

**FANEO**

FANEO · FIRST ECOSYSTEM REPORT · APRIL 2026

# Super Chats in YouTube Reality Shows

First Ecosystem Findings

April 2026 · [www.faneo.app](http://www.faneo.app)

**\$617,075**

TOTAL REVENUE

**63,608**

SUPER CHATS

**34,121**

UNIQUE FANS

**37**

COUNTRIES

01 — FANDOM GEOGRAPHY

# The diaspora funds the show

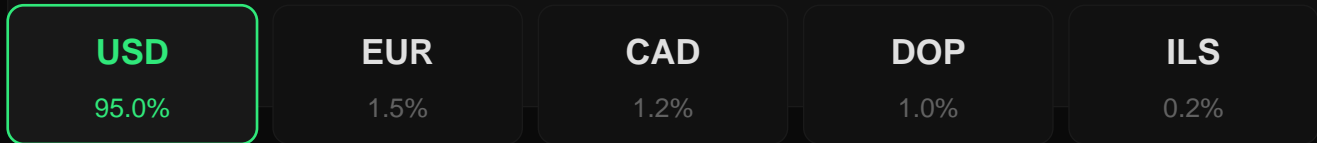
Super Chats sent in US dollars dominate overwhelmingly, regardless of whether the show is produced in the Dominican Republic or the United States. The paying audience lives predominantly outside the creator's home country — a consistent pattern across all analyzed shows.

**95.0% of total revenue comes from Super Chats sent in USD — a constant across all analyzed shows, whether produced in the Dominican Republic or the United States.**

