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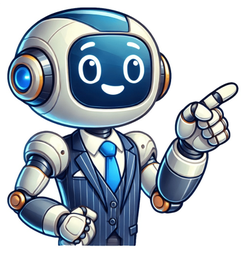

Getting free steam codes is possible without the use of a generator. Odds are that you are a fan of the platform that distributes digital games owned by Valve. If you are like me — you probably are wondering how you can get free Steam codes to buy games in the Steam store, right? If you want to play games on Steam for free, these 9 tried and tested methods are the perfect way to unlock free Steam codes. Ever since Steam was launched in 2003, people have been searching for ways to get free games and money in their Steam wallet. There are reward sites (legitimate ones) that allow you to do tiny tasks like answer questions, play mini-games, or watch videos and earn points that you can cash out for Steam gift cards. There are also many different quick ways to earn $200 in a day and use that money to add funds to your Steam wallet. So if you're one of the 14.5 million users that want free Steam codes — let's get started. You don't need over 20 ridiculous ways to earn points that translate into Steam digital wallet codes – just these nine legit methods. Using these methods below can really help you buy Steam wallet gift cards. SITEPAYMENT METHODMINIMUM TO CASH OUTSurvey JunkiePayPal or Steam gift cards$10 (1000 points)InboxDollarsCheck, prepaid VISA or Steam gift cards$30SwagbucksPayPal or Steam gift cards$3 for gift cards; $25 for PayPalMistplaySteam gift cards$5RakutenPayPal or Steam gift cards$5IbottaPayPal$20UpsidePayPal$1 While no one person or company will legit give you free Steam gift cards or Steam wallet codes for free — some reward sites will give you free money if you sign up or complete mindless tasks. These are the apps that'll pay you real money that you can use for free Steam codes. If you're wanting to get some free Steam codes but want to get them today then sign up for Swagbucks. They are a legit top rewards site and pay you for searching the web, shopping, discovering content online, watching videos and taking fun, top-paying surveys. You can likely earn a $50 Steam digital wallet code in a few days if you grind it out. Plus, they offer a free $10 welcome bonus when you sign up. Simply sign up and get started today by choosing the highest paying surveys that pay up to $35 each and take less than 10 min to complete. Another app that offers you the opportunity to play games for real money for your Steam Wallet is InboxDollars. If you sign up before the end of this month, they also give you a $5 free bonus just to give it a try. By spending just 5-10 minutes per day on this (either on your lunch break or during TV commercial breaks) you can earn and earn an extra $50/month just for playing games. They also offer you the opportunity to earn cash for sharing your opinion and completing surveys. More people should be using this app to earn easy Steam money. So, let me preface by saying I'm not a fan of wasting my time taking boring surveys. But this one of the best ways to earn gift cards (like Steam digital wallet codes) on your phone, quickly. Survey Junkie lets you get paid for taking online surveys from brands you use every day. You can also participate in focus groups, try new products (free stuff, yay!) and get paid to listen to new music. This is one legit survey company, and you can get started with a registration bonus here. Instead of wasting time playing games and not being productive, now you can get paid to do it – win-win! Getting paid to play games on your phone sounds like a dream, but this new app really pays you with Steam codes to play games. It's a legit app with 41,124+ positive reviews in the Google Play Store. Sound like fun? You can download it from the Google Play Store here, and start playing free games for Steam cash rewards. Rakuten is a top cash back site that rewards you for shopping at stores with cash back. If you do any sort of online shopping, you're bound to make some extra cash back by using this shopping portal. They also help you by letting you know the cheapest prices for things you're interested in — and offer a $30 sign up bonus. Rakuten also has a generous referral system where you can earn $25 for each friend you refer. You can claim your earnings for straight up cash via PayPal or Steam gift cards. Do you go grocery shopping at least twice a month? If you aren't using a grocery cash back app like Ibotta to get cash back on your purchases then you are leaving cash on the table. Just by downloading the app for free, adding in offers, and shopping as you normally would, you can earn easy cash back on every grocery trip. Plus, you can get a $10 cash bonus just for signing up. Upside is a gas savings app that helps you get money back for each gas receipt you scan. You can also get cash back on restaurants and grocery offers as well. This is one of the few apps that legitimately gets you cash back at gas stations, so it's definitely worth downloading for free. Upside gives you the option to cash out via PayPal, check or digital gift card. You need a minimum of $1 in order to take any money out of your account. According to Insider, a Steam Wallet is a digital-banking tool used by Steam to allow users to add funds to their Steam account.  Steam Wallet allows users to purchase games with funds in their accounts instead of directly using their credit or debit card. In select games, you can also use funds in Steam Wallet to make in-game purchases. Steam Gift Cards and Wallet Codes are an easy way to put money into your own Steam Wallet or give the perfect gift of games to your friend or family member. Steam Gift Cards work just like a gift certificate, while Steam Wallet Codes work just like a game activation code both of which can be redeemed on Steam for the purchase of games, software, wallet credit, and any other item you can purchase on Steam. You can find Steam Gift Cards and Wallet Codes at retail stores across the World in a variety of denominations or you can use sites that pay in Steam gift cards. To redeem a code in the Steam application, open Steam on your computer and from the top navigation bar, select "Account Details" and then "Add Funds to Your Steam Wallet" and finally add your Steam code after selecting "Redeem a Steam Wallet Code". Steam Wallet Codes and Steam Gift Cards are sold all over the globe. You can buy them in thousands of retail stores or online shops using your local payment methods or you can use some of the methods we share above. The only thing stopping you from earning "free" Steam codes is yourself. Anyone can sign up for any of the remote side hustle methods above and get at least $10 in their Steam wallet today. Just be careful of other sites claiming to have free Steam code generators or offering other ideas that are likely scams or just affiliate links. You can benefit from learning about how to make money on Steam. Overall, just don't waste your time and be smart when trying to get more credit in your Steam wallet! If you're a gamer, you're probably on Steam every day looking at the new releases. But if you spend on these games every day, you'll very quickly run out of cash. The good news is that you can get Steam gift cards and wallet codes from legit sources – without spending a cent. Don't Miss These Freebies... PinchMe - Grab a GIANT box of free samples shipped right to you from some of the world's most popular brands. Daily Goodie Box - What's better than one giant box of free stuff? TWO giant boxes of free stuff. Join Try Products to get even more free samples. P&G Rewards - Get over $100 in coupons to stuff you already buy, plus enter to win weekly gift boxes and gift cards. Steam is probably the most popular gaming digital marketplace with over 30,000 existing games and software on its store. Steam has its own game launcher, a massive community of gamers, and almost every title imaginable. While Steam does let users try out about 100 games from the library at any given time, it isn't the same as choosing the game you actually want to play. So if you're here to try and find out where you could get free Steam gift cards, read on to find out how! Free Steam Gift Cards and Steam Codes First, let's talk about your Steam Wallet. It is essentially a digital bank created by Steam enabling its users to store funds here from various sources. Once the wallet is funded, they can use this to buy games and in-game items directly from Steam. To place funds on a Steam