

Localizing your game's presence on Steam

Nice to meet you.

Erik Peterson, Valve Steam Business Team

The goal of this talk

We will walk through how languages and localization are supported on Steam, and how using our features help you appeal to a global audience.

1 How Steam supports languages

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2 How localization improves player experience

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B How to do localization market research on Steam

1 How Steam supports languages

2 How localization improves player experience

3 How to do localization market research on Steam 4 How Steam's localization features help you connect with customers globally Over 66% of Steam users have languages other than English set as their primary Language

ENGLISH, 33.50%

SIMPLIFIED CHINESE, 33.70%

Steam supports 29 languages

USER LANGUAGE BREAKDOWN 2024 **RUSSIAN, 8.20% SPANISH (CASTILIAN), 4.60% BRAZILIAN, 2.80% GERMAN, 2.50% KOREAN, 2.20% FRENCH, 2.10% JAPANESE**, 1.70% **TURKISH, 1.70% POLISH, 1.50% TRADITIONAL CHINESE, 1.00% ITALIAN, 0.70% THAI, 0.60% OTHER, 3.20%**

How Steam supports languages

1 Steam language support

Steam officially supports 29 languages (with more to come).

As a developer, you can also support any other language supported by Windows.

See our documentation for more details.

Full Platform Supported Languages

These are the languages fully supporte	d on Steam.		
English Name	Native Name	API language code	Web API language code
Arabic *	العربية	arabic	ar
Bulgarian	български език	bulgarian	bg
Chinese (Simplified)	简体中文	schinese	zh-CN
Chinese (Traditional)	繁體中文	tchinese	zh-TW
Czech	čeština	czech	cs
Danish	Dansk	danish	da
Dutch	Nederlands	dutch	nl
English	English	english	en
Finnish	Suomi	finnish	fi
French	Français	french	fr
German	Deutsch	german	de
Greek	Ελληνικά	greek	el
Hungarian	Magyar	hungarian	hu
Indonesian	Bahasa Indonesia	indonesian	id
Italian	Italiano	italian	it
Japanese	日本語	japanese	ja
Korean	한국어	koreana	ko
Norwegian	Norsk	norwegian	no
Polish	Polski	polish	pl
Portuguese	Português	portuguese	pt
Portuguese-Brazil	Português-Brasil	brazilian	pt-BR
Romanian	Română	romanian	ro
Russian	Русский	russian	ru
Spanish-Spain	Español-España	spanish	es
Spanish-Latin America	Español-Latinoamérica	latam	es-419

Developers can indicate which languages their game supports on the game's store page, where it's clearly visible to customers.

	Interface	Full Audio	Subtitles
English	1	1	✓
French	✓		✓
German	✓		v
Spanish - Spain	√		1
Japanese	✓		1
Korean	v		1
Portuguese - Brazil	1		1
Russian	√		v
Simplified Chinese	1		1
Polish	. ✓		1
Thai	~		✓
Ukrainian	1		1

Steam users can select their primary language and secondary languages.

Account details	Language Preferences	
Store preferences	Primary Language When possible, display content	in this language:
Family Management	English 🗾	
Language Preferences	Secondary languages	languages such as store page descriptions and user reviews if not
Cookies & Browsing	available in my primary languag	ge:
Notification Settings	 Bulgarian Danish English 	Czech Dutch Finnish
Authorized Devices	French Greek	GermanHungarian
Gated Access Games	🔲 Indonesian 🗹 Japanese	Italian Korean
Authorized Devices (Video) (VO)	 Norwegian Portuguese - Brazil Romanian 	 Polish Portuguese - Portugal Russian
Mobile Game Devices (VO)	 Simplified Chinese Spanish - Spain Thai Turkish Vietnamese 	 Spanish - Latin America Swedish Traditional Chinese Ukrainian

Almost 40 million Steam users had at least one other language selected in 2024.

10 MOST-COMMON COMBINATIONS

Simplified Chinese + English Simplified Chinese + Russian Simplified Chinese + German Simplified Chinese + Traditional Chinese **Russian + English** Korean + English English + German Russian + German German + English Simplified Chinese + German & Russian

How localization improves player experience

Steam Goals

Build long-term relationships with players

Help players find games they love

Help developers find players who will love their game

It's hard for customers to have a good time with games they contuncerstand.

Steam is more likely to recommend your game if it supports a customer's primary or secondary languages.