BASED ON 63,608 SUPER CHATS · NOV 2025 – APR 2026

### Revenue distribution by currency

TOP 5 CURRENCIES · % SHARE OF REVENUE



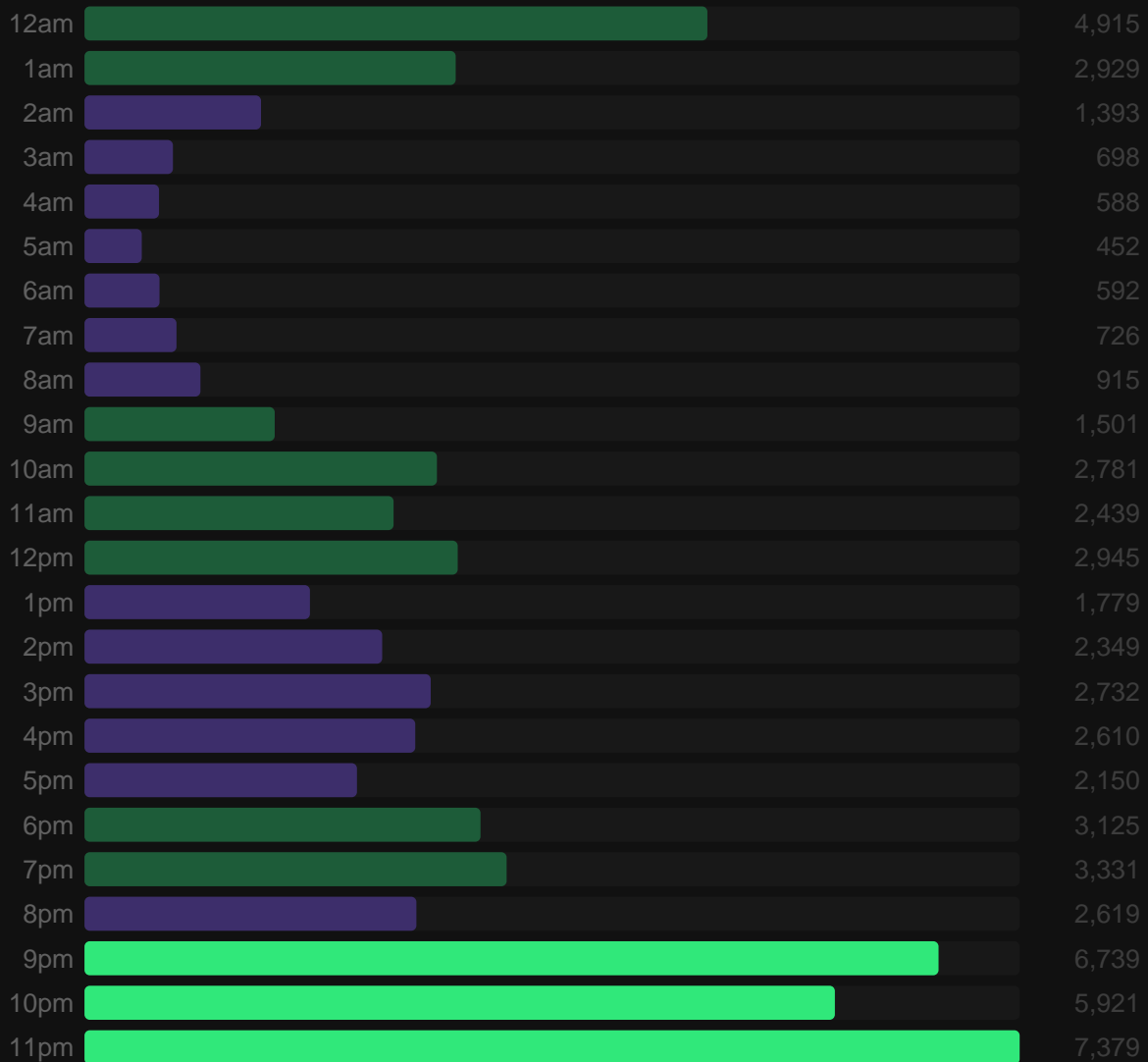
02 — WHEN THE AUDIENCE PARTICIPATES

# The money arrives at night

More than 43% of Super Chats are sent between 9 pm and 1 am Eastern Time. The maximum peak occurs at 11 pm — consistent across all analyzed shows, regardless of the day of the week.

## Super Chats by hour of day

CUMULATIVE TOTAL · ET HOUR · ALL SHOWS

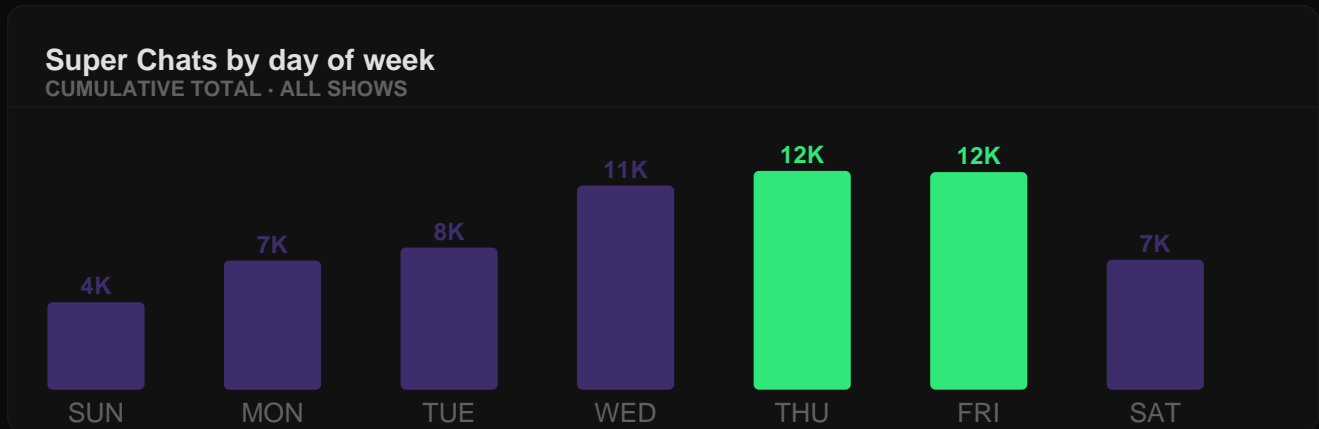


■ Peak (9 pm – 11 pm)
 ■ Secondary
 ■ Base

02 — DAY OF WEEK

# Thursday and Friday lead. Sunday rests.


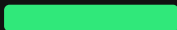


Thursdays and Fridays concentrate the highest volume of Super Chats of the week. Sundays record the lowest activity, likely because the 24/7 format favors late-night weekday audiences.