Wallet, you can either transfer funds from a bank account, Steam gift cards, or Steam wallet codes. Steam gift cards can be bought at various brick-and-mortar stores, such as electronic retailers, convenience stores, game stores, and grocery stores. Like traditional scratch cards, you have to scratch the back of the Steam card. There you'll be able to view the code and then redeem them on the Steam website or the Steam app. You can also buy Steam Wallet codes that can be sent electronically, such as through SMS or email. Unfortunately, there are scammers who utilize the Steam wallet facility to trick desperate gamers into downloading virus-infected programs or providing sensitive personal information in exchange for free Steam gift cards. I assure you, this list contains only legitimate ways to earn free Steam gift cards and wallet codes. It doesn't mean that you don't have to work or do something in return, but these are all legal and legitimate ways. 30 Ways to Earn Free Steam Gift Card Codes Yep, there are actually dozens of ways you can work your way for free Steam credits. Below are several ways, grouped into the type of site/companies. But, let's start with the easiest and fastest way to get a free Steam gift card. 1. Steam Gift Cards via Swagbucks Simply, click here and create an account at Swagbucks. You'll instantly be credited with a $10 signup bonus. You earn points by simply playing games, searching the web, watching videos, or doing any number of easy things online. You can then take that money and redeem it for Steam gift cards. It literally doesn't get any easier than this. Claim your free box of goodies now! It's a giant box of free samples and it comes right to your door at no cost. Click here and get yours. Here are several other ways of earning them as well: MARKET RESEARCH 2. Opinion Outpost — Get $10 for joining, then earn more easy cash by sharing your opinion on online surveys. 3. Surveytime — Get $1 simply for signing up, and earn $1 for every survey you complete. Surveys are assigned based on your profile. 4. Pinecone Research —This company pays for consumer opinion of products. Every survey answer gets you to earn points, which you can then redeem as cash or cards to pay for your Steam cards. 5. Market Agent — MarketAgent has over 2 million users worldwide. Each survey takes 15 minutes to complete and earns real cash per survey. Cashing out as gift cards or PayPal is available. 6. LifePoints Panel — Do surveys online (or via the app). Just like other market research companies, you'll get paid simply by sharing your feedback about a particular product or service. You get to save virtual points called LPs, which you can then redeem for PayPal or e-gift cards. Of course, it's up to you to buy your Steam gift cards from the funds you earn. REWARDS PROGRAMS 7. Inbox Dollars — Join the site and get $5, no questions asked, then earn more money by answering a survey, watching videos, and completing other small tasks online. Convert the funds you collect to cash or gift cards like Steam. 8. PrizeRebel — Complete surveys and share feedback on stuff like the other 8 million users on the site. Each task completed pays you points, which you can convert to buy Steam gift card codes, Walmart gift card, Amazon gift card, iTunes credit, or other payment methods. 9. PointsPrizes — This site pays users to answer surveys and perform other tasks like watching videos or browsing the web. PointsPrizes support a wide range of gift cards, including Steam. 10. GrabPoints — Get paid to watch TV, download apps, and complete other no-brainer tasks. Each completed task gets you points that you can exchange for Steam codes or PayPal money. 11. Rewardia — Play games, complete surveys, and earn points that you can exchange for various gift cards, including Steam gift cards. You'll need a minimum of 5,000 points or the equivalent of $5 to redeem these points. 12. Idle-Empire — This is another site that will reward you for doing tasks like watching videos, answering surveys, referring other users, and other quick tasks. They even give you bonus points for simply signing up. Earning 10,000 points is equivalent to $1. LOYALTY PROGRAMS (Gaming) 13. Mistplay — This app is a loyalty program for mobile gamers that rewards you for playing games that they recommend. Earn Units that you can exchange for various rewards, such as Google Play credits, Prepaid Virtual Visa credits, and of course, free Steam gift cards. They've given over $17 million to date. 14. Gamehag — Unlike Mistplay, which is only for mobile games, Gamehag is a loyalty program that allows you to earn points (called Soul Gems) for playing mobile and PC games. Once you have enough Soul Gems, you can redeem them for free Steam gift cards, as well as free games and in-game items. 15. PlayNANO — Complete short tasks like watching videos, answering surveys, and playing games. Get paid in Nano, which is a cryptocurrency that you could then convert into Steam wallet codes. 16. Bananatic — Bananatic offers plenty of free-to-play online games to test and review, for which you can earn "bananas" in exchange for free gift cards. 17. GCLoot — GCLoot is made for gaming enthusiasts, as it allows users to choose which tasks they want to do and get to choose which rewards they get for these tasks. Start earning points today via completing surveys, watching videos, and accomplishing other minor online tasks. Accumulate at least 5,000 points to redeem a reward, including a free Steam gift card. CASHBACK SITES 18. Rakuten — Known formerly as eBates, this cashback site works by letting you shop as you normally would in over 2,500 stores and reward you with rebates through your PayPal account or by check. Use your rebate to get Steam gift cards or wallet codes for free. Joining the site even gets you $10 without any fuss. 19. Dosh — You need to enter your card details, but once you do, all your shopping will automatically earn you real cashback. You can then transfer your cash to your Paypal, Venmo, or bank account. 20. Tada — Previously known as ShopAtHome, Tada gives you cashback on your grocery shopping and other purchases, which you can convert into free Steam gift cards. They offer a $10 bonus for signing up when you spend at least $25 through their cashback portal within 30 days of signing up. 21. My Points — Join now and receive a $10 gift card. Take the first five surveys and earn $5 quickly, then use the site to earn cashback as you shop. All collected points can be converted into Steam credits in the future. 22. BeFrugal — This cashback site gives you $10 upon sign-up, then about 40% cashback every time you shop from over 5,000 stores. Once you accumulate enough points, you can redeem for all the free Steam codes you want. 23. Ibotta — One of the most popular cashback sites around, Ibotta has been exchanging rewards for cash just for your regular shopping. You get up to 30% cash back from popular retailers like Best Buy, The Home Depot, QVC, Walmart and thousands more. 24. Gift Card Granny — If you need to buy any kind of gift card, try purchasing it from Gift Card Granny so you could earn points. The more gift cards you buy, the more points you gain, and the easier you can earn Steam gift cards. 25. Earnably — Redeem your points for instant cash rewards or free gift cards from your favorite brands and retailers. 26. Receipt Hog — Snap & track receipts to manage your budget & make easy returns. And share feedback with brands about what you buy and why. In exchange, you earn rewards, which you can claim for Steam credits. Get Active in the Gaming Community 27. Humble Bundle — Humble Bundle offers game bundles at low prices and tons of deals for gamers. If you're a subscriber and looking for Steam gift card codes, check the Humble Bundle website because they often include Steam as bonus for purchasing certain game bundles. 28. GOG.com — GOG.com is similar to Humble Bundle, except it focuses on DRM-free games. This site might not be a direct Steam partner, but they do give their customers free Steam gift cards sometimes as part of their game bundles. 