

Valve to Jump into Hardware Space?

Written by Marco Attard
05 September 2012

Videogame developer Valve is best known for the Half Life series, but a job posting for an industrial designer reveals further ambitions for the company-- plans to enter the hardware market.



The job posting says "[Valve is] frustrated by the lack of innovation in the computer hardware space though, so we're jumping in... There's a real void in the marketplace, and opportunities to create compelling user experiences are being overlooked."

What exactly is the company planning? At the August 2012 Casual Connect conference [Valve boss Gabe Newell spoke about the future of PC input devices](#) -- with mentions of "post-touch" wearable computing and weird experiments involving tongue-based input.

Then again, at the same event Newell spoke harshly about Windows 8, describing the OS update as nothing less than "kind of a disaster" causing "catastrophy" for PC OEMs. Apart from games, Valve also runs the successful multi-platform online software marketplace Steam. Maybe the company wants to make a console? Newell did express interest in moving PC software development and distribution from Windows to Linux.

If not a full blown console the company can easily make a Valve-branded mini-PC in partnership with a hardware maker, one running on Linux and a modified version of Steam...

As an ex-Microsoft employee, Newell surely knows how a software company can successfully

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enter the hardware arena. A Valve console might mean good news for hardware sellers... if less so for those who sell software.

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