03 — THE SHOWS

# Four shows, distinct profiles

The four shows present clearly differentiated monetization profiles. Two shows concentrate more than 70% of total ecosystem revenue. Show C reflects partial data.

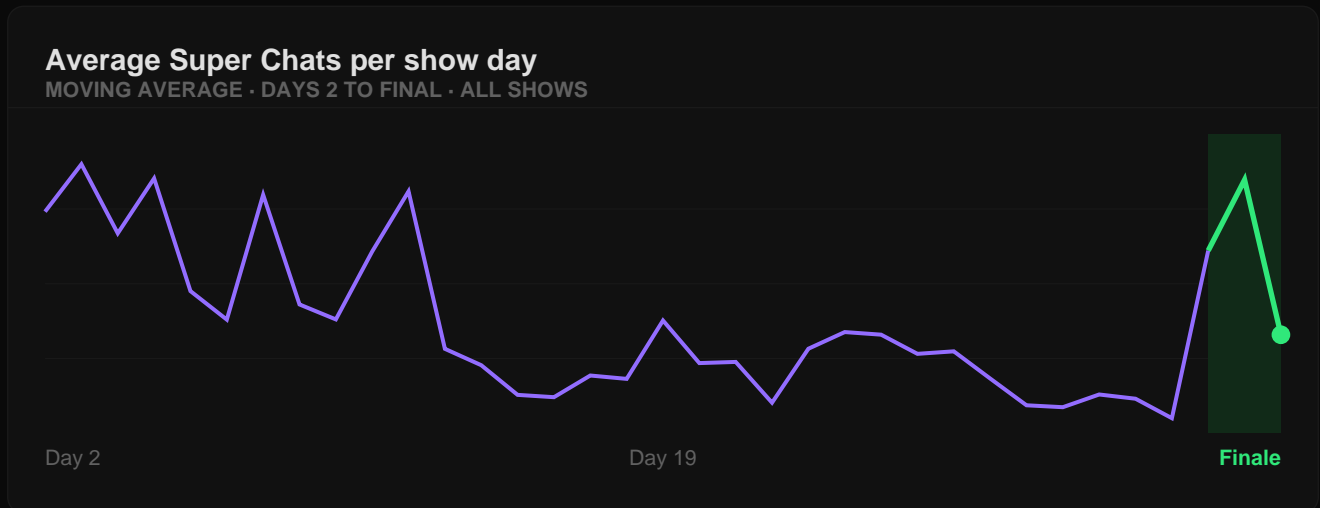
Show comparison				
SUPER CHATS · FANS · REVENUE USD				
SHOW	SUPER CHATS	FANS	REVENUE	
B	24,306	10,168	\$286,280	
C	23,472 *	16,200	\$168,559	
D	11,989	6,185	\$106,216	
A	3,841	2,612	\$56,018	

\* Show C: partial data — figures represent conservative minimums, not definitive totals.

04 — THE SHOW ARC

# The beginning and the end are everything

Super Chat activity follows a consistent pattern: high peak in the first days, gradual decline through the body of the show, and a pronounced spike in the final stretch and the finale.

