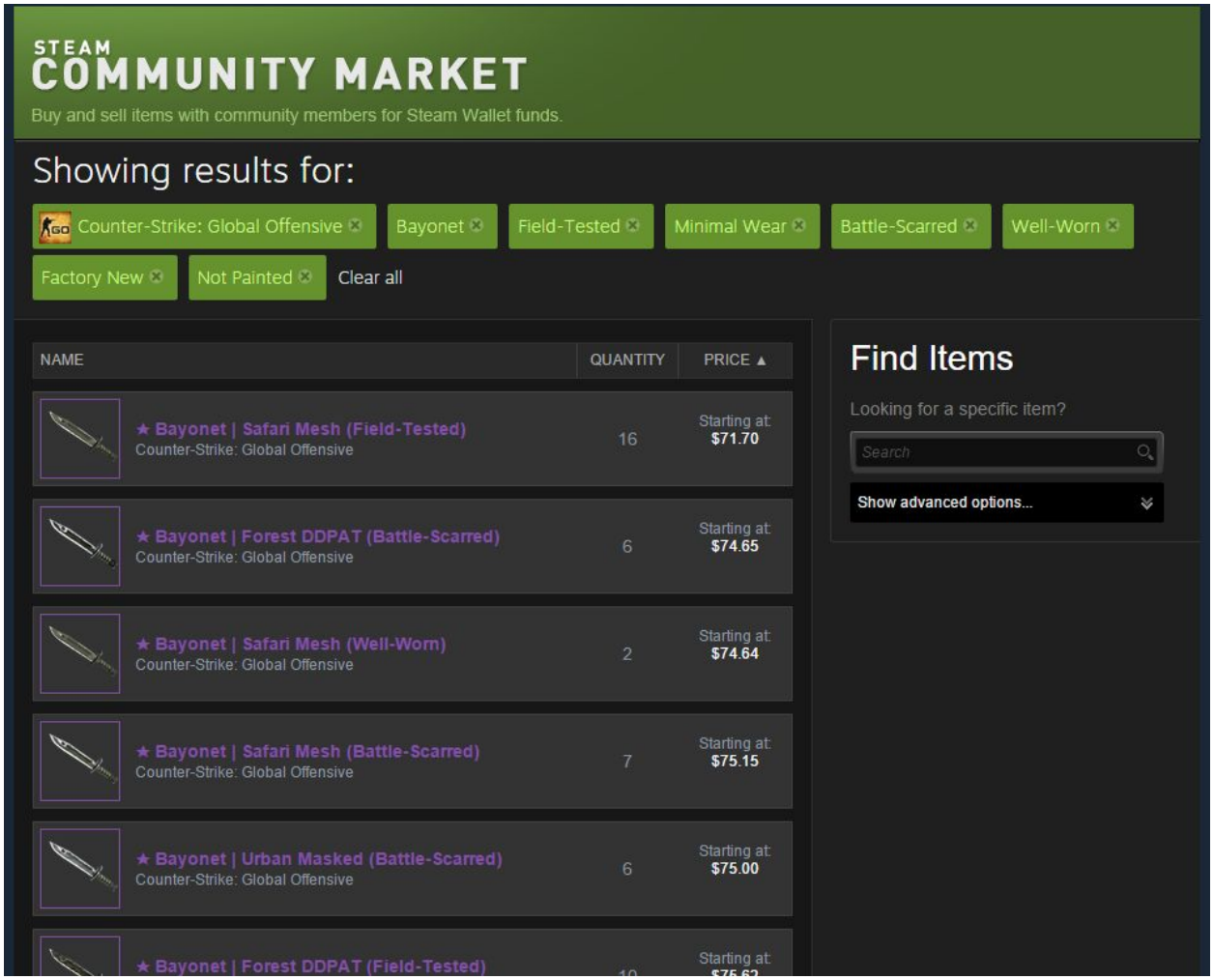
User Profile: Markus Petersson

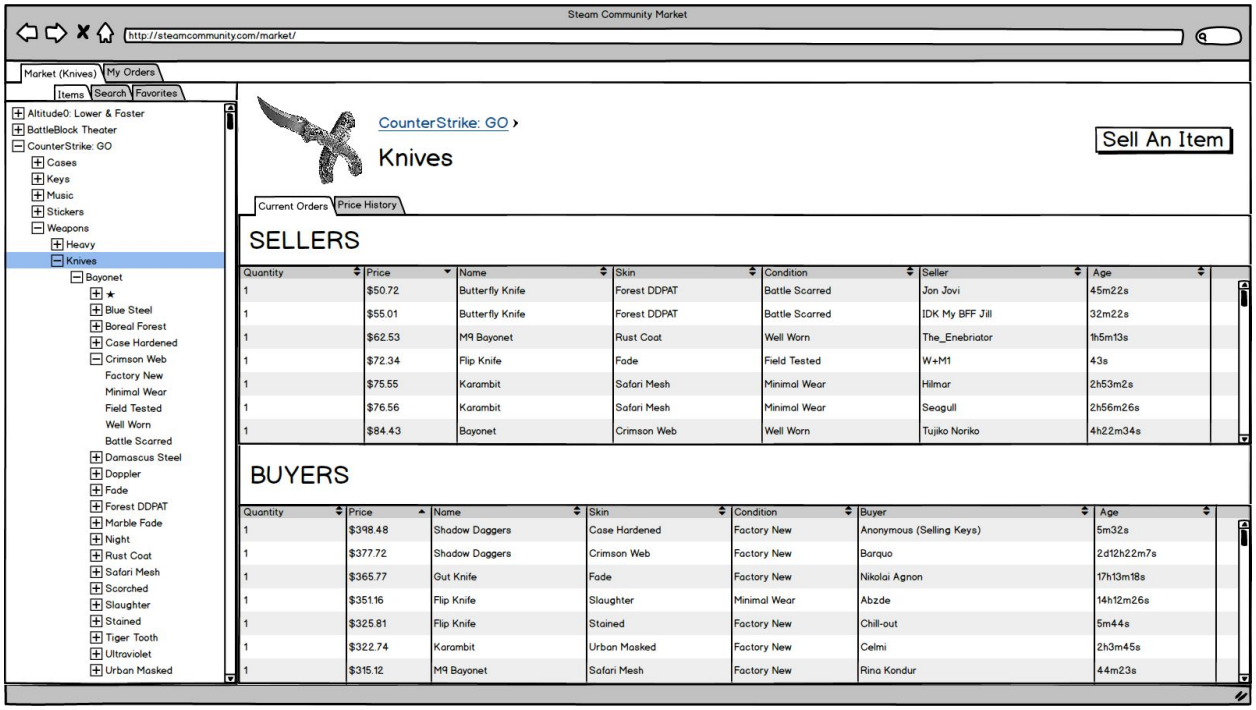
Markus is the 26-year-old manager of a convenience store, and much of his spare time is dedicated to playing CounterStrike: GO. While he admires all of the different cosmetic knives available on the Steam Community Market, he's never had the cash on hand to buy one himself. After receiving a $100 holiday bonus, he's finally in the market. Unfortunately, under the current system there's no way for him to easily compare the prices of all the different types of knives, cosmetic skins, and skin conditions (scratches on the paint or lack thereof), preventing him from making an informed decision and getting the most bang for his buck. The best he can do currently is search by individual knife and select all the available conditions.

Even worse, once Markus submits the search, he finds that he can only sort the list by price, leaving him with an unorganized mess of different skins and conditions.

