

TWITCH GAME DEVELOPER LIBRARY FINAL PRESENTATION

UX Design — Alexis Miller

8/11/15

PRESENTATION OVERVIEW

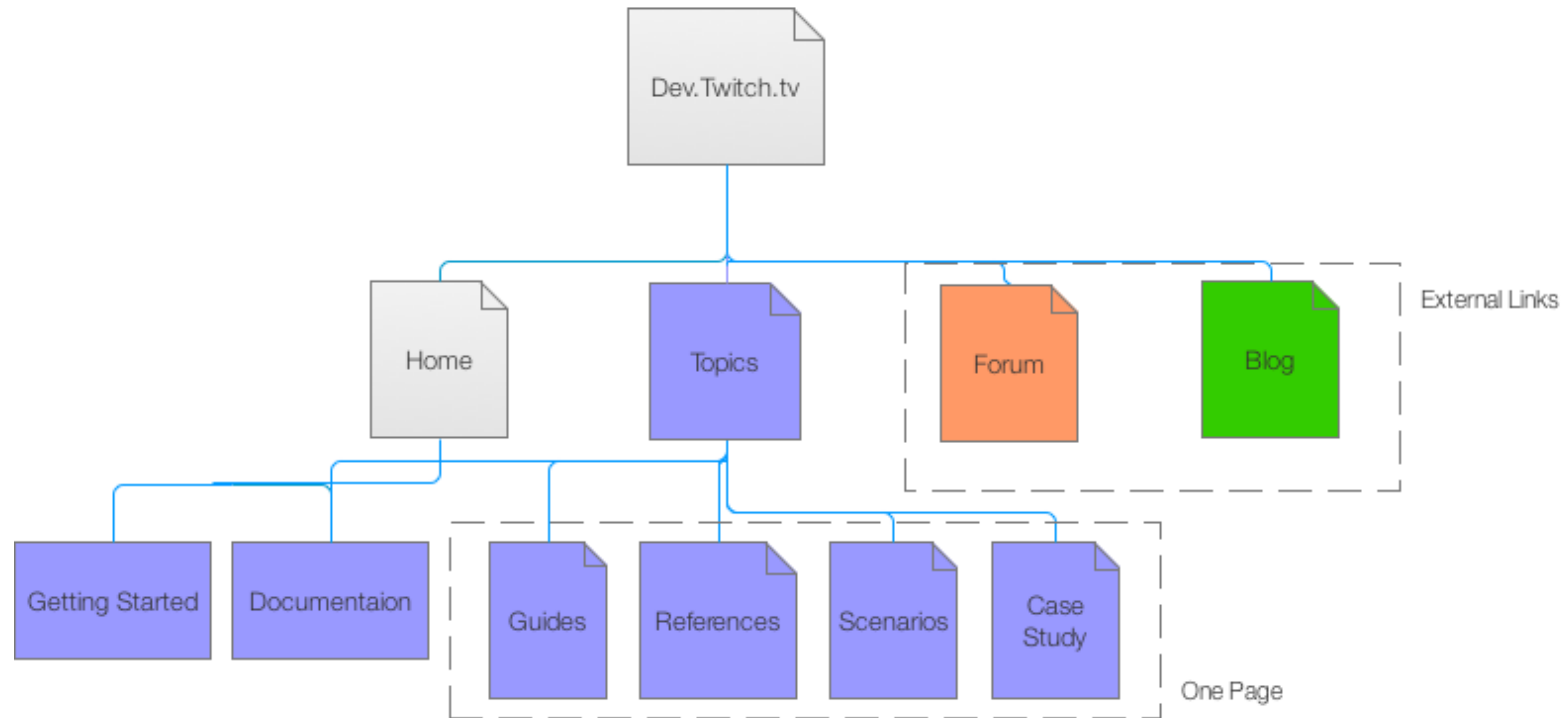
- I. UX Design Spec
- II. Design Customer Scenario
- III. Developer Customer Scenario
- IV. Producer Customer Scenario
- V. Conclusion

UX DESIGN SPEC

DESIGN REQUIREMENTS

- I. Documentation with code samples
- II. Search (internal & external)
- III. “Task-driven” information architecture
- IV. Game-maker role filter system
- V. Browsing & search
- VI. Clear call to action
- VII. Timeline of product & feature releases
- VIII. Visually group information on the Article Page

FOCUSED DESIGN



Get Started

Tools, Resources, and Ideas for Game Creators

Learn about the Twitch Audience

Creating Twitch Plugins & Apps

How to Get and Use Twitch Activity Stats

Game Makers: design Twitch-specific content

Using the Twitch REST APIs



Prominent Search

Call to Action

Documentation

Create Awesome Experiences with Twitch

Develop Your Twitch Presence

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum

[Understand your audience: Twitch Audience Study](#)

[Cross-post: Show Twitch streams & videos on your website](#)

[What drives game success on Twitch](#)

[Read More ▼](#)

Customize Your Game For Twitch

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[Adding Twitch-only experiences to your game design](#)

[Add Invite-to-Join for your game](#)

[Enable One-Click-Join for your game](#)

[Read More ▼](#)

Add Twitch Content to Your App or Website

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[Embedding Twitch content into your website, game or app](#)

[Getting live content using the Twitch REST APIs](#)

[Accessing content streaming on the Twitch IRC server](#)

[Read More ▼](#)

Track Performance on Twitch

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[What performance statistics does Twitch provide?](#)

[Track your game's performance on Twitch](#)

[Track your channel's performance on Twitch](#)

[Read More ▼](#)

Tools and Resources

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[Get Twitch tools & resources](#)

