

# Global Steam Platform Games Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global Steam Platform Games market size was valued at US\$ 5523 million in 2024 and is forecast to a readjusted size of USD 9835 million by 2031 with a CAGR of 8.7% during review period.

Steam is a digital distribution platform developed by Valve Corporation. It primarily serves as a marketplace for video games, but it also offers other related services such as community forums, online multiplayer, and video streaming.

Steam Games refer to the vast collection of video games available for purchase and download through the Steam platform. These games can range from indie titles to AAA blockbusters, covering various genres like action, adventure, role-playing, strategy, simulation, and more.

The Steam platform game industry is constantly evolving, influenced by several key trends. One major trend is the increasing focus on community engagement and social features. Steam has been enhancing its community features, such as improved friend lists, activity feeds, and community hubs, to foster stronger connections between players. Another trend is the rise of indie games on the platform. Steam's open platform and tools have made it easier for independent developers to publish and reach a wide audience, leading to a surge in diverse and innovative indie titles. Cloud gaming integration is also becoming more prominent, allowing players to stream games without needing to download them locally. This trend is further fueled by improvements in internet infrastructure and streaming technology. Furthermore, there's a growing emphasis on cross-platform play, enabling players on different platforms (such as PC, consoles, and mobile) to play together. This expands the player base and enhances the

multiplayer experience. Finally, the industry is seeing a continued focus on anti-cheat measures and account security to protect players from fraud and hacking. These trends collectively aim to enhance the user experience, broaden the gaming audience, and ensure a secure and enjoyable gaming environment on the Steam platform.

As the dominant player in PC game distribution, Steam's industry trends are influenced by various factors. Here are some key trends:

**Growing Importance of Indie Games:** Steam continues to support indie game developers by providing exposure and distribution channels, which allows more unique and innovative games to emerge.

**Competition from Cloud Gaming and Subscription Services:** While Steam primarily focuses on game purchases, the rise of cloud gaming services (such as Nvidia GeForce Now, Xbox Cloud Gaming) poses a challenge to the traditional download model, and Steam is exploring corresponding strategies.

**Enhanced Social and Community Features:** Steam is constantly improving its social features, such as enhancing the friend system, live streaming functionality, and community hubs, to promote interaction and community building among players.

**Integration of VR/AR Technologies:** With the development of virtual reality (VR) and augmented reality (AR) technologies, Steam is actively exploring how to better integrate these technologies into the platform to provide a more immersive gaming experience. The launch of the Steam Deck also represents Steam's foray into the hardware field, aiming to provide a more portable PC gaming experience.

**Combating Fraud and Malicious Behavior:** With the growth of its user base, Steam is constantly strengthening its efforts to combat fraud, malware, and inappropriate behavior to maintain the platform's health and security.

**Global Expansion and Localization:** Steam continues to expand globally and strengthen its localization services to meet the needs of players in different regions.

This report is a detailed and comprehensive analysis for global Steam Platform Games market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and

product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Steam Platform Games market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Steam Platform Games market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Steam Platform Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Steam Platform Games market shares of main players, in revenue (\$ Million), 2020-2025

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Steam Platform Games

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Steam Platform Games market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Valve, Krafton, EA, Ubisoft, Microsoft, Bethesda Softworks, SEGA, Activision, Bandai Namco Entertainment, Rockstar Games, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

### **Market segmentation**

Steam Platform Games market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

## Market segment by Type

ACT Games

RPG

Strategy Games

SLG

Sport Games

MMO Games

Others

## Market segment by Application

USK 0

USK 6

USK 12

USK 16

USK 18

## Market segment by players, this report covers

Valve

Krafton

EA

Ubisoft

Microsoft

Bethesda Softworks

SEGA

Activision

Bandai Namco Entertainment

Rockstar Games

2K

Game Science

CAPCOM

Sony

CDPR

FromSoftware

Larian Studios

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 13 chapters:**

Chapter 1, to describe Steam Platform Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Steam Platform Games, with revenue, gross margin, and global market share of Steam Platform Games from 2020 to 2025.

Chapter 3, the Steam Platform Games competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and Steam Platform Games market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

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