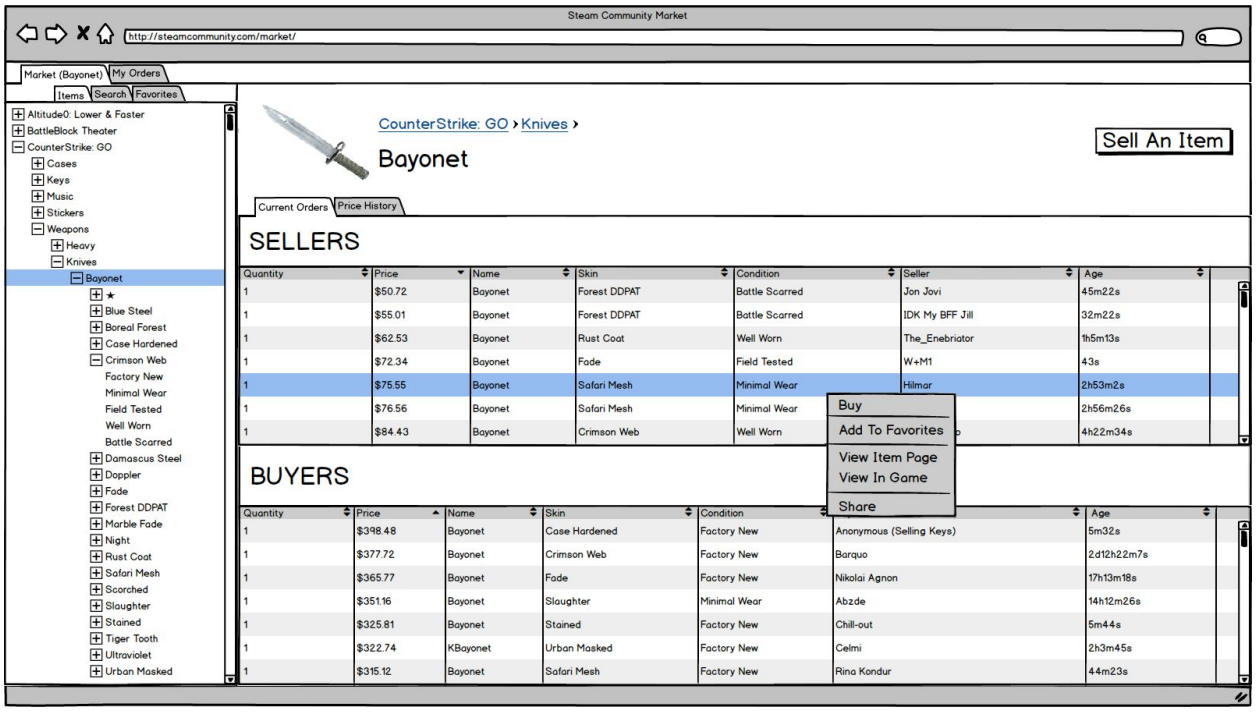


What a headache! With CounterStrike: GO offering of nine different knives, nineteen skins, and five conditions, Markus could be here for a while.

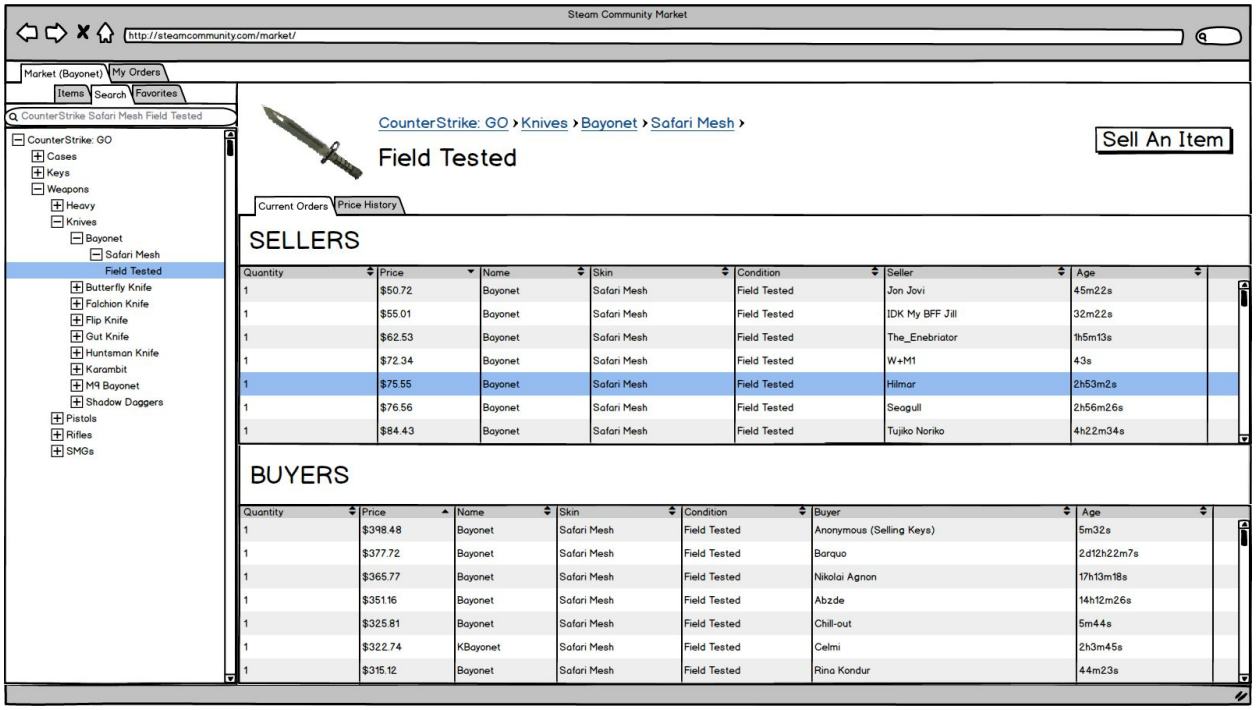
With the new interface, Markus will find it's a bit easier to make the market work for him. Without even having to initiate a search, all the info he needs is right at his fingertips. Markus can easily get a general overview of the cheapest knives available...



