2020

STREAMS CHARTS
by Esports Charts

TWITCH
STREAMING VIEWERSHIP
STATISTICS OF 2020

Presented by Streams Charts



FREE REPORT

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Overall year-over-year growth statistics

2020 has been a remarkable year for Twitch in many ways: while the whole world was forced to adjust to the consequences of the pandemic, viewership numbers of the streaming platform had grown rapidly

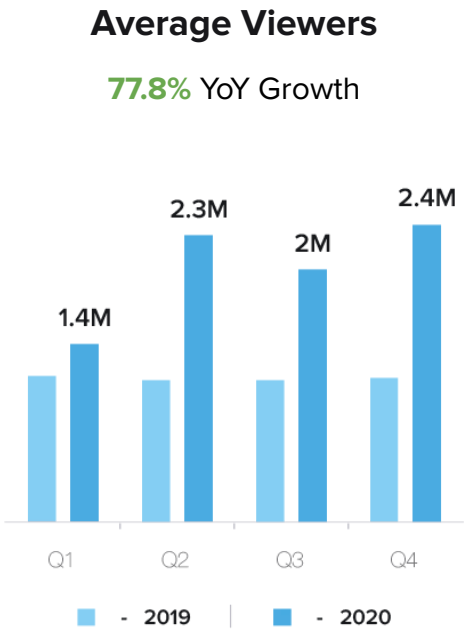


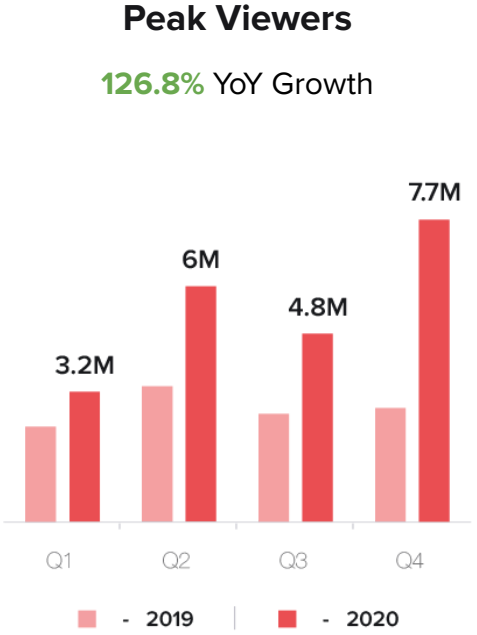
Let's take a look at the overall year-over-year growth statistics of Twitch. Here, we present three metrics: Hours Watched (hours that viewers spent watching broadcasts), peak viewers, and average viewers. The graphs below display the quarterly growth of these metrics on Twitch from 2019 to 2020.

In 2020, Twitch viewers spent 83.7% more hours watching streams than in 2019, with the total for the year exceeding 18 billion Hours Watched. A sharp jump occurred in the second quarter of 2020 when quarantine restrictions related to the COVID-19 pandemic began to be introduced around the world. In the period from April to June, viewers spent 5 billion hours watching streams, which is twice as much as in the second quarter of 2019.

Due to the ban on offline events, numerous celebrities came to streaming platforms to create new content and communicate with their audience. At the same time, viewership has not dropped since the relaxation of quarantine restrictions: in the fourth quarter, Hours Watched increased by 281 million compared to the second quarter of 2020.

New, recognizable personalities also entered the streaming world. For example, American politician Alexandria Ocasio-Cortez (also known by her initials as AOC) first streamed on Twitch in October, and one of her more recent broadcasts took place in January this year.

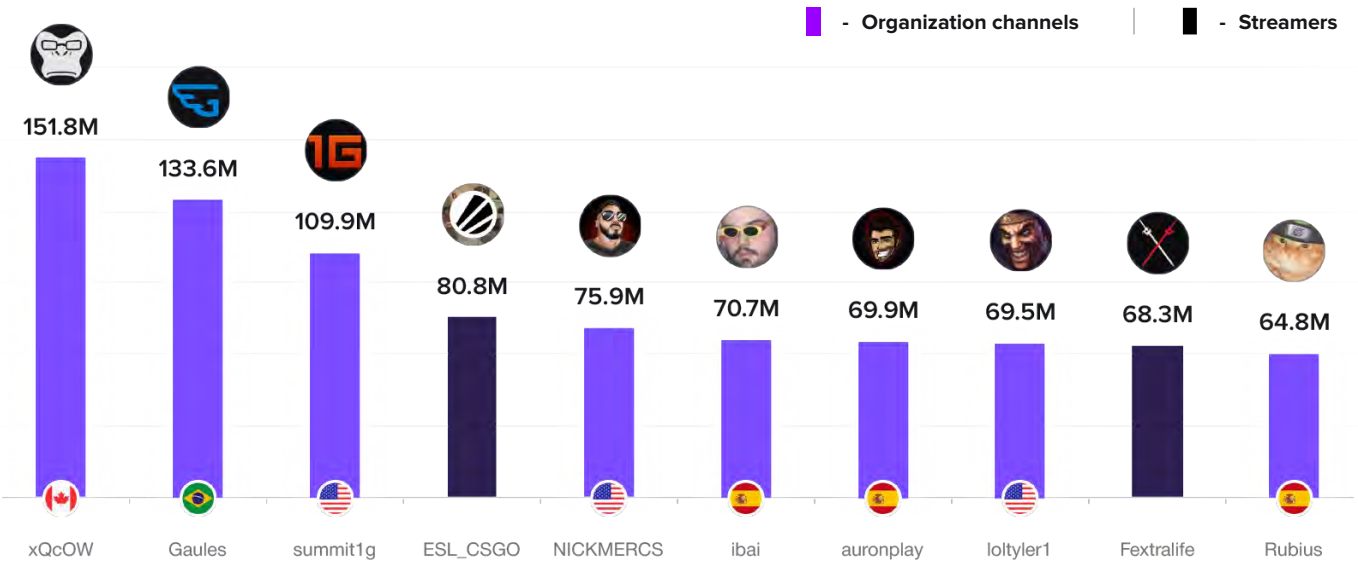




The average number of viewers grew proportionally to the Hours Watched on Twitch. In 2020 this value exceeded 2M in the last three quarters, while in 2019 it was not higher than 1.1M from quarter to quarter. The overall growth rate for the year was 77.8%, and the peak result occurred in the fourth quarter - on average, 2.4M people watched broadcasts on Twitch.

A similar trend can also be found in the number of peak viewers. 2020 managed to exceed 2019 even in the first quarter, and the peak number of viewers in the fourth quarter of 2020 surpassed the same period in 2019 by almost 5 million people.

Most watched channels of 2020 by Peak Viewers



Influencers' indicators have grown significantly in 2020: in the top ten list by Hours Watched, there are only 2 organization-owned channels, and only 1 of them is an esports channel: ESL_CSGO, which broadcasts CS:GO tournaments. At the same time, the audience and demographics of these streamers are completely different: in this top list, there are 4 representatives from North America, 3 from Spain and one from Brazil.

Content creators

Felix "xQc" Lengyel became the most popular streamer of 2020. Last year, the Canadian streamer reached 151 million Hours Watched. 19% of these hours belong to his top category, "Just Chatting." Felix collected 20 million Hours Watched from broadcasting the game that became this year's phenomenon - Among Us.