[Twitch REST API](#)

[Twitch Login SDK](#)

[Read More ▼](#)

Browsing

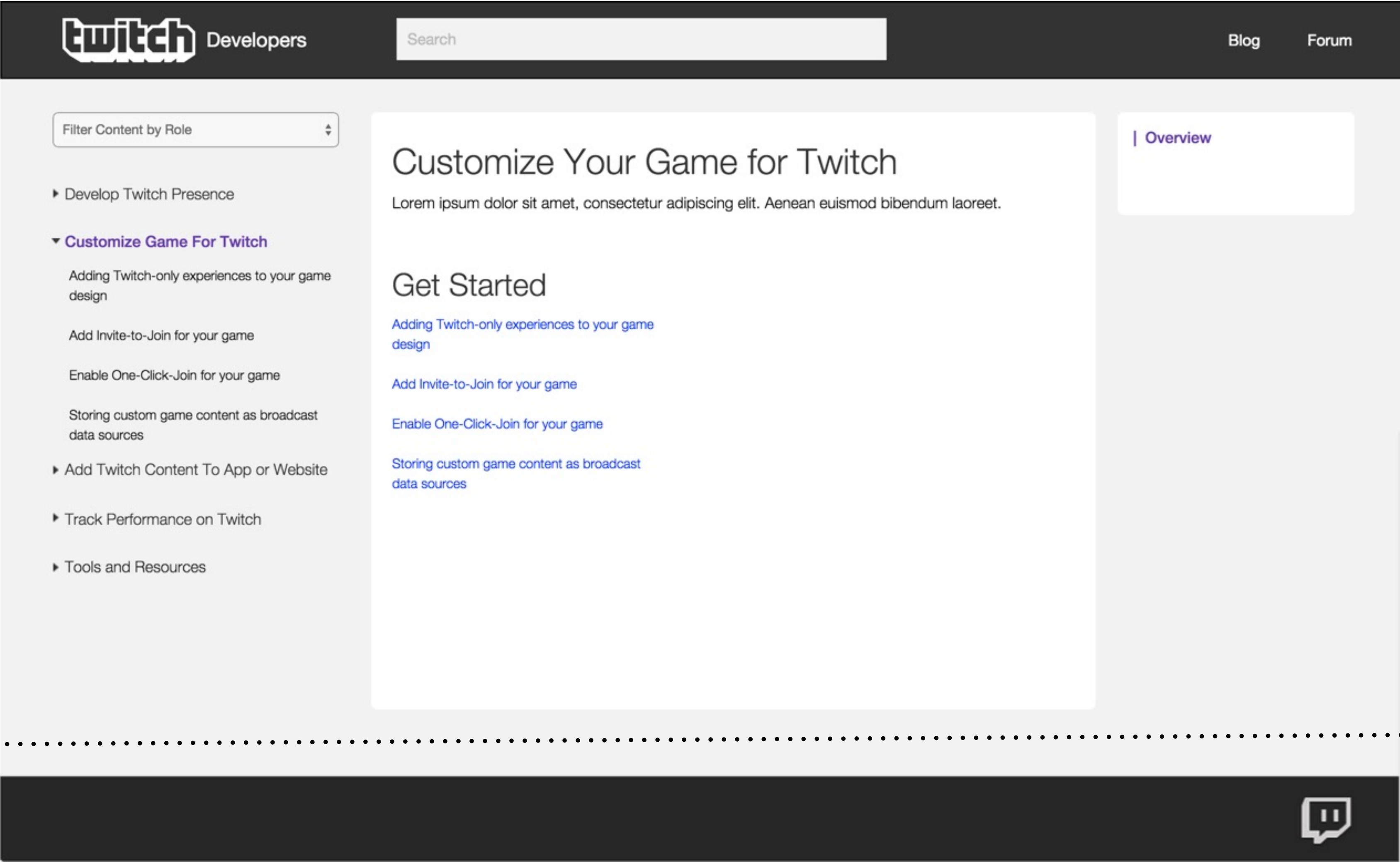
All Categories listed, links to Article Landing Page

Links to Article

Links to Article Landing Page



Back to Twitch.tv



Visually group
content

Task-driven
information
architecture

Game-maker
role filter
system

Filter Content by Role

- ▶ Develop Twitch Presence
- ▶ Customize Game For Twitch
- ▶ Add Twitch Content To App or Website
- ▶ Track Performance on Twitch

▼ Tools and Resources

Get Twitch tools & resources

Twitch REST API

Twitch Login SDK

Broadcaster tool/resource placeholder

Twitch REST API

Calling a Twitch REST API

This section provides key guidance and recommendations for calling any of the Twitch REST APIs.

1. Set the Twitch-specific MIME type. Set the MIME type using the Accept HTTP header as shown below. In response, the returned MIME type will always be application/json.

Accept: application/vnd.twitchtv+json

2. Identify the API version. If you don't specify a version, the latest stable version will be used. We recommend always specifying a version to ensure that version updates won't break your application.

To specify a version for a request, append the API version you want to use to the Accept header using the following format: `application/vnd.twitchtv[.version]+json`. For example:

Accept: application/vnd.twitchtv.v3+json

If you can't use headers, specify the API version using a query string parameter, as follows:

`https://api.twitch.tv/kraken/channels/hebo?api_version=3`

3. Include your application's client ID in every request. This information is required to ensure that your application is not rate limited.

