

Part One - Platforms

While it would be easy to consider streaming as being bound by nationality or influenced heavily by it due to viewership trends, with regards to human streaming accessibility, it is in fact quite the opposite. Bar polities that explicitly suppress the extranet and social media, most streaming platforms are widely available across human space, wherever an extranet connection can be found.

The undisputed master of streaming is the social media giant of Chirper. With the all-in-one aspects of its design, the incredibly wide reach it has, as well as the relatively low skill barrier to entry, Chirper acts as a hub for streaming content of all kinds, being known as the amateurs platform of choice. For user accessibility to streamers, Chirper is also widely considered to be the best option, with the average viewer being able to easily send messages to streamers through the non-video parts of the platform, as well as engage with them in ChirpChains, and vice versa.

However, its primary competitor, Holodive, retains a sizable market share through the enhanced virtual reality aspects allowing for far more immersive and participatory streaming, as well as encouraging a more professional class of streamer to primarily utilize it. However, it also means that user interactivity with streamers is more limited than Chirper, both due to the limitations of the format, as well as the streaming culture it cultivates. With the barrier to entry on Holodive, as well as the mixed success of its non-VR rollout, it has thus far been unable to overtake Chirper as the primary streaming platform. In the end, though, both of them have controlling stakes in them owned by Idris Incorporated, who maintain a faux-rivalry between their two subsidiaries to increase consumer engagement and encourage brand loyalty.

With regards to permissible content, as the frontier of the digital horizon has rapidly been enclosed by various corporate entities, most particularly by Idris Incorporated, who have taken care to ensure that their systems are profitable without destabilizing their other interests. Therefore, while mild controversy is permissible and often allowed, known criminals or open revolutionaries are often banned for violating the terms of service on various platforms...unless they make enough money or generate enough viewership for Idris Incorporated to look past it.

Part Two - Most Popular Streamers

While there are innumerable amounts of popular streamers who rise and fall over the course of the years, there are a few human streamers who have managed to persist and gain a consistently top rated following throughout their entire career, be they amateur streamers who managed to go viral or corporate-funded personalities with an entire production team behind them.

Steel Marine - This Solarian streamer from New Hai Phong has been topping the charts on Chirper ever since his 'Journey to the Top' series of Solarian Marines streams went viral in

2458, cataloging his attempts at becoming the top-rated player in Solarian Marines. While this hook was what brought in many of his viewers, his calm demeanor, frank tone, and ridiculous amount of technical skill has won him both many fans and many accusations of cheating in matches. Many view his streams as a calming experience, with his ability to multitask leading to high audience engagement, as he's often able to read off donations and hold conversations with his viewers, even as he pulls off feats of skill in whatever game he's playing. Some do criticize him for his willingness to endorse questionable views on stream, citing the controversy around Solarian Marines portrayal of Skrell, as well as his noted support for the Third Tajara Ban. He's rejected open corporate patronage, instead preferring one-off sponsorships, which has kept him from receiving any anti-corporate backlash from fans despite the events of the Solarian Collapse.

Nest Collective - This Biesel-based affiliation of content creators, while initially conceived on Chirper in 2449, has mostly shifted their live activities to Holodive in recent years. Rather than primarily being about gaming, this streamer collective instead focuses their efforts on variety content, with a particular emphasis on music. Streams by Nest Collective tend to take the form of skits or performances by members on a stage of some sort in Holodive, interspersed with musical performances by various members of the collective. Several full-scale musicals have been put on by the group before, which have received wide popular acclaim, though often a more muted critical reception. Nest Collective is funded, sponsored, and owned primarily by Idris Incorporated. Their music and members are often utilized as an advertising tool independent of their streams, providing either a celebrity face to products or the backing tracks to catchy ads. Members of Nest Collective tend to rotate in and out, often going on to successful analog music or theater careers. Some of their earlier fans from Chirper consider the group to have 'sold out', but their fanbase only seems to be growing as Holodive becomes more accessible to the Spur at large and more Nest Collective 'alumni' filter out into the entertainment industry.