STEAM GIFT CARDS Give the Gift of Game

YOUR TAGS Warhammer 40K Swordplay Stealth **First-Person**

By Friends By Curators



Player experience



STEAM DECK Your Games, Everywhere



STEAM GIFT CARDS Give the Gift of Game

Warhammer 40K

Infiltration

Top Sellers New Releases Upcoming VR Titles **Controller-Friendly** Great on Deck

Steam Deck Steam Deck Dock

BROWSE BY GENRE

Free To Play Adventure Casual Indie Massively Multiplayer Racing Simulation

PLAION

R Your Store New & Noteworthy Categories









FEATURED & RECOMMENDED

SPECIAL OFFERS

PUBLISHER SALE

Offer ends Mar 10 @ 10:00am.

Up to -90%



Points Shop

Labs

News

BROWSE MORE

Wishlist (9)

0

-

-**50%** \$29.99

2 Player experience





STEAM DECK あなたのゲームに、どこからでもア



STEAMギフトカード ゲームをギフトとして贈る

自分のタグ Warhammer 40K

VR Combats à l'épée Infiltration

1ª personne

イフック W フレンド推薦 キュレーター推 タグ

> **カテゴリーを閲覧** 売上上位 新作 近日登場 スペシャル VRタイトル コントローラフレン Deckで快適に動作

ハードウェア Steam Deck Steam Deckドック

ジャンルでチェック

無料プレイ 早期アクセス MMO アクション アドペンチャー インジュアル インジュアーション ストラーツー スポーツ



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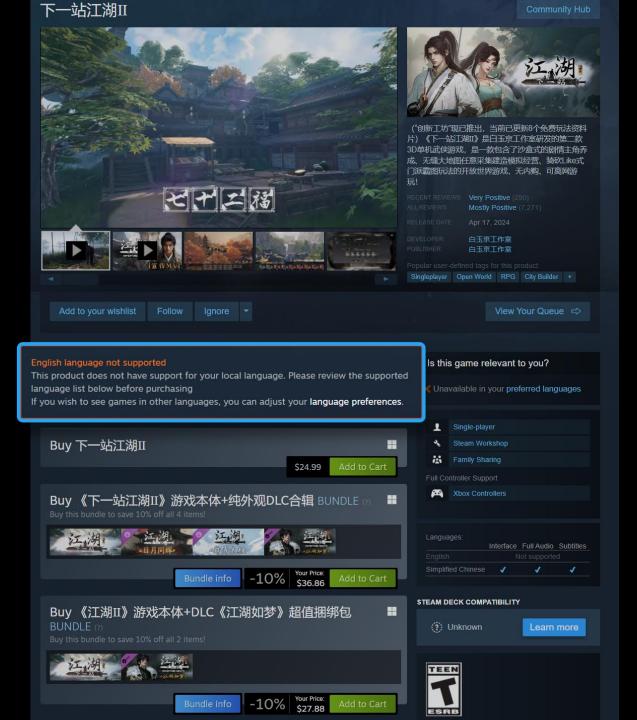
🔐 ストア 最新&注目 カテゴリー ポイントショップ ニュース ラボ

STEAM
 ビジュアルノベル
 フェス
 割引や体験版など盛りだくさん
 3月10日午前10時(PT)まで開催中



Customers can always view and buy games that don't support their language.

We're transparent with users when a game doesn't support their language.



Users set their language preferences.

When Steam is matching players with games, it's looking at this.*

	Interface	Full Audio	Subtitles
English	✓	✓	✓
Simplified Chinese	✓		✓
French	✓	✓	✓
Italian	✓	✓	✓
German	✓	✓	✓

*Interface at minimum

Supported Languages

Turkish

Vietnamese

Please select all applicable languages that your product supports, and the degree to which they are supported.

• Interface - All in game text (ie. Menus, UI, etc.) is displayed in that language.

• Full Audio - Indicates that all spoken dialog is translated and available in that language. Essentially voice talent doing dialog in the language.

• **Subtitles** - Indicates that subtitles are displayed on screen for all spoken dialog in that language.

