

How Steam Works And how to make it work for your game

This talk:

- What is Steam
- How we operate
- Getting started
- Tips: Coming from mobile
- Some cool new stuff!

Steam What is it?



The ultimate PC gaming platform

- Store
- Library
- Community
- Chat
- SDK + Steamworks

A connected, passionate community

- · Post screenshots, artwork, videos, guides
- Chat in groups and 1:1
- Write reviews, vote on others' reviews
- Create mods of all kinds

Steam games, playable in many places:

- PC Desktop
- Steam Deck
- Stream to your living room
- VR headsets
- 3rd party devices

A global platform:

- Players on every continent
- 29 Languages
- 26 Currencies
- 100+ payment methods
- 400+ servers

Player languages

Full support for 29 languages

ENGLISH, 33.50%

SIMPLIFIED CHINESE, 33.70%

Even 1% is still millions of players!

RUSSIAN, 8.20%

SPANISH (CASTILIAN), 4.60%

PORTUGUESE, 2.80%

GERMAN, 2.50%

KOREAN, 2.20%

FRENCH, 2.10%

JAPANESE, 1.70%

TURKISH, 1.70%

POLISH, 1.50%

TRADITIONAL CHINESE, 1.00%

ITALIAN, 0.70%

THAI, 0.60%

OTHER, 3.20%

Growing Opportunity *Global Revenue 2023-2024*

North America ▲ 12%

Europe ▲ 15%

Latin America ▲ 14%

Russia, Ukraine, CIS **A** 55%

Australia, New Zealand ▲ 20%

The top growing countries 2020-2025

China

United States

Russia

Brasil

Japan

Germany

Turkey

Ukraine

United Kingdom

South Korea



Steam How we operate

Building long-term relationships:

Develop tools & features for developers and players.

Connect games with people who will love them.

Advertising or placement: We don't sell it.

This is here in response to how many players were buying and playing





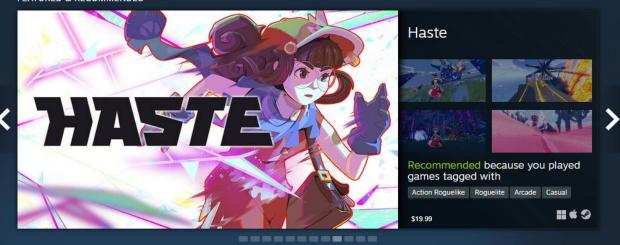
STEAM DECK Your Games, Everywhere



STEAM GIFT CARDS Give the Gift of Game

Half-Life: Alyx South of Midnight The Elder Scrolls IV: Oblivion

FEATURED & RECOMMENDED



YOUR TAGS

Vampire **Bullet Hell** Action Roquelike Score Attack Roguelite

BOX-PUSHING



A PUZZLER FEST FOR GAMES THAT NEED A PUSH (FROM YOU!)

NOW - APRIL 28 AT 10 AM PT

We don't have an editorial staff to convince.

No need to pitch us your game.

Customer interest drives visibility on Steam.

<image of discovery queue>

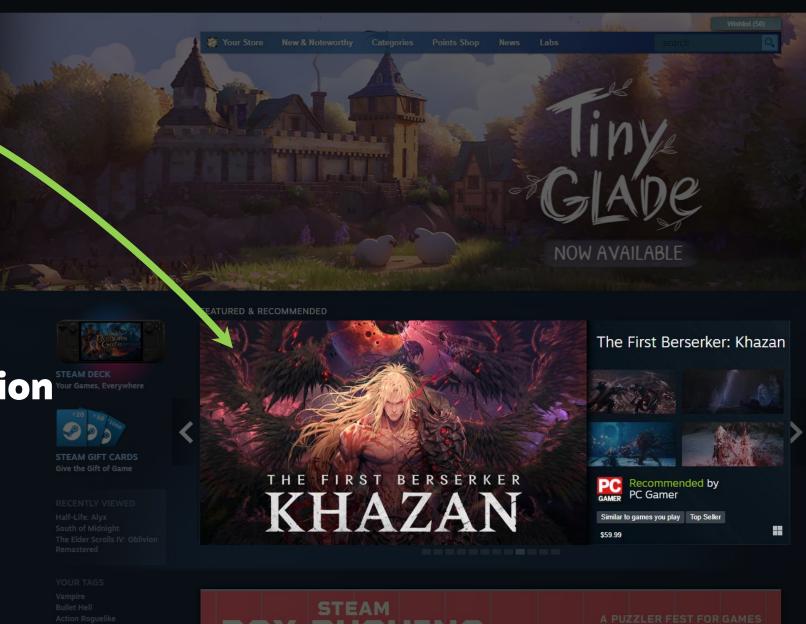
Customer interest drives algorithmic visibility & curated promotions.

