

Project Steam

Stakeholderanalyse

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18 december 2022

Values

- **Mission**
Steam is the ultimate destination for playing, discussing, and creating games.
- **Vision** For Steam to have all the tools and channels for content creators and gamers.
- **Strategy** Steam follows in the Treacy & Wiersema Value Discipline Model a product leadership strategy.
They are currently and continue to aim to be the ultimate destination for everything digital games related. They do this by having the best desktop application that provides everything their customers could need, or aim to implement wanted features in the future.
NB: There is a case to be made for customer intimacy.

1 Key Drivers

1. What does the customer want? asdf
2. What are the goals of the customer?
3. How does the customer accomplish these goals?
4. Key business drivers

2 Stakeholderidentification

3 Stakeholderclassification

4 Stakeholderanalysis

5 Sources

- a. <https://www.valvesoftware.com/en/about>
- b. <https://store.steampowered.com/about/>