All languages - If your game has no text and can be played in any language, click here to select all options below Set all languages Made a mistake? <u>Clear all boxes</u>

Subtitles Full Audio Interface

Subtitles Full Audio Interface

		Made a mistake? <u>Clear all boxes</u>			
ك	Edit Store Page Edit the description, add screenshots, trailers, art assets, etc.	English Italian Spanish - Spain	✓Subtitles ✓Full Audio ✓Interface Subtitles ─Full Audio ✓Interface Subtitles ─Full Audio ✓Interface	French German	Subtitles □Full Audio ☑Interface Subtitles □Full Audio ☑Interface
T	View Store Page 🖉				
н	View this application as it currently exists on the Steam store. (View in Beta mode ${f C}$)	Arabic	Subtitles Full Audio Interface	Bulgarian	Subtitles Full Audio Interface
		Czech	SubtitlesFull AudioInterface	Danish	
Ľ	Content Survey	Dutch	Subtitles Full Audio	Finnish	Subtitles Full Audio
	Fill out a survey describing your product. This is required before release.	Greek	Subtitles Full Audio Interface	Hungarian	□Subtitles □Full Audio □Interface
		Indonesian	Subtitles Full Audio Interface	Japanese	□Subtitles □Full Audio □Interface
F /	Create Commercial Package	Korean	Subtitles Full Audio Interface	Norwegian	Subtitles Full Audio Interface
		Polish	Subtitles Full Audio Interface	Portuguese - Brazil	Subtitles Full Audio Interface
	Create a package for distributing your application to commercial users.	Portuguese - Portugal	Subtitles Full Audio Interface	Romanian	Subtitles Full Audio Interface
		Russian	🖌 Subtitles 🗌 Full Audio 🖌 Interface	Simplified Chinese	🖌 Subtitles 🔲 Full Audio 🖌 Interface
		Spanish - Latin America	Subtitles Full Audio Interface	Swedish	Subtitles Full Audio Interface
		Thai	Subtitles Full Audio Interface	Traditional Chinese	Subtitles Full Audio Interface

Supported Languages

When you add a new language, make sure you indicate it in Steamworks.

Subtitles Full Audio Interface

Store Presence



Store Walkthrough

How Steam's localization features help you connect with customers globally.

Localize your Store Page into the languages your game supports.

It's hard to get wishlists from people who can't read your store page.

Try localizing your store page into languages you're thinking about adding to your game.

Localized Store Page Descriptions



Die unbändige Kraft der Natur ist wild und unerbittlich. Unter ihren gewaltigen Einflüssen verändert sich die Umgebung von einem Moment auf den anderen drastisch. Dies ist eine Geschichte von Monstern und Menschen, die in dieser dualen Welt in Harmonie zu leben versuchen.

ALLE REZENSIONEN: Ausgeglichen (74,032)

VERÖFFENTLICHUNG: 27. Feb. 2025

ENTWICKLER: PUBLISHER:

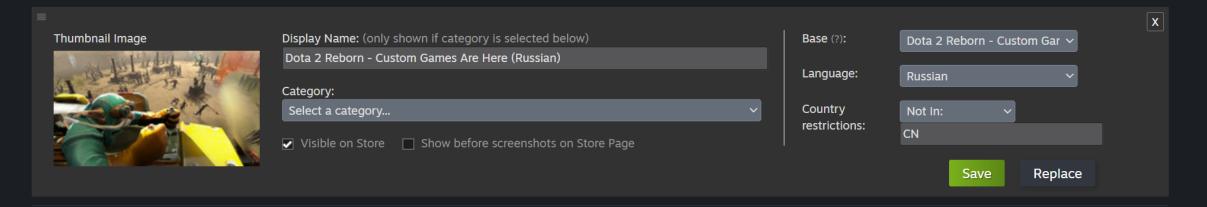
Jagd

CAPCOM Co., Ltd. CAPCOM Co., Ltd.

Action Mehrspieler Online-Koop Koop +

Beliebte benutzerdefinierte Tags für dieses Produkt

3 Global connection



Localized Trailers

Localized trailers are automatically shown to users based on their language settings.

Great for trailers with marketing text, subtitles, or voice over.

NEW This feature now supports localized subtitles.

Localized Trailers Upload localized subtitle files instead of having to bake subtitles into trailers.

Do you have a localized game or DLC name?

If so, add it in Steamworks.

The localized name will be presented to players based on language settings, matching store and library.

Localized Game Names

Application Name and Type			
Name: Super Fun Game # 6	Save	Type: Game	~
Add localized name Learn More			

Atelier Yumia: The Alchemist of Memories & the Envisioned Land **Community Hub**



Ignore

)verview Trailer

Follow

Add to your wishlist



"Atelier Yumia" is a story about "memory". Explore the field to gather materials and synthesis items. The items you create can be key to advancing the story and can also be used in battles and exploration. Additionally, you can create your own base with "Building" in the field.

