

SCHEDULE

- 0:00–0:30** Briefing about Youtube, Internet, anonymity and web's society.
- 0:30–1:45** Presentation for the players and the Audience about tools –group on Facebook and how it works, how to use it.
- 1:45–2:15** The First Scene.
- 2:15–2:20** First films series.
- 2:20–2:35** The Second Scene.
- 2:35–3:10** Second films series.
- 3:10–3:30** The Third Scene.
- 3:30–3:40** Break.
- 3:40–4:15** Third films series.
- 4:15–4:30** The Fourth Scene.
- 4:30–5:30** Game finish. Debriefing and evaluation.

COMMENTARY

CHANNEL

You like to comment on the movies of other authors. You try to be essential, and you don't use hate speech and rhetorical grips. Lairy words make a point of your jokes, your sense of humour is crazy and full of memes, but you know how to use it with good taste and style.

For reference see: <https://www.youtube.com/watch?v=d09TrP0gTKk>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You believe your films make the world a better place.

Possible relationships with other streamers:

- Master and disciple
- Conflict (*drama*)
- Romantic relationship

VLOGGER

CHANNEL

You show your daily life. Your breakfasts, dinners, hobby, travels, a day with a girlfriend or boyfriend, quality family time, whatever. You are the protagonist of your films, and your whole life is your channel's only topic.

For reference see: <https://www.youtube.com/watch?v=8CSz1Uh7DJo>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You have low self-esteem, and when you see positive reactions to your films, you can feel better with yourself.

Possible relationships with other streamers:

- Friendship
- Romantic relationship
- Sibling

REVIEWER

CHANNEL

You know books, or movies, or board games or music albums, or any culture text you like. And, yes, your films are reviews. You talk about culture and creation. You can be funny, essential, but also dull. Your decision is whether your films are for amateurs or hobbyists.

For reference see: <https://www.youtube.com/watch?v=tEeUqeU0y0Y>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You are a critic because you are an unfulfilled author.

Possible relationships with other streamers:

- Collaboration in filmmaking
- Master and disciple
- Ex-girlfriend / ex-boyfriend

GAMER

CHANNEL

You play computer games, create a stream from that, and comment in real-time. Sometimes, you still play, but you want to talk about your life, political problems, or about something you want, instead of computer games.

For reference see: https://www.youtube.com/watch?v=eVK7L_lYoMQ

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

It's your hobby and you like it.

Possible relationships with other streamers:

- Conflict (*drama*)
- Friendship and occasionally collaboration
- Sibling

COACH

CHANNEL

Your movies are your motivational speeches. You are a personal trainer, and you talk in your films about success in business and personal life. You don't need to be a rich guy, and you don't need to be a winner. You just talk about recipes for success.

For reference see: https://www.youtube.com/watch?v=dp89suL_KUQ&t

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You can't do anything else. You are good for nothing.

Possible relationships with other streamers:

- Conflict (*drama*)
- Master and disciple
- Business conflict (nothing personal)

DIY (DO-IT-YOURSELF) MAKER

CHANNEL

You have a manual or some artistic skills. Maybe you are a painter? Or a sculptor? Maybe you play the guitar? Choose something. Your films are tutorials. You make manuals for amateurs about your art discipline when you show how to "do it yourself".

For reference see: <https://www.youtube.com/watch?v=d09TrP0gTKk>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You are introvert and your fanbase is your social anchor.

Possible relationships with other streamers:

- Ex-girlfriend / ex-boyfriend
- Romantic relationship
- Collaboration in filmmaking

PATOSTREAMER

CHANNEL

You are an average guy but a little bit of... Okay. Forget it. You are just a waste. You don't have a job, drink a lot, fight with your family members. Salt of the earth. And, yeah, you show your life in your films. And people like it because when they see your life, they can feel better with their own. Pathetic? Maybe, but you are popular, and at last, you have money.

For reference see: <https://www.youtube.com/watch?v=d09TrP0gTKK>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

Money, of course.

Possible relationships with other streamers:

- Only conflicts

SCENE 1

TEENAGER'S SUICIDE

Teenager commits suicide. The investigation showed that his social life depended on superficial contacts on the Internet. He was also a fan of videos published on Youtube, which are weakly controlled by adults. Is it possible that malicious content influenced his dramatic decision?

Information for gamers (YouTubers):

In this scene, you are on the backstage of a corporate event for creators like you. Show the Audience the relationship that prevails between you. Play how you treat each other and what character your relationship has. Interact with someone from the Audience who will play the role of a journalist. Present your attitude towards the problem that will ask you.

Information for facilitator:

You need a volunteer from the Audience who will play the role of a journalist. The scene should have a maximum of 30 minutes. Make sure the scene does not end until the "journalist" talks to each YouTuber.

Journalist (Non-Player Character):

Come between YouTubers, inform them that you are from the media and ask everyone for a comment on the suicide of their ordinary viewer.

SCENE 2

WEIRD FUNERAL

The creators of his favourite films posted on the Internet came to the funeral of the tragically deceased teenager. Their behavior was not entirely adequate to the seriousness of the situation. Did the parents want to receive such strange condolences? Was it a mature step?

Information for gamers (YouTubers):

In this scene, you are at the funeral of a teenager whose suicide is related to the game's main plot. First, show how you behave in the cemetery, how you react, and how you behave in the face of this tragedy. Also, explain how relations with other creators look today. When you do all this, condolence to someone from the Audience, who played the deceased's parents.

Information for facilitator:

You need volunteers from the Audience who will play the parents of the deceased. The scene should last a maximum of 15 minutes.

Parents (Non-Player Characters):

Stand and accept condolences from all YouTubers. React if their behavior is weird. You can be sad and accusatory.

SCENE 3

INFLUENCERS UNDER THE SIEGE

Yesterday, at the press conference, the teenager's favourite influencers were interviewed by a journalist. The subject of the statements was web safety and the authors' responsibility for the content appearing on the Internet. Journalists often asked difficult questions, revealing the most significant disadvantages of the film business.

Information for gamers (YouTubers):

In this scene, you are at a press conference on recent events and the tragedy that is the axis of the game. Answer the questions asked by the media audience. Try not to shout over, although you may differ in your opinion. Keep the character of your characters! The patostreamer will not talk culturally with journalists.

Information for facilitator:

Moderate the press conference. Give the voice. Watch the passage of time. The scene should last up to 20 minutes. After the scene ends, announce the break and inform the Audience that they have time to post on the Facebook group with headlines and fragments of comments after the press conference.

Audience as a journalist (Non-Player Characters):

Ask questions about current game events. Before each question, think of what media you can be from and give their name to YouTubers.

SCENE 4

ONE YEAR LATER

A year after the events related to the teenager's suicide, influencers whose work was strongly associated with them met again at a meeting of Internet creators. Everybody? What conversations took place on the backstage?

Information for gamers (YouTubers):

In this scene, you are on the backstage of a corporate event, a year after the events played. Use it to finish your story, show how the tragedy changed your characters and where you are now. Not taking part in this scene is also a message about the change that has taken place in your characters.

Information for facilitator:

Let players finish their threads. Ask them supporting questions before they start playing. Let them think about whether everyone should be here.