

Real-Time Viewer Perceptions of 'Pedohunter' Content on Twitch

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Introduction

- 'Pedohunters' pose as children online to catch adults soliciting minors
- They often upload confrontation videos with those solicitors
- Research shows mixed public reactions to pedohunter content
- Prior work has mainly examined perceptions in asynchronous formats
- We address this gap by exploring live, real-time reactions on a Twitch stream, aiming to answer the following:

- What physical events or actions occur in pedohunter videos?*
- How do viewer perceptions and sentiment change over time in response to physical events?*
- What themes emerge when analyzing topic, subject, and stance in the audience commentary?*

Methods

Physical Actions/Events in Video

- Dataset was viewed by three qualitative coders
- Coders engaged in open coding of physical actions in each video
- Coders discussed and aggregated codes
- Final physical action codes plotted over time (see Fig. 1-3)

Viewer Commentary

- Conducted sentiment analysis on comments over time (see Fig. 1-3)
- Conducted Thematic Analysis to find patterns in comments related to:
 - Subject* of the comment (e.g., pedohunter, solicitor)
 - Stance* on pedohunters (e.g., pro, against)
 - Topic* of the comment (e.g., motive, impact to convictions, pro-violence)

Themes

Calls to Escalate Violence

"Just straight shoot them"

Violence as a Lesser Evil

"Better to be slapped than arrested"

Entertainment and Shock Value

"I could watch these all day"

Self-Serving Motives

"it's clout chasing and it's putting more kids at risk"

Moral Disapproval and Consequences

"it's only a matter of time until they get the person wrong"

Disruption to Formal Justice

"no evidence this guy gets will be admissible"

