

Eyesthetics: Making Sense of the Aesthetics of Playing with Gaze

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List of Research-based gaze-enabled Games

Game Name	Year	Game Type	Publication
The Little Prince	1990	Experience	Bolt, R. A. (1990, March). A gaze-responsive self-disclosing display. In Proceedings of the SIGCHI conference on Human factors in computing systems (pp. 3-10). ACM.
Lunar Command	2006	Space Shooter	Smith, J. D., & Graham, T. C. (2006, June). Use of eye movements for video game control. In Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology (p. 20). ACM.
Neverwinter Nights	2006	Adventure	Smith, J. D., & Graham, T. C. (2006, June). Use of eye movements for video game control. In Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology (p. 20). ACM.
Quake II (Mod)	2006	First Person, Shooter	Smith, J. D., & Graham, T. C. (2006, June). Use of eye movements for video game control. In Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology (p. 20). ACM.
[UNTITLED] Shooter Game	2006	Shooter	Isokoski, P., & Martin, B. (2006). Eye tracker input in first person shooter games. In Proceedings of the 2nd Conference on Communication by Gaze Interaction: Communication by Gaze Interaction-COGAIN 2006: Gazing into the Future (pp. 78-81).
[UNTITLED] La Rochelle Lab	2007	Adventure	Da Silva, M. P., Courboulay, V., & Prigent, A. (2007, September). Gameplay experience based on a gaze tracking system. In "Gaze-based Creativity, Interacting with Games and On-line Communities" INPROCEEDINGS in proceedings of COGAIN 2007 (Communication by Gaze Interaction IST FP6 European Project) (pp. 25-28).
Quake III	2008	First Person, Shooter	Hillaire, S., Lécuyer, A., Cozot, R., & Casiez, G. (2008, March). Using an eye-tracking system to improve camera motions and depth-of-field blur effects in virtual environments. In Virtual

			Reality Conference, 2008. VR'08. IEEE (pp. 47-50). IEEE.
Invisible Eni	2008	Adventure	Ekman, I. M., Poikola, A. W., & Mäkräinen, M. K. (2008, April). Invisible eni: using gaze and pupil size to control a game. In CHI'08 extended abstracts on Human factors in computing systems (pp. 3135-3140). ACM.
[UNTITLED] 3D Game	2008	Adventure, Shooter, Maze	Castellina, E., & Corno, F. (2008). Multimodal gaze interaction in 3D virtual environments. COGAIN, 8, 33-37.
The Revenge of the Killer Penguins	2008	Adventure, Shooter, Maze	Wilcox, T., Evans, M., Pearce, C., Pollard, N., & Sundstedt, V. (2008). Gaze and voice based game interaction: the revenge of the killer penguins. SIGGRAPH Posters, 81.
Rabbit Run	2009	First Person, Maze	O'Donovan, J., Ward, J., Hodgins, S., & Sundstedt, V. (2009, December). Rabbit run: Gaze and voice based game interaction. In Eurographics Ireland Workshop, December.
BreakOut	2009	Arcade	Dorr, M., Pomarjanschi, L., & Barth, E. (2009). Gaze beats mouse: A case study on a gaze-controlled breakout. PsychNology Journal, 7(2).
EyeChess	2009	Strategy	Isokoski, P., Joos, M., Spakov, O., & Martin, B. (2009). Gaze controlled games. Universal Access in the Information Society, 8(4), 323.
Cgoban3	2009	Strategy	Isokoski, P., Joos, M., Spakov, O., & Martin, B. (2009). Gaze controlled games. Universal Access in the Information Society, 8(4), 323.
Chicken Shoot	2009	Shooter	Isokoski, P., Joos, M., Spakov, O., & Martin, B. (2009). Gaze controlled games. Universal Access in the Information Society, 8(4), 323.
EyeGuitar	2010	Music	Vickers, S., Istance, H., & Smalley, M. (2010, November). EyeGuitar: making rhythm based music video games accessible using only eye movements. In Proceedings of the 7th International Conference on Advances in Computer Entertainment Technology (pp. 36-39). ACM.
World of Warcraft (Mod)	2010	MMORPG	Istance, H., Hyrskykari, A., Immonen, L., Mansikkamaa, S., & Vickers, S. (2010, March). Designing gaze gestures for gaming: an investigation of performance. In Proceedings of the 2010 Symposium on Eye-Tracking Research & Applications (pp. 323-330). ACM.
SecondLife (Mod)	2010	Online	Bates, R., Vickers, S., & Istance, H. O. (2010). Gaze interaction with virtual on-line communities: levelling the playing field for disabled users. Universal Access in the Information Society, 9(3), 261-272.