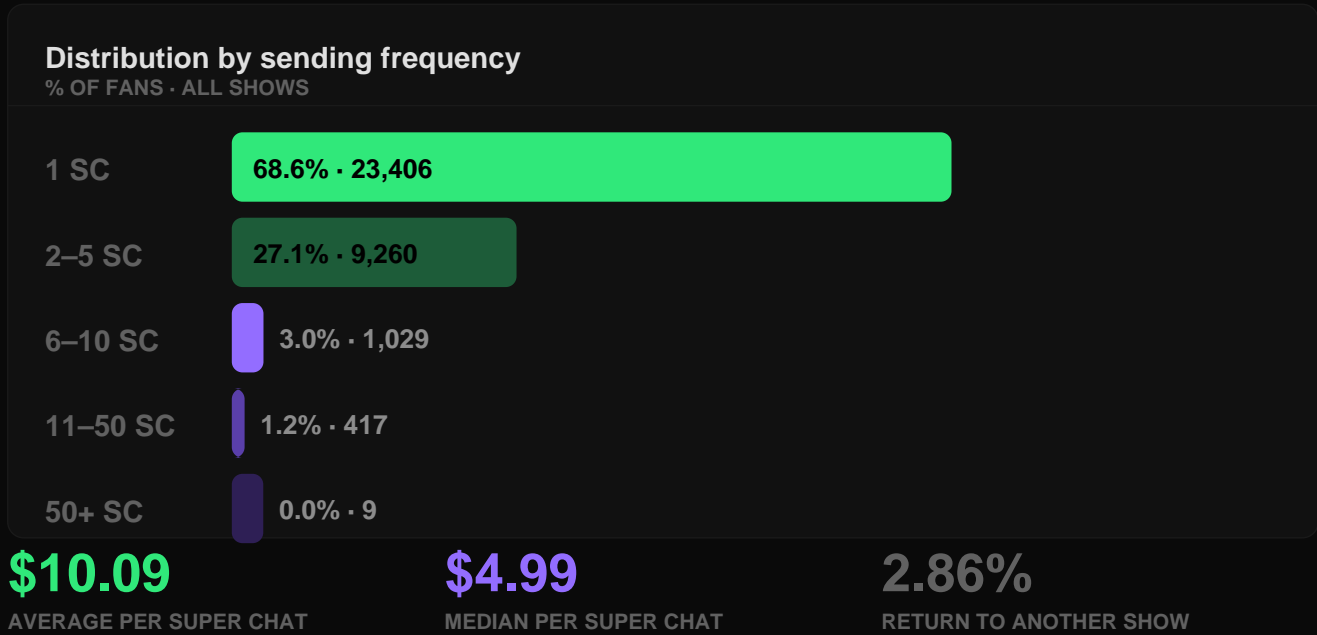


The green zone indicates the finale period. Day 1 is excluded as it is atypically high across all shows (launch spike).

05 — THE SENDER PROFILE

# Casual majority, devoted core

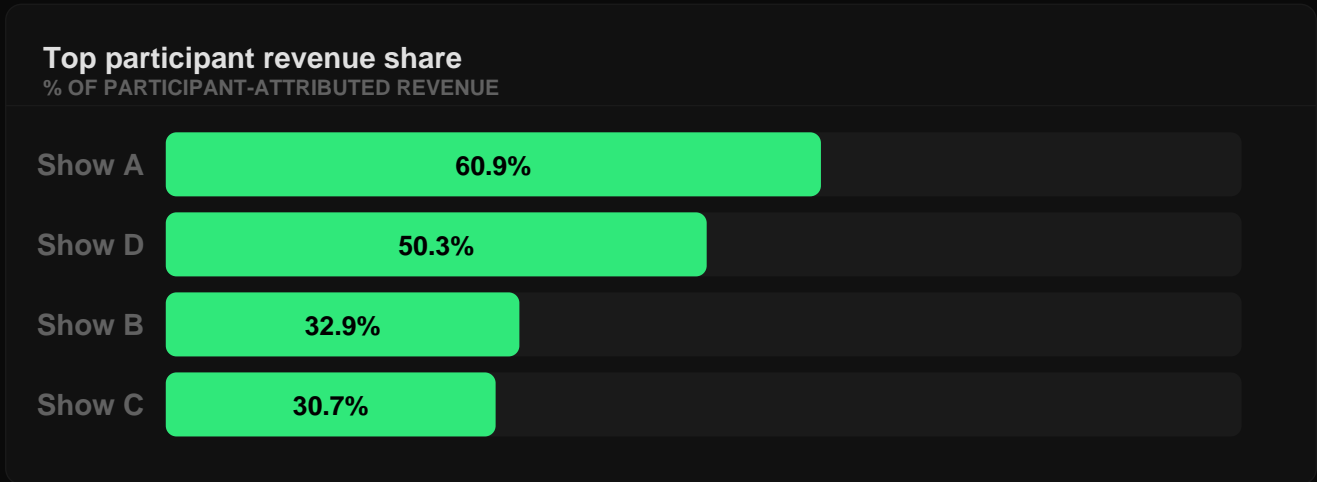
The vast majority of fans send a single Super Chat. But the small core of recurring fans generates a disproportionate fraction of total revenue.



