

Steam Visibility How games get surfaced to players

Nice to meet you.

Erik Peterson, Valve

Steam Business Team

Our goal with Steam is to match games with the players who will love them.

We work hard to build long-term relationships with players and developers.

It's important to us that players trust that the games they're seeing are relevant and interesting to them.

We don't sell advertising or placement

We don't think Steam should be pay to win.

Not selling ads levels the playing field and makes recommendations better for players.

You don't need to work with an editor to get featured.

You don't need a secret handshake or know the right person on the inside.

Most visibility on Steam happens automatically.

We're surprised all the time by the games that blow up.

Instead of predicting success, we've learned to follow **player interest**—the games they are excited to get into and play, right now.

So how do we figure out what to show?

Visibility on Steam is a mix:

ALGORITHMIC + CURATED

All visibility on Steam is driven by player interest.

Algorithmic visibility is personalized.

Curated featuring is not. (It's shown to everyone.)





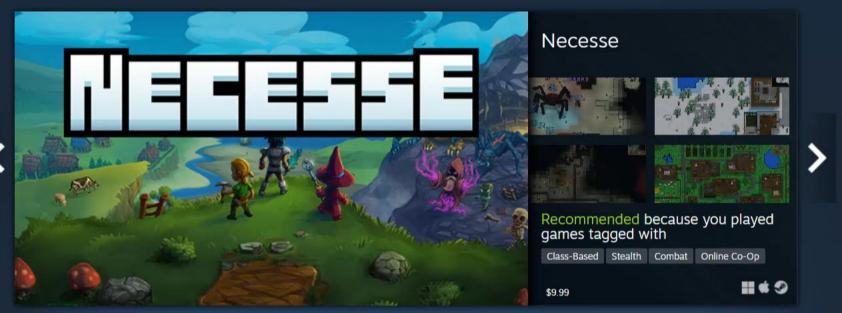


STEAM GIFT CARDS
Give the Gift of Game

RECENTLY VIEWED

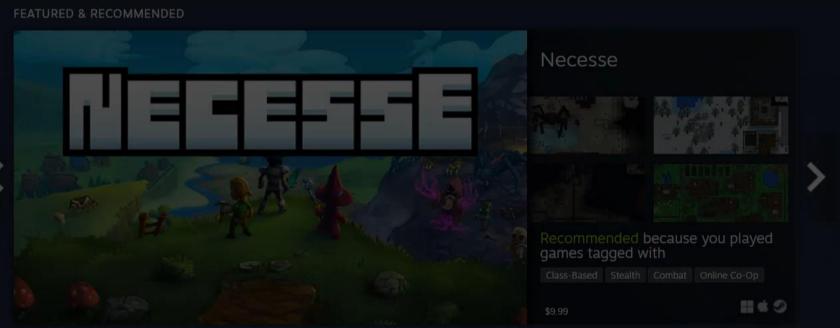
New World Remnant II Breakout 13

FEATURED & RECOMMENDED





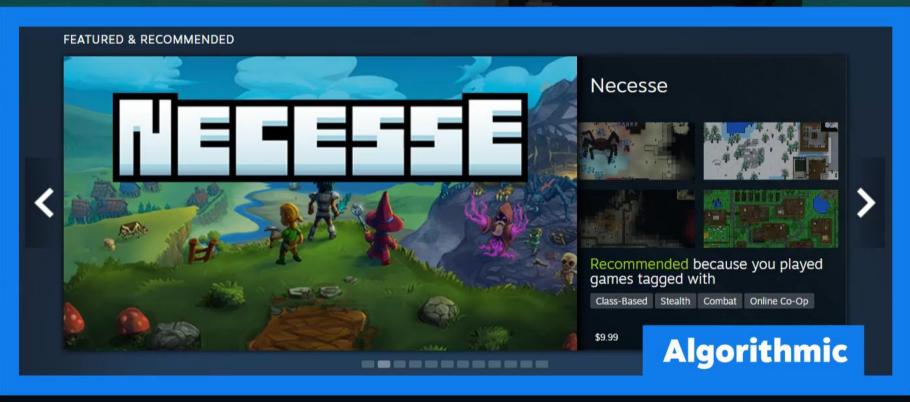




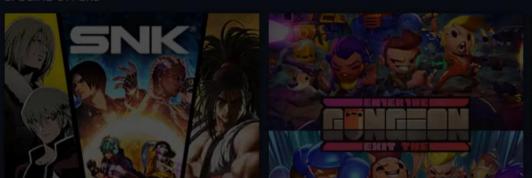
AVAILABLE







SPECIAL OFFERS







Give the Gift of Game

RECENTLY VIEWED

New World Remnant II Breakout 13 Overwatch® 2

YOUR TAGS

Class-Based Third-Person Shoote Stealth Combat Online Co-Op

RECOMMENDED

By Friends By Curators Tags

BROWSE CATEGORIE

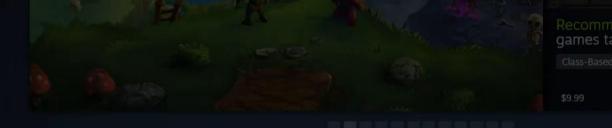
Top Sellers
New Releases
Upcoming
Specials
VR Titles
Controller-Friendly
Great on Deck

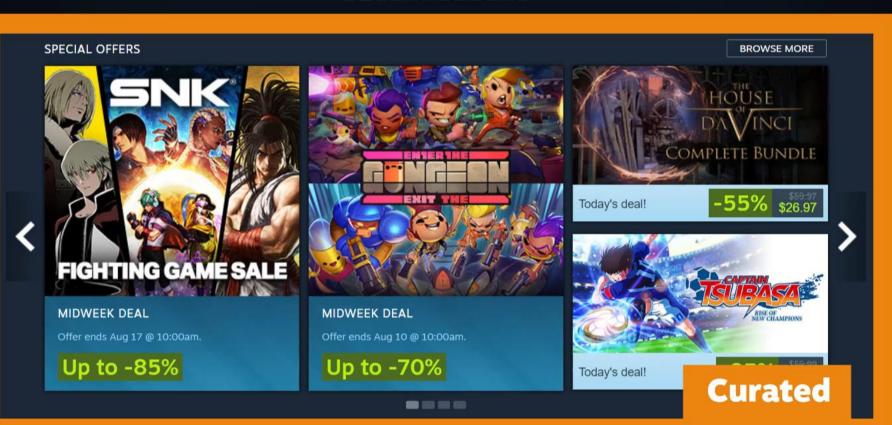
HARDWARE

Steam Deck Steam Deck Dock VR Hardware

RDOWSE BY GENDE

Free to Play
Early Access
Action
Adventure
Casual
Indie
Massively Multiplayer
Racing

