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Talk, play, and hang out with friends around the world over voice, video, or text. Available on Windows, macOS, Linux, iOS, Android, and consoles. Watch videos, play built-in games, listen to music, or just scroll together and spam memes. Seamlessly text, call, video chat, and play games, all in one group chat. Built by people who love games, for people who play games. Source: PC Gameplay Hours each month Source: Source: Whether you're just starting out or putting the finishing touches on your game or experience, Discord offers solutions to reach millions of players. Break through to the most passionate audience of players with Quests, our advertising solution. Learn More Community Management for Developers Game Developer Playbooks Learn how other games have built successful Discord communities that contributed to their success. Learn More Community Resources Turn your Discord server into a community where anyone can find belonging! Explore this portal for resources and inspiration to build, engage, grow, and keep your server safe. Learn More Activities are a brilliant way to meet your audience where they are already congregating on Discord. Their API simplifies the process of connecting with groups of players and utilizes established web standards to facilitate the building of rich and immersive experiences. AI Harding CTO, Mojiworks The Discord SDK makes social features like direct messaging, lobbies, and session invites easy. Provisional accounts help us deliver this value to all of our players. Andrew Johnston Staff Software Engineer, Theorycraft Games The Discord Social SDK has added a dimension to communication in Rust. Players often rely on communication and were seeing a growing number of friends teaming up and getting together to play as squads, where being able to easily switch between the messaging aspects of both Steam and Discord, without having to compromise their in-game safety as much. It also integrates seamlessly into the game's main menu, which means it doesn't impact our players or our in-game selling ability. Ashley Cook Marketing Manager, Facepunch Studios Theorycraft Games and Discord teamed up to supercharge SUPERVIVE's social experience. Discover how their partnership, powered by the Social SDK, Quests, and Community Servers, built a thriving player-base and fueled data-driven development. Read the Case Study Blizzard aimed to generate awareness for its new World of Warcraft expansion, "The War Within," and saw a prime opportunity to engage both active and lapsed players in promoting this latest expansion to the game with Quests. Read the Case Study Learn how CoolGames leveraged Discord's social features and payment system to cultivate an active user base and increase the success of Farm Merge Valley. Read the Case Study

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