29. Epic Games Store — If you buy games or try free games from the Epic Games Store, you could receive free Steam keys either from the game developers or Epic Games Store themselves. BONUS WAY to Get Free Steam Gift Cards Easily 30. Honeygain — Honeygain doesn't give away free Steam gift cards directly, but they do give away free money simply by letting the app run silently in the background of your device. You can then use this money to buy your own Steam gift codes, or any other cards you need. Play Games While Earning Free Steam Gift Cards This method of earning Steam codes is not easy, but if you're not a fan of surveys and other quick tasks and prefer to play games instead, you still have a chance to get free Steam gift cards. Many Steam users report in the in-house community that they were able to play a ton of hours in a particular game, save up weapons or accessories, and then sell them to other gamers in the community market. You'd be surprised to know that some gamers actually bite and pay for hard-earned gaming items. It's a great way to increase Steam wallet funds. Check these forums as well… Various Reddit communities are great places to connect with other gamers and earn Steam wallet codes, too. Bookmark these three to start with: FreeGamesOnSteam has all the new games on Steam, SteamGameSwap can bring down your videogame expenses by providing a way to swap games you don't want for games you do want, and, SteamGiveaways hosts giveaways that you can join to have a chance to win Steam wallet codes. Start Getting Free Steam Gift Cards Today! Steam is a fantastic place for gamers, but it can be a huge drain on your wallet if you're not careful with spending, especially during the summer and winter sales events. Thank goodness for free Steam gift cards and codes that you can earn legitimately and use to offset your budget for online games. If you play on other platforms, make sure you check out how to get free PS4 gift cards and free Xbox gift cards as well. Or if you need to buy something else other than games and in-game stuff, check out how you can get free gift cards from Walmart, Target, and even Visa. We've found $45.98 worth of Steam goodies across 15 Steam giveaways - May 2025. FREE$1.99DLC Claim your free Like a Dragon: Pirate Yakuza in Hawaii - Kazuma Kiryu Special Outfit (DLC) on Steam and unlock ... FREEDLC Claim your 3on3 FreeStyle - Beginner's Starter Kit for free via Steam and get started with confidence! Each starter kit ... FREE$4.99Game Claim your free What The Fog Steam Key via Behaviour (the official developer website)! FREEDLC Claim your free Steam key and unlock the "Alienware decal" for your ships in EVERSPACE 2! Please note the base game ... FREEBeta Access Claim your free Zero King Beta Steam Key and join the beta test today! FREEDLC Claim your free Exoprimal: Alienware Decal Steam Key and customize your exosuit! FREEDLC Claim your free Age of Wonders 4: Special Godir Helmet Steam Key! FREEDLC Grab a free Thunder League Online bundle of 1,000 Thunder Points (in-game currency). Thunder Points can be used to purchase anything ... FREEDLC Claim your Destiny 2: Be True Emblem Code for free! Find the code below and follow the instructions to redeem your ... FREEDLC Claim your Crown Exclusive Neon Rox Skin Key! Please note you must redeem your key in-game, and not via Steam. FREEDLC Claim your Two Point Hospital: SEGA 60th Items DLC on Steam for free! Please note the base game Two Point ... FREEDLC Grab this DLC for FREE until the end of May! Please note the base game is required (free to play) ... FREEDLC OVERKILL is giving away free in-game items for Payday 2! You just need to complete some easy steps to unlock several ... FREEDLC Claim your Dream of Mirror Online Summer Fun DLC Pack Steam Key and unlock lots of in-game items for Dream of Mirror Online. FREEDLC Grab this key and unlock an exclusive skin for Overstep! Please note you must redeem this key in-game. FREE$39.99Game Claim Warhammer 40,000: Gladius - Relics of War without any cost via Steam and GOG! Warhammer 40,000: Gladius - Relics of War is a turn-based 4X strategy game. FREE$7.99Game Magic time! Score Cast and Spell via Steam! Cast and Spell is an action-packed PvP multiplayer game where wizards battle ... FREE$7.99Game New Steam giveaway! Score Nubs! Arena (Steam) for free! Nubs! Arena is a fast-paced multiplayer brawler with roguelite buffs and ... FREE$19.99Game Claim your free Asterix and Obelix XXL: Romastered Steam Key! FREE$3.99Game In the mood to roll through a medieval world? What are the odds, today's your lucky day! Grab AtmaSphere ... FREE$19.99Game Step into the post-apocalyptic world of Metro! Get Metro 2033 Redux FREE on Steam - also available on GOG! Don´t ... FREE$2.99Game Claim Dreams of Aether for free on Steam! Dreams of Aether is a collection of dozens of microgames! FREEAdvertising Game of Thrones Winter is Coming is a PC strategy game based on the HBO drama television series... FREE$4.99Game Score Three Sisters for free via Steam! 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FREEBeta Access Claim your free Killing Floor 3 Steam Closed Beta Key Giveaway and join the closed beta event from February 20 to February 24. Yes, however it is not recommended to obtain free Steam keys from unofficial sources. It's more safe to get free Steam keys through legitimate retailers like Humble Bundle, Alienware Arena or directly from the official publishers and developers. Fortunately, GamerPower finds and curates the best Steam giveaways in one place so that users can easily find and claim Steam Keys without having to search through multiple sites. Yes, Steam occasionally gives away games for free to its users and also offers free DLC for certain games. Finding Steam giveaways can be a hassle, but Gamerpower makes it easy by compiling all the current Steam giveaways in one place. Last updated Jun. 29, 2024 by Peter Jakes Steam, developed by Valve Corporation, remains the leading digital distribution platform for PC gaming. While it is renowned for its robust library of games, in-game content, and software, what many gamers covet are free Steam codes. These codes can be redeemed for games, downloadable content (DLC), or even Steam Wallet credits. Here are 19 legitimate ways to get free Steam codes in 2023. Online Surveys and Market Research Platforms like Swagbucks, PrizeRebel, and Survey Junkie offer rewards for taking surveys and completing tasks. These rewards can often be converted into Steam gift cards. GPT (Get Paid To) Websites Websites such as Swagbucks and InboxDollars offer a variety of tasks that pay users in points. These points can be exchanged for Steam gift cards or PayPal money, which can then be used on Steam. Giveaways and Contests Websites like Reddit, Twitter, and other social media platforms are rife with giveaways hosted by individual users, influencers, and game developers. Subscribing to their channels or following certain accounts may land you a free Steam code. SteamGifts SteamGifts is a community-driven platform where users can host and enter giveaways specifically for Steam codes. Regular participation and active community engagement can increase your chances of winning. Twitch Streams Some Twitch streamers give away Steam codes as part of their broadcast promotions. Following and staying active in these streams can sometimes reward you with free codes. Humble Bundle Occasionally, Humble Bundle offers free games directly via Steam codes. Subscribe to their newsletter or regularly check their site for any such promotions. Prize Websites Websites like OPRewards and PointsPrizes allow you to earn points through various activities like playing games, watching videos, and more. These points can subsequently be redeemed for Steam codes. Reddit Subreddits like r/RandomActsOfGaming and r/FreeGameFindings frequently host and share information about free Steam codes and giveaways. Engage with the community to stay informed and increase your chances. Discord Servers Join gaming-related Discord servers where giveaways are often hosted. These communities can be prime spots for snapping up free codes regularly. ✓ Short Answer There are several legitimate ways to acquire free Steam codes in 2023. Methods include participating in online surveys, entering giveaways, joining gaming communities on Reddit and Discord, or following Twitch streams. Sign up on platforms like Swagbucks, PrizeRebel, and SteamGifts for additional chances. Epic Games Store The Epic Games Store often provides free games. Although these are for the Epic platform, trading communities exist where you can exchange them for Steam codes. Email Newsletters Subscribe to newsletters from game developers and distributors. Sometimes, they reward loyal subscribers with promotional codes, including