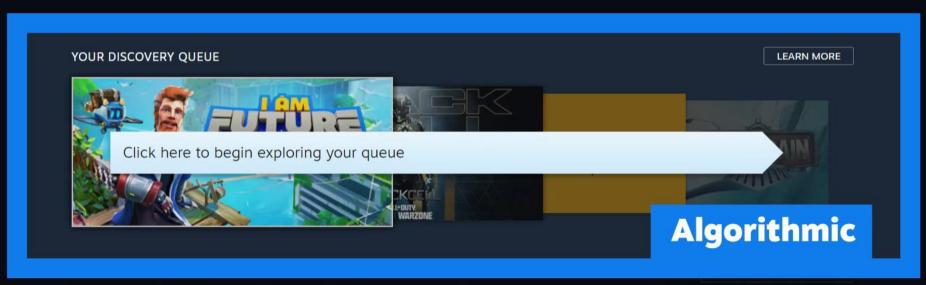








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PROWEE STEAM

NEW PELFASES

SPECIALS

FREE GAMES

BY USER TAGS

ME CO-OPERATIVE

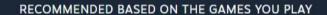
ROGUE-LIKE

OPEN WORLD

YOUR DISCOVERY QUEUE

EARN MORE

Click here to begin exploring your queue











Algorithmic

BROWSE STEAM

NEW PELEASES

SPECIALS

FREE GAMES

