to best explain the principles of the technology, its practical application, and to enable others skilled in the art to utilize the technology in various embodiments and with various modifications as are suited to the particular use contemplated. It is intended that the scope of the technology be defined by the claim.

1. A system for discovery and detection of events in interactive digital content, the system comprising:

at least one game network server that hosts a plurality of game titles and tracks real-time gameplay data in sessions involving the plurality of game titles, each session associated with a stream;

at least one server that:

stores one or more event criteria for each of a plurality of predefined events of interest, wherein the event criteria includes a comparison to historical data to identify time periods during which a cluster of factors may be concentrated;

identifies an event when the tracked gameplay data for a session meets the stored criteria;

sorts a list of available streams identified as including the identified event, wherein a subset of the available streams is identified as being at a top of the list;

provides a notification to a spectator device, the notification including a link to one of the streams in the subset; and

updates the stored criteria based on use of the link to access the linked stream; and

an archive database that stores the linked stream, wherein a portion of the linked stream is tagged regarding the identified event and the server re-renders the portion of the linked stream and subsequent access to the linked stream includes the re-rendered portion.

2. The system of claim **1**, wherein the event criteria includes data associated with one or more spectators.

3. The system of claim **1**, wherein the event criteria includes a number of current spectators.

4. The system of claim **1**, wherein the event criteria includes sensor data associated with at least one player or spectator.

5. The system of claim **1**, wherein the comparison to historical data indicates strength of current audience reaction.

6. The system of claim **1**, wherein the event criteria includes an amount of social or sharing activity.

7. The system of claim **1**, wherein the server assigns a weight to one or more event criteria and sorts the list further based on the assigned weight.

8. The system of claim **1**, wherein the identified event may be used to augment streams.

9. The system of claim **8**, wherein augmented streams may include pop-up notifications.

10. The system of claim **1**, wherein the server identifies patterns of activity as being common to predefined events.

11. A method for discovery and detection of events in interactive digital content, the method comprising:

hosting a plurality of game titles;

tracking real-time gameplay data in sessions involving the plurality of game titles, each session associated with a stream;

storing one or more event criteria for each of a plurality of predefined events of interest, wherein the event criteria includes a comparison to historical data to identify time periods during which a cluster of factors may be concentrated;

identifying an event when the tracked gameplay data for a session meets the stored criteria;

sorting a list of available streams identified as including the identified event, wherein a subset of the available streams is identified as being at a top of the list;

providing a notification to a spectator device, the notification including a link to one of the streams in the subset;

storing the linked stream in an archive database and tagging a portion of the linked stream regarding the identified event;

re-rendering the portion of the linked stream, wherein subsequent access to the linked stream includes the re-rendered portion; and

updating the stored criteria based on use of the link to access the linked stream.

12. The method of claim **11**, wherein the event criteria includes data associated with one or more spectators.

13. The method of claim **11**, wherein the event criteria includes a number of current spectators.

14. The method of claim **11**, wherein the event criteria includes sensor data associated with at least one player or spectator.

15. The method of claim **11**, wherein the comparison to historical data indicates strength of current audience reaction.

16. The method of claim **11**, wherein the event criteria includes an amount of social or sharing activity.

17. The method of claim **11**, further comprising assigning a weight to one or more event criteria, wherein sorting the list is further based on the assigned weight.

18. The method of claim **11**, wherein the identified event may be used to augment streams.

19. The method of claim **18**, wherein augmented streams may include pop-up notifications.

20. The method of claim **11**, wherein patterns of activity are identified as being common to predefined events.

21. A non-transitory computer-readable storage medium, having embodied thereon a program executable by a processor to perform a method for discovery and detection of events in interactive digital content, the method comprising:

hosting a plurality of game titles and tracks real-time gameplay data in sessions involving the plurality of game titles, each session associated with a stream;

storing one or more event criteria for each of a plurality of predefined events of interest, wherein the event criteria includes a comparison to historical data to identify time periods during which a cluster of factors may be concentrated;

identifying an event when the tracked gameplay data for a session meets the stored criteria;

sorting a list of available streams identified as including the identified event, wherein a subset of the available streams is identified as being at a top of the list;

providing a notification to a spectator device, the notification including a link to one of the streams in the subset;

storing the linked stream in an archive database and tagging a portion of the linked stream regarding the identified event;