free Steam codes. Online Forums and Community Boards Sites like NeoGAF, GameFAQs, or Giant Bomb have forums where users might share free Steam codes. Joining these can help you stay updated on any shared codes. Beta Testing for Games Game developers often seek beta testers for their new games. Beta testers can sometimes be rewarded with Steam codes upon completion of testing. YouTube Channels Some YouTubers perform giveaways for their subscribers. Keeping an eye on gaming YouTube channels can be another way to secure free Steam codes. Referral Programs Sites like G2A and Green Man Gaming offer referral programs. By promoting their site and getting others to sign up, users can earn credits, which can be converted into Steam codes. Bundle Sites Bundle Stars and Fanatical sometimes bundle games in such a way that you might end up with duplicate Steam codes, which can be shared or traded. Charity Events Participating in charity streams and events related to gaming can sometimes reward participants with Steam codes as a token of appreciation. Trading and Bartering Engage in steam trading communities where you can exchange in-game items, cards, and other digital goods for Steam codes. Promo Codes Developers sometimes release promo codes for their games. Following them on social media, joining their mailing lists, or checking their official sites regularly can get you these codes. FAQs Q1: Are free Steam code generators legit? A1: No, most free Steam code generators are scams and could harm your computer or steal your credentials. Stick to legitimate methods mentioned above. Q2: How often do giveaways happen on platforms like Reddit or Discord? A2: Giveaways can happen frequently, ranging from a few times a week to several times a month, depending on the community. Q3: Can you trust all giveaways on social media? A3: It's important to be cautious. Trust giveaways from verified accounts, official game developers, and well-known influencers only. Q4: Do I need special accounts to participate in these giveaways? A4: Often, a basic account on the particular platform (like Twitch or SteamGifts) is enough. Some might require you to join a group or subscribe to a newsletter. Q5: Is it safe to trade games or codes on online forums? A5: Trading on forums comes with risks. Ensure the forum has good moderation, and trade with reputable members to minimize risk. In summary, while there are numerous ways to snag free Steam codes, the key is to engage actively and safely in reputable communities and platforms. Always be vigilant about potential scams and enjoy your new gaming adventures! Multimedia delivery method "Streaming" and "Streamed" redirect here. For other uses, see Stream (disambiguation)."Media streaming" redirects here. For the feature in Microsoft Windows, see DLNA.This article is about streaming media in general. For the music listening format specifically, see Music streaming service. On websites such as YouTube, videos such as this short NASA film about spacesuit design are played instantly depending on the user's internet connection, and the video is partially downloaded in the background. E-commerce Digital content Ebook Software Streaming media Retail goods and services Advertising Auctions Banking DVD-by-mail Distribution Food ordering Grocery Marketplace Pharmacy Ride-hailing Travel Online shopping Classified advertising Comparison shopping Social commerce Trading communities Wallet Mobile commerce Payment Ticketing Customer service Call centre Help desk Live support software E-procurement Purchase-to-pay Super-appsvte Streaming media refers to multimedia delivered through a network for playback using a media player. Media is transferred in a stream of packets from a server to a client and is rendered in real-time;[1] this contrasts with file downloading, a process in which the end-user obtains an entire media file before consuming the content. Streaming is more commonly used for video on demand, streaming television, and music streaming services over the Internet. While streaming is most commonly associated with multimedia from a remote server over the Internet, it also includes offline multimedia between devices on a local area network. For example, using DLNA[2] and a home server, or in a personal area network between two devices using Bluetooth (which uses radio waves rather than IP).[3] Online streaming was initially popularized by RealNetworks and Microsoft in the 1990s[4] and has since grown to become the globally most popular method for consuming music and videos,[5] with numerous competing subscription services being offered since the 2010s.[6] Audio streaming to wireless speakers, often using Bluetooth, is another use that has become prevalent during that decade.[7] Live streaming is the real-time delivery of content during production, much as live television broadcasts content via television channels.[8] Distinguishing delivery methods from the media applies specifically to, as most of the traditional media delivery systems are either inherently streaming (e.g., radio, television) or inherently non-streaming (e.g., books, videotapes, audio CDs). The term "streaming media" can apply to media other than video and audio, such as live closed captioning, ticker tape, and real-time text, which are all considered "streaming text". The term "streaming" was first used for tape drives manufactured by Data Electronics Inc. that were meant to slowly ramp up and run for the entire track; slower ramp times lowered drive costs. "Streaming" was applied in the early 1990s as a better description for video on demand and later live video on IP networks. It was first done by Starlight Networks for video streaming and Real Networks for audio streaming. Such video had previously been referred to by the misnomer "store and forward video."[9] Beginning in 1881, Théâtrophone enabled subscribers to listen to opera and theatre performances over telephone lines. This operated until 1932. The concept of media streaming eventually came to America.[10] In the early 1920s, George Owen Squier was granted patents for a system for the transmission and distribution of signals over electrical lines,[11] which was the technical basis for what later became Muzak, a technology for streaming continuous music to commercial customers without the use of radio. The Telephone Music Service, a live jukebox service, began in 1929 and continued until 1997.[12][13] The clientele eventually included 120 bars and restaurants in the Pittsburgh area. A tavern customer would deposit money in the jukebox, use a telephone on top of the jukebox, and ask the operator to play a song. The operator would find the record in the studio library of more than 100,000 records, put it on a turntable, and the music would be piped over the telephone line to play in the tavern. The music media began as 78s, 33s and 45s, played on the six turntables they monitored. CDs and tapes were incorporated in later years. The business had a succession of owners, notably Bill Purse, his daughter Helen Reutzel, and finally Dotti White. The revenue stream for each quarter was split between 60% for the music service and 40% for the tavern owner.[14] This business model eventually became unsustainable due to city permits and the cost of setting up these telephone lines.[13] See also: Timeline of online video Attempts to display media on computers date back to the earliest days of computing in the mid-20th century. However, little progress was made for several decades, primarily due to the high cost and limited capabilities of computer hardware. From the late 1980s through the 1990s, consumer-grade personal computers became powerful enough to display various media. The primary technical issues related to streaming were having enough CPU and bus bandwidth to support the required data rates and achieving the real-time computing performance required to prevent buffer underruns and enable smooth streaming of the content. However, computer networks were still limited in the mid-1990s, and audio and video media were usually delivered over non-streaming channels, such as playback from a local hard disk drive or CD-ROMs on the end user's computer. Terminology in the 1970s was at best confusing for applications such as telemetered aircraft or missile test data. By then PCM [Pulse Code Modulation] was the dominant transmission type. This PCM transmission was bit-serial and not packetized so the 'streaming' terminology was often a confusion factor. In 1969 Grumman acquired one of the first telemetry ground stations [Automated Telemetry Station, 'ATS'] which had the capability for reconstructing serial telemetered data which had been recorded on digital computer peripheral tapes. Computer peripheral tapes were inherently recorded in blocks. Reconstruction was required for continuous display purposes without time-base distortion. The Navy implemented similar capability in DoD for the first time in 1973. These implementations are the only known examples of true 'streaming' in the sense of reconstructing distortion-free serial data from packetized or blocked recordings.