ALL REVIEWS:	No user reviews
RELEASE DATE	Mar 20, 2025
DEVELOPER: PUBLISHER:	KOEI TECMO GAMES CO., LTD. KOEI TECMO GAMES CO., LTD.
Popular user defin	ed tags for this product

eparai acor	aonnoa tago ioi t	no produce		
Exploration	Hack and Slash	Collectathon	JRPG	

Atelier Yumia : L'Alchimiste des Souvenirs et la Terre Rêvée

Hub de la communauté





Atelier Yumia raconte l'histoire de Yumia et ses compagnons alors qu'ils font face à leurs souvenirs et tracent la voie en laquelle ils croient. Explorez un monde vaste, construisez-y vos bases et récoltez des ingrédients pour synthétiser des objets.

20 mars 2025

KOEI TECMO GAMES CO., LTD. KOEI TECMO GAMES CO., LTD.

Hack 'n' Slash Collectathon Action + Exploration

Ajouter à la liste de souhaits

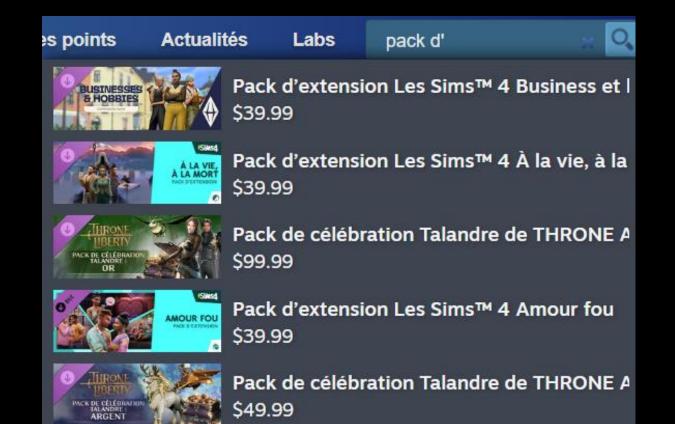
Suivre Ignorer

Localizing your game name, subtitle, or DLC name is optional.

The localized name will be used for search suggestions for customers in that language.

Localized names get indexed on and off Steam, helping to improve Google search relevancy.

Localized Game Names



コミュニティハブ

If your game has a localized name, you should also localize your store assets.

If you are using an artwork override to promote an in-game update, upload localized assets.

Localized Store Assets



スペースマリーンのスーパーヒューマンのスキルと 残酷さを持ち、超強力なアビリティと破壊的な武器 を駆使して、冷酷なティラニッドの大群を抹消しま しょう。ソロまたはマルチプレイヤーモードが可能 な壮大なサードパーソンアクションゲームで〈帝国〉 を守りましょう。

最近のレビュー: すべてのレビュー:	やや好評 (2,803) 非常に好評 (111,572)
ダリース日:	2024年9月9日
	Saber Interactive Focus Entertainment
ユーザーが定義し	たこの製品への人気タグ:
ウォーハンマー40	K アクション マルチプレ

あなたのキューを表示 ⇔

What is an artwork override?

A Steam feature for uploading assets to market something specific in your game.

Set to automatically expire after a defined time.

The only way to include text about major game updates or time-sensitive events on your assets.







All of your players want to know what's happening with your game.

Think about localizing your Steam Events in the languages your game supports.



Localized Steam Events

3 Global connection



REGULÄRES UPDATE VERÖFFENTLICHT Do., 23. Januar Patch 2.21

Dieses Update fügt Unterstützung für DLSS 4 auf PC hinzu und enthält verschiedene Fehlerbehebungen, vor allem für SmartFrames auf Xbox und den Fotomodus auf allen Plattformen. Details findet ihr hier in der vollständigen Liste der Änderungen.