Steam is personalized; what you see is (mostly) different from what I see.



These are here because of:

- **Games I play**
- **Curators I follow**
- My friends
- Popular in my region
- Etc.





Watch: How Visibility Works.

On Steamworks YouTube

Our business team is available to help.

Steam Getting started

Steam is open:

Anyone can sign up

Individual or company

You don't need a publisher; you don't need a contact at Valve

Build an audience

Who is your audience?

Where do they learn about new games?

What is unique about your game?

How can you engage with players?

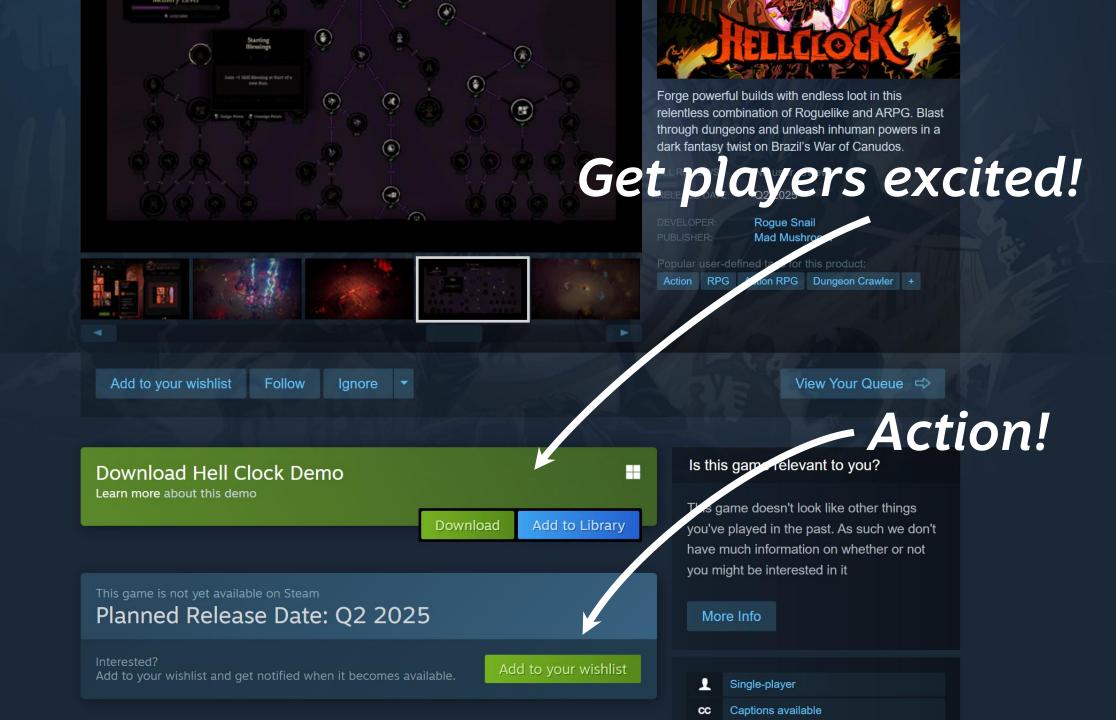
Create your Coming Soon page

Give players a place to take action

Details about your game

Communicate along the way

Update whenever you need to



Wishlist notifications

Email and mobile

On release

On discounts greater than 20%

And for Early Access



An item on your Steam Wishlist has just released!