[15] 'Real-time' terminology has also been confusing in streaming context. The most accepted definition of 'real-time' requires that all associated processing or formatting of the data must take place prior to availability of the next sample of each measurement. In the 1970s the most powerful mainframe computers were not fast enough for this task at significant overall data rates in the range of 50,000 samples per second. For that reason both the Grumman ATS and the Navy Real-time Telemetry Processing System [RTPS] employed unique special purpose digital computers dedicated to real-time processing of raw data samples. In 1990, the first commercial Ethernet switch was introduced by Kalpana, which enabled the more powerful computer networks that led to the first streaming video solutions used by schools and corporations. Practical streaming media was only made possible with advances in data compression due to the impractically high bandwidth requirements of uncompressed media. Raw digital audio encoded with pulse-code modulation (PCM) requires a bandwidth of 1.4 Mbit/s for uncompressed CD audio, while raw digital video requires a bandwidth of 168 Mbit/s for SD video and over 1000 Mbit/s for FHD video.[16] See also: Original net animation During the late 1990s and early 2000s, users had increased access to computer networks, especially the Internet. During the early 2000s, users had access to increased network bandwidth, especially in the last mile. These technological improvements facilitated the streaming of audio and video content to computer users in their homes and workplaces. There was also an increasing use of standard protocols and formats, such as TCP/IP, HTTP, and HTML, as the Internet became increasingly commercialized, which led to an infusion of investment into the sector. The band Severe Tire Damage was the first group to perform live on the Internet. On 24 June 1993, the band was playing a gig at Xerox PARC, while elsewhere in the building, scientists were discussing new technology (the Mbone) for broadcasting on the Internet using multicasting. As proof of PARC's technology, the band's performance was broadcast and could be seen live in Australia and elsewhere. In a March 2017 interview, band member Russ Haines stated that the band had used approximately "half of the total bandwidth of the internet" to stream the performance, which was a 152 × 76 pixel video, updated eight to twelve times per second, with audio quality that was, "at best, a bad telephone connection."[17] In October 1994, a school music festival was webcast from the Michael Fowler Centre in Wellington, New Zealand. The technician who arranged the webcast, local council employee Richard Naylor, later commented: "We had 16 viewers in 12 countries."[18] RealNetworks pioneered the broadcast of a baseball game between the New York Yankees and the Seattle Mariners over the Internet in 1995.[19] The first symphonic concert on the Internet—a collaboration between the Seattle Symphony and guest musicians Slash, Matt Cameron, and Barrett Martin—took place at the Paramount Theater in Seattle, Washington, on 10 November 1995.[20] In 1996, Marc Scarpa produced the first large-scale, online, live broadcast, the Adam Yauch–led Tibetan Freedom Concert, an event that would define the format of social change broadcasts. Scarpa continued to pioneer in the streaming media world with projects such as Woodstock '99, Townhall with President Clinton, and more recently Covered CA's campaign "Tell a Friend Get Covered", which was livestreamed on YouTube. Xing Technology was founded in 1989 and developed a JPEG streaming product called "StreamWorks". Another streaming product appeared in late 1992 and was named StarWorks.[21] StarWorks enabled on-demand MPEG-1 full-motion videos to be randomly accessed on corporate Ethernet networks. Starworks was from Starlight Networks, which also pioneered live video streaming on Ethernet and via Internet Protocol over satellites with Hughes Network Systems.[22] Other early companies that created streaming media technology include Progressive Networks and Protocomm prior to widespread World Wide Web usage. After the Netscape IPO in 1995 (and the release of Windows 95 with built-in TCP/IP support), usage of the Internet expanded, and many companies "went public", including Progressive Networks (which was renamed "RealNetworks", and listed on Nasdaq as "RNWK"). As the web became even more popular in the late 90s, streaming video on the internet blossomed from startups such as Vivo Software (later acquired by RealNetworks), VDOnet (acquired by RealNetworks), Precept (acquired by Cisco), and Xing (acquired by RealNetworks).[23] Microsoft developed a media player known as ActiveMovie in 1995 that supported streaming media and included a proprietary streaming format, which was the precursor to the streaming feature later in Windows Media Player 6.4 in 1999. In June 1999, Apple also introduced a streaming media format in its QuickTime 4 application. It was later also widely adopted on websites, along with RealPlayer and Windows Media streaming formats. The competing formats on websites required each user to download the respective applications for streaming, which resulted in many users having to have all three applications on their computer for general compatibility. In 2000, Industryview.com launched its "world's largest streaming video archive" website to help businesses promote themselves.[24] Webcasting became an emerging tool for business marketing and advertising that combined the immersive nature of television with the interactivity of the Web. The ability to collect data and feedback from potential customers caused this technology to gain momentum quickly.[25] Around 2002, the interest in a single, unified, streaming format and the widespread adoption of Adobe Flash prompted the development of a video streaming format through Flash, which was the format used in Flash-based players on video hosting sites. The first popular video streaming site, YouTube, was founded by Steve Chen, Chad Hurley, and Jawed Karim in 2005. It initially used a Flash-based player, which played MPEG-4 AVC video and AAC audio, but now defaults to HTML video.[26] Increasing consumer demand for live streaming prompted YouTube to implement a new live streaming service for users.[27] The company currently also offers a (secure) link that returns the available connection speed of the user.[28] The Recording Industry Association of America (RIAA) revealed through its 2015, earnings report that streaming services were responsible for 34.3 percent of the year's total music industry's revenue, growing 29 percent from the previous year and becoming the largest source of income, pulling in around $2.4 billion.[29][30] US streaming revenue grew 57 percent to $1.6 billion in the first half of 2016 and accounted for almost half of industry sales.[31] See also: List of streaming media services "Streaming wars" redirects here. For the South Park film, see South Park The Streaming Wars.For competition between music streaming platforms, see § Music streaming platforms.History of television in the United States Eras Prewar and wartime broadcasting (1928–1947) First Golden Age (1947–1960) Network era (1950s–1980s) Multi-channel transition (1980s–1990s) Peak TV and the post-network era (1999–c. 2023) Streaming wars (2019–2022) Histories Sports broadcasting Public broadcasting Children's television TV animation (Network era · Modern era) History by decade The term streaming wars was coined to describe the new era (starting in the late 2010s) of competition between video streaming services such as Netflix, Amazon Prime Video, Hulu, Max, Disney+, Paramount+, Apple TV+, Peacock, and many more.