06 — PARTICIPANT CONCENTRATION

# One participant can claim more than half

In two of the four analyzed shows, the leading participant captured more than half of all participant revenue.



EXCLUSIVE ANALYSIS

07 — VOLUME VS. VALUE

# Peak traffic time is not peak value time

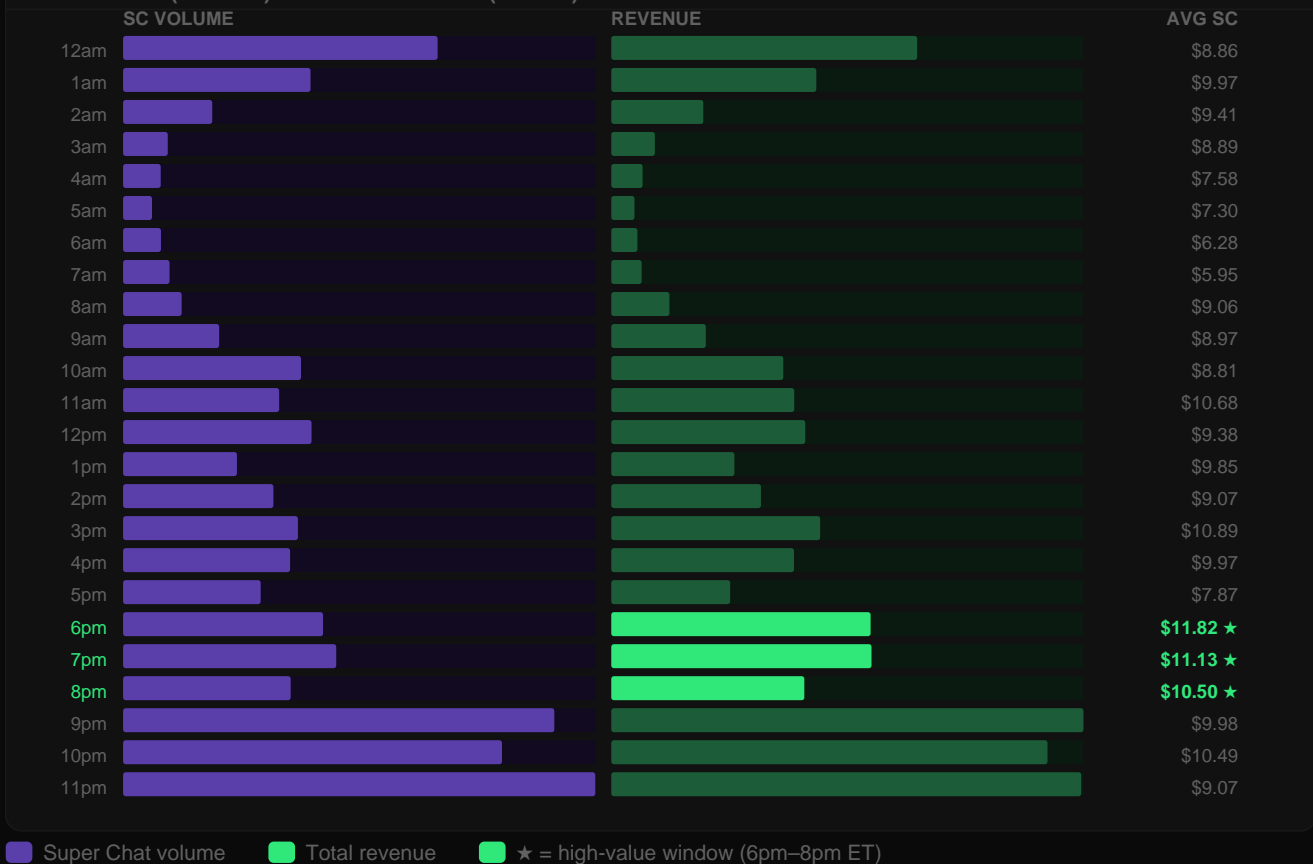
The Super Chat volume peak (11pm ET, 7,379 sends) does not coincide with the highest value-per-send window. Between 6pm and 8pm, each Super Chat averages 20–30% more than those sent in the late-night hours — when the audience is larger but individual amounts drop.