or view one knife in particular. However far he drills down into the item tree, he can always use the data table to sort by price, name, skin, or condition. By use of a context menu, he can also favorite an item, see more details or view it in game, and even share it with a friend to discuss the purchase.



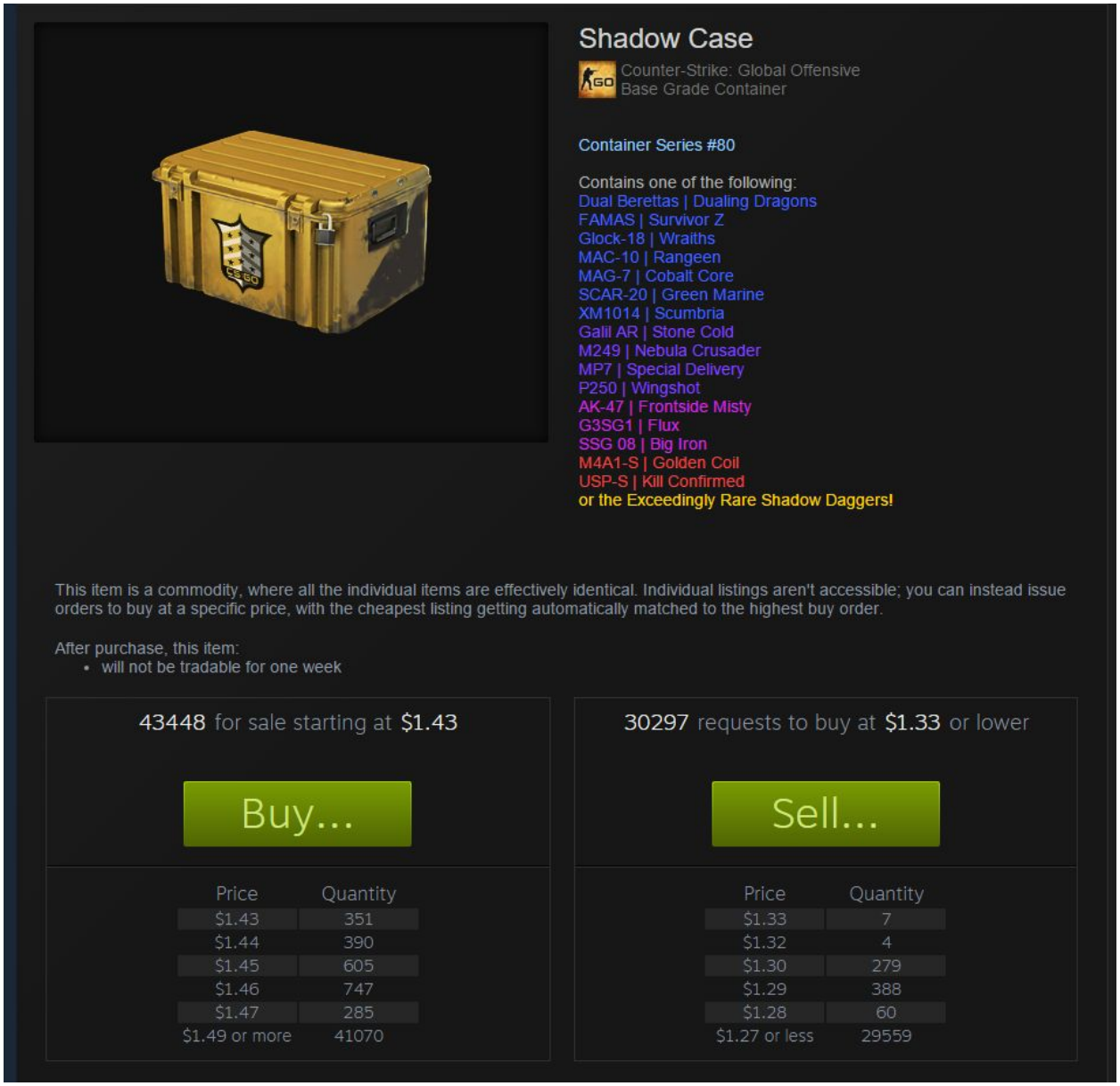
And of course, Markus can search. Using the newer, simpler, search feature, he can find any item much more quickly, and easily discover related items as well. In this example, he's used keywords 'CounterStrike', 'Safari Mesh', and 'Field Tested,' displaying all related items. Additionally, cases which contain items matching those criteria are also displayed.