[6][32] The competition between increasingly popular online platforms, such as Netflix and Amazon, and legacy broadcasters and studios moving online, like Disney and NBC, has driven each service to find ways to differentiator from one another. A key differentiator has been offering exclusive content, often self-produced and created for a specific market segment. When Netflix first launched in 2007, it became one of the more dominant streaming platforms even though it initially offered no original content. It would be nearly a half-dozen years before Netflix began offering its own shows, such as House of Cards, Orange Is the New Black, and Hemlock Grove. The legacy services also began producing original digital-only content, but they also began restricting their back catalog of shows and movies to their platforms, one of the most notable examples being Disney+. Disney took advantage of owning popular movies and shows like Frozen, Snow White, and the Star Wars and Marvel franchises, which could draw in more subscribers and make it a more serious competitor to Netflix and Amazon.[33] Research suggests that this approach to streaming competition can be disadvantageous for consumers by increasing spending across platforms, and for the industry as a whole by dilution of subscriber base. Once specific content is made available on a streaming service, piracy searches for the same content decrease; competition or legal availability across multiple platforms appears to deter online piracy. Exclusive content produced for subscription services such as Netflix tends to have a higher production budget than content produced exclusively for pay-per-view services, such as Amazon Prime Video.[34] This competition increased during the first two years of the COVID-19 pandemic as more people stayed home and watched TV. "The COVID-19 pandemic has led to a seismic shift in the film & TV industry in terms of how films are made, distributed, and screened. Many industries have been hit by the economic effects of the pandemic" (Totaro Donato).[9] In August 2022, a CNN headline declared that "The streaming wars are over" as pandemic-era restrictions had largely ended and audience growth had stalled. This led services to focus on profit over market share by cutting production budgets, cracking down on password sharing, and introducing ad-supported tiers.[35] A December 2022 article in The Verge echoed this, declaring an end to the "golden age of the streaming wars".[36] In September 2023, several streaming services formed a trade association named the Streaming Innovation Alliance (SIA), spearheaded by Charles Rivkin of the Motion Picture Association (MPA). Former U.S. representative Fred Upton and former Federal Communications Commission (FCC) acting chair Mignon Clyburn serve as senior advisors. Founding members include AfroLandTV, America Nu Network, BET+, The Africa Channel, Discovery+, FedNet, For Us By Us Network, In the Black Network, Max, Motion Picture Association, MotorTrend+, Netflix, Paramount+, Peacock, Pluto TV, Radiant, SkinsPlex, Telemundo, TelevisaUnivision, TVEI, Vault TV, Vix, and The Walt Disney Company. Notably absent were Apple, Amazon, Roku, and Tubi.[37][38] A camera live streaming at a zoo by Niconico Advances in computer networking, combined with powerful home computers and operating systems, have made streaming media affordable and easy for the public. Stand-alone Internet radio devices emerged to offer listeners a non-technical option for listening to audio streams. These audio-streaming services became increasingly popular; music streaming reached 4 tr

2018, however, music streaming revenue exceeded that of traditional revenue streams (e.g. record sales, album sales, downloads).[61] Streaming revenue is now one of the largest driving forces behind the growth in the music industry. By August 2020, the COVID-19 pandemic had streaming services busier than ever. The pandemic contributed to a surge in subscriptions, in the UK alone, 12 million people joined a new streaming service that they had not previously had.[62] Global subscriptions skyrocketed passing 1 billion.[63] Within the first 3 months, back in 2020, nearly 15.7 million people signed up for Netflix.[64] With people stuck at home and facing lock-downs Netflix and other streaming services provided a much needed distraction. An impact analysis of 2020 data by the International Confederation of Societies of Authors and Composers (CISAC) indicated that remuneration from digital streaming of music increased with a strong rise in digital royalty collection (up 16.6% to EUR 2.4 billion), but it would not compensate the overall loss of income of authors from concerts, public performance and broadcast.[65] The International Federation of the Phonographic Industry (IFPI) recompiled the music industry initiatives around the world related to the COVID-19. In its State of the Industry report, it recorded that the global recorded music market grew by 7.4% in 2022, the 6th consecutive year of growth. This growth was driven by streaming, mostly from paid subscription streaming revenues which increased by 18.5%, fueled by 443 million users of subscription accounts by the end of 2020.[66] The COVID-19 pandemic has also driven an increase in misinformation and disinformation, particularly on streaming platforms like YouTube and podcasts.[67] A TV set streaming an audio file from a local home server Streaming also refers to the offline streaming of multimedia at home. This is made possible by technologies such as DLNA, which allow devices on the same local network to connect to each other and share media.[68][69] Such capabilities are heightened using network-attached storage (NAS) devices at home, or using specialized software like Plex Media Server, Jellyfin or TwonkyMedia.[70] A broadband speed of 2 Mbit/s or more is recommended for streaming standard-definition video,[71] for example to a Roku, Apple TV, Google TV or a Sony TV Blu-ray Disc Player. 5 Mbit/s is recommended for high-definition content and 9 Mbit/s for ultra-high-definition content.[72] Streaming media storage size is calculated from the streaming bandwidth and length of the media using the following formula (for a single user and file): storage size in megabytes is equal to length (in seconds) × bit rate (in bit/s) / (8 × 1024 × 1024). For example, one hour of digital video encoded at 300 kbit/s (this was a typical broadband video in 2005 and it was usually encoded in 320 × 240 resolution) will be: (3,600 s × 300,000 bit/s) / (8 × 1024 × 1024) requires around 128 MB of storage. If the file is stored on a server for on-demand streaming and this stream is viewed by 1,000 people at the same time using a Unicast protocol, the requirement is 300 kbit/s × 1,000 = 300,000 kbit/s = 300 Mbit/s of bandwidth. This is equivalent to around 135 GB per hour. Using a multicast protocol the server sends out only a single stream that is common to all users. Therefore, such a stream would only use 300 kbit/s of server bandwidth. In 2018 video was more than 60% of data traffic worldwide and accounted for 80% of growth in data usage.[73][74] Unicast connections require multiple connections from the same streaming server even when it streams the same content. Video and audio streams are compressed to make the file size smaller. Audio coding formats include MP3, Vorbis, AAC and Opus. Video coding formats include H.264, HEVC, VP8 and VP9. Encoded audio and video streams are assembled in a container bitstream such as MP4, FLV, WebM, ASF or ISMA. The bitstream is delivered from a streaming server to a streaming client (e.g., the computer user with their Internet-connected laptop) using a transport protocol, such as Adobe's RTMP or RTP. In the 2010s, technologies such as Apple's HLS, Microsoft's Smooth Streaming, Adobe's HDS and non-proprietary formats such as MPEG-DASH emerged to enable adaptive bitrate streaming over HTTP as an alternative to using proprietary transport protocols. Often, a streaming transport protocol is used to send video from an event venue to a cloud transcoding service and content delivery network, which then uses HTTP-based transport protocols to distribute the video to individual homes and users.[75] The streaming client (the end user) may interact with the streaming server using a control protocol, such as MMS or RTSP. The quality of the interaction between servers and users is based on the workload of the streaming service; as more users attempt to access a service the quality may be affected by resource constraints in the service.