

# Smosh Games Channel

Eva Willow

**Market your YouTube gaming channel: A completed guide on how to market your gaming channel and get more views**

Eva Willow, Most of us know what YouTube is, but very few of us know how it can be used to promote your business. In this book I will share many techniques and insights for using YouTube for marketing and advertising gaming channels. Marketing on YouTube is much easier than you think! There are many ways and techniques to use YouTube as a marketing tool. I want to share all of my experiences, and try to help you avoid common mistakes. By reading this book, you can improve your own YouTube marketing. The audience of this book is people who create or run gaming channels on YouTube. If you are interested in YouTube marketing and video marketing, this just might be the book you need. This book will also be beneficial to know the information about YouTube, it is one of the largest video sharing sites in the world. For many years I have created and uploaded videos to YouTube. I have been part of many different video game channels, so I have a good idea about the process of creating videos, getting traffic and money. I have participated in many different gaming communities, and I have seen what works and what does not work. The book is divided into various sections, which deal with different aspects of YouTube marketing. In every section you will find useful tips on how to improve your videos and get more views, subscriptions and likes. There is also a section that deals with how to optimize your video for search engines, and get even more views. There is a section about monetizing your videos and how to do it. This book covers: Overview of the YouTube platform YouTube gaming channel development The growth of YouTube gaming Publishing schedule and strategy And much more. YouTube marketing is one of the most effective marketing tools for gaming channels. It is simple to use, and it is effective in increasing views, subscriptions and likes. If you want to get more subscribers, likes and views on your YouTube videos, read this book. In this book you will discover the various ways of using YouTube as marketing tool. It is user friendly, and you can quickly get your videos up there. This book will help you avoid common mistakes. I recommend it for anyone who runs an English-language gaming channel on YouTube. This book is about the methods and techniques to use YouTube for marketing. It will show you different ways of getting traffic to your channel. You will learn which tricks work, and which do not. In this book you will learn a few tips on making money with YouTube videos. I joined many different gaming communities on YouTube, and I have seen how they make money with their channels. I have worked with many different organizations that deal with video marketing, so I have a good idea about how it works. I will share my thoughts on how to grow your channel without spending a lot of money.

**The Vloggers Yearbook** Little Bee Books, 2016-01-12 Packed with all your favorite YouTube stars, this amazing book is a must-have for all aspiring vloggers! This amazing book is a must-have for all aspiring vloggers! It's packed with everything you fans need know about what their favorite vloggers do and how they can do it themselves, including: jargon, A-Z tips and facts on vlogging, personality and vlogging quizzes, and YouTube statistics. It is a veritable guide to the best bloggers and gamers on the Internet, featuring both US and European vlogging sensations. Features information on popular YouTube stars, including these US and Canadian based sensations (as well as popular European stars Zoe Sugg, Alfie Deyes and PewDiePie): Nigahiga (Ryan

Higa) (14 million subscribers) SMOSH – Anthony Padilla & Ian Andrew Hecox (20 million subscribers) Bethany Mota (8 million subscribers) Michelle Phan (7 million subscribers) Shane Dawson (6 million subscribers) Jenna Marbles (14 million subscribers) Captain Sparklez – Jordan Maron (3 million subscribers) Tyler Oakley (7 million subscribers) Superwoman – Lilly Singh (5.5 million subscribers) Joey Graceffa (4.1 million subscribers) Miranda Sings – Colleen Ballinger (4 million subscribers) Connor Franta (4.4 million subscribers) The Fine Bros – Benny Fine and Rafi Fine (3 million subscribers) Rhett & Link (Good Mythical Morning) (3.3 million subscribers) Grace Helbig (2 million subscribers) V-sauce – Michael Stevens (combined channel subscribers 14 million)

**A Parent's Guide to YouTube Stars** Axis, 2018-11-01 Logan Paul? PewDiePie? HolaSoyGerman? Jenna Marbles? As the preferred video platform of Gen Z, YouTube stars have tremendous influence on today's teens. This guide will help you navigate the new age of influencers with your teen and answer these questions: Who are they? How do we keep track of them? What if our kids want to be YouTube stars too? Parent Guides are your one-stop shop for biblical guidance on teen culture, trends, and struggles. In 15 pages or fewer, each guide tackles issues your teens are facing right now—things like doubts, the latest apps and video games, mental health, technological pitfalls, and more. Using Scripture as their backbone, these Parent Guides offer compassionate insight to teens' world, thoughts, and feelings, as well as discussion questions and practical advice for impactful discipleship.