Set the client ID using the Client-ID HTTP header as follows:

Client-ID: <client_id>

If you can't use headers, specify the client ID using a query string parameter, as follows:

```
https://api.twitch.tv/kraken/channels/hebo?client_id=<client_id>
```

4. Enable authentication. Many of the Twitch APIs require that the caller be authorized to make the request, including those that access user account information or submit changes on a user's behalf. Authentication is handled by getting an access token and including it in each API request. See "Setting up Authentication" for more information on acquiring access tokens.

Once you have an access token, you can include it in your request in any of three ways:

- Include the token in the request header, using the Authorization HTTP header:

```
Authorization: OAuth [access token]
```

- Include the token in the request header, using the Authorization HTTP header:

```
auth_token=[access token]
```

- Send the token as a URL parameter:

```
https://api.twitch.tv/kraken?oauth_token=[access token]
```

| Overview

- | Calling a Twitch REST API
- | Getting an Access Token

Related Content

- Article | [Twitich Login SDK](#)
- Article | [Getting Started with the Twitch Login SDK](#)
- Article | [Getting Started with the Twitch REST API](#)
- Discussion | [Bespoke Unity Integration Utilising the REST API](#)
- Discussion | [Hi, I've got a problem with the Twitch REST API](#)

Have Another Question?

Ask Twitch Forum

Previously Viewed

- Making authenticated calls to Twitch REST API

Have a Question or Comment?

Give Feedback

Table of contents for page

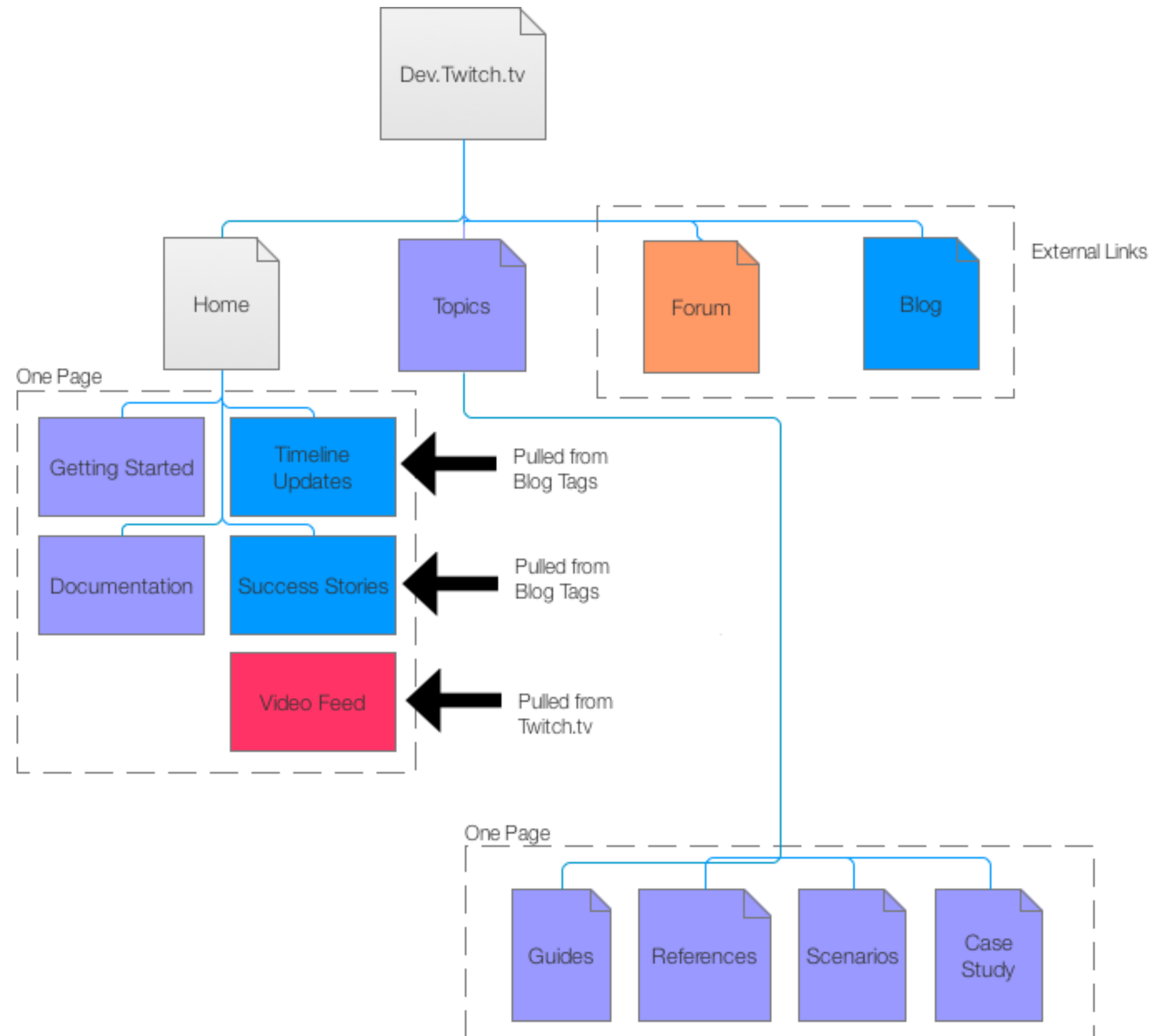
Articles + Forum links

Content pulled by tagging system

Code samples	Easy to copy & paste
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Page feedback

