Supercharging Charity Livestreaming (using Python)

PyMalta Meetup 24/08/17

Show of hands!

Raise your hand if you have heard, read or been told any of the following statements

Games are:

- Waste of time
- Waste of money
- Only for children
- Unhealthy
- Addictive
- The cause of child obesity
- Promote violence, drugs, sex, <insert controversial topic here>
- Are the cause of violent tendencies

Gamers are:

- Lazy
- Self obsessed
- Entitled
- Unproductive
- Not contributing members of society

Gaming for Good

What? Who? Why? How much? Who/What for? How can I do it?

What is Gaming for Good

The use of games (video, digital, board, card, etc) for the raising of funds for charitable or philanthropic purposes

Who is Gaming for Good

Anyone and everyone who has run, has donated or has participated in a charity livestream of some sort

A movement of like-minded gaming individuals who are forming the next generation of charitable fundraiser as we speak

How is Gaming for Good happening?

Barrier to entry in terms of costs has gone down
Technology is widely available to anyone
Everyone enjoys games ©

Cost comparison

- TV Studio
- Dedicated studio
- Professional cameras, lighting, sound equipment
- Technical staff for operation and maintenance
- Writers, producers, etc
- Licencing costs?

- Live-streamer
- Some bloke
- Half decent PC / Console
- Internet connection
- MAYBE a webcam

STORY TIME

How I got involved...

 A stream in aid of the Marie Curie foundation by a streamer called Dave Selezen

- Quickly evolved to enable more than one stream
- Gameblast 2015/16 + various smaller streams

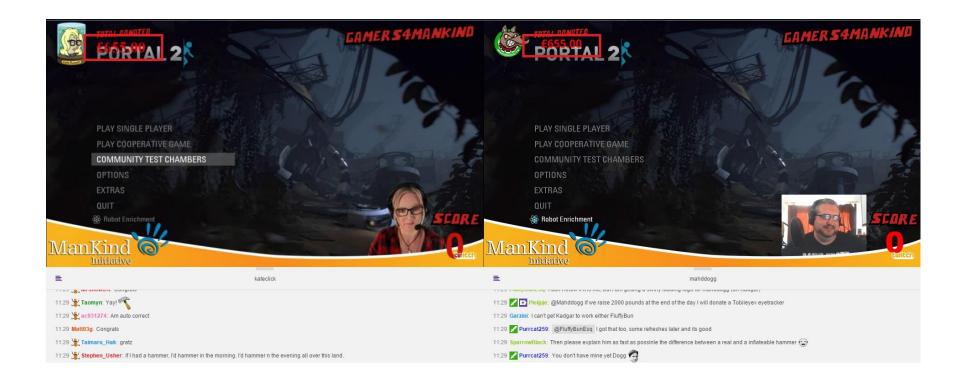
- I took it further to enable any arbitrary number of streams
- Gameblast 2017 / Frontier Developments Christmas 2016

- Started as a quick project to automate donation announcements by:
 - Display current donation amount on screen, without requiring any input from the streamer

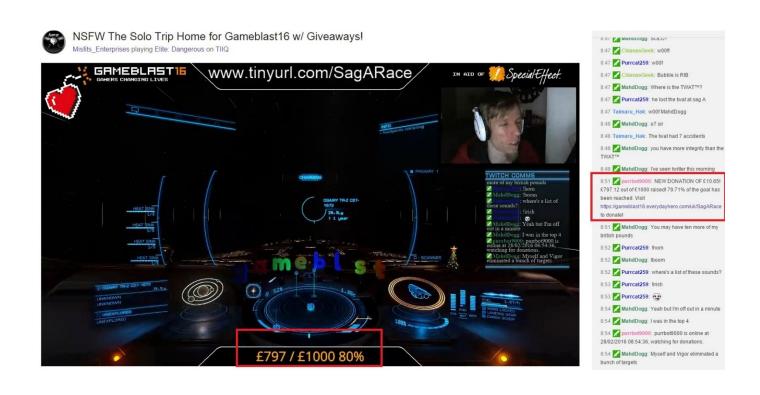
- Gameblast 2015
- CMDR Hughmann + TIIQ



- Gamers 4 Mankind
- Kate Russell + Mahddogg



- Misfits Enterprises
- Gameblast 2016



Charitybot Event fdevchristmas16

Amount Raised: £46,670 1071 donations so far

1 donations in the last hour Average donation: £22.07

Last donation: £18 Largest donation: £554



Charitybot Event Statistics Console

Event: test

Start Time: 01/01/1970 01:00:00 Duration: 2,777,777.78 hours End Time: 20/11/2286 18:46:39 Time Remaining: 8,516,025,239 hours