[76] Deploying clusters of streaming servers is one such method where there are regional servers spread across the network, managed by a singular, central server containing copies of all the media files as well as the IP addresses of the regional servers. This central server then uses load balancing and scheduling algorithms to redirect users to nearby regional servers capable of accommodating them. This approach also allows the central server to provide streaming data to both users as well as regional servers using FFmpeg libraries if required, thus demanding the central server to have powerful data processing and immense storage capabilities. In return, workloads on the streaming backbone network are balanced and alleviated, allowing for optimal streaming quality.[77][needs update] Designing a network protocol to support streaming media raises many problems. Datagram protocols, such as the User Datagram Protocol (UDP), send the media stream as a series of small packets. This is simple and efficient; however, there is no mechanism within the protocol to guarantee delivery. It is up to the receiving application to detect loss or corruption and recover data using error correction techniques. If data is lost, the stream may suffer a dropout. The Real-Time Streaming Protocol (RTSP), Real-time Transport Protocol (RTP) and the Real-time Transport Control Protocol (RTCP) were specifically designed to stream media over networks. RTSP runs over a variety of transport protocols,[78] while the latter two are built on top of UDP. HTTP adaptive bitrate streaming is based on HTTP progressive download, but contrary to the previous approach, here the files are very small, so that they can be compared to the streaming of packets, much like the case of using RTSP and RTP.[79] Reliable protocols, such as the Transmission Control Protocol (TCP), guarantee correct delivery of each bit in the media stream. It means, however, that when there is data loss on the network, the media stream stalls while the protocol handlers detect the loss and retransmit the missing data. Clients can minimize this effect by buffering data for display. While delay due to buffering is acceptable in video-on-demand scenarios, users of interactive applications such as video conferencing will experience a loss of fidelity if the delay caused by buffering exceeds 200 ms.[80] Multicasting broadcasts the same copy of the multimedia over the entire network to a group of clients Unicast protocols send a separate copy of the media stream from the server to each recipient. Unicast is the norm for most Internet connections but does not scale well when many users want to view the same television program concurrently. Multicast protocols were developed to reduce server and network loads resulting from duplicate data streams that occur when many recipients receive unicast content streams independently. These protocols send a single stream from the source to a group of recipients. Depending on the network infrastructure and type, multicast transmission may or may not be feasible. One potential disadvantage of multicasting is the loss of video on demand functionality. Continuous streaming of radio or television material usually precludes the recipient's ability to control playback. However, this problem can be mitigated by elements such as caching servers, digital set-top boxes, and buffered media players. IP multicast provides a means to send a single media stream to a group of recipients on a computer network. A connection management protocol, usually Internet Group Management Protocol, is used to manage the delivery of multicast streams to the groups of recipients on a LAN. One of the challenges in deploying IP multicast is that routers and firewalls between LANs must allow the passage of packets destined to multicast groups. If the organization that is serving the content has control over the network between server and recipients (i.e., educational, government, and corporate intranets), then routing protocols such as Protocol Independent Multicast can be used to deliver stream content to multiple local area network segments. Peer-to-peer (P2P) protocols arrange for prerecorded streams to be sent between computers. This prevents the server and its network connections from becoming a bottleneck. However, it raises technical, performance, security, quality, and business issues. Content delivery networks (CDNs) use intermediate servers to distribute the load. Internet-compatible unicast delivery is used between CDN nodes and streaming destinations. Media that is livestreamed can be recorded through certain media players, such as VLC player, or through the use of a screen recorder. Live-streaming platforms such as Twitch may also incorporate a video on demand system that allows automatic recording of live broadcasts so that they can be watched later.[81] YouTube also has recordings of live broadcasts, including television shows aired on major networks. These streams have the potential to be recorded by anyone who has access to them, whether legally or otherwise.[82] Recordings can happen through any device that allows people to watch movies they do not have access to or be at a music festival they could not get tickets to. These live streaming platforms have revolutionized entertainment, creating new ways for people to interact with content. Many celebrities started live streaming during COVID-19 through platforms like Instagram, YouTube, and TikTok offering an alternate form of entertainment when concerts were postponed. Live streaming and recording allow for fans to communicate with these artists through chats and likes. Most streaming services feature a recommender system for viewing based on each user's view history in conjunction with all viewers' aggregated view histories. Rather than focusing on subjective categorization of content by content curators, there is an assumption that, with the immensity of data collected on viewing habits, the choices of those who are first to view content can be algorithmically extrapolated to the totality of the user base, with increasing probabilistic accuracy as to the likelihood of their choosing and enjoying the recommended content as more data is collected.[83] Useful and typical applications of streaming are, for example, long video lectures performed online.[84] An advantage of this presentation is that these lectures can be very long, although they can always be interrupted or repeated at arbitrary places. Streaming enables new content marketing concepts. For example, the Berlin Philharmonic Orchestra sells Internet live streams of whole concerts instead of several CDs or similar fixed media in their Digital Concert Hall[85] using YouTube for trailers. These online concerts are also spread over a lot of different places, including cinemas at various places on the globe. A similar concept is used by the Metropolitan Opera in New York. There is also a livestream from the International Space Station.[86][87] In video entertainment, video streaming platforms like Netflix, Hulu, and Disney+ are mainstream elements of the media industry.[88] Marketers have found many opportunities offered by streaming media and the platforms that offer them, especially in light of the significant increase in the use of streaming media during COVID lockdowns from 2020 onwards. While revenue and placement of traditional advertising continued to decrease, digital marketing increased by 15% in 2021,[89] with digital media and search representing 65% of the expenditures. A case study commissioned by the WIPO[90] indicates that streaming services attract advertising budgets with the opportunities provided by interactivity and the use of data from users, resulting in personalization on a mass scale with content marketing.[91] Targeted marketing is expanding with the use of artificial intelligence, in particular programmatic advertisement, a tool that helps advertisers decide their campaign parameters and whether they are interested in buying advertising space online or not. One example of advertising space acquisition is Real-Time Bidding (RTB).[92] See also: Copyright aspects of downloading and streaming For over-the-top media service (OTT) platforms, the original content captures additional subscribers.[93] This presents copyright issues and the potential for international exploitation through streaming,[94] widespread use of standards, and metadata in digital files.