Additionally, the streamer has shown the largest follower growth this year, with over 5,3 million new followers. Compared to 2019, Felix is up by four spots. His result could have been even better, if not for three bans he received during 2020, one of which lasted a whole week.

The second spot went to the Brazilian streamer Alexandre “Gaules” Borba with 133 million Hours Watched. Alexandre attracted many Portuguese-speaking viewers to CS:GO tournaments and contributed to the new audience records of tournaments (for example, ESL Pro League and BLAST Premier).

It got to the point that Alexandre acted as the official Portuguese-speaking broadcaster of CS:GO tournaments. This allowed him to stay on the air longer than all the other streamers – for 8,7 thousand hours (which includes replays of tournament broadcasts).



During grand final of the BLAST Premier Spring 2020 Alexandre's broadcast gathered more than 390K peak viewers

Summit1g became the most popular streamer of the first half of 2020. He lost one spot in the overall top list, but still increased his Hours Watched indicator by 145%. Most of his airtime was devoted to the new game from Riot Games – VALORANT (collecting 35 million Hours Watched). Next was Escape from Tarkov, with 26 million Hours Watched. This game was quite popular among streamers for the second year in a row, thanks to its new updates and in-game events.



NICKMERCS is the only one member of FaZe Clan among top 10 most watched channels in 2020

Nick “NICKMERCS” Kolcheff has climbed five spots up the ranking. This was made possible by the release of a new battle royale game – Call of Duty: Warzone. Nickmercs is ranked #1 in this particular Twitch category. Nick's results this year were influenced not only by his streams but also the tournaments he organized: in 2020 Nickmercs held a series of MFam Gauntlet Warzone championships.

The discipline itself appealed to English-speaking viewers, although there were some doubts regarding the game’s ability to gain a strong foothold in the market. After all, many new projects tend to attract attention only during their release, only to fade into obscurity later on.

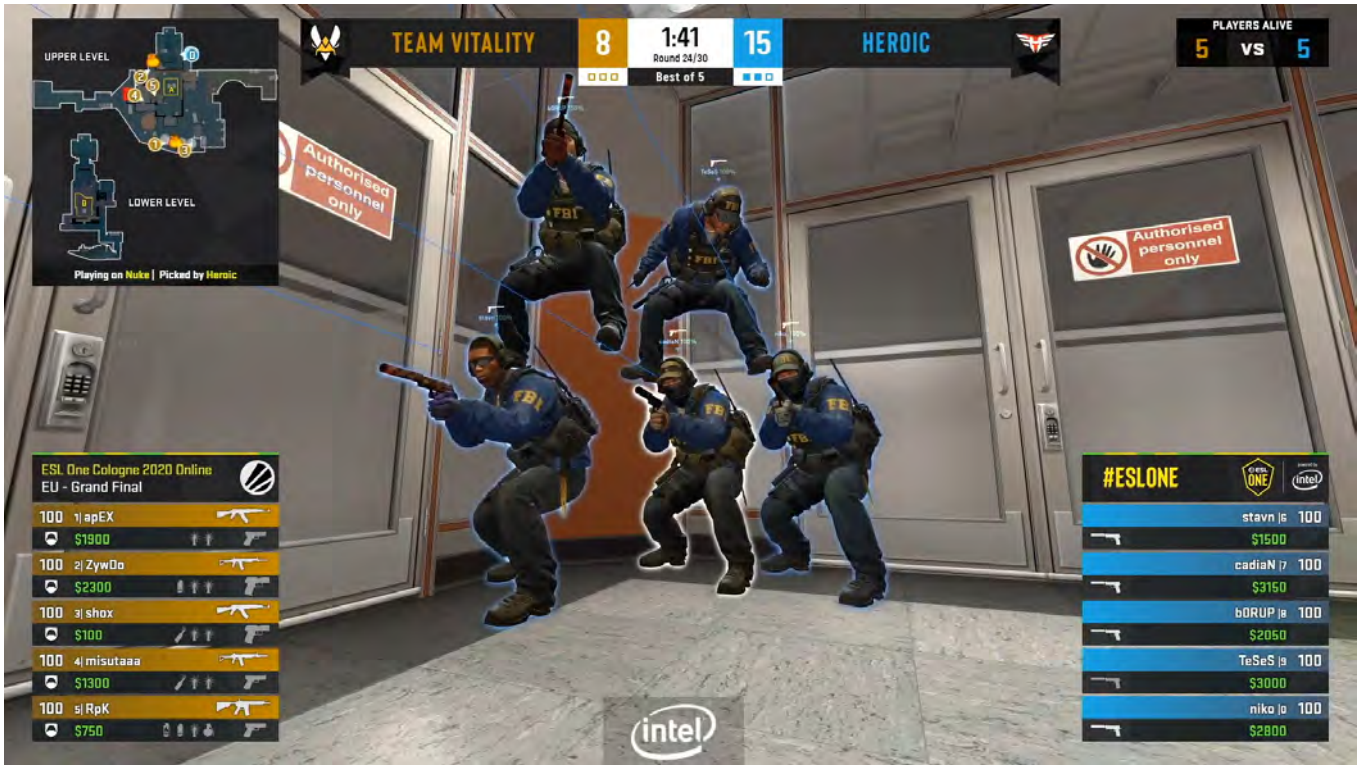
Spanish showcaster Ibai became the fifth most popular streamer of the year. Most of his time was dedicated to communicating with his fans – with the Just Chatting category amassing 24 million Hours Watched. When it comes to games, Ibai has given his utmost attention to finding impostors in Among Us, with the corresponding broadcasts producing the highest average number of followers gained.

The end of 2020 was indeed a special time for Ibai: during the New Year celebrations, he set a personal peak viewership record of 552 thousand viewers and entered the top three Twitch streamers of all time based on this metric.

Rubius is a newcomer to this year’s top list. “El Rubius” amassed 15 million Hours Watched on Minecraft.