SCALABLE DESIGN



Call to Action

Using the Twitch REST APIs

Content pulled from
blog.twitch.tv/category/dev

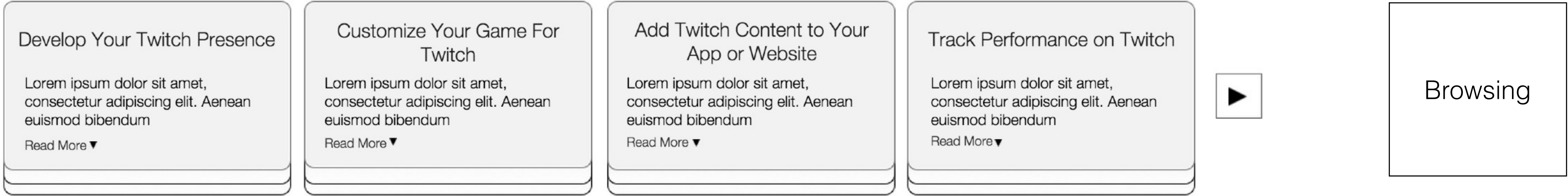
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Nov 15

Nov 15

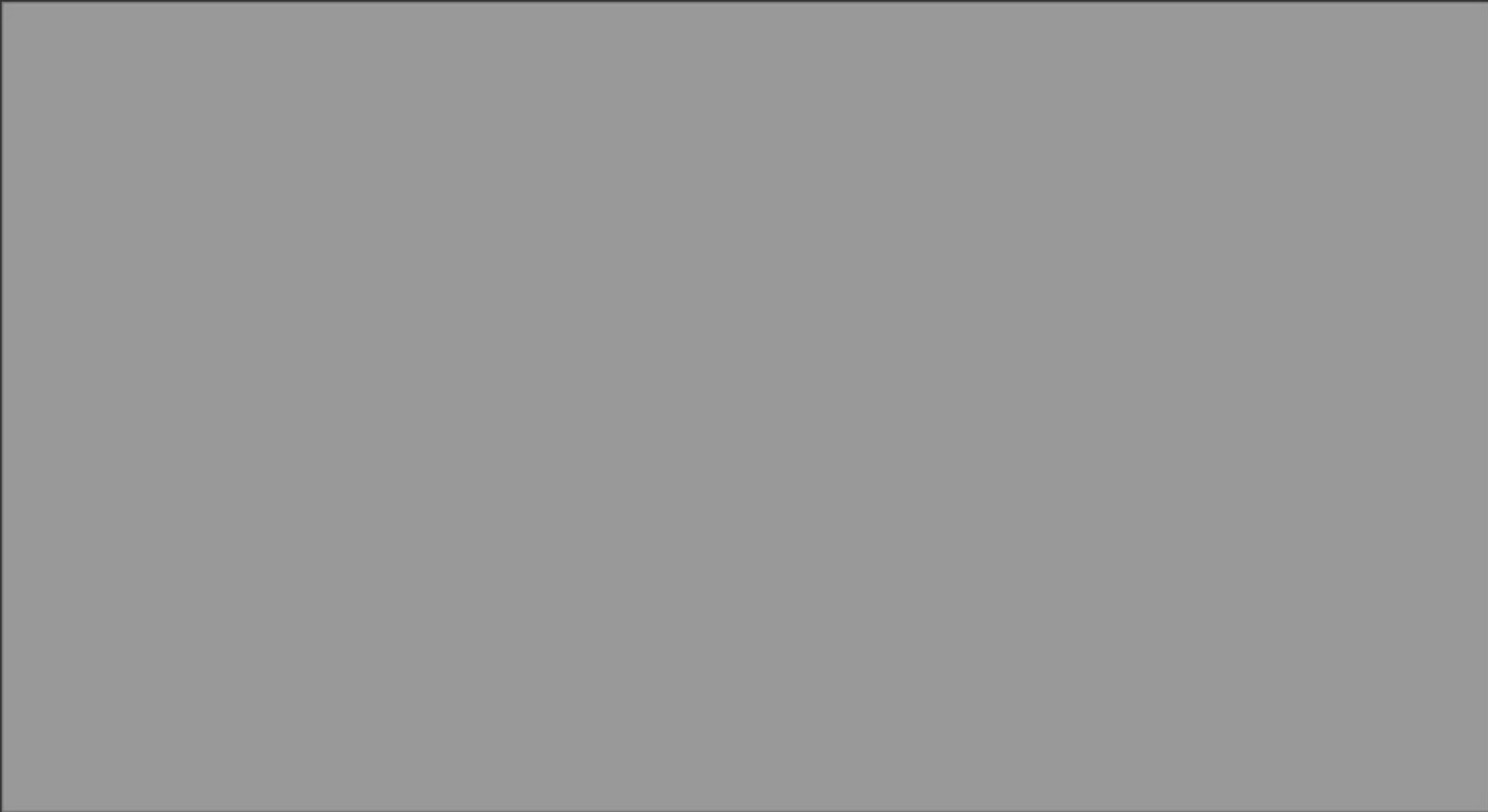
Documentation

Create Awesome Experiences with Twitch

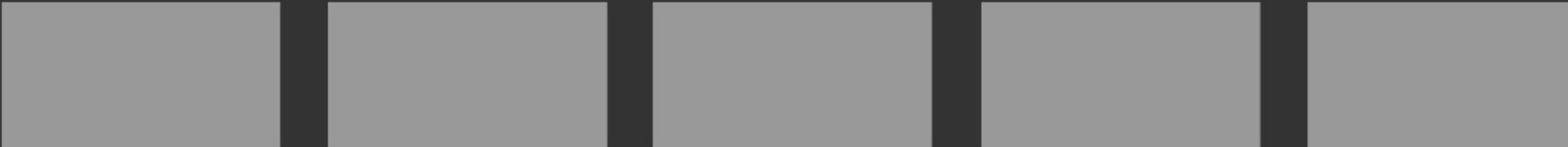


Watch & Learn

Twitch Game Development Office Hours



Videos from previous office hours



Upcoming office hours

August 10, 7PM EST

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Aenean euismod bibendum laoreet.

