

SteamOS: interviews and review

By *Rianne Schestowitz*

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After years of rumours, months of teasing and weeks of waiting, SteamOS is finally here. The beta release of the gaming distro signalled the start of Valve's tentative entry into the hardware market. The same day as the release, the first wave of Valve's own Steam Machines went out. These beta units, while never truly meant to grace store shelves, are the first examples of many more third-party offerings to come. This massive step from Valve is making waves around the tech and games world, so we decided to talk to a few of the people that could help us truly understand the position Valve is in, and what their next move might be.

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