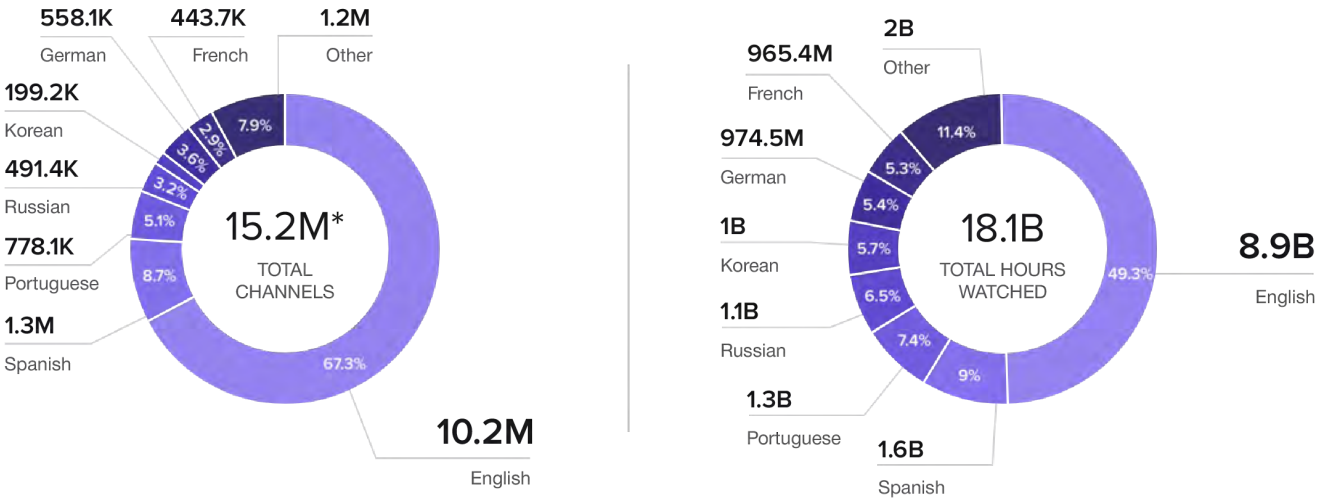
Studios

In 2020, many esports fans spent a significant amount of time on the ESL CS:GO channel. The organizer had to compensate for a lack of LAN-tournaments with a large number of online events. As a result, ESL is in the lead in terms of airtime (8,7 thousand hours, including replays). The growth of the Hours Watched was 29% compared to 2019, with the channel itself climbing two spots up the ranking.



The second spot went to the gaming portal Fextralife. Its Twitch content is quite diverse, as the streamers go through constant changes while trying out a variety of games. VALORANT became the leading category there, with over 23.5 million Hours Watched.

Language demographics



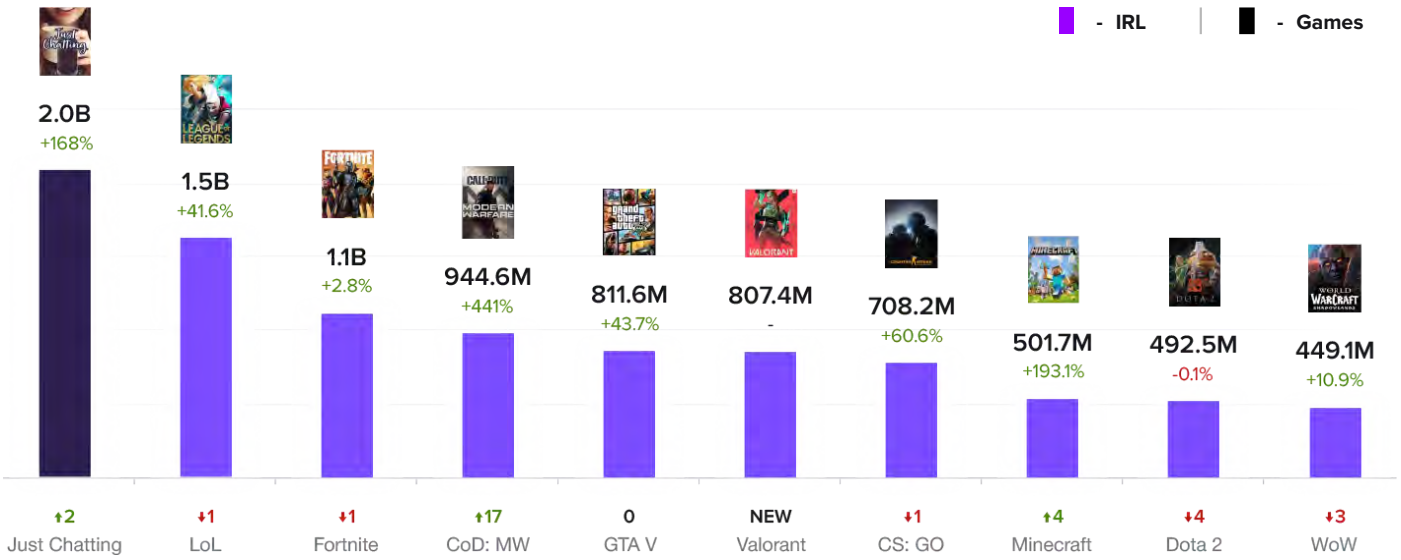
*Channels watched by at least 2 viewers

Here we present two pie charts: the first (on the left) shows the number of Twitch streamers in 2020 sorted by the language they stream in, and the second (on the right) shows the number of hours that viewers spent watching content in that particular language.

English is the dominant language on Twitch and accounts for almost half of all the Hours Watched. Its closest competitor, Spanish, has over six times fewer Hours Watched. However, Spanish content has grown significantly in 2020: the number of streamers has increased by almost a million, and the percentage of Hours Watched from the total HW has increased by 6% compared to 2019.

A number of languages fell into the Other category, the value of which fluctuates between 1.5% - 2%. These include Italian, Chinese, Turkish and others.

Most popular categories



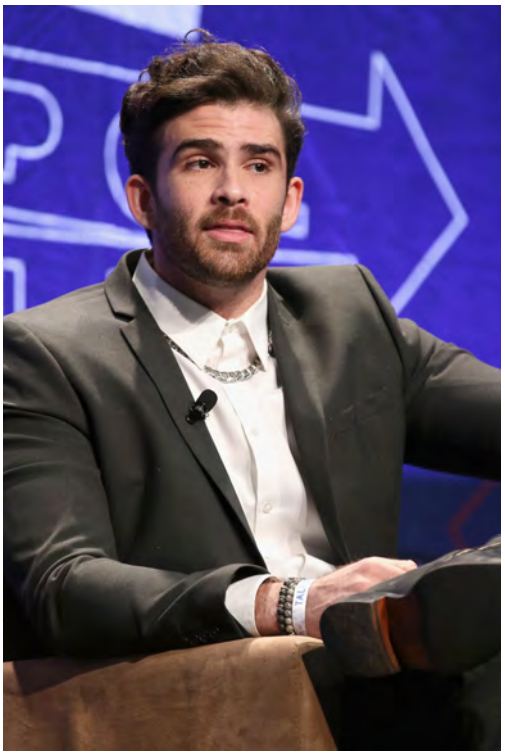
% and position change is based on the comparison with 2019

Here are the top 10 Twitch categories for 2020 by Hours Watched, including their change in position compared to 2019.

Just Chatting takes over Twitch

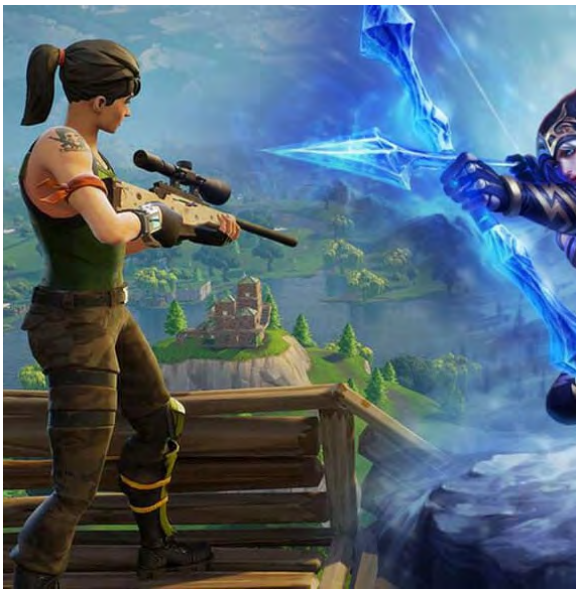
Twitch has a non-gaming background, considering that the service was originally an offshoot of Justin.tv, with mostly non-gaming content. Twitch had the IRL section from the very beginning, and in the fall of 2018, the administration of the service introduced the Just Chatting section, which began to rapidly gain popularity. Enter 2021, and the category is currently Twitch's most active one by a significant margin.