August 17, 7PM EST

Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Aenean euismod bibendum laoreet.

August 24, 7PM EST

Lorem ipsum dolor sit amet, consectetur adipiscing elit.
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August 29, 7PM EST

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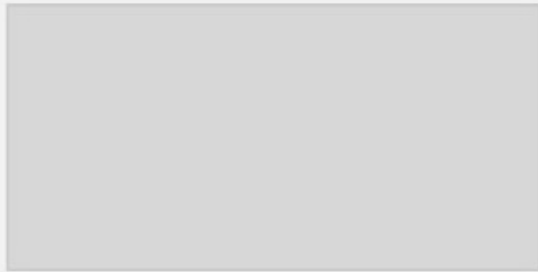
Follow

Live feed of from Game Development Feed
Twitch hosts live office hours

Three additional video feeds

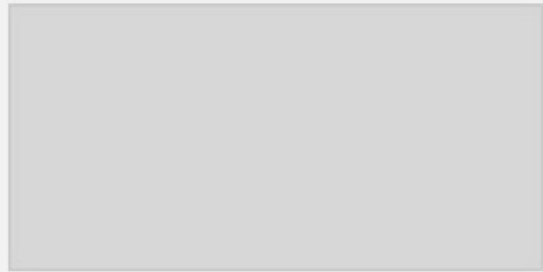
Success Stories

Games Exclusivley for the Twitch Audience



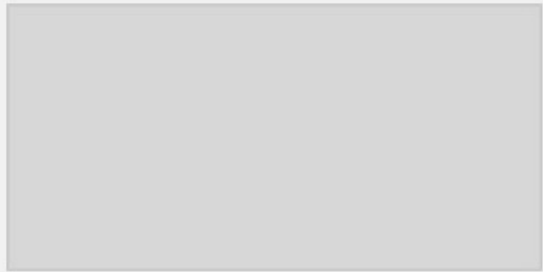
ESL has made a one stop shop for eSports content by making great use of Twitch streams, videos, and metadata. From building informative video overlays, to bringing together event scheduling with content, to integrating it all in one package, ESL keeps their audience captivated.

[Read More >](#)



Bot used to moderate Twitch chats, an indispensable tool for broadcasters who need to buff the strength of their moderation team. Moobot processes 1+ million Twitch chat messages a day for over 5,000 broadcasters.

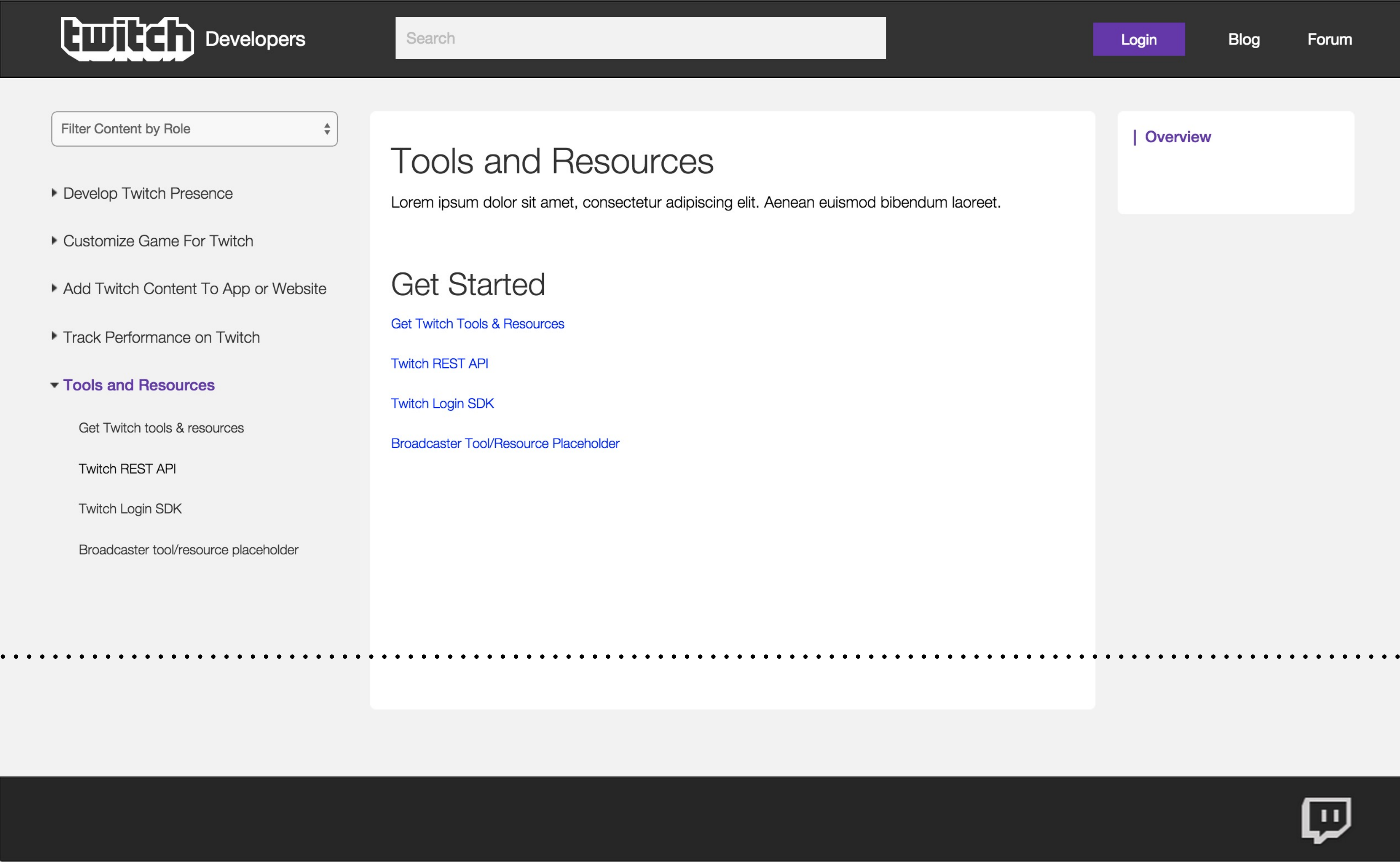
[Read More >](#)