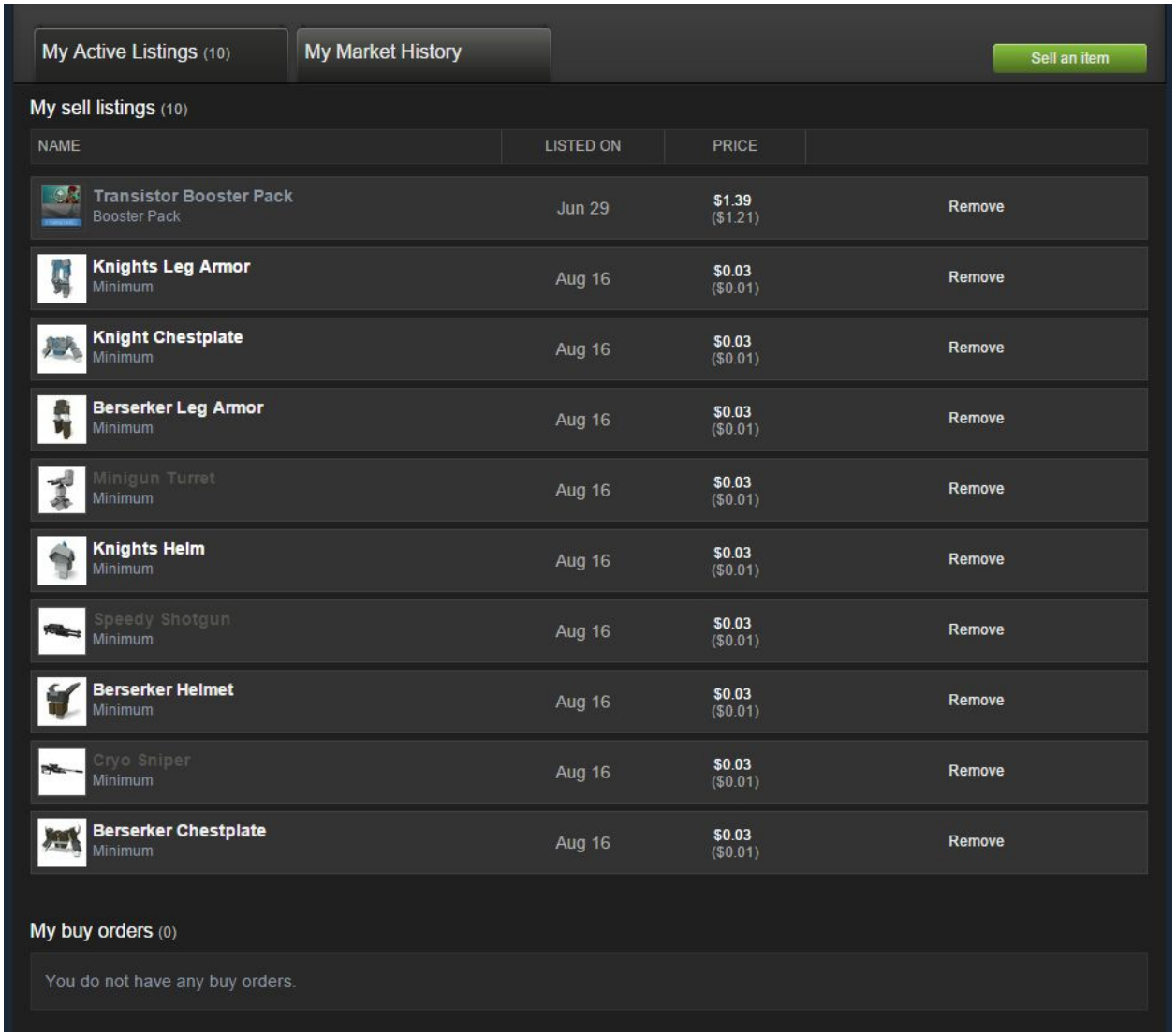
User Profile: Kyle Armstrong

Kyle is a 19-year-old college student, he buys and sells different items on the Steam Community Marketplace in order to generate a bit of pocket money. Recently, he's come up against a wall. As well as encountering the same issues Markus dealt with, the market is simply not designed for bulk or for-profit trading. Trade data is sparse, there's no data export or public API, and the listings are a nightmare. Currently, this is all the information available to Kyle when he decides whether or not an item would be a good investment.

For some items classified as commodities, there's a little bit more to go on, but it's not very helpful either.