Half-Life 2 (Mod)	2010	First Person	Nacke, L. E., Stellmach, S., Sasse, D., & Lindley, C. A. (2010). Gameplay experience in a gaze interaction game.
Mario Bros (Mod)	2011	Adventure, Gamepad	Munoz, J., Yannakakis, G. N., Mulvey, F., Hansen, D. W., Gutierrez, G., & Sanchis, A. (2011, August). Towards gaze-controlled platform games. In Computational Intelligence and Games (CIG), 2011 IEEE Conference on (pp. 47-54). IEEE.
[UNTITLED] Biofeedback Shooter Game	2011	Shooter, Platform	Nacke, L. E., Kalyn, M., Lough, C., & Mandryk, R. L. (2011, May). Biofeedback game design: using direct and indirect physiological control to enhance game interaction. In Proceedings of the SIGCHI conference on human factors in computing systems (pp. 103-112). ACM.
GazePilot	2012	Navigation	Nielsen, A. M., Petersen, A. L., & Hansen, J. P. (2012, March). Gaming with gaze and losing with a smile. In Proceedings of the Symposium on Eye Tracking Research and Applications(pp. 365-368). ACM.
EyeGrab	2012	Puzzle	Walber, T., Neuhaus, C., & Scherp, A. (2012, August). EyeGrab: A Gaze-based Game with a Purpose to Enrich Image Context Information. In EuroHCIR (pp. 63-66).
WAYLA	2013	Puzzle	Chang, W., Shen, P. A., Ponnamm, K., Barbosa, H., Chen, M., & Bermudez, S. (2013, July). WAYLA: novel gaming experience through unique gaze interaction. In ACM SIGGRAPH 2013 emerging technologies (p. 16). ACM.
[UNTITLED] Pursuits Frog Shooter	2013	Shooter	Vidal, M., Bulling, A., & Gellersen, H. (2013, September). Pursuits: spontaneous interaction with displays based on smooth pursuit eye movement and moving targets. In Proceedings of the 2013 ACM international joint conference on Pervasive and ubiquitous computing (pp. 439-448). ACM.
Limus and the eyes of the beholders	2014	Puzzle	Lankes, M., Mirlacher, T., Wagner, S., & Hochleitner, W. (2014, October). Whom are you looking for?: the effects of different player representation relations on the presence in gaze-based games. In Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play (pp. 171-179). ACM.
Shynosaurs	2014	Puzzle	Vidal, M. (2014, October). Shynosaurs: a game of attention dilemma. In Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play (pp. 391-394). ACM.
Schau Genau!	2014	Puzzle	Schaefer, C., Menges, R., Schmidt, K., Kuich, M., & Walber, T. (2014). Schau genau! an eye