Twitch Now is a much loved and 5 star rated Chrome browser extension. Built entirely upon our web API, Twitch Now keeps users updated and connected to the Twitch experience outside of our website.

[Read More >](#)

[Links to Blog](#)



Visually group
content

Task-driven
information
architecture

Game-maker
role filter
system

CUSTOMER SCENARIO: GAME DESIGNER LOOKS FOR IDEAS



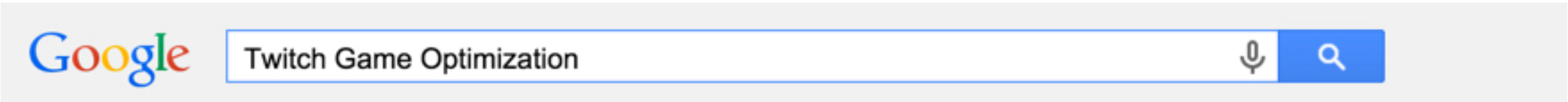
Kim wants to optimize her game for Twitch but doesn't know where to start

Kim arrives on the home page from a Google Search.
She scans the content & clicks on Getting Started

Getting Started takes Kim to an article page

Kim scans the page and looks at other articles in the category

She finds a cool idea and shares the page link with her colleagues





Developers

[Login](#)[Blog](#)[Forum](#)

Next Dev Office Hour 7pm EST

Get Started

Tools, Resources, and Ideas for Game Creators

Learn about the Twitch
Audience

Broadcasters: 10 steps
to producing killer
content

Creating Twitch Plugins
& Apps

How to Get and Use
Twitch Activity Stats

Game Makers: design
Twitch-specific content

Using the Twitch REST
APIs

Choice Chamber: The First Game
Built For Twitch

August 16, 2015, 3:05 pm

Filter Content by Role

► Develop Twitch Presence

▼ **Customize Game For Twitch**

Adding Twitch-only experiences to your game design

Add Invite-to-Join for your game

Enable One-Click-Join for your game

Storing custom game content as broadcast data sources

► Add Twitch Content To App or Website

► Track Performance on Twitch

► Tools and Resources

Customize Your Game for Twitch

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet.

Get Started

[Adding Twitch-only experiences to your game design](#)

[Add Invite-to-Join for your game](#)

[Enable One-Click-Join for your game](#)

[Storing custom game content as broadcast data sources](#)

| [Overview](#)



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Adding Twitch Only Experiences to Your Game

Customize

- 1. Set the Twitch-specific MIME type. Set the MIME type using the Accept HTTP header as shown below. In response, the returned MIME type will always be application/json.
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- Send the token as a URL parameter:

- | Overview
- | Customize
- | Adding Features

Related Content

Article | [Twitch Login SDK](#)

Article | [Getting Started with the Twitch Login SDK](#)

Article | [Getting Started with the Twitch REST API](#)

Discussion | [Bespoke Unity Integration Utilising the REST API](#)

Discussion | [Hi, I've got a problem with the Twitch REST API](#)

Have Another Question?

Ask Twitch Forum

Previously Viewed

[Using the Twitch REST APIs](#)

[Making authenticated calls to Twitch REST API](#)

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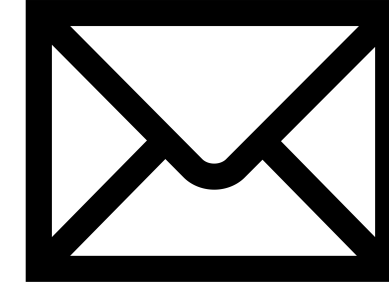
[Using the Twitch REST APIs](#)

[Making authenticated calls to Twitch REST API](#)

Have a Question or Comment?

Give Feedback





CUSTOMER SCENARIO: GAME DEVELOPER SEARCH FOR A QUICK ANSWER



Carlos needs to
find the Twitch
REST API
reference list


He types some
key words into a
Google Search

The first hit takes
him to a landing
page in Twitch
documentation

Carlos uses a
quick link on the
page to navigate
to the API
information

After the page
loads Carlos
searches for a
keyword using
control F

Carlos doesn't see
the object he
needs. A
discussion link
catches his eye &
he clicks on it



Twitch API|

🔊

🔍

twitch api

twitch api **key**

twitch api **oauth**

twitch api **python**

About 1,170,000 results (0.36 seconds)



Filter Content by Role

- ▶ Develop Twitch Presence
- ▶ Customize Game For Twitch
- ▶ Add Twitch Content To App or Website
- ▶ Track Performance on Twitch

▼ **Tools and Resources**

- Get Twitch tools & resources
- Twitch REST API
- Twitch Login SDK
- Broadcaster tool/resource placeholder

Tools and Resources

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet.