85.16%

Donations

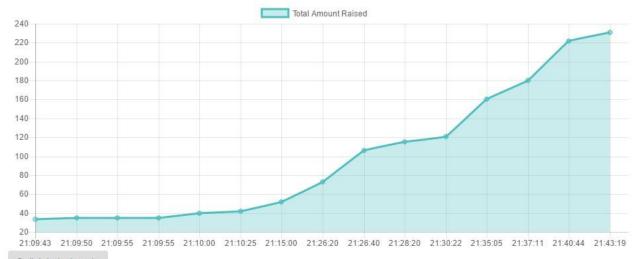
Amount Raised: £230.5

Target Amount: £1,000

23.05%

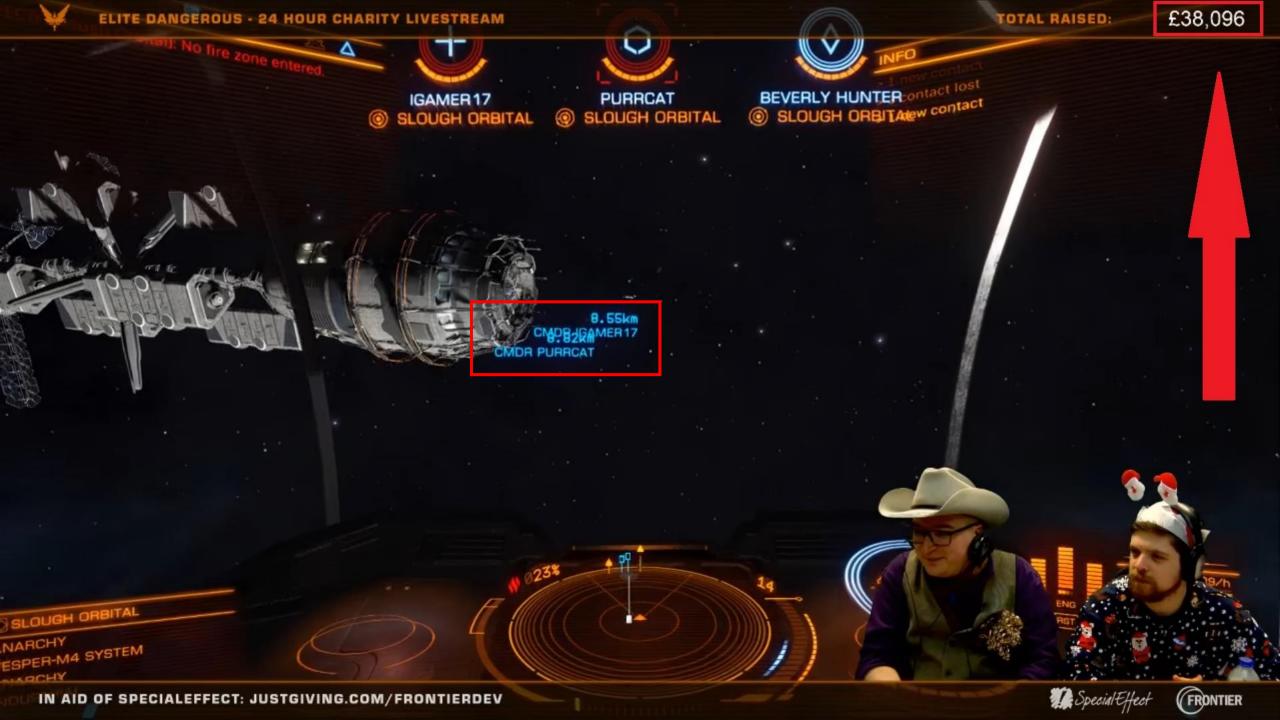
15 donations in total 0 donations in the last hour Average Donation: £13.92

Largest Donation: £42 at: 23/10/2016 23:40:44 Last Donation: £8.5 at: 23/10/2016 23:43:19