Fotomodus

- Nibbles und Adam Smasher können jetzt auch gespawnt werden, während sich V in der Luft oder im Wasser befindet.
- Ein Fehler bei der Option "Gesichtsausdruck" für Adam Smasher wurde behoben.
- Ein Fehler wurde behoben, bei dem die leuchtende Brust-Cyberware von Adam Smasher fehlte.
- Ein Fehler wurde behoben, bei dem Johnny bei beiden Optionen (Standard und alternativ) mit seinem alternativen Aussehen spawnte, solange das alternative Aussehen aktiviert war.
- Charaktere, die gespawnt werden, während V sich in der Luft oder im Wasser befindet, stecken jetzt nicht mehr am Boden fest.
- Charaktere werden jetzt wie vorgesehen in den Voreinstellungen gespeichert.
- Gespawnte Charaktere bleiben jetzt sichtbar, nachdem ein Hintergrund hinzugefügt wurde.
- Vs Drehung und Position werden jetzt wie vorgesehen in den Voreinstellungen gespeichert.
- Ein Fehler wurde behoben, bei dem Vs Position sich bei manchen Werten auf dem "Hoch/Runter"-Regler nicht veränderte.
- NPCs, die unsichtbar werden, wenn die Option "NPCs in der Umgebung" deaktiviert wird, sorgen nicht mehr für Kollision.
- Ein Fehler wurde behoben, bei dem beim Laden einer Voreinstellung zusätzliche Lichtquellen auch nach ihrer Deaktivierung angezeigt wurden oder am falschen Ort spawnten.
- Ein Fehler wurde behoben, bei dem die Kamera an Wänden stecken blieb, wenn "Volle Kollision" auf AN gestellt wurde.
- Ein Fehler wurde behoben, bei dem die Kameraeinstellungen erst angewendet wurden, nachdem eine Voreinstellung zweimal geladen wurde.
- Die Kameraposition verändert sich jetzt nicht mehr, wenn man den Hintergrund aktiviert.
- Das Drehen der Kamera funktioniert jetzt auch dann richtig, wenn ein Hintergrund aktiviert ist.
- Ein Fehler wurde behoben, bei dem die Eingaben für "Kamera bewegen" und "Kamera drehen" auch dann angezeigt wurden, wenn die Kamera nicht bewegt werden kann (z. B. in der Ego-Perspektive).
- Ein Fehler wurde behoben, bei dem die Kamera nicht bewegt werden konnte, nachdem ein Charakter gespawnt und gleichzeitig die Option "Charakter anpassen" ausgewählt wurde.
- Wenn "Chromatische Aberration" in den Grafikeinstellungen deaktiviert wird, hat dies nun keinen Einfluss mehr auf die Option, sie anzupassen.
- Ein Fehler wurde behoben, bei dem manche Items in Szenen verschwanden, nachdem "NPCs in der Umgebung" auf AUS gestellt wurde.
- Fin Fahler wurde hehehen, hei dem des Altivieren ven Dhus V Cleth NCDD Fahrreure wieder in Dewegung estate

Select a language from the drop-down to see and edit text fields for that specific language. Or use the export/import option to set multiple languages at once.

English [last updated: Sep 11, 2024 @ 11:12 AM]

~

Export...

Import...

We make it quick and easy to upload all your localized Steam Event text via CSV and XML.

How to do localization market research on Steam

4 Market Research

Check your Wishlist data to learn where interest in your game is coming from.

Check sales data to see if customers are purchasing your game in countries where you don't support their language.

Countries		Most recent 31 days	Daily average during period	Change vs. Prior
■ <u>Korea, Republic of</u>	30.5% Wishlists	427	14	
	32.5% Units	478	15	+298%
United States	17.9% Wishlists	250	8	+76%
	17.6% Units	259	8	
China	15.4% Wishlists	215	7	
	22.8% Units	335	11	
France	4.5% Wishlists	63	2	
	2.4% Units	35	1	
Russian Federation	2.8% Wishlists	39	1	+77%
	1.1% Units	16	1	
United Kingdom	2.6% Wishlists	37	1	+516%
	2.4% Units	35	1	
🖬 <u>Japan</u>	2.6% Wishlists	36	1	
	1.9% Units	28	1	
• <u>Brazil</u>	2.4% Wishlists	34	1	+88%
	0.4% Units	6	0	
🖬 <u>Canada</u>	2.4% Wishlists	34	1	+1033%
	1.4% Units	21	1	
🖬 <u>Taiwan</u>	1.7% Wishlists	24	1	+84%
	2.0% Units	29	1	
Australia	1.1% Wishlists	16	1	+33%
	0.9% Units	13	0	
■ <u>Spain</u>	1.0% Wishlists	14	0	+40%
	0.5% Units	7	0	
Hong Kong	1.0% Wishlists	14	О	
	0.9% Units	13	0	
• <u>Poland</u>	0.9% Wishlists	13	О	
	1.4% Units	21	1	

Steam is transparent about the languages a game supports.

Check the store pages of the games similar to yours to see which languages they are supporting.

	Interface	Full Audio	Subtitles
English	✓	✓	✓
French	✓		✓
German	✓		✓
Spanish - Spain	✓		✓
Russian	✓		✓
Simplified Chinese	✓		✓
Korean	✓		✓
Polish	✓		✓

Takeaways

1 Steam is a diverse platform with users all over the world.



Players care about language and localization impacts their experience.





Leverage Steamworks to help you figure out which languages to prioritize.

Localizing your game's presence can help your game feel more welcoming to new players.

Think about all the customer touch points for your game on Steam.



Thank you.



Steam documentation on localization features

Resources and links from all the talks