Get Started

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[Twitch REST API](#)

[Twitch Login SDK](#)

[Broadcaster Tool/Resource Placeholder](#)

| [Overview](#)



CUSTOMER SCENARIO: GAME PRODUCER FINDS PRODUCT ROADMAP



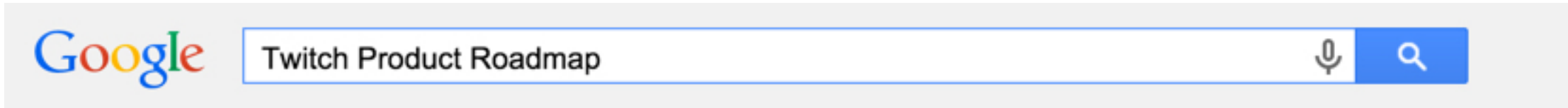
Mark is planning
his development
roadmap and
needs to know
when Twitch will
release new
features

Mark arrives on the
home page from a
Google Search

The timeline
immediately
catches his eye

Mark plays around
with the timeline,
reading the recent
updates & older
updates

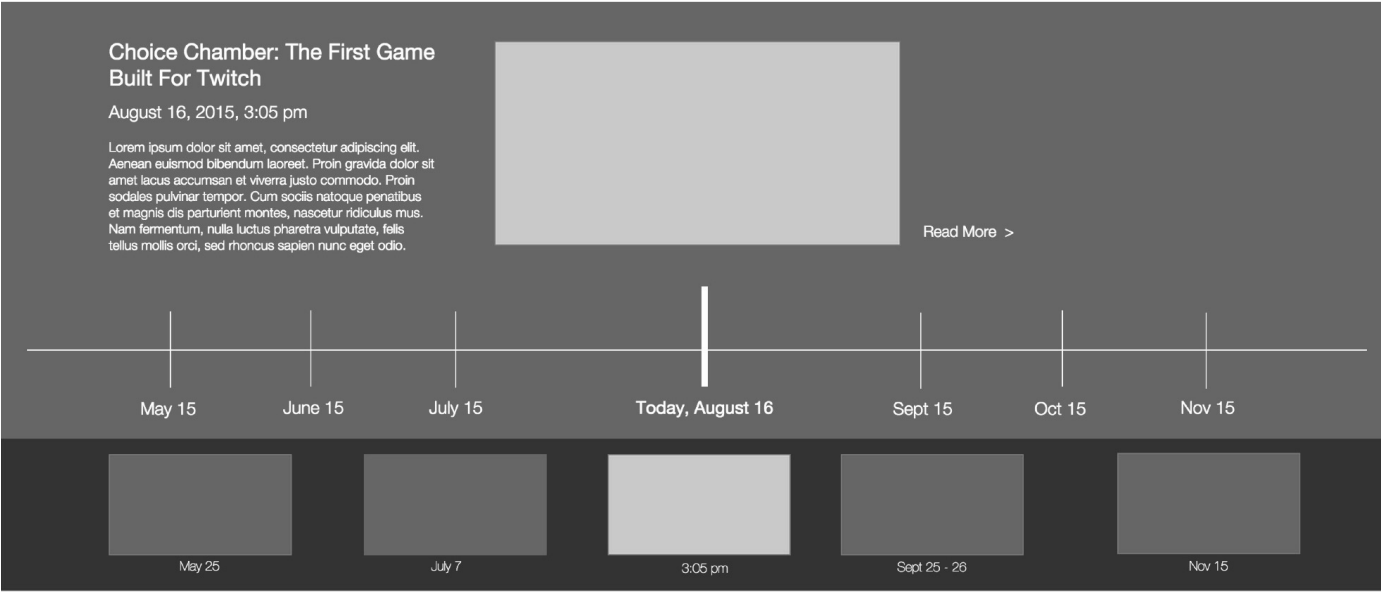
Mark looks at the
prospective timeline
dates & finds
relevant information



Get Started

Tools, Resources, and Ideas for Game Creators

- Learn about the Twitch Audience
- Broadcasters: 10 steps to producing killer content
- Creating Twitch Plugins & Apps
- How to Get and Use Twitch Activity Stats
- Game Makers: design Twitch-specific content
- Using the Twitch REST APIs



Documentation

Create Awesome Experiences with Twitch

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Watch & Learn

Twitch Game Development Office Hours

Videos from previous office hours

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August 10, 7PM EST

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August 17, 7PM EST

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet.

August 24, 7PM EST

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet.

August 29, 7PM EST

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Follow

Success Stories

Games Exclusivley for the Twitch Audience

- ESL has made a one stop shop for eSports content by making great use of Twitch streams, videos, and metadata. From building informative video overlays, to bringing together event scheduling with content, to integrating it all in one package, ESL keeps their audience captivated.

Read More >
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Read More >
- Twitch Now is a much loved and 5 star rated Chrome browser extension. Built entirely upon our web API, Twitch Now keeps users updated and connected to the Twitch experience outside of our website.

