

# An Analysis of the Language Usage of the Twitch TV Users in the Context of Turkish Education

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## Abstract

The aim of this research is to examine the language usage of Twitch tv users in the context of Turkish education. The data of the study, which is descriptive qualitative research, were collected from the chat message of three streamers who produced the most watched Turkish programs aired on Twitch tv. The number of viewer messages analysed in the study is 32.764. The findings show that these messages are produced mostly in Turkish language, but there are also others produced in other languages. The messages are found to contain emotes, abbreviations, neologisms and random laugh expressions which are used for communicative purposes. Turkish expressions are used more in the chat broadcast whereas in the game broadcast foreign origin words are more frequently used. In addition, when the chat messages of the three streamers for the same game were examined, differences are found in the language usage of the viewers. In the use of emotes, abbreviations, neologisms and random laugh expressions, there is no difference from the language used by the streamer or in the content. The analysis shows that the use of these linguistic features changes depending on the context. When we examine the data in the context of Turkish education, it has been determined that the language used in the platform does not match the aims of the Turkish Course Curriculum (2019). In addition, it was determined that emotes, abbreviations, neologisms and random laugh expressions were an essential part of communication. It has been suggested that some language elements that young people use frequently in the digital environment and that contribute to the meaning should be included in the Turkish teaching process.

**Keywords:** Turkish education, Twitch TV, language usage, streamer, content

## 1. Introduction

Communication is an understanding-telling activity that takes place depending on many factors. Communication between people constantly changes, and language is considered to be an organism that adapts to social trends, lifestyles, and new technology (Jespersen, 2013). With the advancement of technology, new social environments have emerged in digital media platforms, which have new forms of communication. The meeting tens of thousands of people who could not come together in daily life may come together in the same chat stream in digital environments. Therefore, it has led to the developing of a special type of communication.

It can be said that each communication platform has a unique communication system in social networks such as web pages, social media applications and blogs where large masses come together. The structure of these environments, which act as a tool for individuals to communicate, has various effects on the language use (Akbulut et al., 2021). Indeed, the forms and use of language evolve according to the needs of its users and the tools they have access to for communication (Crystal, 2001). The decrease in the use of abbreviations by Twitter users after the message character limit was increased from 140 to 280 (Twitter Data, 2018) is an important example of the effect of the platform's structure on language use. In addition, a blog post can be composed of longer text, while relatively short messages appear in a Twitch chat with many participants. In this context, it is not sufficient to examine only one communication environment to understand the language used in digital environments. It is important to examine the social media platforms where different participants come together and communicate and to understand the communication systems used here.

Twitch tv is one of the live broadcasting platforms that has the most users in 2021 and can be used by connecting via an electronic device from anywhere in the world. It broadcasts an average of 8.5 million channels per month on TV. These broadcasts have been watched for 1460 billion minutes (Twitchtracker, 2021). Most of the viewers of

these broadcasts are young people. They are called streamers and they may create their own channels to broadcast their content. Although game broadcasts make up a significant portion of the broadcast, many streamers spend a lot of time interacting with their viewers in addition to games. This interaction takes place through the chat in the broadcast stream. In the chat section, there are interactive interfaces between the streamer and the viewers, such as chat or like buttons (Gros et al., 2017; Hamilton et al., 2014; Tang et al., 2016). One of the most interesting feature of the tool is that all participants can send messages to the chat section. Although each channel does not appeal to the same number of viewers, tens of thousands of people are involved in the communication process at the same time in some cases. In this framework, viewers have developed a very special way to comment on streams and discuss the games they have played (Olejniczak, 2015)

There are several studies on the communication system of Twitch tv. These studies dealt with the affective dimensions of the comments on Twitch.tv (Kobs et al., 2020), the effects of the active participants on the popularity of the live streams (Kim et al., 2020), the chat interactions between streamers and viewers (Gros et al., 2018) and common models of the Twitch chat interactions (Chow, 2016). There can be various factors affecting the chat interactions. For instance, the following variables have significant effects on the linguistic structures of the chat messages: gender of the streamers (Graham, 2019), cultural differences between streamers and viewers (Oh et al., 2020) and active participation of the streamer during the broadcast (Mäkynen, 2020). Given that the games have direct effects on the chat content (Sundberg, 2022), it is also necessary to examine how the features of the language used in the broadcast stream change according to the streamer and the game or chat broadcast. At this point, studies on language analysis gain importance.