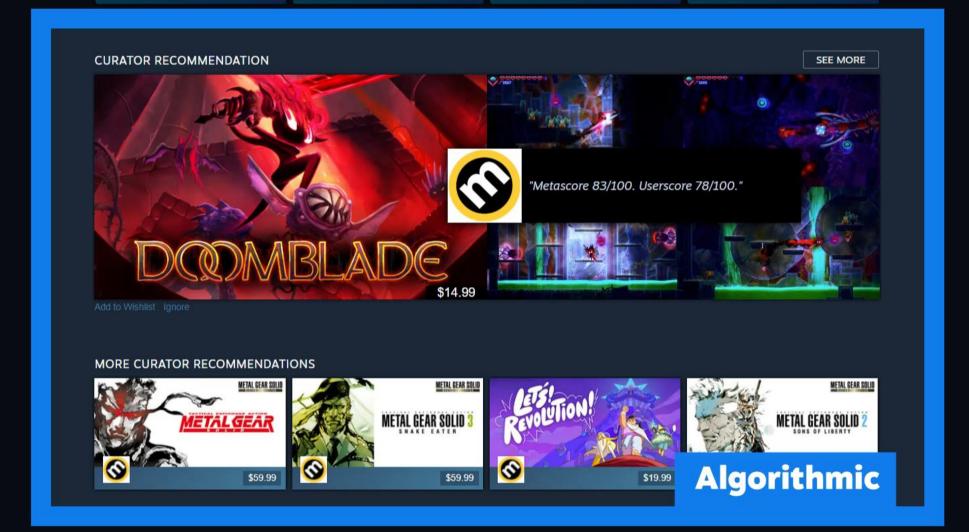
Y USER TAGS

NEW RELEASES

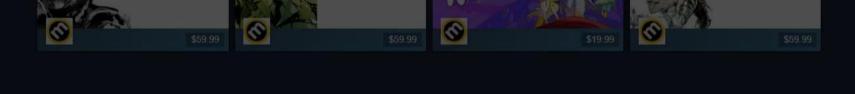
SPECIALS

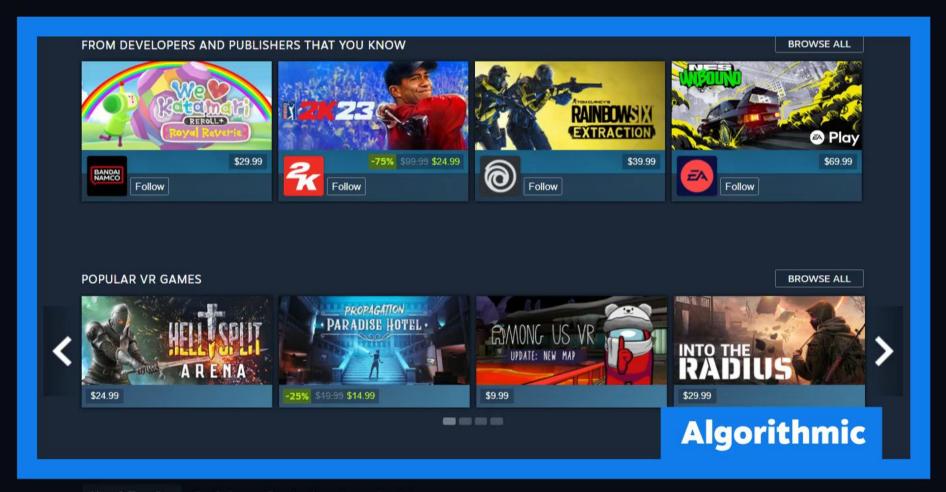
FREE GAMES

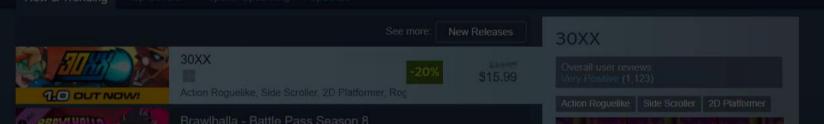
Y USER TAGS

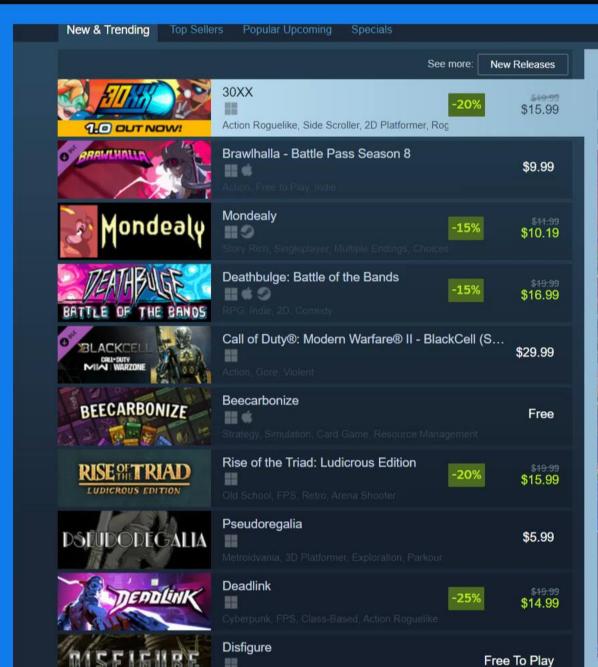


NEST











Let's take a look: New & Trending **Top Sellers** Popular Upcoming **Specials**

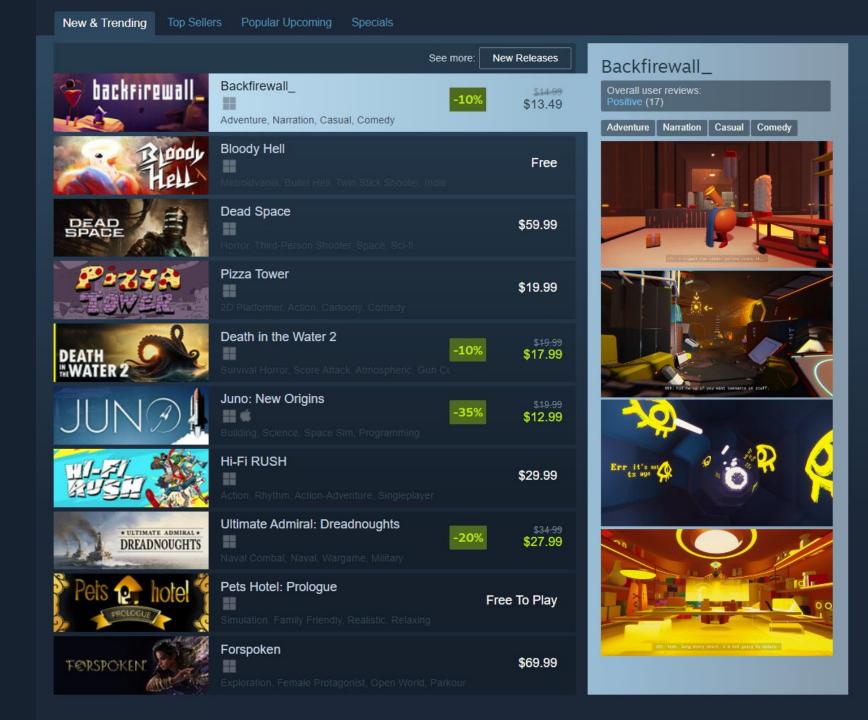
