

## Valve Takes on VR

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Game developer turned retailer Valve confirms its virtual reality ambitions as it announces it will show off a previously unannounced "SteamVR" hardware system at the Games Developers Conference (GDC) 2015.



The GDC demos will also involve an updated version of the Steam Controller, as well as mysterious "new living room devices"-- perhaps meaning the company is working on own versions of the ["Steam Machines"](#) living room PC concept?

Either way, Steam Machines have been a long time coming. Valve first announced the initiative back in September 2013, with plans to "bring a variety of Steam gaming machines to market during 2014." The console-style PCs were meant to ship with the Steam Controller, but since that particular piece of hardware remains unfinished Valve pushed back the launch (or "release window") to 2015.

Interestingly Valve had also seemingly given up on its VR ambitions-- the [castAR goggles](#) were originally a Valve project before inventor Jeri Ellsworth and programmer Rick Johnson left the company to finalise the device via Kickstarter crowdfunding.

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