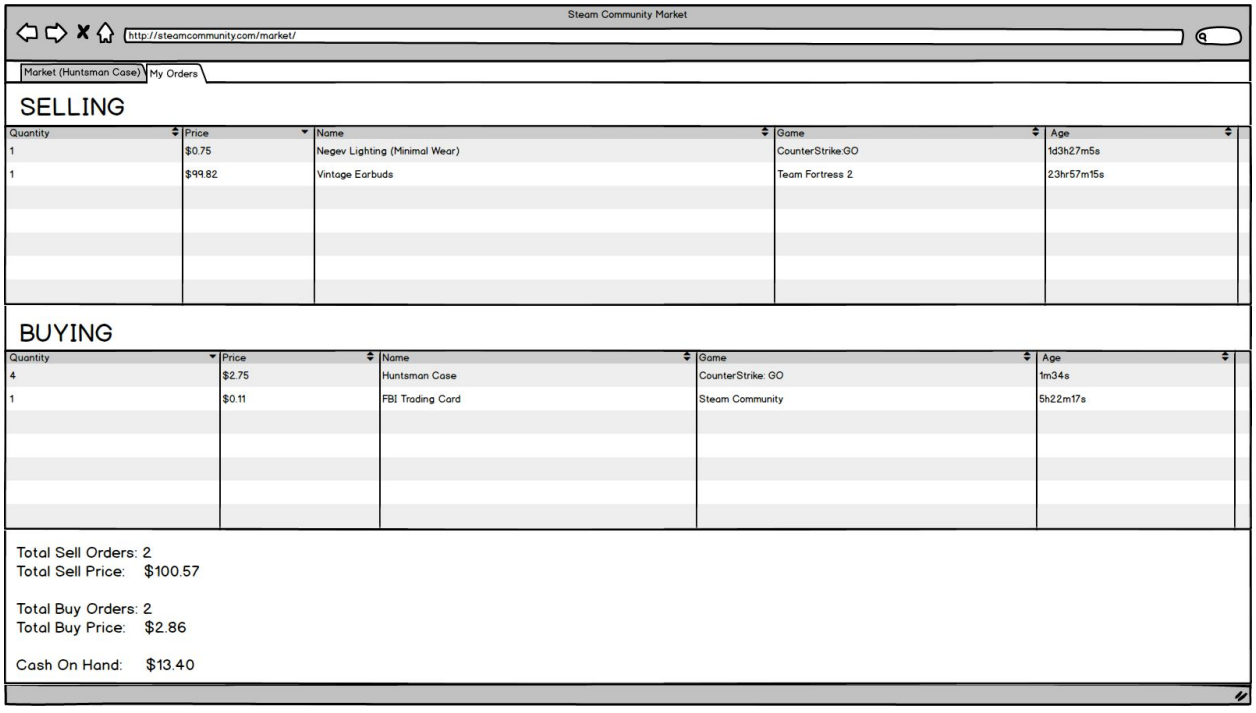


His own active buy and sell orders can at least be seen, but the readability could definitely be improved.

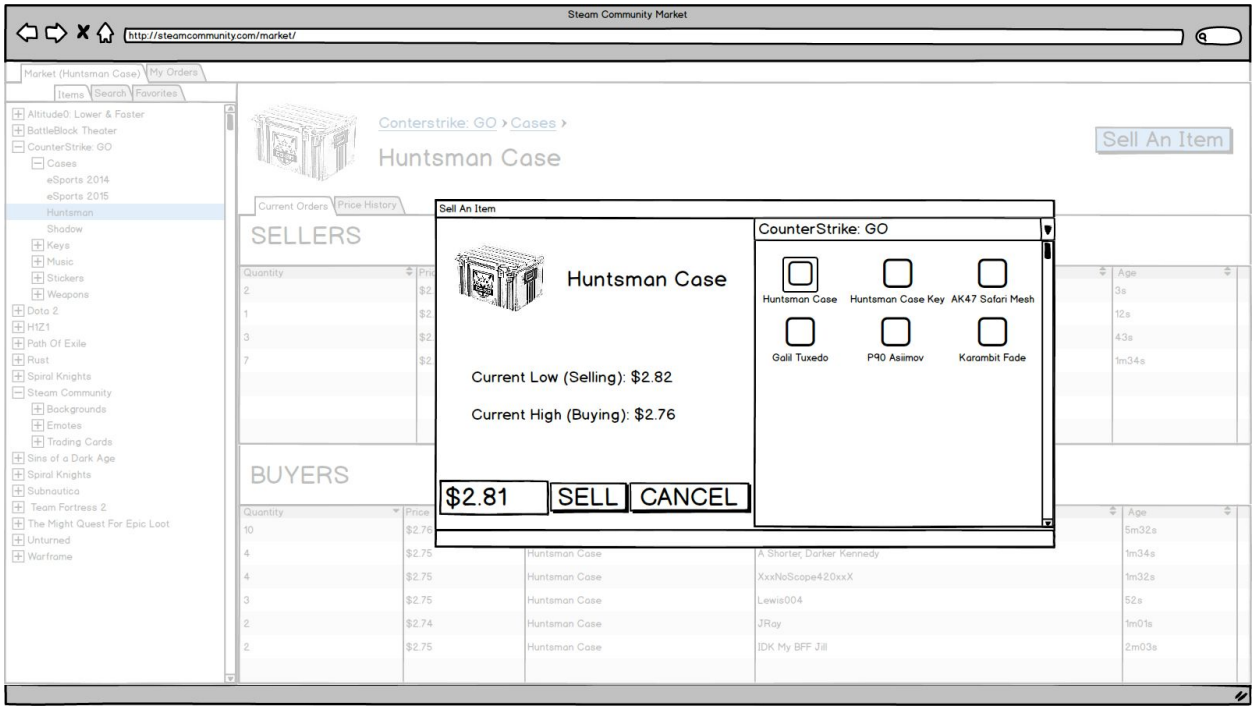


Using the new Price History tab, Kyle can easily see market data for a particular item over a given period of time, with much more depth of information. A line chart displays market highs, lows, trading volume, and a Donchian channel. For commodities, as with all items under the new system, current buy and sell orders are displayed under the Current Orders tab.

The My Orders page is also redesigned to display more data, and in a more easily readable format.



Kyle can also now easily view his inventory and list items for sale right from the store page, a feature new to the market.



NOTE: While this is a “Community” Market, fraud and scams are currently extremely commonplace. Because of this, the developers have disabled or restricted access to many social options, a decision reflected in the redesign as well.