Over the past year, viewers spent 1.96 billion hours on streams dedicated to chatting – which is 2.68 times more than in 2019. When it comes to the peak viewers indicator, it was the Spanish content creator Ibai that surpassed everyone, gathering up to 552 thousand peak viewers on his stream on New Year's Eve.



> **Found at the top of the category was the political columnist and streamer Hasan "HasanAbi" Piker. In 2020, his broadcasts amounted to 2.85 thousand hours of airtime, with his viewers spending a total of 45.3 million hours watching them – which is one and a half times more than the corresponding indicator of the runner-up, xQc**

Just Chatting streams were simultaneously watched by a little over a million people. For now, the category is still inferior to the gaming ones based on this indicator – it was bypassed by Fortnite, League of Legends, as well as Valorant (which collected a lot of hype at its release).



League of Legends versus Fortnite

The top 3 categories saw another switch, with Fortnite losing its second spot (in terms of Hours Watched) to LoL. While both games are still far ahead of their closest competitors, the MOBA from Riot Games has shown more impressive results in 2020 – and is now the most popular game on Twitch.

> **LoL bypassed Fortnite by almost 500M in terms of Hours Watched**

In 2019, Fortnite and League of Legends were separated by less than 60 million Hours Watched. However, in the past year, this gap reached 479 million Hours Watched. Both games took a smaller hit from COVID-19 compared to other esports disciplines, and Riot Games was also able to host the Worlds 2020 Championship, which collected more than 139,8 million Hours Watched.

Epic Games refused to host the Fortnite World Cup in 2020-2021, thus facing a shortage of views, given that in 2019 viewers spent more than 25.7 million Hours Watched on the broadcasts of World Cup qualifiers and finals. Still, over the course of the past year, the game has regularly hosted thematic events, premieres of clips and movie trailers, and even a concert by rapper Travis Scott. The end of 2020 also featured the release of the Galactus event by Epic Games, with the event's streams generating a total of 3.2 million Hours Watched.

CS:GO surpassed by Valorant

The Riot Games' new shooter was initially promoted as a direct competitor to CS:GO. Despite featuring more vibrant and colorful graphics, Valorant largely repeats the game mechanics of Counter-Strike, which is something that viewers loved. When it comes to views, the newcomer has managed to surpass the industry veteran by 100 million Hours Watched (807 million versus 708 million hours).



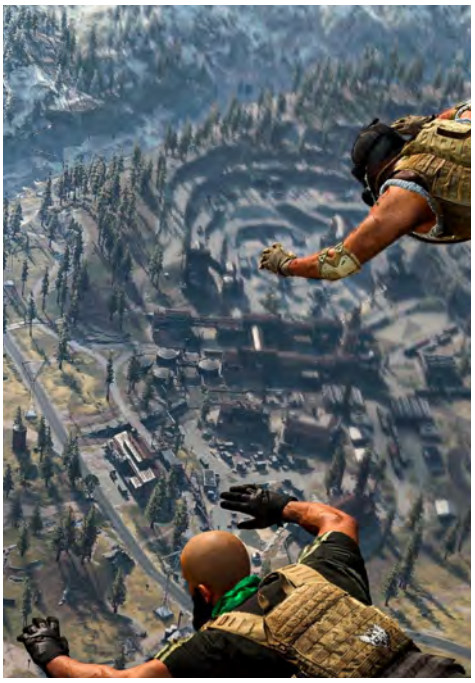
Hours Watched of Valorant higher than CS:GO for 100M

CS:GO underwent virtually no changes throughout the year. Valve released the long-awaited weapon balance update in spring, while the next major update took place only in December with the release of operation Broken Fang. Streamers and organizers of esports tournaments helped keep the interest in the game alive; if not for them, the shooter would have lost more than one spot (CS:GO dropped from sixth to seventh place in terms of Hours Watched).

Valorant raised a lot of hype at launch. The game set a new record for views per single day on Twitch: 34 million Hours Watched. Additionally, on the day of the release of the closed beta, the game's broadcast was watched by 1.7 million viewers at its peak – which is the third-best result of the year, surpassed only by LoL and Fortnite.

Battle Royales – Warzone launches and succeeds

So far, nobody seems to be capable of competing with Fortnite for the title of most-watched battle royale game – which is why any real competition was to be found for second place only. In 2020, this was won by Call of Duty: Warzone, which bypassed both Apex Legends and PUBG by a wide margin.



Warzone is #1 battle royale after Fortnite on Twitch

Until recently, Warzone did not have a separate Twitch category. However, it is Warzone to which Modern Warfare owes the lion's share of its success on Twitch (as this is where the broadcasts of the battle royale took place). The game's streams amassed a total of 737.5 million Hours Watched, allowing CoD to surpass CS:GO.

In terms of the peak viewers, the shooter took sixth place with its 947 thousand viewers at peak. CoD lost only to Just Chatting, Fortnite, League of Legends, Valorant, and World of Warcraft... being only 82 viewers behind the latter!

Aside from Fortnite, Warzone has no competition among other battle royales. In terms of Hours Watched, CoD was ahead of Apex Legends and PUBG by 2.3 times and 5 times respectively.

Breakthrough of the year — Among Us

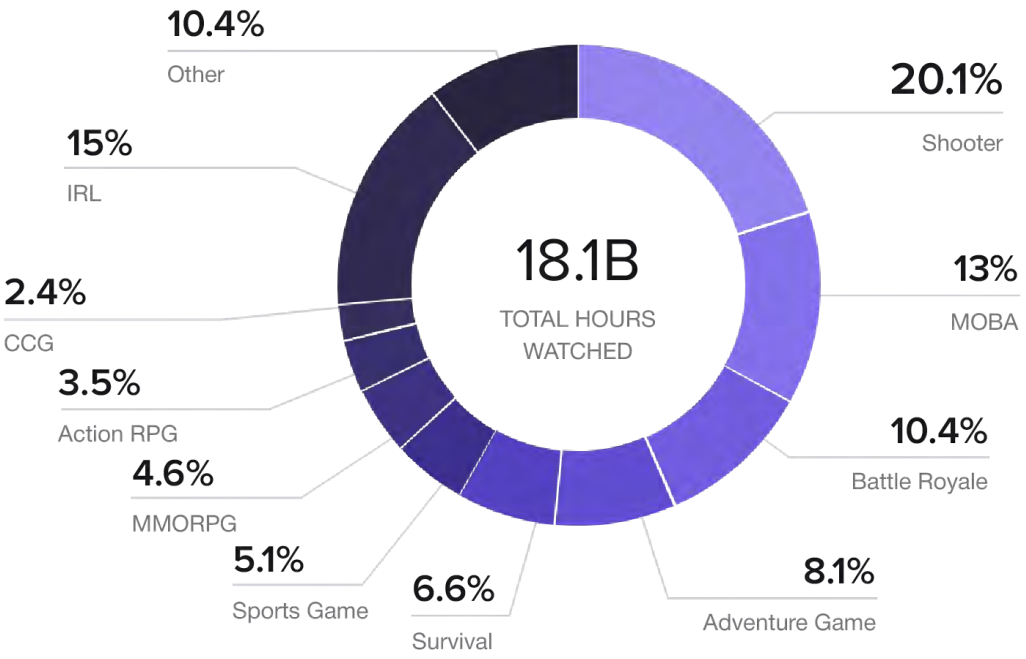
In the era of global quarantine, gamers' need for something new and fresh gave rise to the popularity of Among Us. It was released back in 2018 (and for some time was on the verge of shutting down) before conquering Twitch in 2020.