New & Trending Algorithmic

Regional list of popular games that have recently released.

When a new game is released and meets a certain threshold it will appear here automatically and starts at the top.

It will get pushed down, and eventually off of the list as new and trending games are released.

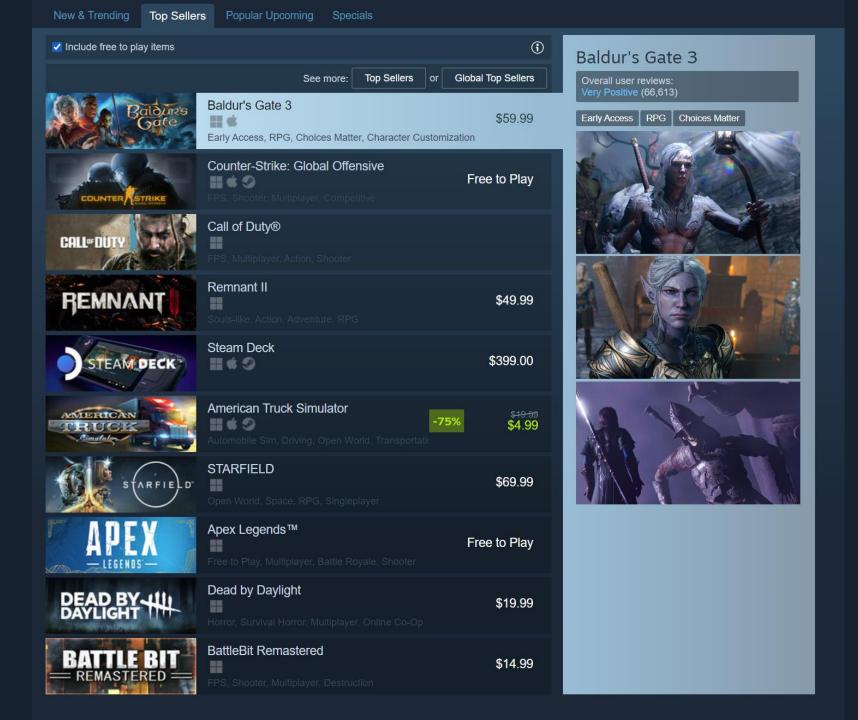
Early Access games are excluded (until they go 1.0).



