proceeding with this study. I will not record this interview without your permission. If you do grant permission for this conversation to be recorded, you have the right to revoke recording permission and/or end the interview at any time.

The data collection for this project will be completed by June 2014. All interview recordings will be stored in a secure work space until 3 years after that date and/or completion of the written work. The audio files will then be destroyed.

I understand the procedures described above. My questions have been answered to my satisfaction, and I agree to participate in this study. I have been given a copy of this form.

(Please check all that apply)

I give permission for this interview to be recorded.

I give permission for the following information to be included in publications resulting from this study:

my name my title direct quotes from this interview

Name of Subject _____

Signature of Subject _____ Date _____

Signature of Investigator _____ Date _____

Please contact T.L. Taylor, with any questions or concerns.

If you feel you have been treated unfairly, or you have questions regarding your rights as a research subject, you may contact the Chairman of the Committee on the Use of Humans as Experimental Subjects, M.I.T.

CONSENT TO PARTICIPATE IN INTERVIEW

Study title - Watch me play: Live-streaming and computer games

You have been asked to participate in a research study conducted by T.L. Taylor from Comparative Media Studies at the Massachusetts Institute of Technology (M.I.T.). The purpose of the study is to explore how gamers are utilizing live-streaming for both professional and leisure activities. You were selected as a possible participant in this study because you are either a broadcaster yourself or involved in supporting live-stream broadcasting. You should read the information below, and ask questions about anything you do not understand, before deciding whether or not to participate.

- This interview is voluntary. You have the right not to answer any question, and to stop the interview at any time or for any reason. I expect that the interview will take about an hour.
- You will not be compensated for this interview.
- The information you tell me will be confidential. In any presentations or written material you will be anonymized with a pseudonym (a fictitious name) and any quotes used will only be attributed accordingly. If there is material you have publically published (in the form of, for example, articles or blogposts) that is relevant for the research and something to be quoted I will provide full attribution for it, but still anonymize anything from our interview.
- I would like to record this interview so that I can use it for reference while proceeding with this study. I will not record this interview without your permission. If you do grant permission for this conversation to be recorded, you have the right to revoke recording permission and/or end the interview at any time.

The data collection for this project will be completed by June 2014. All interview recordings will be stored in a secure work space until 3 years after that date and/or completion of the written work. The audio files will then be destroyed.

I understand the procedures described above. My questions have been answered to my satisfaction, and I agree to participate in this study. I have been given a copy of this form.

(Please check all that apply)

I give permission for this interview to be recorded.

I give permission for direct quotes from this interview to be included in publications resulting from this study.

Name of Subject _____

Signature of Subject _____ Date _____

Signature of Investigator _____ Date _____

Please contact T.L. Taylor, with any questions or concerns.

If you feel you have been treated unfairly, or you have questions regarding your rights as a research subject, you may contact the Chairman of the Committee on the Use of Humans as Experimental Subjects, M.I.T.

Semi-structured interview guide.

Interviews for this project will be semi-structured and questions will slightly vary depending on if participant is a professional e-sports player, amateur/hobbyist, tech developer, league operator, etc. Depending on their role/activities questions will be pulled from the following with additional follow-ups per the norm in semi-structured interviews:

- Tell me a bit about yourself and how you/your organization got into live-streaming. What made you want to do it?
- How did you learn to stream? Did someone help you?
- Where there any challenges to getting into it (technical or otherwise)?
- Do you use a camera on yourself as well? Did you always do that or slowly move into using one?
- Do you use graphics, overlays, mixing board, etc? If so, why? How do you produce these elements?
- Do people watch your stream? How many on average? Do you think of them as fans or audience or friends or ?
- How would you describe your relationship to your fans before live-streaming? And now? Any changes?
- Do you deal with public/private issues (for those streaming from their homes)? If you share your broadcast space with someone, do you have any rules about when streaming can happen, etc.?
- Do you find yourself having to think about things like community management that perhaps you didn't before (even if it's just managing the stream chat)? How do you handle it?
- How do you decide when to stream and what to stream?
- Are you broadcasting all your practice time?
- Does knowing you are going to stream change what you do with that time?
- Does streaming change your experience of playing? Or change your feeling about it?
- Do you broadcast things you consider boring? Failures? If so, how does it fit with drawing an audience?
- How much of your broadcast do you think of as just "raw practice time" vs. entertainment or performance?
- Are there any downsides to live-streaming your play? Upsides?
- Have the economics of live-streaming affected you or your organization? Has it changed your relationship to teams, sponsors, contracts?

- Is live-streaming changing what your organization does? How does it compare to traditional broadcasts, recorded videos?
- Do you think live-streaming is changing the e-sports/gaming scene? If so, how?
- Do you think about having a “brand”? Are you linking/promoting the channel via other sites like FaceBook, Twitter, etc?
- Do you think intellectual property issues (game content being streamed or background music) pose any particular challenges to live-streaming?
- How easy or difficult have you found it to produce a live-stream? Does live-streaming face any remaining technological or social challenges? If so, what?

MIT OpenCourseWare
<http://ocw.mit.edu>

CMS.951 Workshop II: Qualitative Social Science Methods for Media Studies
Spring 2015

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