Among Us first drew the attention of streamers at the end of 2019, when it was being covered by some of the Brazilian content creators. It was during the fall when the game became really popular due to getting to the very top of the Steam sales chart. Everyone plays Among Us: TikTok influencers, popular YouTubers, streamers and celebrities – literally everyone, from football player Neymar to rapper Logic.

As a result, by the end of the year, Among Us climbed to the 11th spot on Twitch in terms of views, amassing almost 419 million Hours Watched (although in 2019 it barely reached 67 thousand hours). Meanwhile, the game has fared better in terms of peak viewers, managing to enter the top 8 with 774 thousand viewers – ahead of GTA V, Dota 2 and Minecraft.



Genre Popularity by Hours Watched



Before getting into the game statistics straight away, let's take a look at the game segmentation in this pie chart of the most popular game genres on Twitch in 2020.

For example, IRL includes all non-game categories (Just Chatting, Music, Art), as well as the Special Events category, which, for example includes The Game Awards and company presentations. The Shooter game section includes all FPS games like CS:GO and Valorant, but does NOT include battle royale games - these are placed in a separate category. MOBA, or Multiplayer Online Battle Arena: include Dota 2, League of Legends and the like, but not RPGs. Battle Royale includes Fortnite, Apex, PUBG and other similar games. Adventure Games are games with a storyline, such as Cyberpunk or GTA 5.

Sports Games include traditional sports simulators (football, basketball, hockey), as well as Rocket League, Chess and racing games. MMO RPGs include World of Warcraft, Runescape, and others. The CCG sections are for collectable card games. “Other” signifies various other genres, including simulators, fighting games, strategies and less popular categories.



Most popular adventure game in 2020 — GTA V

The IRL section showed extremely strong growth in 2020, mainly thanks to the Just Chatting category, which became the most popular on Twitch last year, gaining 1.96 billion Hours Watched. This accounts for 75% of the entire IRL section, which also includes Music & Performing arts, Dance and other non-game content.

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No game can compete with Just Chatting, but there's still a game leader among the sections on the streaming platform — the 'shooter' section. Shooters collected 20.07% of the total Hours Watched in 2020 and were 4% ahead of IRL, the second most popular section overall. Games of this genre have always been successful on Twitch, mainly due to their more engaging gameplay compared to other genres.

Apart from shooters and IRL, only two game genres managed to collect more than 10% of all Hours Watched. These are the MOBA (13%) and Battle Royale (10.4%) genres. The success of the MOBA genre is achieved primarily because of the popularity of League of Legends, amid the stagnation of Dota 2. The Battle Royale genre has been at the top for several years thanks to Fortnite, PUBG and Apex Legends, and in 2020 this also includes Call of Duty: Warzone.

Sports and Card & Board games were also in great demand on Twitch. FIFA traditionally enjoyed tremendous popularity on Twitch, with two versions being included in the top 5 sports games — FIFA 20 and FIFA 21. Viewers also had a great demand for chess and various sports simulators (including racing) — F1, NBA2K21, iRacing, Madden NFL 21, NHL 21, etc.

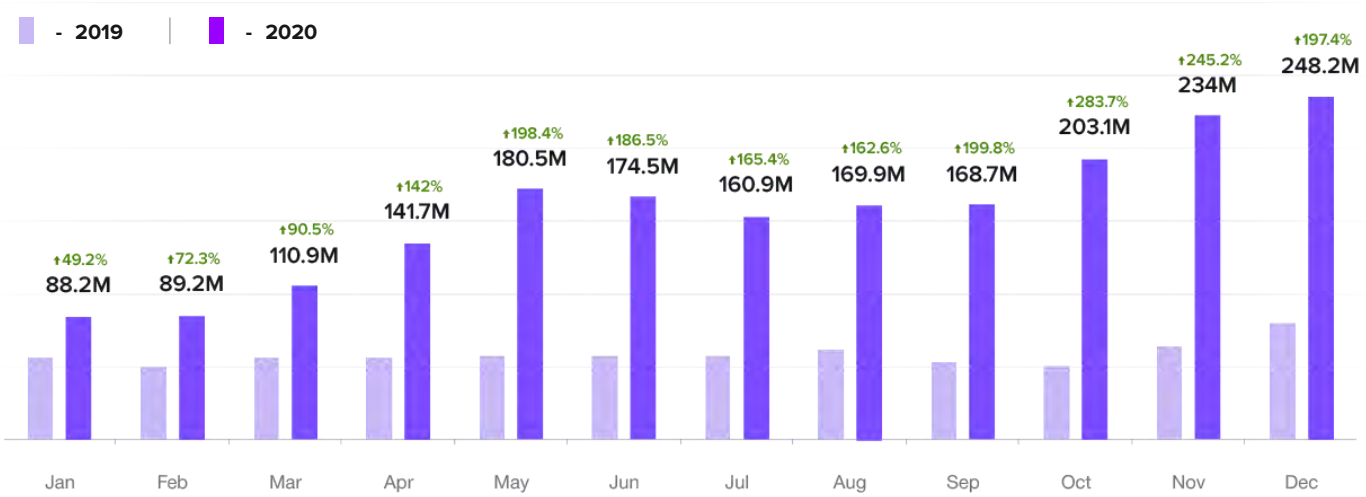


Most popular MOBA game in 2020 — League of Legends

Hearthstone continues to be the undisputed leader among CCGs: the discipline's esports broadcasts transferred to YouTube, but this did not prevent the category from gaining 279.9 million Hours Watched on Twitch. This is more than what Overwatch, PUBG, Fall Guys and the last two FIFA games gained in 2020.

The top 10 list did not include fighting games and other less popular categories. However, together they add up to 10.35% of total Hours Watched in 2020.

Growth of the ‘Just Chatting’ category



Hours Watched dynamics. % is based on the comparison of the same month in 2019 (E.g. Aug 2019 & Aug 2020)

The "Just Chatting" category is used to stream any kind of content. Streamers watch movies or TV shows with viewers, play board games, share travel experiences and simply tell life stories. These are just the most common examples of IRL content, so one of the keys to the category's success is the diversity of its content.

