

CLAIMS

1. A livestreaming page display method, comprising:
 - displaying a livestreaming page, wherein a first image is displayed in the livestreaming page, and the first image is a livestreaming image;
 - receiving a display operation for a game; and
 - in response to the display operation, displaying the first image in a first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, wherein the second region is located outside the first region;
 - wherein interactive information is also displayed in the livestreaming page,
 - the displaying the first image in a first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, comprises:
 - displaying the first image in the first region of the livestreaming page, displaying the second image of the game in the second region of the livestreaming page, and displaying the interactive information outside the second region.
2. The method according to claim 1, further comprising:
 - displaying interactive information on the first image in response to the display operation.
3. The method according to claim 1, wherein the displaying the first image in the first region of the livestreaming page, displaying the second image of the game in the second region of the livestreaming page, and displaying the interactive information outside the second region, comprises:
 - determining the second region in the livestreaming page, displaying the second image of the game in the second region, and determining a display range of the first region where the first image is located and a display position of the interactive information according to a display range of the second region, so as to display the first image and the interactive information.
4. The method according to any one of claims 1-3, wherein, in response to the display operation, displaying the first image in a first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, comprises:
 - in response to the display operation, displaying a plurality of candidate page layouts;
 - receiving a selection operation for any of the plurality of candidate page layouts, and determining a candidate page layout corresponding to the selection operation as a target page layout; and
 - according to the target page layout, displaying the first image in the first region of the livestreaming page and displaying the second image of the game in the second region of the livestreaming page.

5. The method according to any one of claims 1-3, wherein, in response to the display operation, displaying the first image in a first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, comprises:

determining a target page layout according to a livestreaming video type, wherein the livestreaming video type comprises a landscape image or a portrait image; and

according to the target page layout, displaying the first image in the first region of the livestreaming page and displaying the second image of the game in the second region of the livestreaming page.

6. The method according to any one of claims 1-5, before receiving the display operation for the game, further comprising:

in response to a start operation for the game in the livestreaming page, displaying the second image of the game on top of the first image.

7. The method according to claim 6, wherein the displaying the second image of the game in the second region of the livestreaming page, comprises:

adjusting the second image of the game to a layer where the first image is located for display.

8. The method according to any one of claims 1-7, after displaying the first image in the first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, further comprising:

sending the first image and the second image displayed in the livestreaming page to a server to make the server push the first image and the second image to a client for display.

9. The method according to any one of claims 1-7, wherein the displaying the first image in the first region of the livestreaming page, comprises:

cropping the first image according to a display range of the first region, and displaying a cropped first image in the first region.

10. The method according to any one of claims 1-9, wherein the livestreaming image is a real-time image of an anchor,

the displaying a livestreaming page, comprises: before receiving the display operation, displaying the first image in full screen.

11. A livestreaming page display apparatus, comprising:

a page display module configured to display a livestreaming page, wherein a first image is displayed in the livestreaming page, and the first image is a livestreaming image;

an operation receiving module configured to receive a display operation for a game; and

a screen display module configured to, in response to the display operation, display the first image in a first region of the livestreaming page, and display a second image of the game in a second region of the livestreaming page, wherein the second region is located outside the first region;

wherein interactive information is also displayed in the livestreaming page,

the displaying the first image in a first region of the livestreaming page, and displaying a second image of the game in a second region of the livestreaming page, comprises:

displaying the first image in the first region of the livestreaming page, displaying the second image of the game in the second region of the livestreaming page, and displaying the interactive information outside the second region.

12. An electronic device, comprising:

at least one processor; and

a memory communicatively connected with the at least one processor; wherein

the memory stores a computer program executable by the at least one processor, and the computer program, when executed by the at least one processor, causes the at least one processor to implement the livestreaming page display method according to any one of claims 1-10.

13. A computer-readable storage medium, wherein the computer-readable storage medium stores computer instructions for causing a processor to implement the livestreaming page display method according to any one of claims 1-10.

14. A computer program product, comprising a computer program which, when executed by a processor, realizes the livestreaming page display method according to any one of claims 1-10.