

Steam is an online content distribution platform made by Valve Corporation in 2003. So, to talk about Steam, I have to talk about Valve. Valve is a video game developer, publisher and digital distribution company headquartered in Bellevue Washington. It was founded in August 24, 1996 by Gabe Newell and Mike Harrington, two former Microsoft employees wanting to move onto a new venture. Their main creation, Steam, has a wide choice of game decorated with many tools put in place to improve gaming comfort like VR or controller adapter. However, Steam takes a lot of performance out of the machine when it runs passively and the games you buy do not belong to you directly. If your Steam account gets closed, you lose all the games you had on it. Another criticism is that you don't have a 14 day right of withdrawal, but when you consider that many indie games can be completed in less than 14 hours, this is for me an unfair criticism. Since 2021, Valve had only 336 employees by their own source. In 2017, their turnover was 4.3 billion.