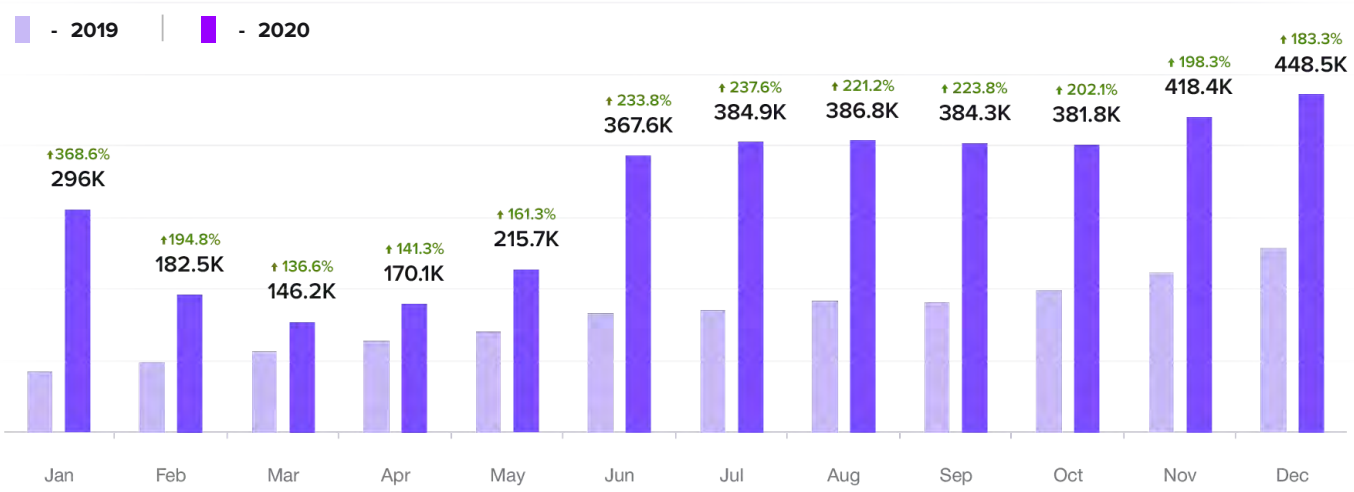
This category has become the most sought after among celebrities and top streamers who came to Twitch in 2020. The category itself has grown significantly in 2020 compared to 2019.

We have determined how the category’s Hours Watched have changed by over the last two years. The chart shows a gradual but noticeable increase at the beginning of 2020, when global quarantine restrictions began to be introduced because of the global pandemic. This only benefitted streaming, given that watching broadcasts became a solution to boredom for many.

In March, the category’s Hours Watched amounted to 110 million, while in May this figure increased to 184 million. Starting in May, Just Chatting held the first spot in the ranking of Twitch categories.

The category’s sudden rise slowed down during the summer. For a time in seemed as if the owner of the first spot would change – however, neither the Fall Guys boom, nor the revival of Among Us, nor the League of Legends at the time of Worlds 2020 managed to take first place.

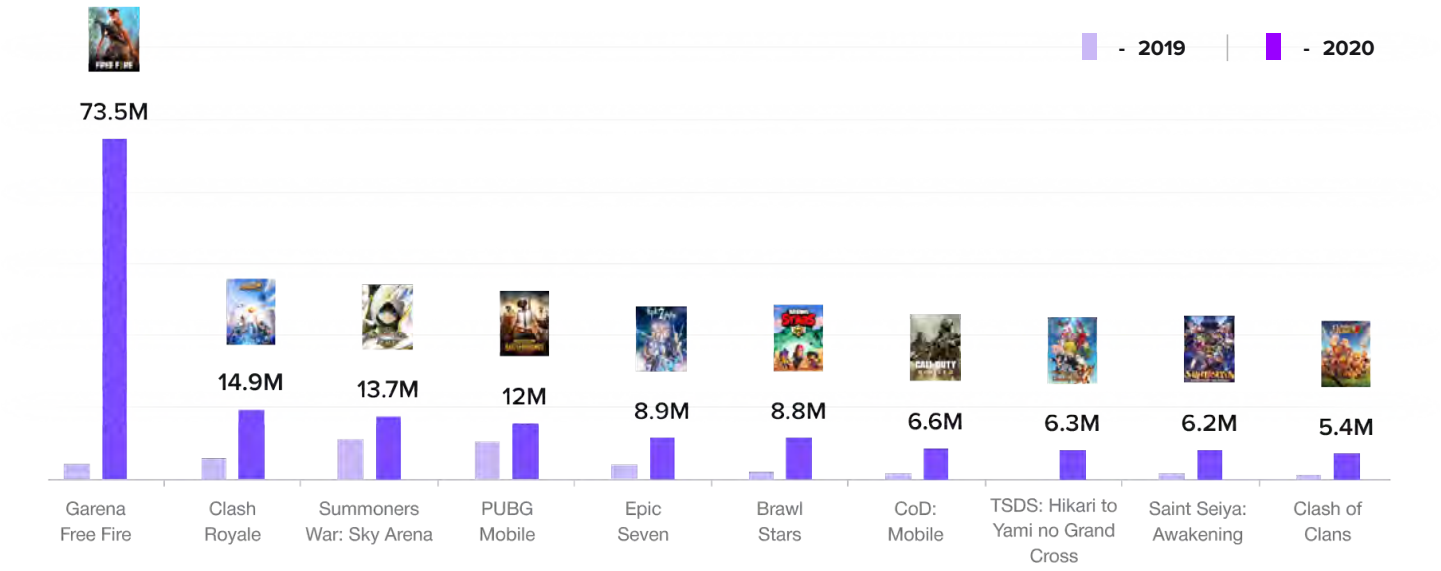
In December, the category achieved its best performance with 248 million Hours Watched and 1.1 million peak viewers. A comparison between the results of 2019 and 2020 shows a 2.7x increase in the Hours Watched.



Dynamics of the number of channels. % is based on the comparison of the same month in 2019 (E.g. Aug 2019 & Aug 2020)

A similar trend can be seen if we look at the number of channels that stream in the “Just Chatting” category. While the number is relatively stable from June to October, a rapid jump closer to the end of the year highlights both streamer interest and audience demand towards this category.

Most Popular Mobile Games by Hours Watched



Three and a half years have passed since the release of Garena Free Fire, but until 2020 it had never had such an overwhelmingly large success on Twitch. At the end of last year, the game was able to break into the top 5 of battle royales of the platform (including desktop titles) by Hours Watched.

Free Fire gained 73 million Hours Watched in a year, and its peak audience was more than 301 thousand people — more than both Apex Legends or PUBG. No other mobile game could show the same performance on Twitch, as its closest pursuer (Clash Royale) had five times fewer Hours Watched. It's worth noting that in 2019 Free Fire was also included in the top mobile games on Twitch, but didn't show such impressive results.

Garena Free Fire's Hours Watched on Twitch increased by 25.3 times in 2020. A year ago, this battle royale was only sixth in the ranking of the platform's mobile titles with 2.9 million Hours Watched.

But what caused such rapid growth? In 2020, the Brazilian Twitch office took a course on developing mobile streaming, as a result of which they invited local content maker Bruno “Nobru” Gus and the organization “LOUD” to stream on Twitch. It immediately gave the game a significant boost, because they brought their audience to Twitch from YouTube and other platforms.



Garena Free Fire has its own Twitch hero — Brazilian content creator Bruno “Nobru” Gus. His channel gained 24.5 million hours watched in 2020, which helped him become the most watched mobile streamer in 2020. Nobru bypassed the runner-up by more than 21M in terms of Hours Watched.