**6pm ET records the highest average per Super Chat: \$11.82 per send — vs. \$9.07 at the 11pm volume peak.**

CALCULATED OVER 63,608 SUPER CHATS · NOV 2025 – APR 2026

## Super Chat volume vs. revenue by hour

LEFT = SCS (PURPLE) · RIGHT = REVENUE (GREEN) · AVG PER SC AT MARGIN

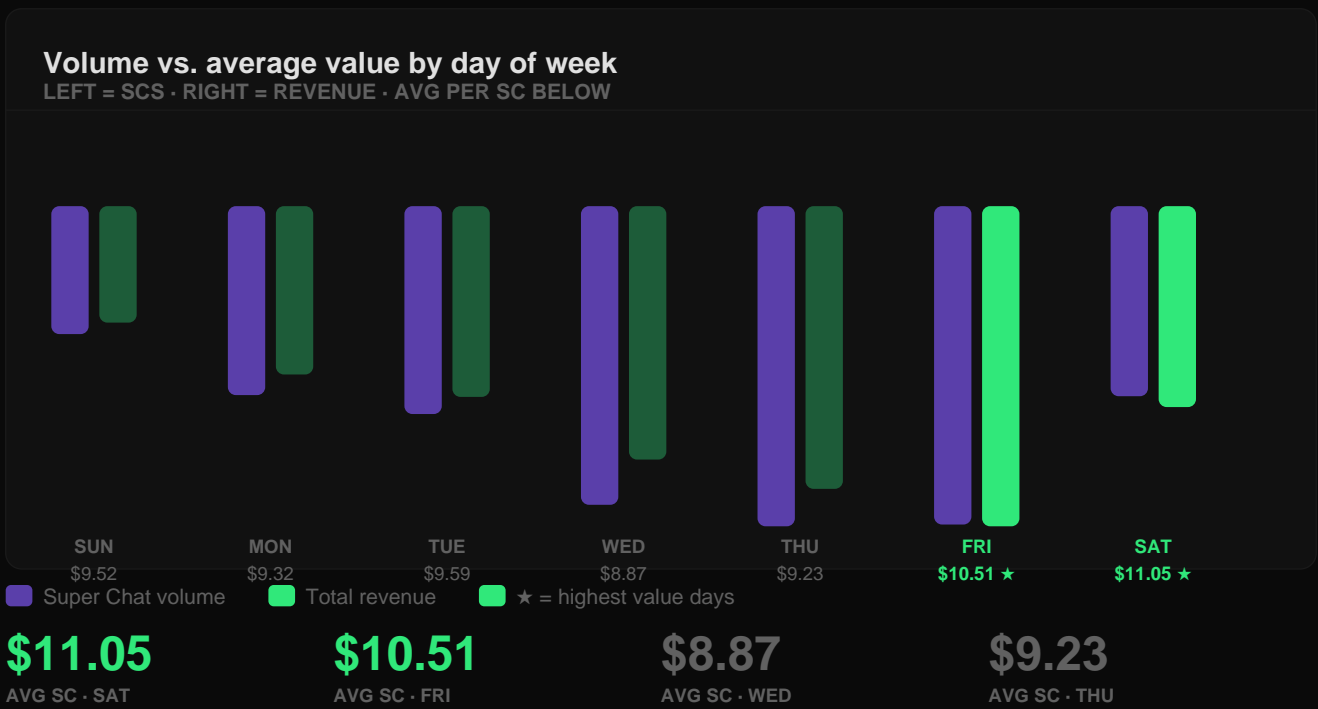


EXCLUSIVE ANALYSIS

08 — DAY OF WEEK, REVISITED

# Friday wins total. Saturday wins per send.

Friday leads total revenue at \$129K and Super Chat volume at 12,259 sends. But Saturday has the highest average per Super Chat of the week: \$11.05 per send vs. \$10.51 on Fridays. Wednesday and Thursday, despite dominating volume, have the lowest per-send averages.



EXCLUSIVE ANALYSIS

09 — THE LEADING PARTICIPANT

# The favorite doesn't just earn more — they earn an order of magnitude more

The concentration percentage tells part of the story. The multiplier completes it: in two of four shows, the leading participant generated more than 10x the average participant's revenue. In Show D, that gap reached 15.2x.