The studies on Twitch chats analysed the group speech during the chats (Ford et al., 2017; Nematzadeh et al., 2016), conversation flows during the game broadcast (Sundberg, 2022), the meaning of the emojis used during the chat interactions (Hope, 2019), the linguistic characteristics of the chat texts (Olejniczak, 2015) and learning of foreign origin words through the game broadcast (Şimşek & Direkci, 2019). In these studies, discussed different concepts, such as expressions of foreign origin, emojis, memes, emotes, abbreviations, and neologisms.

Emojis can be defined as non-verbal cues that can act as visual symbols, performing semantic or emotional functions (Bai et al., 2019). They expand the meaning of the messages (Huang et al., 2008) and can be employed to express abstract notions (Rotaru & Vigliocco, 2020). Memes also have similar characteristics and are defined as “an image, a video, a piece of text, etc. that is passed very quickly from one internet user to another, often with slight changes that make it humorous” (Oxford Dictionary, 2023). Memes have much wider areas of use. Another chat entry is emotes. They contribute to the Twitch specific communication which employs images to describe an action. They are one of the expressions which enable the users to express their emotions on Twitch tv in a fast manner. Abbreviations are also used in the chat to express emotions. The dynamic structure of the chat flow and the short time of the posts in some broadcast forms support the use of emotes and abbreviations in Twitch. One of the most distinguishing features of Twitch chats is the use of neologism. Neologisms refer to language elements that are newly produced words or expressions. It may also refer to a word gaining a new meaning. Just like the use of neologism, “random laugh emoticons” also come to the fore in Twitch chats. These expressions, which have not been included in the previous studies in general, are formed by randomly pressing the keys of the keyboard, especially in funny situations. Random laugh expressions do not have a standard length or pattern. These expressions, which are frequently encountered in Twitch chat interactions, should also be considered as a language feature and included in the study.

Twitch tv contains a specific form of language use in terms of its nature which has been mostly used by young people as a communication tool. In this respect, Twitch tv is considered to be essential for many language studies, as well as for Turkish-based research. As a matter of fact, it has been determined that the students watching the broadcasts in these environments learn foreign words and use these words in daily life (Şimşek & Direkci, 2019). When the language above uses is examined in the context of the Turkish Course Curriculum (2019), it is seen that the program is generally in contradiction with its achievements. It has been observed that Twitch tv, which is very rich in terms of audience and watching time, does not use a standard Turkish. In addition, it can be said that there are no achievements in the program that cover the general language features such as emote and emoji. One of the main goals of education is to prepare individuals for real life. Therefore, it is very essential to determine what kind of language is used in communication environments such as Twitch tv, where young people often spend time and participate in communication processes. Considering that the language is shaped according to the developments experienced, it is thought that it is not sufficient to include only text types such as e-mail and blogs in the Turkish Course Curriculum (2019), besides that, also the language elements that may be deemed necessary in communication by determining the language spoken in these environments can be included in the program. In addition, presenting new data from a different perspective will contribute to the understanding of the language

used on this platform. The research carried out in this framework aims to examine the language Twitch TV viewers use in the broadcast stream in the context of Turkish education.

## 2. Method

### 2.1 Research Design

This research is a descriptive qualitative research aiming to examine the language used in the Twitch tv platform based on the information in the Turkish Course Curriculum (2019). While accessing the data of the research document analysis, which is defined as a systematic procedure used for the evaluation and review of printed or electronic materials (Bowen, 2008), was used.