Top Sellers Algorithmic

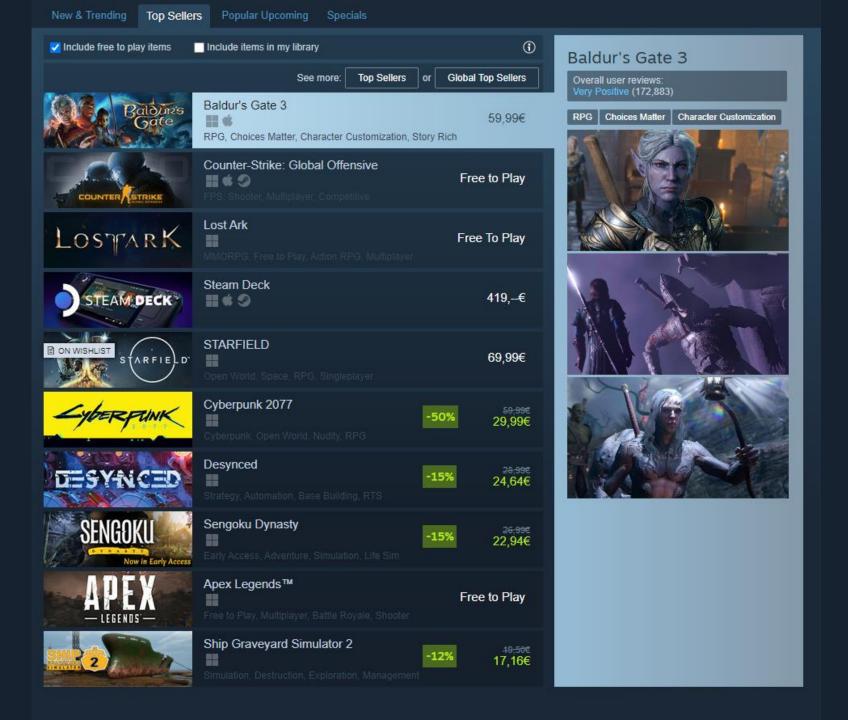
Based on total revenue, including all sources such as DLC and in-game transactions so we can get a more complete picture.

The list is localized for your region.



Top Sellers Algorithmic

Here's what it looks like in **Germany**.