Pilo and the Holobook



INTRODUCTORY OFFER! Offer ends Apr 24 10:00am PDT

-23% \$12.99 \$10.00

Join Pilo and Prof in a new space adventure! Use your Holobook to turn everything into stickers and create your own encyclopedia of a new world. Explore beautiful new planets and meet new friends in this adventure game.





Playtest everything

Seek honest feedback

Test your game,
your message,
your branding,
your videos,
your artwork,
etc.

Steam Tips: coming from mobile

It's PC!

It's flexible

Engage directly with players all kinds of ways (Chat, forums, video, blogs, etc.)

Update any time

Lots of feedback channels

It's PC!

Steam supports a variety of business models:

- Premium
- Free to play
- DLC
- In-game purchases

(No in-game ads)

Screen resolutions

- Adjustable, good defaults, appropriate for the size
- Adapt the user interface for resolution

Input:

- Most PCs don't have a touch-screen;)
- Support keyboard & mouse
- Controller

Update Anytime

- Brief review prior to launch
- Update your page and game any time
- Fix bugs in minutes

Community:

- User generated content
- Easily communicate with your players
- Coming Soon + Wishlist
- Community Hub

Steam Some cool new stuff!

Accessibility Support









Steam Assets Template

for Figma

Manage. Preview. Export. All in one place.



Sales & Fests

Featuring in the sale is based on customer interest and discount, not Valve curation















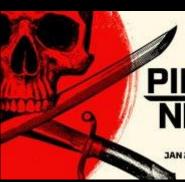


More events and fests than ever before.

















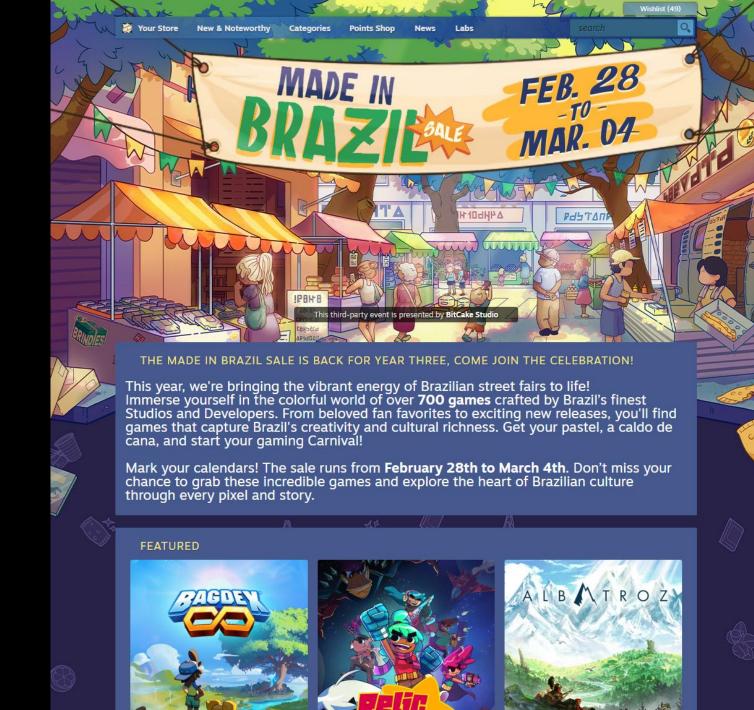
Third-Party Events

You can join sales created by 3rd party organizers...

- Some 3rd party sale events are featured on the store
- Featuring based on customer interest and theme

...or organize your own sales and events

 Submit your event idea to the Steam Events Team





Thank You

Contact us!



Plus, helpful videos and documentation