### 2.2 Data Collection

The data of the study were collected from Twitch tv. First of all, streamers broadcasting in Turkish on Twitch TV were examined, and then the three most watched streamers in July 2022 were determined. The most watched broadcasts of these streamers in July were included in the research. Information about the broadcasts and streamers is shown in Table 1.

Table 1. Descriptive data for the publications analysed in the study

	Elraenn	Kendinemüzişyen	Hype
Total messages collected from the game feed	5558	4802	4435
Total messages collected from the chat feed	5972	4334	7663
Release date	30.07.2022	24.07.2022	04.07.2022
The highest number of viewers for the broadcast	42.425	24.882	16.443
Average viewer	32.121	16.448	10.653
Highest audience during the chat broadcast	33.355	19.213	14.062
Highest audience during the game broadcast	42.425	24.882	16.443
Game played	GTA V	GTA V	GTA V
Followers	3.8 million	2.46 million	562 thousand
Total views	102 million	101 million	28.4 million

The programs of which details are given in Table 1 were aired by the streamers (Elraenn, Kendinemüzişyen, Hype), which produced both games and chat interactions. The sections from game and chat broadcasts are included in the analysis separately for each streamer. The corpus consists of a total of 32,764 messages. In the sections included in the corpus, the 15 minutes in which the streamers reach the most viewers during the game and the 15 minutes in which they reach the most viewers while broadcasting the chat are taken into account. Chat conversations that took place during these periods were recorded in text format using the “chat render” command via the Twitch Downloader application. In short, six different chat conversations, including game and chat broadcasts, were compiled for three streamers.

### 2.3 Analyzing Data

The compiled texts were arranged in two columns and separated based on the user name and message in a computer environment. While analyzing the corpus, each message sent by the viewers who commented on the chat was evaluated separately. The messages sent to the chat were categorized based on the characteristics of language use, Turkish expression, foreign language expressions and mixed-language expressions. In the analysis, the content of a message written by the participants in the conversation was examined taking into account the language features and placed under one of the categories developed. Those messages that do not contain expressions of any language are not included in these categories. The expressions consisting entirely of foreign words were included in the category of “foreign origin expressions”. The category of mixed-language expressions included those words which contain both Turkish words and foreign-origin words used together. In addition, the use of emotes, the use of abbreviations, neologisms and random laugh expressions are also examined under the related categories. Although making a distinction among the concepts of emotes, memes and emoji has been discussed in different studies, it is quite difficult to talk about clear lines about these distinctions. In the study, the emotes are defined parallel to their definition in Twitch tv. Emotes are generally represented by certain codes (such as :bleedpurple:). The channel specific emotes are given as (i.e., KayPea’s:kaypGood: and :kaypRainbow:). You can see all the emotes by clicking the smiley face at the bottom of the chat box. Also, when you type a semicolon in chat, a list of emotes becomes visible for autofill. And you can find popular emotes and their meanings that you can use in chat on

Twitch on this platform (Twitch tv, 2022). In addition, memes are categorized as emotes (Knowyourmeme, 2022) and are given in the same box. Therefore, the concept of emote is defined in this study to include other concepts. While determining the abbreviations, their meaning was taken into consideration and only the abbreviations representing a meaningful word were included in the analysis. Another category in the corpus is neologisms. The neologism is defined as a new word or phrase or a new meaning for an existing word. In this study, neologisms are analysed in this way (like xPeke). The last category addressed in the study is random laugh expressions. These expressions are laugh expressions (such as asfjsdhwe) produced by randomly pressing keys in a particularly funny situation. While considering the categories explained in the analysis, proper names, numbers, punctuation marks and articles that have no meaning in any language were not taken into consideration.

### 3. Results

As stated earlier a corpus was developed to analyse the language of the Twitch tv viewers. After the corpus was created, the categories were determined. The data obtained as a result of the analysis are given in Tables as game broadcast and chat broadcast for each streamer. The frequency of the messages was determined to find out how many messages are included in the categories, and the number of repetitions is found to see how many times they were used.