Sentiment Analysis and Actions

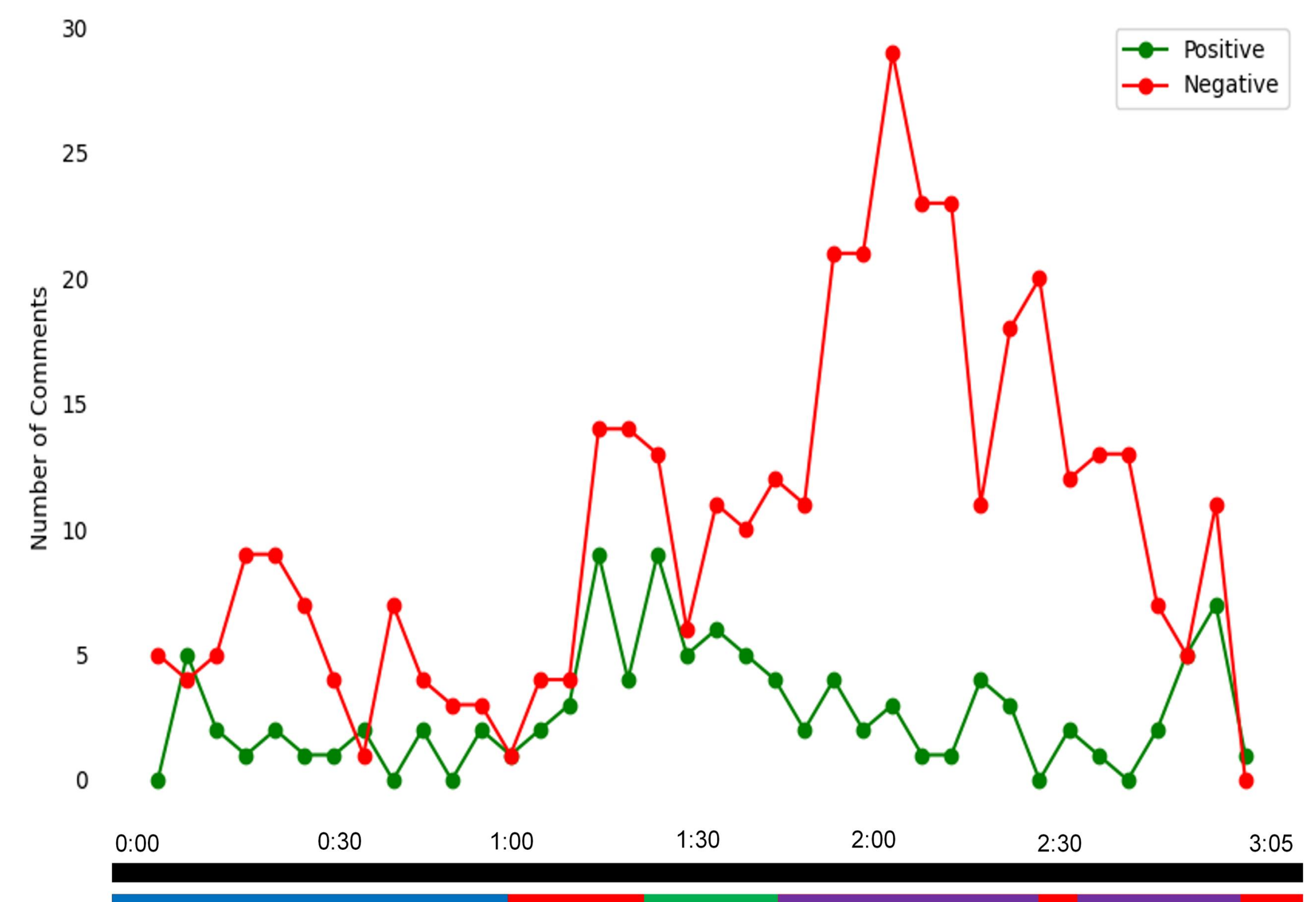


Figure 1. Sentiment Analysis and Actions Over Time for Video 1

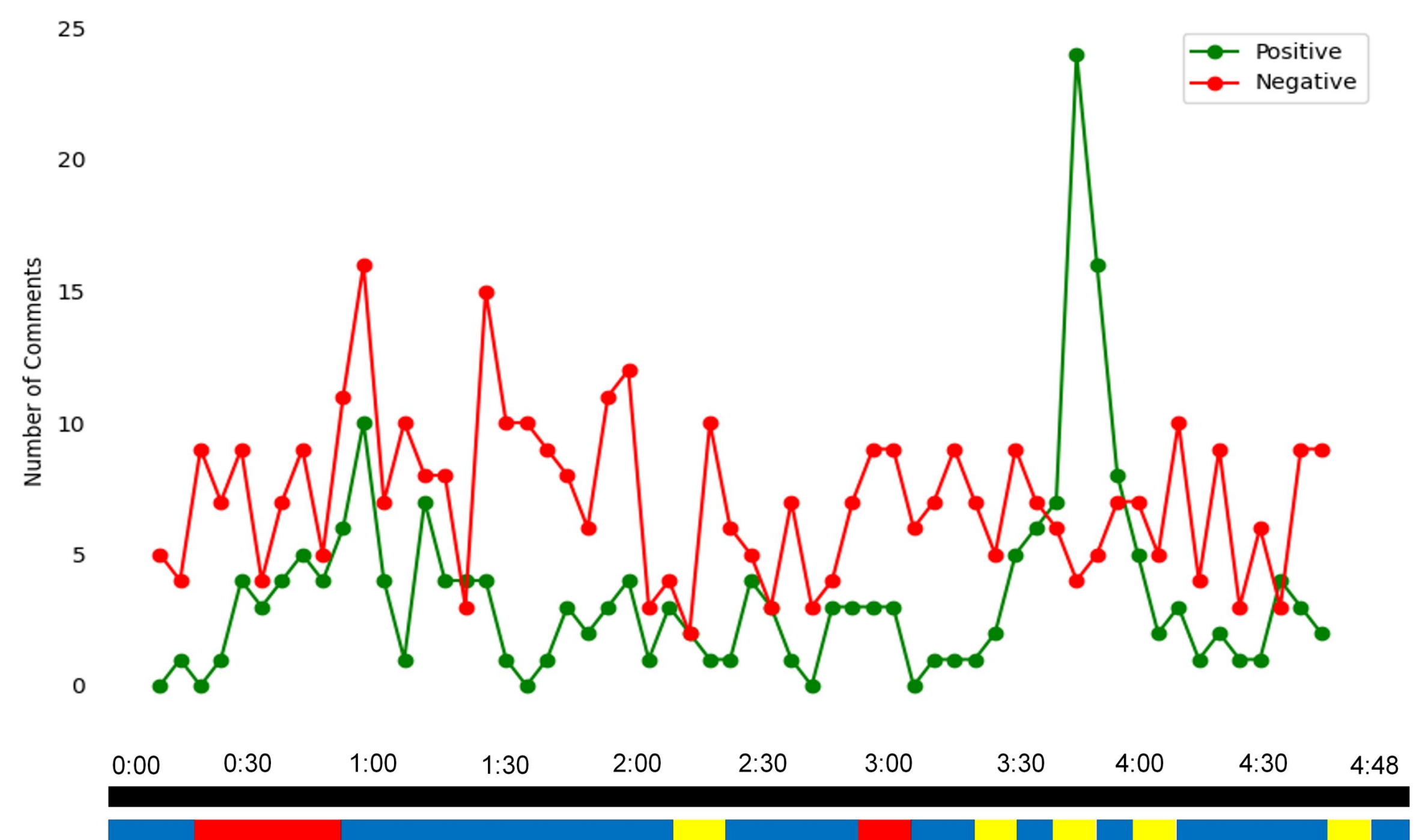