**YouTube Famous** Rosie Matheson, 2015-05-06 YouTube has changed the viewing habits of millions around the world and it was pioneering vloggers such as Zoella Sugg, Jack and Finn Harries, Caspar Lee, Marcus Butler and many others who built their channels up from scratch, that broke the mould and put their lives online for all to see. They used to be called 'the most famous stars you've never heard of', but since then they've gone on to win worldwide fame (by popular demand, Zoella and Alfie Deynes even have their own waxworks in Madame Tussauds). Complete with tips to help you produce your own content, this is their story.

**Smosh Vol. 1** Michael McDermott, Yale Stewart, David Atchison, 2017-04-05 SMOSH, the Kings of YouTube Comedy, now bring their wildly popular humor sketches -- namely, Super Virgin Squad, Box Man, and That Damn Neighbor -- to comics! Behold, the Super Virgin Squad! Gathered together in the V-Cave, this group of unique individuals channel their sexual frustration into superhuman abilities to defend the physically weak, the socially awkward... the geekiest among us! Billy, Paulie, and Stevie's latest mission? To save one of their moms from the presumably slimy seductions of a website swinger! Beware of That Damn Neighbor! Benny Jean and Cletus just want to drink beer and admire their lawn flamingo, but the weirdo next door will not be ignored! Witness a tale of friendship, fame, and freak accidents as Box Man's origin springs to life, in crazy detail! Thrill as Box Man and friends try to make sense of his weird twist of fate, attempting to make him the first-ever cardboard hero and, when that fails, settling on celebrity spokesperson. But can a move made in desperation ever go wrong?

**Digital Legend and Belief** Andrew Peck, 2023-07-18 The internet brings new urgency to the study of folklore. The digital networks we use every day amplify the capacity of legends to spread swiftly, define threats, and inform action. Using the case of a particularly popular digital bogeyman known as

the Slender Man, Andrew Peck brings the study of legends into the twenty-first century. Peck explains not only how legends circulate in the digital swirl of the internet but also how the internet affects how legends seep into our offline lives and into the mass media we consume. What happens, he asks, when legends go online? How does the internet enable the creation of new legends? How do these ideas go viral? How do tradition and technology interact to construct collaborative beliefs? Peck argues that the story of the Slender Man is really a story about the changing nature of belief in the age of the internet. Widely adopted digital technologies, from smartphones to social media, offer vast potential for extending traditional and expressive social behaviors in new ways. As such, understanding the online landscape of contemporary folklore is crucial for grasping the formation and circulation of belief in the digital age. Ultimately, Peck argues that advancing our comprehension of legends online can help us better understand how similar belief genres—like fake news, conspiracy theories, hoaxes, rumors, meme culture, and anti-expert movements—are enabled by digital media.

**Embrace Your Weird** Felicia Day, 2019-10-01 An instant New York Times bestseller In *Embrace Your Weird*, New York Times bestselling author, producer, actress, TV writer, and award-winning web series creator, Felicia Day takes you on a journey to find, rekindle, or expand your creative passions. Including Felicia's personal stories and hard-won wisdom, *Embrace Your Weird* offers: –Entertaining and revelatory exercises that empower you to be fearless, so you can rediscover the things that bring you joy, and crack your imagination wide open –Unique techniques to vanquish enemies of creativity like: anxiety, fear, procrastination, perfectionism, criticism, and jealousy –Tips to cultivate a creative community –Space to explore and get your neurons firing Whether you enjoy writing, baking, painting, podcasting, playing music, or have yet to uncover your favorite creative outlet, *Embrace Your Weird* will help you unlock the power of self-expression. Get motivated. Get creative. Get weird.

*YouTube* Jean Burgess, Joshua Green, 2018-08-28 Since launching as a website for everyday video-sharing in 2005, YouTube has become one of the world's most powerful digital media platforms. Originally published in 2009 when YouTube was only four years old, this book was the first to systematically investigate its cultural impacts and politics, highlighting the productive tensions between its amateur community rhetoric and its commercial media logics. Since then, YouTube has grown as a platform and matured as a company. Its business model is built on coordinating the interests of and extracting value from its content creators, audiences, advertisers and media partners, in a commercial setting where YouTube now competes with other powerful social media and streaming television platforms. Meanwhile, YouTube's diverse communities of content creators, who developed the platform's most distinctive cultural forms and genres, have strong ideas and interests of their own. While preserving the original edition's forensic analysis of YouTube's early popular culture and uses, this fully revised and updated edition weaves fresh examples, updated theoretical perspectives and comparative historical insights throughout each of its six chapters. Burgess and Green show how, over its more than a decade of existence, YouTube's dual logics of commerciality and community have persisted, generating new genres of popular culture, new professional identities and business models for the

media industries, and giving rise to ongoing platform governance challenges. The book is essential reading for anyone interested in the contemporary and future implications of digital media platforms and will be particularly valuable for students and scholars in media, communication and cultural studies.

