

## Active users on Steam before and after lockdown

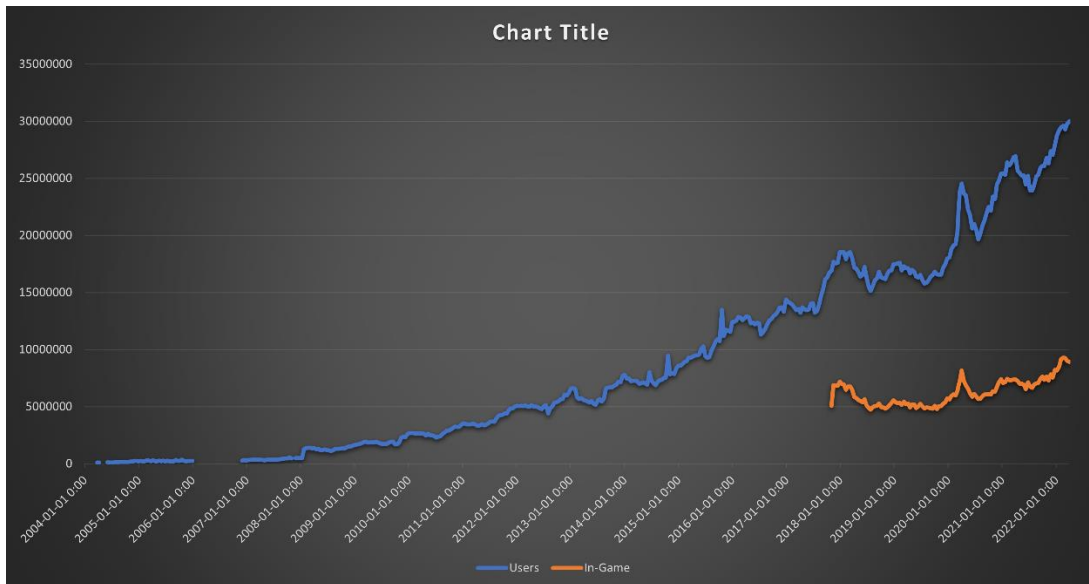


Figure 1: Chart made using data from SteamDB shows population of active users on steam from 2004-01-01 till 2022-01-01

Figure 1 shows the weekly average of the number of people actively playing on Steam from 2004-01-01 to 2022-01-01, as well as the number of players online but not playing on Steam. The weekly average is used to make the graph clearer. The data is displayed as of 00:00 UTC +0 time.

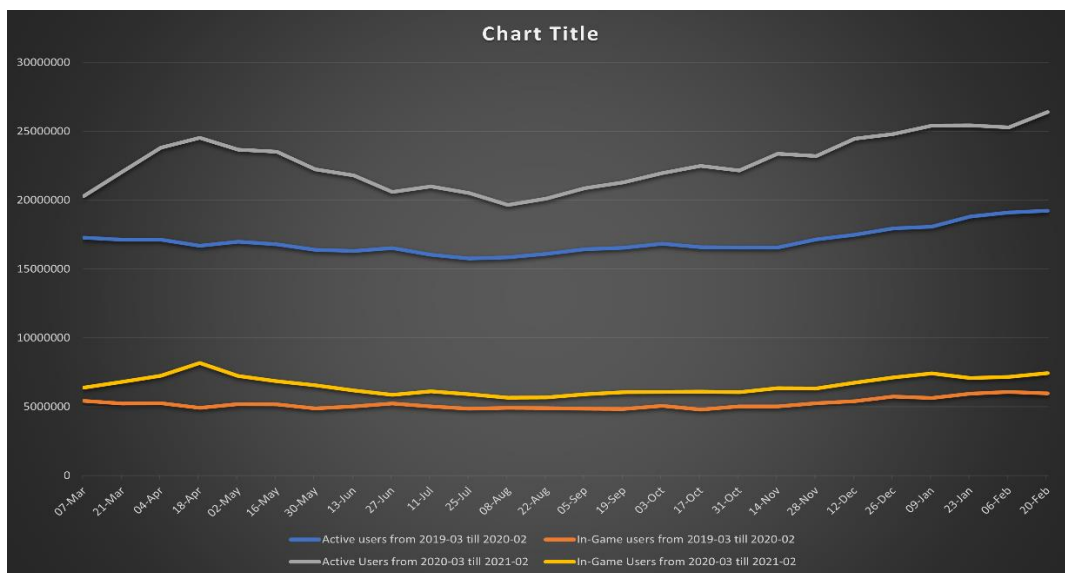


Figure 2: Chart showing active users and in-game users before and after lockdown

Although the number of instant active Steam users never exceeded the limit of 20 million before lockdown, it rarely fell below 20 million after March 2020 (the first month of lockdown)

in most countries), and the average number of instant users until December 2020 is 20.4 million, as shown in figure 2. While the average number of players regularly playing games was 4.4 million in 2019, that number climbed by 25% to 5.5 million in 2020.