Figure 2. Sentiment Analysis and Actions Over Time for Video 2

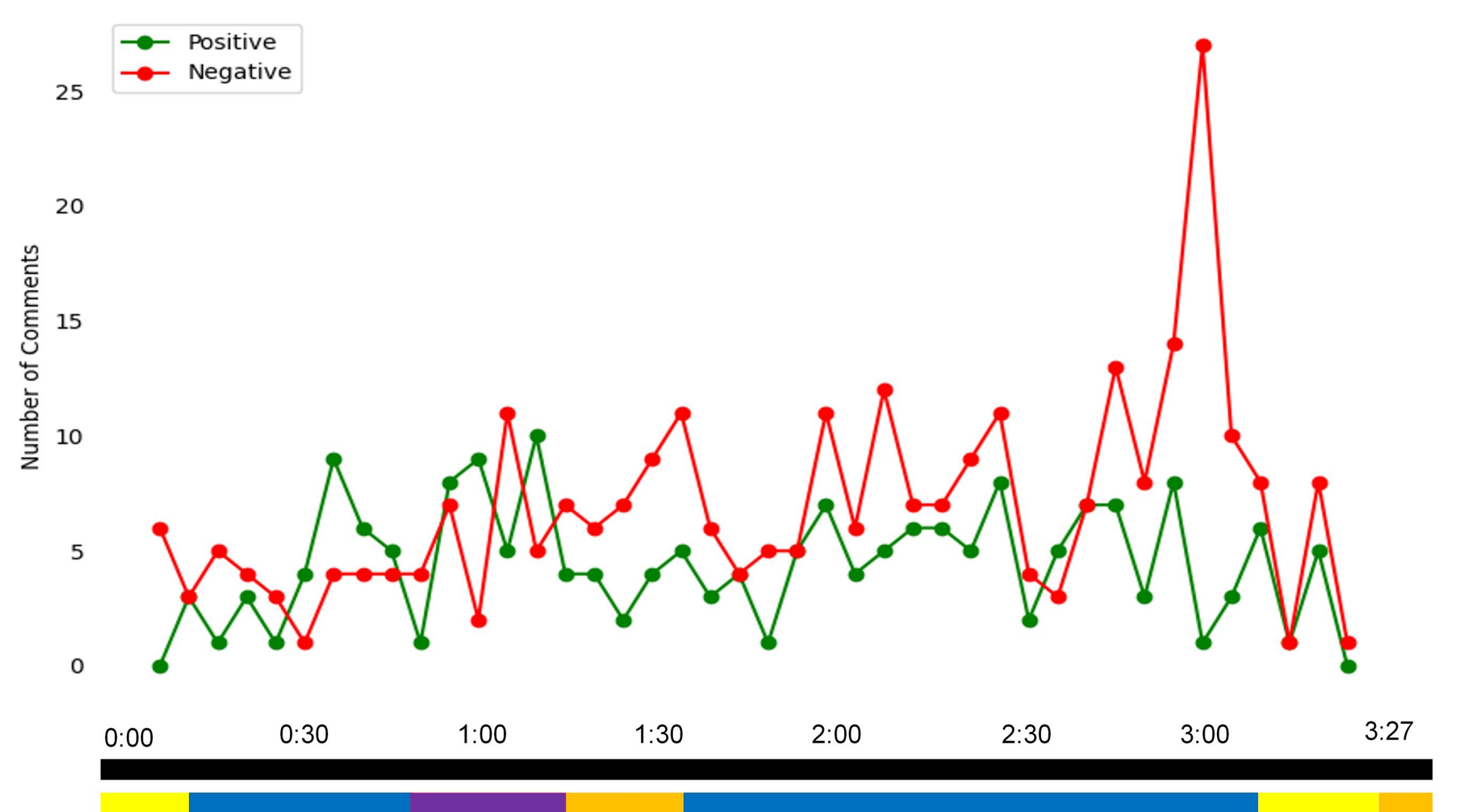


Figure 3. Sentiment Analysis and Actions Over Time for Video 3

