BEGiNNERS GUIDE TO STARTING STEAM

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DOWNLOADING STEAM

1. Firstly You must go to http://store.steampowered.com/about/ and click the green box.

2. This will initialize the download

3. Next open the file which has downloaded into your browser
4. Next will open figure 2

5. Here we drag the Steam Icon across to the applications folder which will start the install

6. Once this has downloaded open the Steam Application.

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**Starting Steam For the First Time**

1. Click create a new account if you don’t already own a Steam account.

2. Otherwise put in your username and password and skip to the next stage.

3. Agree to the steam subscriber user agreement and privacy policy
4. Next Figure 3 will be displayed

5. Choose your account name and password

6. Once this has been chosen you must add a valid email address so that you can verify it.

7. Once this is complete registration is complete. You may now log in.

**GETTING STARTED ON THE MAIN HOME PAGE**

1. There are four main headers these are used to reach the different spaces of the steam interface.

2. The green bar below this wants you to associate a phone number with your account. This would be good to complete as it means that you have another
method of recovering your account if you lose your password.

3. If you click on your user name it will take you to your homepage. From here you can add more information about yourself. You can also edit your privacy settings which can be useful.
1. Adding friends is a great feature of steam it allows you to interact with your friends. It allows you to see what they are playing, what games they own and what games they want to own.

2. However, to add people you must first make a payment of over $5 to be able to add people. This means that the account you own at first is not the full version of steam.

3. Another way to get friends without adding someone yourself is to get the other person to add you. They must have made a payment of over $5 however.

4. Once your friend has added you you can see when they are online and what game they are playing at this time. It allows you to join them and play together if you both own an online multiplayer game.
SALES AND COMMUNITY

Steam Sales are an everyday part of the Steam eco-system, with companies running huge sales of up to 99% on new and old games as well as running free-weekend campaigns. Steam runs annual holiday sales over the Christmas, Easter and summer breaks. Where regular Steam users admit to buying unhealthy amounts of cheap games; with a huge portion of users filling their game library with hundreds of games they’ll almost never get round to playing.

These sales intertwine deeply with the community aspect of Steam, with old games getting a boost in community activity when the game features in a sale. Steam also offers the recently released trading cards which gives users another reason to take part in sales as they can expand on their card collection for a lot less than if they were to pay the RRP. Whole Steam communities consist of users who purchase hundreds of games in the pursuit of Steam achievements. These achievements are publicly viewable so users can stack themselves up against their friends or even famous professional players. Friendships are a key component to playing your games on Steam, with the ability to track achievements and instant message.

Figure 8/ The games in the library
The ability to gift games to others. This system of gift giving works really well for Christmas and Birthday presents as Steam allows you to even attach a note so you can give your birthday or holiday wishes along with the game. 

This ability to gift games will really come into its own over the Christmas period where people scramble to get those late Christmas presents; and with Steam purchases being digital then there is no chance of a shortage in copies like there would be at a traditional shops. Steam is able to provide incredibly cheap prices as their overheads are a lot smaller than that of a regular retailer who will have to pay for store front rent and sales staff, this factor along with digital games requiring no physical disk or case means that Steam can offer games for a fraction of the price.

Steam Greenlight is a community area in which users from around the world that use Steam will be able to take part in. Seeing as there are just over 10 million users logging in daily (http://store.steampowered.com/stats/), Greenlight is a very active place where millions of users submit their games onto the list along with many others.

Once a game has been submitted to Steam Greenlight, other users that browse Steam will see the submitted game, and they can choose whether or not to play it. If they do play it, they could leave a review based on their experience with the game. The creator of the game could get many mixed reviews such as:

Informat _ive, Thumbs Up: These types of reviews provide the most information for the publisher. This review would help them develop their game based on the review.

Funny, Shows that they enjoyed the game, Some helpful information: Although sometimes these reviews can be hilarious, it gives the publisher the impression that the users enjoyed their game. This can go both ways, they could dislike the game yet say something of comedic value. Or they could just give helpful information whilst maintaining their humor in the review.

Thumbs Down, Informative: The difference between the thumbs up and the thumbs down is dependent on the users experience on the game. If they didn't enjoy the game, they would put a thumbs down rating. Aside from all of that, the user would give the publisher some helpful information regarding the game.