Read More >





Developers

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Next Dev Office Hour 7pm EST

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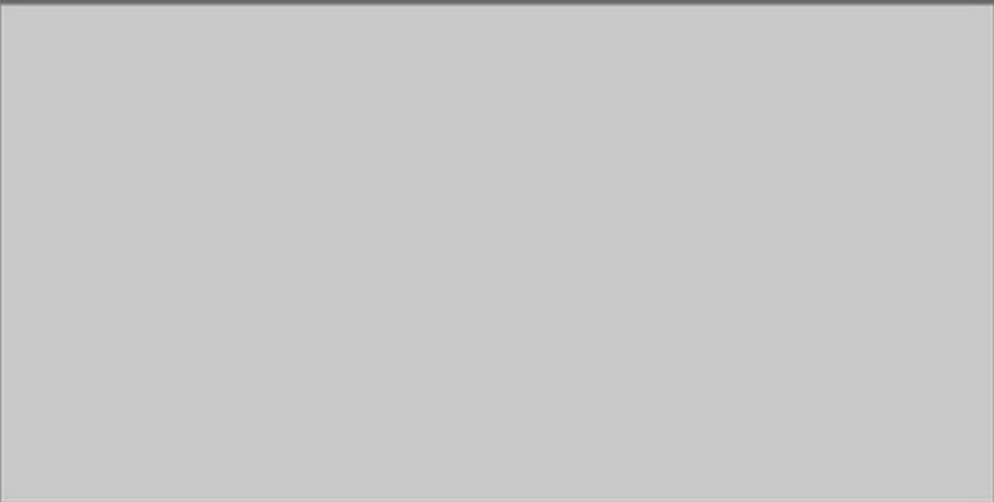
August 16, 2015, 3:05 pm



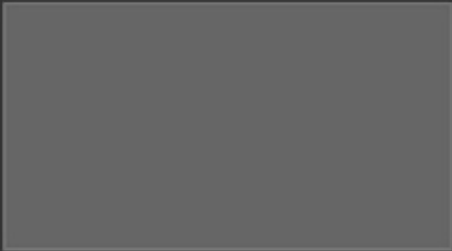
Choice Chamber: The First Game
Built For Twitch

August 16, 2015, 3:05 pm

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar tempor. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus sapien nunc eget odio.



Read More >



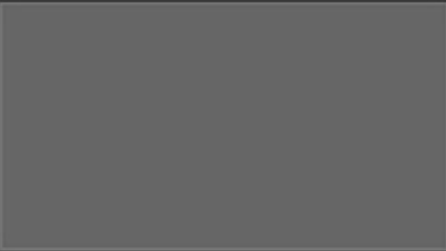
May 25



July 7



3:05 pm



Sept 25 - 26



Nov 15



Goes to Blog
Returns

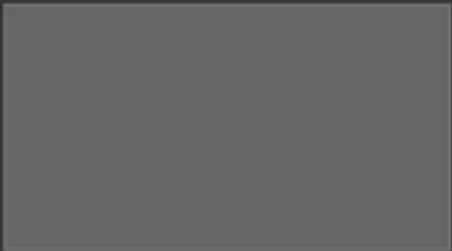
TwitchCon 2015 Schedule

July 9, 2015, 11:40 am

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar tempor. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus sapien nunc eget odio.



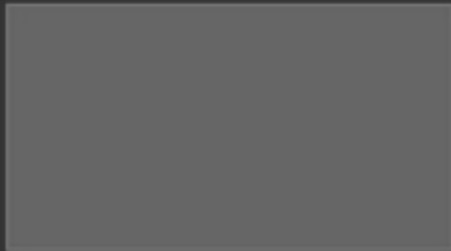
Read More >



May 25



July 7



3:05 pm



Sept 25 - 26



Nov 15

—————→
Goes to Blog

CONCLUSION

WHAT I LEARNED

Communicate with stakeholders who have different perspectives & motivations

Communicate high level direction while nose-deep in the project

Design work is never done

WHAT'S NEXT

USC Games



Graduate May 2016 B.A. Interactive Entertainment & Game Design, Minor Entrepreneurship

President, Delta Omicron Zeta Professional Leadership Fraternity

THANK YOU!

Yuyi Hsu, Abizar Vakharia, Sella Rush, Stephen Wang, David
McLeod, Aaron Krasnov, Allen Lee, and Trenton Payne



ALEXIS MILLER

anmiller@usc.edu

lexinteractive.co

<https://www.linkedin.com/pub/alexis-miller/3a/914/532>

QUESTIONS

Reasoning behind singular topic pages

GOMS/ KLM Methodology
K = pressing a key or button
P = pointing with the mouse to a target on display
H = moving hands to the home position on the keyboard or mouse
M = mentally preparing for a task

- Appropriate Page Lengths
Page length needs to support the primary use of the web page.
Longer pages are acceptable to:
- Facilitate uninterrupted reading, especially on content pages
 - Simplify page maintenance
 - Make pages more convenient to download and print
 - Support control F

Time it takes to arrive on Topic Page & begin to find answer

Singular Topic Page

Description	Operation	Time (sec)
Move pointer to Doc Dropdown	P [menu item]	1.10
Click on Doc Dropdown	K [mouse]	0.2
Consider what to do next	M [key word]	2.15
Move pointer to Topic	P [nav]	1.10
Click on Topic	K [mouse]	0.2
Move pointer to content area	P [content]	1.10
Scroll Page	H [content]	0.4
Control F	K [content]	0.2
Eyes adjust to info jump	H [content]	0.4
		6.85

SubTopics on Different Pages

Description	Operation	Time (sec)
Move pointer to Doc Dropdown	P [menu item]	1.10
Click on Doc Dropdown	K [mouse]	0.2
Consider what to do next	M [key word]	2.15
Move pointer to Topic	P [nav]	1.10
Click on Topic	K [mouse]	0.2
Move pointer to content area	P [content]	1.10
Scroll Page	H [content]	0.4
Control F	K [content]	0.2
Eyes adjust to info jump	H [content]	0.4
Didn't find correct info	H [content]	0.4
Move pointer to nav	P [nav]	1.10
Click on Sub Topic	K [mouse]	0.2
Move pointer to content area	P [content]	1.10
Control F	K [content]	0.2
Eyes adjust to info jump	H [content]	0.4
		9.65