**In Show D, the top-earning participant generated 15.2x what the average participant in the same show generated.**

CALCULATED OVER PARTICIPANT REVENUE · SAMPLE OF 4 SHOWS

### Leading participant multiplier vs. average of the rest

LEADER REVENUE ÷ OTHERS AVG · ORDERED BY MULTIPLIER

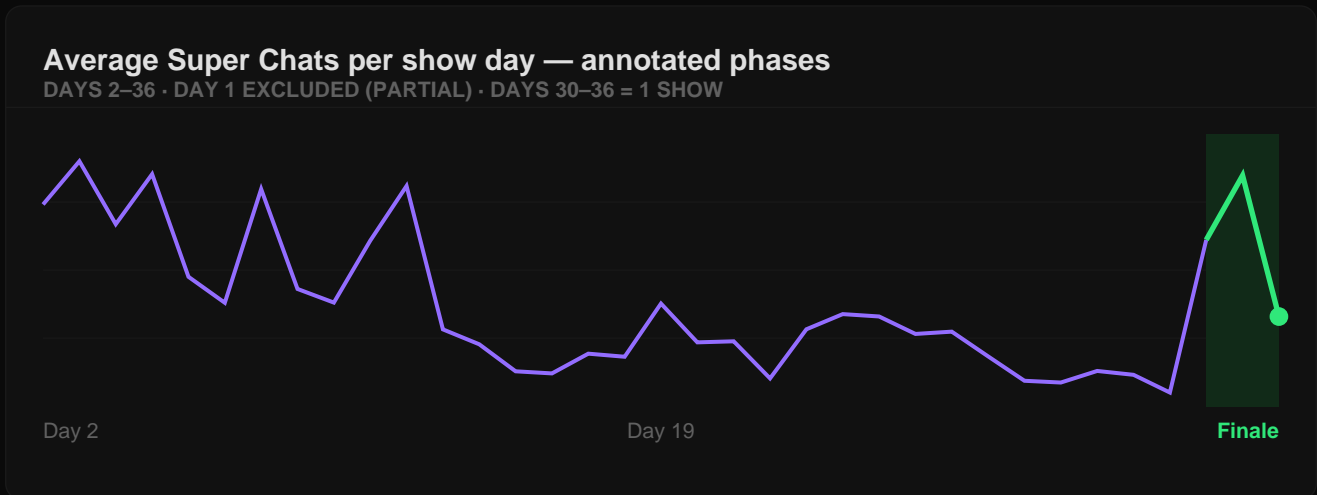
SHOW	LEADER REVENUE	OTHERS AVG	MULTIPLIER
D	\$38,413	\$2,531	15.2x
A	\$10,878	\$873	12.5x
C	\$35,587	\$8,048	4.4x
B	\$61,394	\$17,908	3.4x

EXCLUSIVE ANALYSIS

10 — THE THREE-ACT ARC

# Opening, burnout, and the magic of the finale

A show's participation cycle follows a consistent three-phase pattern: an intense opening in the first days, a pronounced mid-show burnout, and a closing that — if it includes elimination events — can recover up to twice the show average.