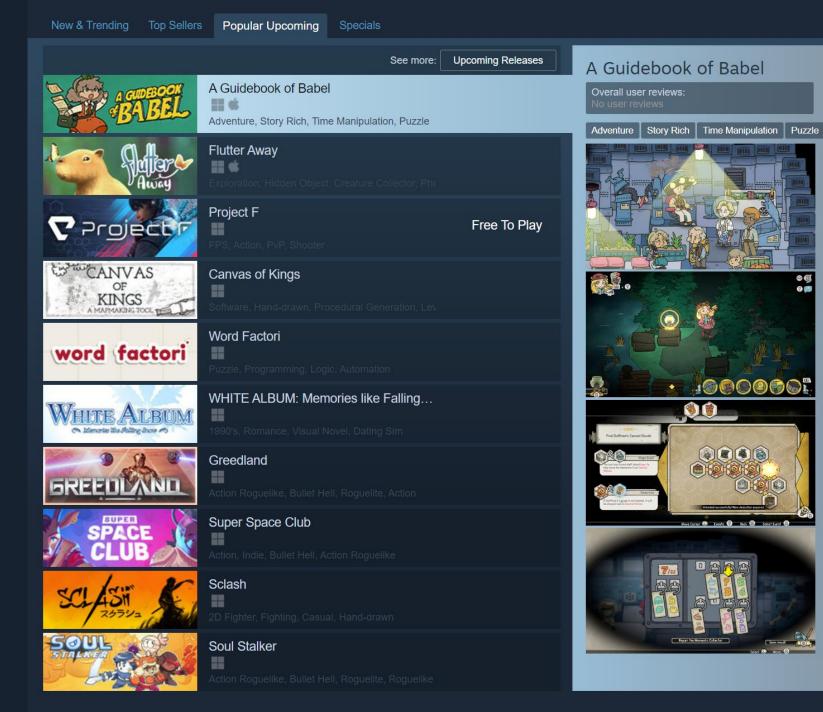
Top Sellers Algorithmic

Here's what it looks like in Japan.

Top Sellers Popular Upcoming Specials Include free to play items Include items in my library ARMORED CORE™ VI FIRE... Global Top Sellers Overall user reviews: ARMORED CORE™ VI FIRES OF RUBICON™ ARMORED CORE VI Mechs 3D Character Customization ¥ 8.690 FIRES OF RUBICON Mechs, 3D, Character Customization, Third Person Apex Legends™ Free to Play Yu-Gi-Oh! Master Duel Free To Play MASTER DUEL BlazBlue Entropy Effect BLAZBLUE ¥2,300 ¥2,024 STARFIELD ON WISHLIST ¥9,680 STARFIELD Sengoku Dynasty ¥3,059 Street Fighter™ 6 ¥7,990 STREET FIGHTER Grand Theft Auto V Baldur's Gate 3 ¥8,499 Hammerwatch II ¥3,189

Popular Upcoming Algorithmic

This is a list of the most Wishlisted upcoming games, sorted by release date.



Specials Algorithmic

The most popular discounted games, sorted by sales.

New & Trending Top Sellers Popular Upcoming Specials See more: Call of Duty®: Black Ops III Call of Duty®: Black Ops III Overall user reviews: -67% \$19.79 Very Positive (107,241) Multiplayer, FPS, Zombies, Shooter FPS Zombies Shooter Action Multiplayer Red Dead Redemption 2 RED DEAD REDEMPTION \$59.99 \$19.79 CALL DUTY. Call of Duty®: Modern Warfare® II \$38.49 -45% **Totally Accurate Battle Simulator** \$6.79 Tribes of Midgard \$19.99 \$6.79 OF MIDGARD Call of Duty®: Black Ops Cold War CALL DUTY \$59.99 \$19.79 -67% COLDWAR Call of Duty®: Black Ops II \$59.99 \$19.79 -67% Fallout 4: Game of the Year Edition \$29.99 \$9.99 -75% Falleut 4 G.O.T.Y. The Elder Scrolls V The Elder Scrolls V: Skyrim Special E... -75% SKYRIM \$9.99

The Elder Scrolls V: Skyrim Anniversa...

-60%

\$19.99

How does Steam select which games are featured in the algorithmic and curated areas of the store?

We hear a lot about "The Algorithm," but there is no one algorithm.

- 1. Steam is personalized for you
- 2. Player interest drives visibility

Steam automatically customizes elements of the store for every user.

We let player preferences drive the visibility to make recommendations relevant.

As Steam has gotten bigger, it's gotten more diverse.

We think that's cool.

Action **Arcade & Rhythm Fighting & Martial Arts First-Person Shooter** Hack & Slash **Platformer & Runner Third-Person Shooter** shmup **Adventure RPG** Casual **Hidden Object** Metroidvania Puzzle **Story-Rich Visual Novel** RPG **Adventure RPG JRPG Party-Based** Rogue-like **Strategy RPG**

The more you interact with Steam, the better it gets at recommendations.

(They're important.)