Table 2. Findings about the language usage during the Elraenn broadcast

Category	Game		Chat	
	Repetition	Message frequency	Repetition	Message frequency
Language usage	Turkish expressions		2306	3421
	Foreign language expressions		299	192
	Mixed- language expressions		509	276
Emotes	5548	877	1626	398
Abbreviations	498	454	436	418
Neologisms	47	47	33	33
Random laugh expressions			1469	1613

There are 449 messages eliminated from the analysis collected during the game broadcast of Elraenn. It is 468 messages for its chat broadcast. The reason for their elimination of them is that they included only numbers, proper names, punctuation marks and meaningless expressions. Considering the frequency of messages, it is seen that messages are sent more frequently in the chat broadcast than in the game broadcast in the same period. It has been determined that the streamer, who interprets the videos watched in the chat broadcast and is more active in the chat, uses Turkish expressions more frequently in the communication process. In the game broadcast, there are expressions that are determined to be caused by the use of foreign language expressions used based on the game. In addition, viewers tend to use emotes to express their feelings and thoughts quickly. When the emotes used are examined, the use of streamer-specific emotes is also remarkable. When we look at the abbreviations identified in the corpus, it is striking that abbreviations consisting of initials, abbreviations formed by removing vowels, and abbreviations in which only the first letters of the word are used. Using abbreviations, neologisms and random laugh expressions do not significantly differ in game and chat broadcasts. As a matter of fact, random laugh expressions are frequently used in funny videos in chat broadcasts and in game and chat situations. In addition, emotes are used quite often in game broadcasts. This may be due to the streamer not being fully involved in the conversation as they are focused on the game. Viewers give similar reactions to in-game situations, prefer similar emotes and use more than one in general. This situation suggests that the viewers adopted a common communication system. Some of the messages sent by viewers in Elraenn's broadcast are as follows:

- *abi bu sefer garantiye oyna*
- *toxic mod = on*
- *burda fişek çok önemli rokeleri dodglatıyo*



- *abi puan gg haberin olsun*


- *bunların hepsi akıl oyunları reis* 
- *cordiyle dura dura tuğkan abi toxicleşti efgmdfghvdfmg*

Table 3. Findings about the language usage during the Kendinemüzisyen broadcast

Category	Game		Chat	
	Repetition	Message frequency	Repetition	Message frequency
Language usage	Turkish expressions			2129
	Foreign language expressions		353	164
	Mixed- language expressions		113	257
Emotes	548	374	834	399
Abbreviations	489	470	582	535
Neologisms	211	211	260	260
Random laugh expressions		1394		909

There are 1086 messages eliminated from the data collected from the game broadcast of Kendinemüzisyen. It is 486 messages in its chat section. The reason for their elimination of them is that they included only numbers, proper names, punctuation marks and meaningless expressions. Considering the message frequencies, it is seen that messages are sent proportionally more frequently in the chat sections than in the game broadcast. In addition, it was determined that Turkish expressions became more frequent during the broadcasting process when the streamer was active in the chat, and they were used more frequently in the communication process. On the other hand, the frequency of mixed-language expressions has also increased. It is thought that this situation is due to the fact that the vlog watched by the streamer in the chat broadcast took place abroad. As a matter of fact, in this process, it has been observed that foreign words such as “chat, vlog, travel, bro, edit, okey” are frequently used in the conversation. It has been determined that expressions of foreign origin are used more frequently in the streamer’s game broadcast. Since the concepts of games such as “mods, dnf, bb, diss, ez, loser, pro, chat, nt, joystick” are used frequently, it can be said that the use of foreign words is more during the game process than chat broadcast. When we look at the abbreviations identified in the corpus, it is seen that abbreviations consisting of initials, abbreviations formed by removing vowels and abbreviations in which only the first letters of the word are used. In addition, viewers tend to use emotes to express their feelings and thoughts quickly. During the broadcast of Kendinemüzisyen the use of neologisms are found to be more frequent. It seems to be a contextual increase. For instance, in the chat interactions the streamer has moon and star symbols and the users tend to employ the neologisms “cCc and O7” to express these concepts which have cultural meanings. During the game broadcast the letter “F” is used frequently (In the game *In Call of Duty: Advanced Warfare*, the best soldier dies in a mission and writes ‘press F to pay respects’ to show respect at his funeral. A Youtuber uses this as a joke, and the use of this letter is widespread to respect those who are in trouble.). While the use of abbreviations, neologisms and emotes do not significantly differ in game and chat broadcasts, the random laugh expressions are used quite often in game broadcasts. Some of the messages sent by viewers in Kendinemüzisyen’s broadcast are as follows:

- *güzel diyor neden bize göstermiyor ?*
- *Drone killer bro @kendinemuzisyen*
- *Şarkıya tilt oldu*





- *ben günde dışarı çıkınca 10k min*
- *F KANKA*
- *TASARIM DA YOK YA AHDKAYKDYWKDYWKYDKWE*

Table 4. Findings about the language usage during the Hype broadcast

Category	Game		Chat	
	Repetition	Message frequency	Repetition	Message frequency
Language usage	Turkish expressions		1542	
	Foreign language expressions		44	
	Mixed- language expressions		119	
Emotes	344	163	1220	663
Abbreviations	223	213	543	503
Neologisms	17	17	87	87
Random laugh expressions	1205		3202	

There are 1489 messages eliminated from the analysis taken from the game section of Hype. It is 914 messages for its chat section. The reason for their elimination of them is that they included only numbers, proper names, punctuation marks and meaningless expressions. As can be seen most of the data taken from this streamer were not used in the analysis. Because Hype agreed with its viewers. More specifically, the use of slang expressions is prohibited in Hype's publication. For this reason, when a slang expression occurs, the audience starts counting, which leads to the frequent use of numbers between messages. In addition, the fact that the audience showed their choices with numbers, based on a video watched in a chat broadcast, increased the audience's use of numbers. These data also show the importance of context in language use. Considering the frequency of messages, it is seen that messages are sent more frequently in the chat broadcast than in the game broadcast in the same period. The use of Turkish in Hype's publications is more prominent than other streamers. One of the main reasons for this is contextually stating that the streamer will broadcast the game broadcast without using slang. This situation was adopted by the audience, and the focus of audience conversations was the broadcast concept rather than the game. This has reduced the use of game-based foreign words. Expressions of foreign origin showed a small increase proportionally in the chat broadcast, and mixed-language expressions showed a small decrease proportionally. When we look at the abbreviations identified in the corpus, it is striking that abbreviations consisting of initials, abbreviations formed by removing vowels, and abbreviations in which only the first letters of the word are used. In addition, as in other broadcasts, viewers tend to use emotes to express their feelings and thoughts quickly. Contrary to data from other streamers, abbreviation, neologism, emote, and random laugh expressions were used more frequently in chat broadcasts than in game broadcasts. Here are some messages sent by viewers in Hype's broadcast stream:

- *19 bende hocam haberiniz olsun damlamayın boşuna*
- *okey boomer*
- *medeni face to face*
- MAMİ 
- *bugün reddit bomba ab pls*
- *bunlar hep şifa* 
- *Gümlerim dödömdmdmsms*