Day 1 excluded — shows don't start at midnight; first-day data is partial. Days 30-36 correspond to a single show with extended duration.

EXCLUSIVE ANALYSIS

11 — DIASPORA GEOGRAPHY

# North America funds. Per-send averages tell more.

USD and CAD combined represent 96.2% of total revenue — the Spanish-speaking diaspora in the United States and Canada is, by far, the economic base of these shows. Analysis by average value per Super Chat reveals a more nuanced picture: per-send amounts vary significantly across currencies and regions.

**North America (USD + CAD) contributed \$593,809 — 96.2% of all revenue. The Dominican Republic, production home of several shows, contributed 1.0%.**

ANALYSIS BY CURRENCY · 37 CURRENCIES DETECTED · NOV 2025 — APR 2026

### Average value per Super Chat by currency of origin

CURRENCIES WITH 10+ SUPER CHATS · SORTED BY AVG PER SEND

<p><b>ILS</b></p> <p><b>\$40.03</b></p> <p>29 SCs</p>	<p><b>CAD</b></p> <p><b>\$12.72</b></p> <p>584 SCs</p>	<p><b>USD</b></p> <p><b>\$10.35</b></p> <p>56,629 SCs</p>	<p><b>DKK</b></p> <p><b>\$6.85</b></p> <p>29 SCs</p>
<p><b>CHF</b></p> <p><b>\$6.16</b></p> <p>144 SCs</p>	<p><b>DOP</b></p> <p><b>\$5.81</b></p> <p>1,093 SCs</p>	<p><b>EUR</b></p> <p><b>\$5.28</b></p> <p>1,796 SCs</p>	<p><b>SEK</b></p> <p><b>\$3.91</b></p> <p>40 SCs</p>

**96.2%**  
USD + CAD COMBINED

**1.8%**  
EUROPE

**1.0%**  
DOMINICAN REPUBLIC (DOP)

METHODOLOGY

This report is based on data collected by Faneo between November 2025 and April 2026. Super Chats were processed in real time through the YouTube API. The four analyzed shows have been anonymized and presented as Show A, B, C, and D, randomly assigned. The durations of the analyzed shows ranged from 4 to 36 days. The data presented is anonymous and aggregated; the shows are not identifiable from the information published in this report. Developed with the YouTube Data API.

Show C includes partial data: a mid-show system update corrected an error that prevented Super Chats not assigned to a specific participant from being recorded. Data prior to that update is incomplete in volume but includes the highest-revenue participants. Show C figures should be treated as conservative minimums, not definitive totals.

The analyzed shows broadcast live continuously over several days. On some occasions, YouTube livestreams experienced technical interruptions outside of Faneo's control. When this occurred, Faneo resumed data collection as soon as the new stream link was available, generally within minutes and never longer than a few hours. Interruption periods represent a minor fraction of total broadcast time and do not materially affect the trends or findings presented in this report.

All times are expressed in Eastern Time (ET / UTC-4). Revenue figures are expressed in US dollars at the exchange rate in effect at the time of each transaction.

I built Faneo because I fell in love with what creators were doing: shows where fans decide the outcome through their Super Chats. The energy is unique on YouTube. But the format had so much more to give, both for creators and fans — and nobody had built the infrastructure to get there. That's why Faneo exists.

**Franklin Acosta** · Founder & CEO, Faneo

ABOUT FANEO

Faneo is the infrastructure platform for YouTube reality shows that use Super Chats as a participation mechanic. It converts Super Chats into real-time votes and points, displays live scoreboards, and provides live analytics so creators can make better decisions during the show.

Request a demo: [faneo.app/solicite-demo](https://faneo.app/solicite-demo)

[www.faneo.app](https://www.faneo.app)



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demo