The Xanu Outlook - It would be a mistake to think that more measured, talk-show esque content doesn't have its place in modern streaming. The Xanu Outlook is, as the name would suggest, a Coalition-based group who initially began conducting livestreams of their local debate group in an attempt to gain more local interest. Gaining a steady following over the year, and with a few lucky viral videos, they've now shifted to a slightly more professional context with the aid of some grants from the planetary government and sponsorships from Nanotrasen, providing a seemingly balanced look at current events, recent media, and public figures. However, their primary content comes from bringing heated, adversarial, and unprepared viewers onto the stream to debate them, often mocking or otherwise tearing them down with the ease granted by their greater experience and preparation. Many often come to watch their streams as a substitute for engaging in political debate themselves, or hoping for a chance to spread their political views on-stream to countless viewers.

Part Three - A Short Selection of Slang

Rubber Banded - This popular emote and piece of slang comes from a semi-viral stream entitled 'Demonstrating random human concepts to my Tajara immigrant neighbor', hosted by low-tier amateur Chirper streamer NTJenny230. When the streamer showed her neighbor a rubber band, which he claimed to have never seen before, she demonstrated how it could be used to help keep her focused by snapping it against her wrist. He then demanded to try it, and the ensuing clip of his face of pained surprise went viral. The emote resulting from it is now widely utilized to show shock, surprise, or pain. "Rubber Banded/Rubber Band Moment!" - A common phrase spammed in chats when a streamer dies to an unexpected threat/is surprised by something on stream.

Scrunched/Scrunching - Similar to how steamed/seething/owned/coping is used in our society, curled comes from a stream from The Xanu Outlook, where a Skrell interviewee who had been invited on-stream was being consistently shut down and mocked by the hosts had their headtails scrunch noticeably whenever a joke was made at their expense. This was noticed, and the hosts began commenting on it as well, which caused the interviewee to have their headtails fully scrunch and their cheeks puff out as they went on a slur-filled rant against the hosts, before disconnecting in a huff amid rounds of mocking laughter. Ever since, scrunched has been utilized as a popular term to indicate someone who is incredibly mad over something and trying to hide it, and is often weaponized as a taunt against Skrell in particular.

Woohoo - This popular emote is generally used to display sarcasm or disbelief. It's the entirely unenthused face of ex-Nest Collective streamer Rudolph's avatar taken from a live advertisement that Nest Collective did for Hephaestus. Rudolph is speculated to be from New Hai Phong, so his unusually flat face and tone was noted and memed heavily, especially the point in the advertisement at which the participating Nest Collective members gave a group 'Woohoo!'.

Part Four - General Streaming Genres

Stream content can be separated into a general four categories. While there are, of course, streams outside of these four, they cover the vast majority of streaming content.

1. Gaming - The most obvious category, gaming covers esports, casual gaming, collaborative gaming experiences, and game development. It's easily the most popular category, with tens of millions tuning in to even mid-tier streamers, and high-tier streamers achieving well into the hundreds of millions. This content is primarily based around Chirper, due to format issues on Hololive.
2. Performance Art - Ranging from concerts to plays to stand-up comedy, this category is based all around the medium of art being transposed into the new digital format of streaming. Hololive in particular is full of these 'Art' streams, due to the immersive VR format lending itself well to mimicking the experience of actually going to any of these events in real life.

3. Sports casting/Realcasting - With the advent of Jeonshi Biotech's new eye-streaming devices, 'realcasting' has become an increasingly popular genre on both Chirper and Hololive. While initially utilized primarily for sports, the genre has begun to rapidly expand, with innovative experiences utilizing it to let audiences place themselves in the midst of action, ranging from staged action scenes from the point of a protagonist in a film to letting audiences watch plays or movies from the point of view of any character within them. Some of the more experimental streamer groups are starting to branch out into 'interactive' realcasting, utilizing an 'audience surrogate', where the most popular suggestions from the chat will be undertaken as actions by them, allowing the audience to shape stories with their favorite streamers.
4. Talk Shows - A more niche genre, talk shows tend to take the form of streamers talking to their audiences, typically either in an educational, debate, or friendly context. While nowhere near the heights of gaming, performance art, or even 'realcasting', this is rated as one of the most profitable genres in streaming. It is estimated this is because of the parasocial relationship formed between these streamers and their audiences, which some have accused of being manipulative. While this may be true, the immense popularity of talk shows such as the Xanu Outlook, as well as the influence of Idris Incorporated to encourage such behavior, make this genre unlikely to go anywhere soon.