Personalization of the Main Capsule





STEAM GIFT CARDS Give the Gift of Game

YOUR TAGS

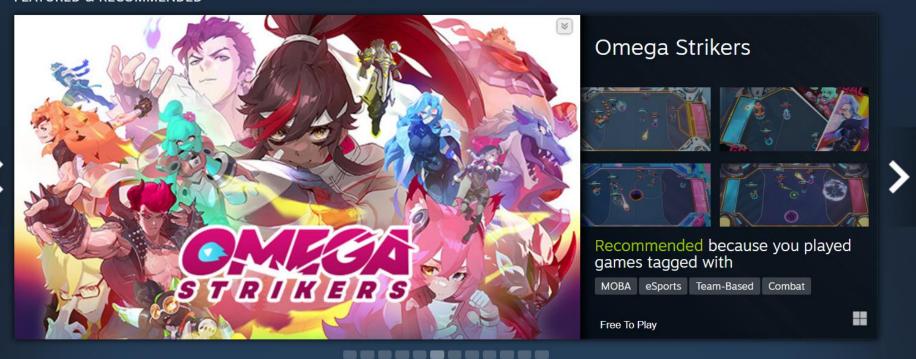
MOBA

Class-Based Co-op Campaign

CRPG

eSports

FEATURED & RECOMMENDED



Personalization of the Main Capsule is based on:

The games you've played or wishlisted The games your friends are playing or have Wishlisted Games your friends have recommended Top sellers (regionalized) New releases and updates **Curators you follow**

Personalized Recommendations on the Front Page

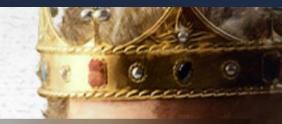
BECAUSE YOU PLAYED THE RIFTBREAKER



Content hubs are a big source of traffic.

They are like mini-versions of the front page, scoped to a genre that are also personalized.

SIMULATION





Crusader Kings III

Release date: Sep 1, 2020

Very Positive | 61,767 User Reviews

Strategy Simulation RPG Grand Strategy Medieval Historical Management RTS

Character Customization Life Sim Singleplayer 4X Sandbox Choices Matter War

Why this game is relevant to you:

✓ Similar to games you've played

STELLARIS

- ✓ Recommended by 2 friend
- ✓ Owned by 3 friends
- ✓ Wishlisted by 5 friends

Player interest drives visibility

One of the most reliable and accurate ways we've figured out to measure player interest is revenue.

When players spend time and money on your game, it's a strong signal to Steam it could be interesting to other players, too.

Steam's **algorithms** react to player interest quickly and automatically, and it can happen any time during the life cycle of a game.

Curated featuring and promotions are earned with player interest.

This includes

Daily Deals
Midweek and Weekend Deals
Front page takeovers
Content hub takeovers

What does it take to qualify for a **curated** promotion?

They are earned, and it's competitive. They're also based on a mix of sales and other customer signals.

If your goal is to qualify for a **curated** promotion, think about ways to make your game appeal to a broad audience.

Localization Regional pricing **Marketing assets Controller support** Community

Even if your launch doesn't go as planned, you can recover.

Steam never makes a permanent decision about your game.

Every game has a chance to be successful. **That's by** design.

Demystifying what drives algorithmic visibility on Steam

Store page traffic

Store page traffic

Store page traffic Review Score

Store page traffic Review Score NOT A FACTOR!* *Usually!













There is no magical number to get featured by our algorithms.

Steam is reacting to player interest. But there are things you can do to generate that interest.

Steam is designed to help your game find your audience and snowball to success, but you'll need to get the ball rolling.

Launching a store page and hoping for the best is not a marketing plan.

It's important to do the work to build a community and generate interest in your game. Launch with momentum.

Discord, forums, social media
Press and influencers
Paid marketing
Local tradeshows, meetups, and groups

Focus energy around big events—launch, a major update, or a healthy discount.

Think about ways to create the biggest burst of sales and players possible.

Learn from other developers.

They'll have innovative and effective ways to build your snowball.

We're always working to improve Steam for both players and developers.

Visibility on Steam is driven by fans and the games they buy and play.

Our goal with Steam is to match games with the players who will love them.

All kinds of games can find an audience, and success, on Steam.

There's room for everyone.

Want to help us make Steam better?

Apply to work at Valve

https://www.valvesoftware.com/

Thank you for coming. Questions?

Helpful links and a downloadable PDF of this presentation.