Irrelevant review, Thumbs down, No experience with the game: These types of reviews are really not that informative and they provide nothing for the publisher what-so-ever. The review has no relevance to the game and they are just there to drag the game down, away from reaching the Steam store.

Greenlight gives users the perfect opportunity to show off their talents in game design. The community, being the users that browse Steam Greenlight, have the choice to either give the game a thumbs up or a thumbs down. This will give the game a chance to release onto the Steam Store. The only way "Greenlit" games can go onto the Steam store is not by reaching the required amount of votes, it all depends on how many people see the game on Greenlight and recommend other people to see it, it doesn't necessarily mean that they have to thumbs up the game in order to push it further.
Accessing the Workshop

Access the workshop for a game either by clicking the link in the drop-down under the Community tab then searching your desired game, or by clicking Community Hub > Workshop from the game in your library.

What the workshop is for

What the workshop does depends on the game. Some games don't have workshop compatibility (Civilization IV, Planetary Annihilation), some are for mods (Civilization V, Skyrim) and the more "sandbox building" games use the workshop for creations (Besiege, Space Engineers).
How to use mods/creations

To use one of these mods/creations you simply click "+Subscribe". When you start a game, the mods/creations will download into the correct folder automatically. If the game uses a launcher, mods can be activated/deactivated whenever you initiate the game (Crusader Kings 2, Mount and Blade). Some games have an
internal mod activator/deactivator so you don't need to exit the game to use mods (Civilization V). If one is using creations/maps from the workshop, they will be stored in your Saves folder.

**Uploading content to the workshop**

Depending on the game, you can upload content differently. Some games, notably *Besiege*, can upload creations at the click of a button in-game. Others have to be manually uploaded using the individual game's upload instructions, found on the Community Hub of the game. When you upload something, you can name it and add a description and tags. You can track your creation and see how many Unique Views and Subscribers you have to that particular upload.

**Alternative websites**

**Humble Bundle**

- Simple registration system.
- Clearly layout – predominance of dark colours but still clearly.
- Simple search.
- 221110 bundles sold.
- 7566 bundles sold in this week.
- This website also supports charity - 10% of your purchase.
- $3,697,000 contributed to charity.
- You can choose exactly how your purchase is divided between the developers, charity, or even the humble tip jar.
- If you pay $1 or more you can get access to connect on steam.
- They only sell games, don’t have any free games.
- You can name your price and increase your contribution to upgrade your bundle.

**IndieGameStand**
• Simple registration system.
• Simple search.
• A portion of the proceeds from each sale goes towards the charity of the game developer’s choice. Foundation aims to improve the overall quality of life for those with disabilities through the power of video games.
• New game every 96 hours.
• Every sale allows you to pick your own price and helps fund indie developers.
• You can download some games for free.
• Total payments by platform:  
  - Windows - $511,46 (81%)
  - Linux - $64,67 (10,2%)
  - Mac - $55,59 (8,8%)

• Clearly layout – predominance of dark colours but still clearly.
• Steam and desura keys are unlocked for every game where the developer provides them.
• You can save an additional 20% on every indie game purchased from store.
• You can get every version and platform of the game that the developer provides: Windows, Mac, Linux.
• You can receive every game deal's bonus content, soundtrack, wallpapers, bonus games, etc.
• If you get over 90 games a year with a total valued at well over 600 you can save crazy loot money.
• Web & Community group with 239 members

GOG

• Simple registration system.
• Simple search.
• Not so clearly layout in the colors of purple and gray
• Most of images, poor text.
• Easily track the conversations by adding topics to your favourites, you can add favourite topics by simply clicking on the checkbox.
• They only sell games, don’t have any free games.
• You can get every version and platform of the game that the developer provides: Windows, OSX, Linux.

Desura
• Unusual design, a lot of colours and images.
• Simple search.
• Simple registration system.
• Poor loading times.
• Official group with 12,536 members.
• You can create categories then upload keys for those stores here (Steam, GOG, Origin).
• Over 2 million gamers served monthly.
• You can promote your content and grow your fan base.
• They encourage you to share images, videos, news, events and other content frequently for maximum exposure throughout Desura and to your followers.