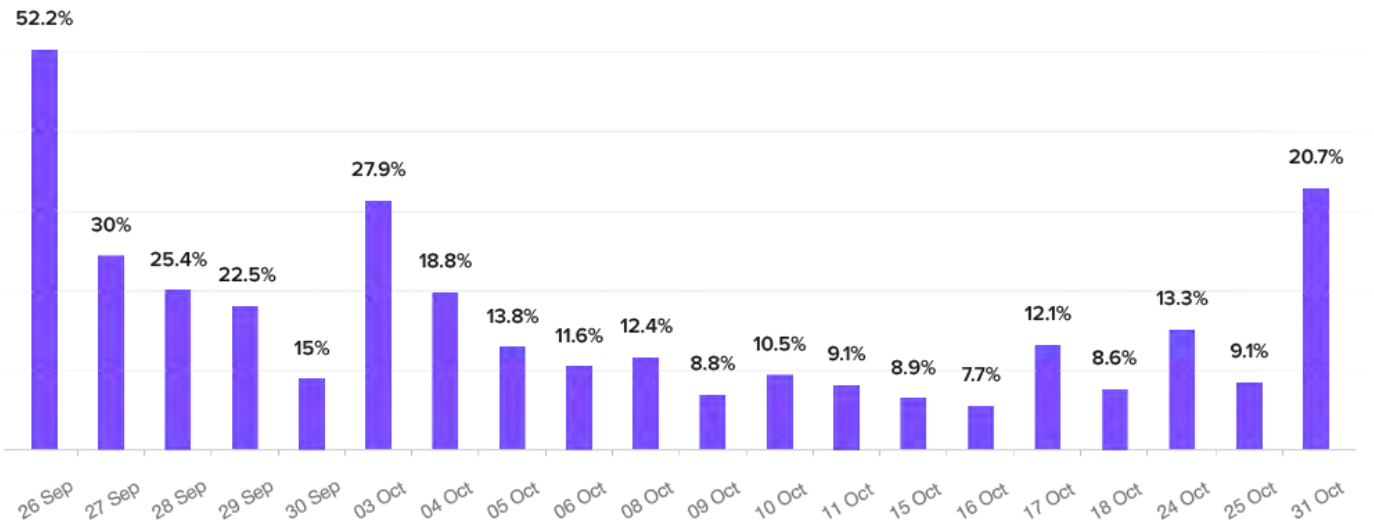
All other popular titles have also improved their performance. Three more games surpassed the 10 million-hours-watched mark — Clash Royale (14.8 million), Summoners War: Sky Arena (13.6 million), and PUBG Mobile (11.9 million).

The popularity of titles has grown in the past year. Their results are'nt as impressive as Garena Free Fire, but also very significant. The greatest progress was shown by Clash Royale, which had only 4.2 million Hours Watched in 2019. The game continues to be very popular in some European countries: for example, Spain has its own LVP league —it was watched by 33.2 thousand people at its peak in the summer.

PUBG Mobile has shown the smallest rise in popularity on Twitch among the top mobile games of 2020. The game increased its Hours Watched (from 8.1 million to 11.9 million), but its attempts to strengthen its position on the platform were unsuccessful: only Twitch Rivals PUBG Mobile events were rather popular. The core audience of the game continues to follow the title mainly on YouTube.

It is worth noting that the extremely popular MOBAs Mobile Legends: Bang Bang and Arena of Valor didn’t make it in the top 10 mobile games on Twitch. They scored 3.3 and 3 million Hours Watched respectively. The reason is the same for both titles — they are significantly more popular on other streaming platforms like Facebook and YouTube.

Day by day increases of Unique Viewers on Worlds 2020



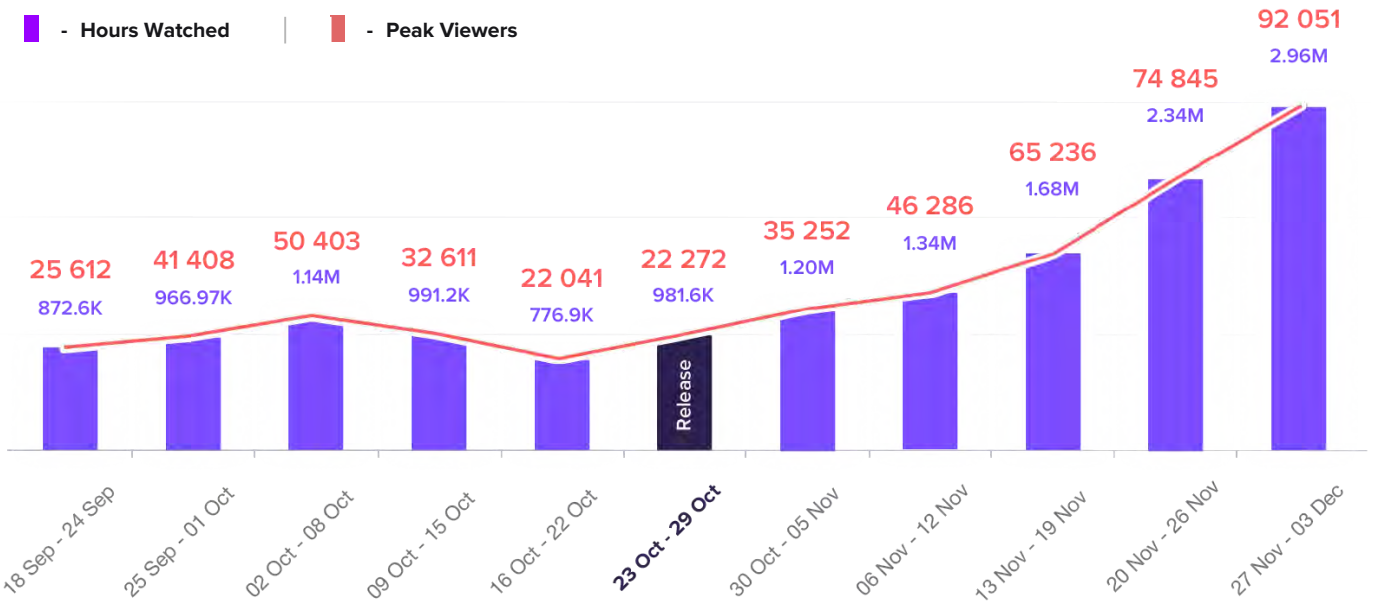
One of the most valuable metrics in streaming is the number of unique viewers who stayed on a specified broadcast for at least 60 seconds. Let's take a look at their growth in relation to a specific event. In our case, we took the dates of the League of Legends World Championship:

The% increase shows what percentage of viewers logged on to watch on that particular day and had never been to a broadcast of a tournament previously. For example, on September 27, 285 thousand new people came to the broadcast of the tournament.

Also, note that % denotes the percentage of the entire audience that is new. For example, on the 27th, out of all unique viewers, 29.97% were newcomers.

Here we are testing the hypothesis that from day to day less new spectators come to watch the tournament. However, at the moments of transition from one stage to the next, there is an influx of new viewers. In the final, it is significant, with about half a million new viewers.

Viewership dynamics of the ‘Chess’ category



To show you how current events impact the world of live streaming, let’s take a look at the example of “Queen’s Gambit” and how it impacted the Chess category.

Queen’s Gambit is a series from Netflix about fictional Beth Harmon and her chess career, which was released in October 2020.