*Video Creators 48 Top Tools* Mobile Library, 2018-02-24 Here they are: all the top tools that Video Creators need to create, edit, change or enhance videos, well organized in theme sections, easy to find and easy to use. This is what you get in this Special Edition eBook: it brings 7 eBooks together (from our 8 Series) to give you the complete help guide for all video creators. These are the books included in this Special Pack: Book 1 - 8 VIDEO EDITOR FREE TOOLS Book 2 - 8 TOOLS FOR VIDEO CONVERSION Book 3 - 8 VIDEO SOUND RESOURCES Book 4 - 8 SOCIAL VIDEO SPECIFICATIONS Book 5 - 8 TOOLS FOR LIVE STREAMING Book 6 - 8 TOOLS TO MAKE VIDEO TUTORIALS Book 7 - 8 YOUTUBE 2017 MILLIONAIRES From video editors, to converters, sound sources, social media video specs, live streaming and video tutorial tools, plus a look into YouTube millionaires, all those resources were aggregated in this Special Editions for those video creator who prefer to have it all in one place. Ready to make better videos, faster and in a easier way?

**Personal Brand Creation in the Digital Age** Mateusz Grzesiak, 2018-03-20 Presenting a scientific exploration of personal branding and digital communication, this ground-breaking book aims to fill a gap between theory and practice. Describing how social media can increase brand profiles online, it explains basic terms before investigating the cultural context for online personal branding. With a special focus on YouTube, the author provides a comparative analysis of two countries (USA and Poland) to open further avenues for research into this growing area. An essential read for management and marketing scholars, this study outlines and explores the evolution of media in the digital age from a business perspective, and offers a thought-provoking analysis for those interested in social media.

**YouTube 2017 Millionaires 8** Mobile Library, 2018-02-18 YouTube is now the Promised Land for those who are looking to find young millionaires. In this eBook you will discover 8 very young masters of social vide that, using tools like a camera, work, and creativity, were able to really find gold in this social network. These one's (according to Forbes rankings) was able to earn more money in YouTube in 2017. Be surprised by how young they are, and how many millions of dollars they get...

*Guinness World Records 2016* Guinness World Records, 2015-09-01 The world's best-selling annual is back and bursting with thousands of amazing new records, never-before-seen images and mind-boggling trivia. And as always, we have a few more surprises in store for you... As well as all your favorite records for talented pets, superhuman achievements, big stuff and extreme vehicles, you'll find show-stopping superlatives from brand-new categories. Topics making their GWR debut include waterfalls, twins, ballooning, apps, lightning, manga, archaeology, drones, and pirates - and that's just for starters! So, get ready for your yearly dose of mind-blowing feats and wonders in Guinness World Records 2016 - the global authority on record-breaking.

*Smosh #1 (Of 6)* Michael McDermott, Yale Stewart, 2016-05-04 SMOSH, the Kings of YouTube Comedy, now bring their wildly popular brand of humor to comics! Behold, the Super Virgin Squad! Gathered together in the V-Cave, a converted

Cold War-era survivalist bomb shelter and secret suburban headquarters, this group of unique individuals channel their sexual frustration into superhuman abilities to defend the physically weak, the socially awkward... the geekiest among us! Billy, Paulie, and Stevie's latest mission? To save one of their moms from the presumably slimy seductions of a website swinger! Quick, virgins... to the Chastity Cycle! Also, as a special back-up story, it's That Damn Neighbor! Benny Jean and Cletus just want to drink beer and admire their lawn flamingo, but the weirdo next door will not be ignored!

*Vloggers and Vlogging* Erin Staley, 2016-12-15 The digital age has brought with it new and exciting ways to communicate with others. Vlogs—that is, video blogs—educate, entertain, and persuade viewers the world over. This title teaches readers how established vloggers work their magic. Readers are encouraged to brainstorm ideas for their own vlogs and get steps for writing, filming, editing, and marketing their content. Tips for more professional scripts, lighting, sound, and editing are also covered. Readers will also learn about what methods to take to gain followers and media attention, and become an informed vlogger.