#### 4. Discussion

In this research, while examining the language usage on Twitch tv, various variables such as streamers and content were emphasized. The reason for this is to determine that whether the language used arises from a contextual situation or whether it is defined as a communication language can spread to the general public. One of these variables is the streamer factor. As a matter of fact, when the messages written at the same time in the chats of 3 streamers playing the same game are examined, it is seen that different results emerge. On the other hand, it can be said that the determined language features are used in the chat of each streamer. The way streamers participate in the conversation, directing the audience, and the content they follow affect the audience's participation in the

conversation and their language use. This effect may lead the audience to use Turkish or foreign expressions, emotes, abbreviations, neologisms and random laughter expressions. Mäkynen (2020) examined Twitch chats where there is a streamer and there is no streamer. In his study on TV chat rooms, he discussed different topics and found that the use of emotes was more common when the streamer also existed in the setting. In addition, Graham (2019) examined the difference between the conversations of male and female streamers in his research. The results showed that participants in the male streamer's chat situation differ from those of the female streamers in the way they use emojis and use emotes as physical tools to request community membership (Graham, 2019). In this study, although the frequency of use varies according to the streamer, it has been determined that expressions of Turkish or foreign origin, emote, abbreviation, neologism and random laugh expressions have an important place in Twitch tv communication. When these data are examined in the context of Turkish education, it is seen that the use of foreign origin words, especially in the writing process, contradicts the achievements of Turkish education. On the other hand, it has been determined that this usage is frequently preferred in the streams made in Turkish by three streamers with approximately 230 million views. In this regard, it may be beneficial to create achievements such as "Students are encouraged to share what they write on classroom and school boards with on social media" and also achievements such as "Students can write in accordance with the rules of Turkish on various social media platforms" in the program. In the activities to be carried out within the framework of these achievements, applied studies on the language used in these environments can be carried out. As a matter of fact, the frequent use of words of foreign origin even in chat broadcasts, especially considering that young people use this platform, contradicts the achievements of the Turkish Course Curriculum (2019). In this context, the headings in the curriculum and in the textbooks regarding the communication environments in which millions of individuals participate, need to be dealt with in more detail. Because the language education process is affected by many variables and does not take place only in the classroom environment. In this regard, students should also be made aware of out-of-class environments.

Another variable addressed in the research is the content of streams. According to the data obtained from the analysis, the features of the language used in the chat differ in the chat and game broadcasts of the same streamer. The situation is similar for the three streamers examined. While Turkish expressions are used more frequently in chat broadcasts, the rate of use of foreign origin words in game broadcasts is more frequent. Both the increase in the number of messages and the increase in the frequency of Turkish expressions may indicate the desire of the audience to communicate with the streamer. Streamers tend to follow the chat more in chat broadcasts, which may encourage viewers to write. On the other hand, since words such as "gg, win, bad game, dodge, kill" are frequently used in game broadcasts, the number of words of foreign origin is increasing. As suggested by Sundberg (2022), a chat content about the game occurs in game broadcasts. The participants of the study by Şimşek and Direkci (2019), on the other hand, stated that they learned foreign words by watching game broadcasts and used them. The reflection of the events on the game on the chat posts of the participants (Recktenwald, 2017) brought along more foreign words in the game broadcasts. Based on these situations, it can be stated that the nature of game and chat broadcasts can affect the language use of the audience. However, all of the language features examined in the research have been an important part of communication in both content types.

The language used in social media is very complicated to control. In this regard, many institutions must work together (Arıcı & Kaldırım, 2015). In this context, studies should be carried out on how Turkish can be used in digital environments by the rules. For example, there are studies to standardize the meanings of emoji usage (Unicode, 2023). Standardizations can be achieved in the meanings of uses such as emojis and emotes for Turkish, and this situation can be updated continuously. It is essential to standardize these uses, which replace gestures and mimics in written communication and contribute to meaning, and include these uses in formal education.