The series clearly revived people's interest in the game of chess, and such a chess boom may well have impacted viewership on Twitch.



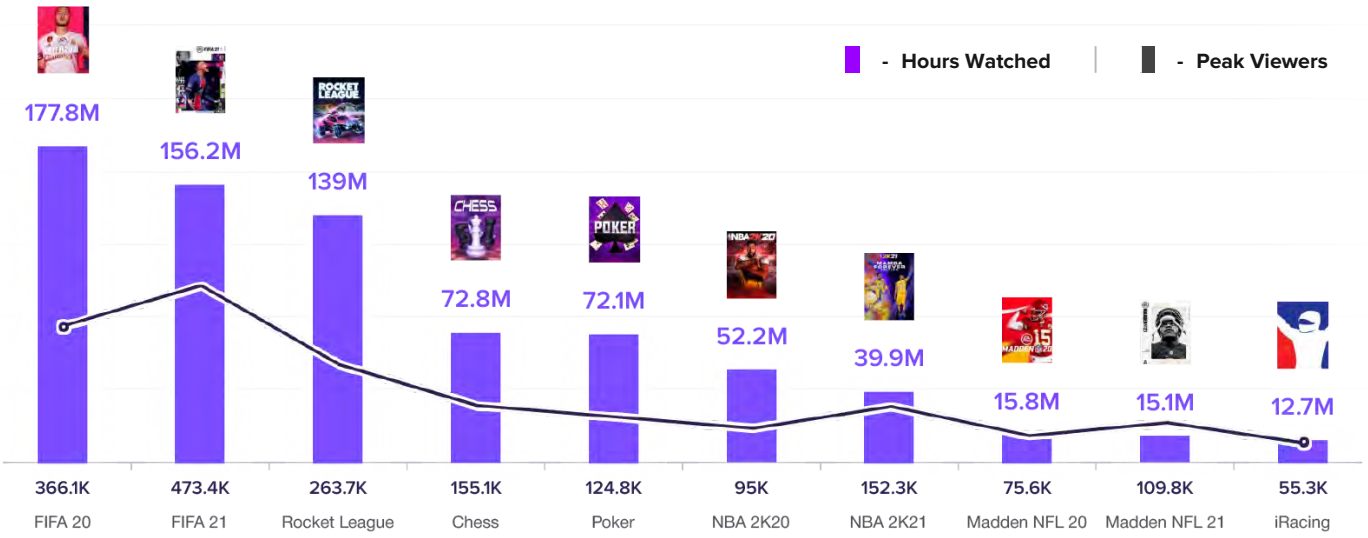
Anya Taylor-Joy as Beth Harmon in the The Queen's Gambit

We analyzed data from the Chess category from September to early December. The series was released on October 23rd, and since then the statistics shown by chess have only continued to grow. Comparing September and October, we can see that the Hours Watched (of the Chess category on Twitch) increased by 46%, while the peak viewers increased by 29%. More channels began to stream chess, with the number of unique viewers reaching 1,8 million (which is a 122% increase).

The indicators peaked at the end of November, which is when the category reached 2,9 million Hours Watched and 92 thousand peak viewers, with only 1 million unique viewers visiting December chess broadcasts at least once.

At the same time, a significant increase in November-December occurred not only due to the influence of the "Queen's Gambit", but also due to a number of major chess tournaments that went online as a result of the pandemic. In particular, the Skilling Open was held at the end of November with a peak of 78 thousand viewers, and at the end of December, the US Championship collected a peak of 74 thousand viewers.

Most popular sports games



For a long time, no one has had any doubt that FIFA is the most popular sports game in the world. FIFA Ultimate Team brings EA millions of dollars, major tournaments are regularly held (including those licensed by FIFA itself), and on Twitch, viewers watch both matches and the opening of packs.



In 2020, FIFA 20 and FIFA 21 entered the top 20 most popular Twitch categories — the only ones among sports games. FIFA 20 has become the leader in the ranking of sports games with 177.8M Hours Watched, but FIFA 21 deserves much more attention.

FIFA 2021

The latest version of the football game was released in October, but three months was more than enough for it to gain 156.2M Hours Watched on Twitch, as well as to become the leader in peak viewers: FIFA 21 broadcasts at their peak were watched by up to 473K people (FIFA 20, which became the second in PV, had only 366K concurrent viewers).

The only FIFA superstar on Twitch is Castro1021. In terms of HW, he outperformed his closest competitor by gaining over three times more HW in FIFA 21, and almost four times more in FIFA 20. During the year, his broadcasts scored 32.7M Hours Watched.

The third place in the ranking of sports games was taken by Rocket League. Last year its broadcasts collected 139M Hours Watched — Rocket League took 22nd place among all categories in 2020. The official Twitch channel of the game, where matches of Rocket League Championship Series are streamed, still brings in the most Hours Watched to the game.

It is worth noting that in 2020 Rocket League switched to a new distribution model. From September, the game can be obtained for free in the Epic Games Store on PC and in console online stores. As such, the game reached 1M concurrent players for the first time in history.



Rocket League

Who would have thought that 2020 would be so successful for Chess? The audience was so interested in the so-called “speed chess” that many esports organizations began to sign real grandmasters as content creators. The trend was set by Team SoloMid, which signed a contract with Grandmaster Hikaru Nakamura at the end of August. TSM's example was followed by Cloud9, Team Envy and FURIA.

The popular TV series “The Queen's Gambit” also contributed to the popularization of chess on Twitch. After its release, HW and PV of the section began to grow rapidly.

During the year, chess gained 72.8M Hours Watched with 155K peak viewers and overtook poker. In addition,the most popular Twitch video in 2020 was recorded on a chess broadcast when a scholar's mate that xQc missed made Hikaru Nakamura speechless.

FIFA wasn't the only series to have two games in Twitch's top 10 sports games in the year. A similar result was achieved by two more titles — NBA2K and Madden NFL.

The two latest versions of NBA 2K scored 92.1M Hours Watched in total over the year, while American football simulators have three times less — 30.9M Hours Watched. It should be noted that at the end of 2020, NBA 2K21 also hit the top 10 new products of the year.



NBA 2K21

Closing the top 10 is the only racing simulator that got into the ranking - iRacing, which gained 12.7M Hours Watched for the year. The game is considered one of the most “accurate” autosims on the market and is preferred by pilots who trained in iRacing during quarantine. By the end of the year, iRacing overtook all competitors among racing simulators — even F1, which was especially popular in spring and early summer.

There are often iRacing tournaments sponsored by car manufacturers (for example, Subaru entered into a partnership with the game in April). One of the biggest events took place in the spring: NASCAR moved the race to iRacing, where all the top drivers of the association played. The main streamer of iRacing was the British driver and member of the McLaren Formula 1 team Lando Norris. During the year, his game streams scored 908.3K Hours Watched.

About Streams Charts

Streams Charts is a streaming analytics platform by Esports Charts that provides a comprehensive insight into the streaming market by highlighting data for virtually all channels, streams, and games on the most popular broadcasting platforms.

Unique data and functions provided by Streams Charts such as stream bounce rate, custom time filters, and personal lists make it easy to identify market opportunities based on activity, reach and audience time statistics.



Need help or have some questions?

We'll provide information about everything you're interested in

Contact us: **team@streamscharts.com**