*Archaeogaming* Andrew Reinhard, 2018-06-18 Video games exemplify contemporary material objects, resources, and spaces that people use to define their culture. Video games also serve as archaeological sites in the traditional sense as a place, in which evidence of past activity is preserved and has been, or may be, investigated using the discipline of archaeology, and which represents a part of the archaeological record. This book serves as a general introduction to archaeogaming; it describes the intersection of archaeology and video games and applies archaeological method and theory into understanding game-spaces as both site and artifact.

**TV Outside the Box** Neil Landau, 2015-12-22 *TV Outside the Box: Trailblazing in the Digital Television Revolution* explores the new and exploding universe of on-demand, OTT (Over the Top) networks: Netflix, Amazon, Hulu, Crackle, CW Seed, Vimeo, AwesomenessTV, and many more. Featuring in-depth conversations with game-changing content creators, industry mavericks, and leading cultural influencers, *TV Outside the Box* is essential reading for anyone interested in the dynamics of a global media revolution – while it's happening. Readers will discover: How the new disruptors of traditional television models are shaping the future of the television and feature film business. You'll hear directly from the visionaries behind it all – from concept genesis to predictions for the future of streaming platforms; their strategies for acquisitions and development of new original content; and how the revolution is providing unprecedented opportunities for both established and emerging talent. What's different about storytelling for the progressive, risk-taking networks who are delivering provocative, groundbreaking, binge-worthy content, without the restraints of the traditional, advertiser-supported programming model. Through interviews with the showrunners, content creators, and producers of dozens of trailblazing series – including *Orange Is the New Black*, *House of Cards*, *Transparent*, and many more – you'll learn how and why the best and the brightest TV content creators and filmmakers are defining the new digital entertainment age – and how you can, too.

**Mazes** Chris O'Neill, 2022-02-15 *Mazes* is a fresh take on the classic dungeon RPG. Choose a die, pick a class, and open the door to adventure. *Mazes* is elegant, simple, and fast, with rules designed to create fun, dangerous adventures. Characters are well defined, with edges that make them feel and

play differently. The MC (the Maze Controller) has tools that make it easy to set up and run games without a lot of prep. Plus, there are plenty of published adventures for Mazes, and rules that make it easy to use any OSR compatible modules.

**Driving Tourism through Creative Destinations and Activities** Kirá?ová, Alžbeta, 2016-12-28 Tourism has become a booming industry within the last few decades, and with the help of many new unique destinations and activities, creative tourism will continue this upward trajectory for the foreseeable future. Tourism helps stimulate economies, decrease unemployment, promote cultural diversity, and is overall a positive impact on the world. Driving Tourism through Creative Destinations and Activities provides a comprehensive discussion on the most unique, emerging tourism topics and trends. Featuring engaging topics such as social networking, destination management organizations, tourists' motivations, and service development, this publication is a pivotal resource of academic material for managers, practitioners, students, and researchers actively involved in the hospitality and tourism industry.

You Deserve a Drink Mamrie Hart, 2015-05-26 A New York Times bestselling, riotously funny collection of boozy misadventures from the creator of the YouTube series, "You Deserve a Drink." Mamrie Hart is a drinking star with a Youtube problem. With over a million subscribers to her cult-hit video series "You Deserve a Drink," Hart has been entertaining viewers with a combination of tasty libations and raunchy puns since 2011. Hart also co-wrote/co-starred in Dirty Thirty and Camp Takota with Grace Helbig and Hannah Hart. Finally, Hart has compiled her best drinking stories—and worst hangovers—into one hilarious volume. From the spring break where she and her girlfriends avoided tan lines by staying at an all-male gay nudist resort, to the bachelorette party where she accidentally hired a sixty-year-old meth head to teach the group pole dancing (not to mention the time she lit herself on fire during a Flaming Lips concert), Hart accompanies each story with an original cocktail recipe, ensuring that You Deserve a Drink is as educational as it is entertaining. With cameos from familiar friends from the YouTube scene and a foreword by Grace Helbig, this glimpse into Hart's life brings warmth and humor to the woman fans know and love. And for readers who haven't met Mamrie yet—take a warm-up shot and break out the cocktail shaker: you're going to need a drink. "Hart is a pull-no-punches comedian with a talent for self-deprecation in the guise of self-aggrandizement, a winning formula."—The New York Times

Delve into the emotional tapestry woven by in Experience **Smosh Games Channel**. This ebook, available for download in a PDF format ( \*), is more than just words on a page; it is a journey of connection and profound emotion. Immerse yourself in narratives that tug at your heartstrings. Download now to experience the pulse of each page and let your emotions run wild.

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