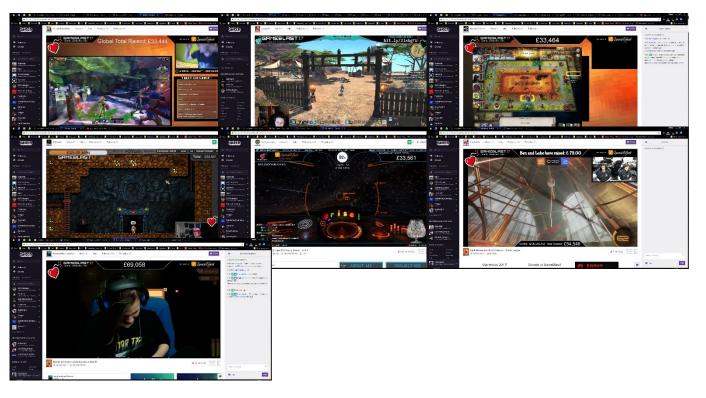


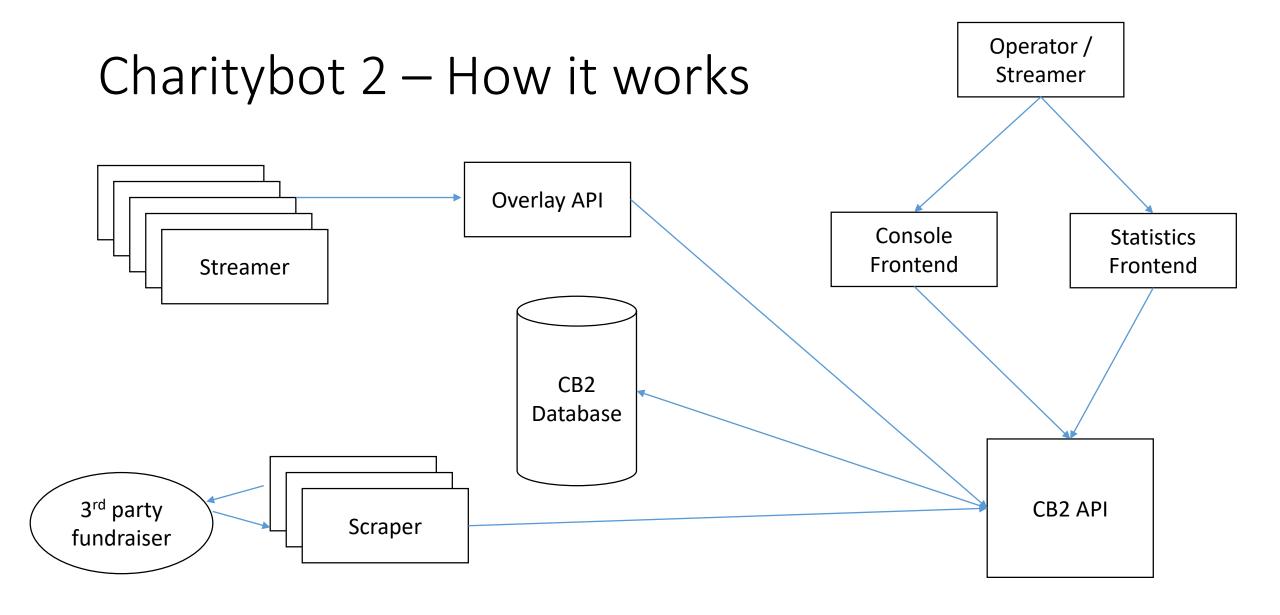


Switch to test mode



- Only total raised due to logistical constraints
- This confused some people
- Logs show that around 100 streamers used CB2 during Gameblast 2017





Charitybot 2 – what is it made of

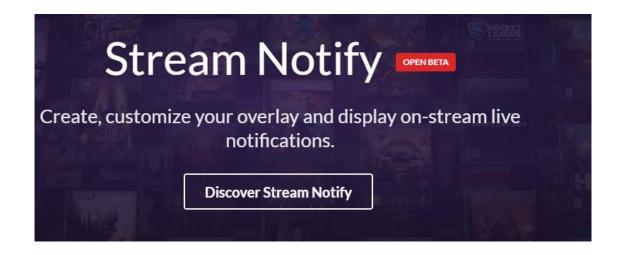
- Python 3 backend
- Javascript frontend all clientside, currently hodgepodge of JQuery and Vanilla JS
- SQLite for persistence

Charitybot 2 – why?

- Because I'm a student, I'm poor
- Because I'm restoring a 400 year old house, I'm poor
- Because I'm planning a wedding I'm poor
- But I have time and skills

Alternatives

- Provides various overlays
- Not focused solely on charity
- Has Justgiving integration



Charitybot 2 – what next?

- If you're running a charity stream, get in touch! ©
- One Special Day, Gameblast 2018 ©
- Improvements and polishing of the backend
- Better 3rd party integration
- Offering the API to other third parties

Thank you for your time ©

Questions? Feedback?