The findings of the study suggest that the users of the three channels on Twitch tv have developed a specific language that contains Turkish words. In addition, emotes, abbreviations, neologisms and random laugh expressions have an important place in communication. It has been determined that these language features are used regularly from time to time. As Olejniczak (2015) suggested the audience adopts a communication full of neologisms, emotes, and repetitions in order to express their attitudes and feelings. According to Carrasco Soto (2022), one of the reasons for using emojis, expressions and linguistic abbreviations is that long messages cannot be read, especially in multi-participant chats. Ford et al. (2017), this form of communication, which is full of emotes, neologisms, abbreviations, and short messages, is not a cacophony, but rather a form of communication carried out consistently by the participants in the conversation. As seen in this research, the fact that the audience sends the same emotes or random laughter in similar situations indicates that there is a common communication language. This shows that there is a language that allows thousands of people to talk and understand each other on the social media platforms. In this context, while the "social media messages" under the title of text types in the

Turkish Course Curriculum (2019) are included in the textbooks, actual texts containing the language above usages can be preferred. It is important that the texts are selected from real examples and the achievements of the program are processed through these texts. On the other hand, there are no topics in the program for language usage such as emotes and emojis, which have an important place in the communication process. In this regard, it can be stated that the program does not have inclusive content for the language used in digital media. As a matter of fact, emojis that clearly show emotions in messages written in digital environments and replace gestures with non-verbal cues in face-to-face conversations (Gawne & McCulloch, 2019; Lo, 2008) have an important place in creating messages. In this case, it is thought that this language feature, which is widely used by young people, can be included in the program.

## 5. Conclusion and Recommendations

In this research, various variables were examined in order to determine the general language use on Twitch tv, which is followed by millions of people, mostly young people, and to evaluate the data obtained in the context of Turkish education. In the examination made in the context of streamers and content variables, it was determined that the use of expressions of Turkish or foreign origin, emote, abbreviation, neologism and random laugh expressions could differ according to the variables, but in any case, it was an important part of communication. While Turkish expressions are used more frequently in chat broadcasts, the rate of use of foreign origin words in game broadcasts has increased. It has been determined that these changes are based on the context in general.

A linguistic structure in which the features from different languages, mainly from Turkish, are used in the chat stream of the streamers examined. In this language usage, Turkish and foreign origin words are used together. When the foreign origin words used were examined, it was found that the majority of these words were of English origin. Expressions of foreign origin, which do not contain Turkish language elements, are generally not long and regular sentences, but only expressions consisting of a few words. In addition, it is seen that emotes, abbreviations, neologisms and random laugh expressions were used quite frequently in the compiled audience messages. It has been determined that these language elements, which are an important part of communication, are generally used by every audience. Therefore, it can be argued that language in the chat sections of Twitch tv has a global representation.

The language used on this platform, especially used by young people, should also be evaluated in the context of Turkish education while considering the number of viewers. As a matter of fact, when the achievements in the Turkish Course Curriculum (2019) are examined, it is seen that the students are aimed to use Turkish words when they speak and write. However, it has been determined that the language used on Twitch tv does not match the aforementioned achievements. In addition, it has been determined that uses such as emotes, abbreviations, neologism and random laugh expressions have an important place in communication. Despite this, it is thought that these uses are not sufficiently covered in Turkish education. It is obvious that the texts created traditionally, and the texts created on social media platforms are different. Therefore, the achievements in the program can be expanded by considering this difference. In the digital environment, individuals can reflect their feelings and thoughts in their messages together with the visual supporters gathered under the emotes title in this article. There is also evidence in the literature that this situation benefits the realization of faster and more meaningful communication. In this context, it should be discussed how the language features that are already used by the Turkish people can be included in the curriculum and textbooks. It can be seen that language takes shape according to social developments when language usage in digital platforms is examined.

Language teaching takes place in the more than just the classroom environment. In this context, the contents of the language environments that students frequently encounter outside of school should be included in the Turkish education process. The features of digital and traditional texts should be considered, and emotes, which have been revealed in different studies that contribute to the agreement process, especially in social media texts, should be included more frequently in the curriculum and textbooks. The language usage in different social media channels should be mapped and evaluations should be made in the context of what kind of language is currently. In addition, studies should be carried out by considering the language elements used in digital environments in order to ensure the use of Turkish in accordance with the rules in digital environments.

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