[95] The WIPO has indicated several basic copyright issues arising for those pursuing work in the film[96] and music industries[97] in the era of streaming. Streaming copyrighted content can involve making infringing copies of the works in question. The recording and distribution of streamed content is also an issue for many companies that rely on revenue based on views or attendance.[98] Main article: Greenhouse gas emissions § Digital services The net greenhouse gas emissions from streaming music were estimated at between 0.2 and 0.35 million metric tons CO2eq (between 200,000 and 340,000 long tons; 220,000 and 390,000 short tons) per year in the United States, by a 2019 study.[99] This was an increase from emissions in the pre-digital music period, which were estimated at "0.14 million metric tons (140,000 long tons; 150,000 short tons) in 1977, 0.136 million (134,000 long tons; 150,000 short tons) in 1988, and 0.157 million (155,000 long tons; 173,000 short tons) in 2000."[100] However, this is far less than other everyday activities such as eating. For example greenhouse gas emissions in the United States from beef cattle (burping of ruminants only - not including their manure) were 129 million metric tons (127 million long tons; 142 million short tons) in 2019.[101] A 2021 study claimed that, based on the amount of data transmitted, one hour of streaming or videoconferencing "emits 150–1,000 grams (5–35 oz) of carbon dioxide ... requires 2–12 liters (0.4–2.6 imp gal; 0.5–3.2 U.S. gal) of water and demands a land area adding up to about the size of an iPad Mini." The study suggests that turning the camera off during video calls can reduce the greenhouse gas and water use footprints by 96%, and that an 86% reduction is possible by using standard definition rather than high definition when streaming content with apps such as Netflix or Hulu.[102][103] However, another study estimated a relatively low amount of 36 grams per hour (1.3 ounces per hour), and concluded that watching a Netflix video for half an hour emitted only the same amount as driving a gasoline-fuelled car for about 100 meters (330 ft), so not a significant amount.[104] One way to decrease greenhouse gas emissions associated with streaming music is to make data centers carbon neutral by converting to electricity produced from renewable sources. On an individual level, the purchase of a physical CD may be more environmentally friendly if it is to be played more than 27 times.[105][dubious – discuss] Another option for reducing energy use is downloading the music for offline listening to reduce the need for streaming over distance.[105] The Spotify service has a built-in local cache to reduce the necessity of repeating song streams.[106] Record production portal Comparison of music streaming services Comparison of streaming media software Comparison of video hosting services Content delivery platform Digital television Directive on Copyright in the Digital Single Market Internet Protocol television Geo-blocking List of streaming media services List of streaming media systems M3U playlists National Streaming Day Over-the-top media service P2PTV Protection of Broadcasts and Broadcasting Organizations Treaty Smart TV Stream ripping Video over cellular

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Plus you can manage game downloads and updates to your PC from your phone.Trade and Market ConfirmationsSpeed up item trades and sales by using your phone to confirm them.Plus• A personalized News feed based on your Library with the latest news, events, and content updates direct from publishers and game developers.• Customizable Steam notifications: wishlist, sales, comments, trades, discussions, friend requests, and more.• Access to the entire Steam Community - discussions, groups, guides, Market, Workshop, broadcasts, and more.• Access to your friends, friend activity, groups, screenshots, inventory, wallet, and more.• Authorized Devices - Manage access to the devices your account has signed in• An improved Store browsing experience for mobile screens• Support for using multiple Steam accounts in the app• Support for customizing your app's main tabs Apr 15, 2025 Version 3.10.0 - Improvements to the Move Authenticator flow- Other minor fixes and improvements I really like a lot of the new features added in the recent overhaul, being able to redeem codes in the app itself is a huge plus. That said, it's clear this update was not made with iPads in mind, there's no support for Landscape orientation. There are major issues with the search function too, typing into the bar doesn't offer suggestions and tapping return just clears the bar without taking you into a search page. This means i cannot actually search the store within the app. Which, given that this is a storefront first and foremost, is a major problem. With those issues fixed, this is a 5-star app easy. But until then, i can only give it a 3. Please fix this soon!EDIT: landscape support has been added and makes the app much more functional but the search bar still does not work at all, this needs to be fixed asap I have a new computer that made a steam account a year ago. I bought seven games to start. Someone signed into their 10 year old account on my device and now I see over a hundred servers in tools and every game they own on MY account. They then uninstalled my two games on my computer from their account. It's like steam switched the accounts. They then deleted their 10 year account. (It's in the process of being deleted.) When I sign into my account I see all their games and tools. When they sign into their account, that's being deleted, they see only two games, mine. We can't stop steam from hijacking my computer doing whatever they want. So technically right now they are deleting my new account, and then they expect me to autoupdate over 100 game servers from the account that signed into my device. This is a disaster for anyone with cptsd from hacking abuse like me. I guess in the end I can't use steam at all because they ignore you when you're telling them what's going on. My new account is banned from participating in the community when I've never even talked to anyone because I have no friends. Thanks to steam for compromising my brand new computer and thanks for forcing me off your platform for no reason at all. To those reading this never let anyone else sign in on your computer even your sibling or they will switch the accounts and destroy your computer. And never let your mom and dad put you and your sibling on the same authentication. The STEAM application on my computer told me to download the mobile application to remove the trade/market holds. This was my first time using the STEAM market, so I thought that sounded great! It worked the moment I activated the Authenticator, allowing me to sell and trade cards. Two days later, my account suddenly has the holds again. I thought I'd simply refresh the Authenticator and it would fix it. I was horribly mistaken. Adding the Mobile Authentication to your account does NOTHING. It does NOT remove trade holds consistently and it extremely frustrating to try and understand. After authenticating for the second time, it not only didn't release my trade hold, but removed my ability to use the Community Market for 15 DAYS!! I'll forget all about my trades and badges I was crafting by then! There's no button to prove that it was you that made the trade, you just have to suffer in silence for 15 days. THIS IS AN AWFUL SYSTEM! If you're downloading this app just for the authentication, its more worth it to just buy the cards straight up or farm gems than go through sell/trade side of the Community Market. 0/10 experience. All I wanted was badges for my favorite games. P.S. Same thing happened to my friends in the past. NOT JUST ME! VALVE, FIX THIS!! All we need is a "I made that transaction" button! That's it!! No more holding our stuff for 15 days! The developer, Valve, indicated that the app's privacy practices may include handling of data as described below. For more information, see the developer's privacy policy. The following data may be collected and linked to your identity: Purchases Financial Info Contact Info User Content Search History Identifiers Usage Data Diagnostics Privacy practices may vary, for example, based on the features you use or your age. Learn More Developer Website App Support Privacy Policy