			tracking game with a purpose. Applications for Gaze in Games.
Virus Hunt	2015	Arcade	Velloso, E., Oechsner, C., Sachmann, K., Wirth, M., & Gellersen, H. (2015, October). Arcade+: A platform for public deployment and evaluation of multi-modal games. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 271-275). ACM.
StarGazing	2015	Space Shooter	Velloso, E., Oechsner, C., Sachmann, K., Wirth, M., & Gellersen, H. (2015, October). Arcade+: A platform for public deployment and evaluation of multi-modal games. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 271-275). ACM.
Feyerball Mage	2015	Runner	Velloso, E., Oechsner, C., Sachmann, K., Wirth, M., & Gellersen, H. (2015, October). Arcade+: A platform for public deployment and evaluation of multi-modal games. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 271-275). ACM.
Battlefield 3	2015	First Person, Shooter	Velloso, E., Fleming, A., Alexander, J., & Gellersen, H. (2015, October). Gaze-supported gaming: MAGIC techniques for first person shooters. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 343-347). ACM.
Simon Game	2015	Memory, Puzzle	Djamasbi, S., & Mortazavi, S. (2015, January). Generation Y, baby boomers, and gaze interaction experience in gaming. In 2015 48th Hawaii International Conference on System Sciences (HICSS) (pp. 482-490). IEEE.
EyeSheep	2015	Puzzle	Carter, M., Newn, J., Velloso, E., & Vetere, F. (2015, December). Remote gaze and gesture tracking on the microsoft kinect: Investigating the role of feedback. In Proceedings of the Annual Meeting of the Australian Special Interest Group for Computer Human Interaction (pp. 167-176). ACM.
Fractile	2015	Experience	Lankes, M., & Wagner, S. (2015). Taking a Look at the Player's Gaze: The Effects of Gaze Visualizations on the Perceived Presence in Games. In DiGRA Conference.
The Royal Corgi	2015	Adventure	Vidal, M., Bismuth, R., Bulling, A., & Gellersen, H. (2015, April). The royal corgi: Exploring social gaze interaction for immersive gameplay. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 115-124). ACM.

Keyewai	2015	Multiplayer, Adventure	Bala, P., Noóbrega, L., Neves, G., Lopes, L. S., Morna, J., Camacho, J., & Freitas, C. (2015, April). Keyewai: Looking at Cooperation in a Holographic Projection Screen. In Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (pp. 61-64). ACM.
Super Mario Bros [MOD]	2015	Platform, Multiplayer	Maurer, B., Aslan, I., Wuchse, M., Neureiter, K., & Tscheligi, M. (2015, October). Gaze-based onlooker integration: exploring the in-between of active player and passive spectator in co-located gaming. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 163-173). ACM.
[UNTITLED] Maze Game	2016	First Person, Maze	Ejdemyr, N. (2016). Eye Tracking as an Additional Input Method in Video Games: Using Player Gaze to Improve Player Immersion and Performance.
Block! Block!	2016	AR, Tablet	Lankes, M., & Stiglbauer, B. (2016, June). GazeAR: Mobile gaze-based interaction in the context of augmented reality games. In International Conference on Augmented Reality, Virtual Reality and Computer Graphics (pp. 397-406). Springer, Cham.
Dota 2 (Mod)	2016	MOBA	Nacenta, M. (2016). EVALUATING THE USE OF EYE TRACKING FEATURES IN DOTA 2.
GazeArchers	2016	Shooter, Collaborative, Tabletop	Pfeuffer, K., Alexander, J., & Gellersen, H. (2016, December). GazeArchers: playing with individual and shared attention in a two-player look&shoot tabletop game. In Proceedings of the 15th International Conference on Mobile and Ubiquitous Multimedia (pp. 213-216). ACM.
[UNTITLED] Puzzle	2016	Puzzle	D'Angelo, S., & Gergle, D. (2016, May). Gazed and confused: Understanding and designing shared gaze for remote collaboration. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (pp. 2492-2496). ACM.
Ibb & Obb	2016	Collaborative, Adventure	Maurer, B., Lankes, M., Stiglbauer, B., & Tscheligi, M. (2016, September). EyeCo: Effects of shared gaze on social presence in an online cooperative game. In International Conference on Entertainment Computing (pp. 102-114). Springer, Cham.
Screencheat	2016	Competitive	Lankes, M., Maurer, B., & Stiglbauer, B. (2016, November). An eye for an eye: Gaze input in competitive online games and its effects on social presence. In Proceedings of the 13th International Conference on Advances in

			Computer Entertainment Technology (p. 17). ACM.
Mills	2016	Competitive	Lankes, M., Maurer, B., & Stiglbauer, B. (2016, November). An eye for an eye: Gaze input in competitive online games and its effects on social presence. In Proceedings of the 13th International Conference on Advances in Computer Entertainment Technology (p. 17). ACM.
[UNTITLED] Focus Depth VR	2016	VR	Pai, Y. S., Outram, B., Vontin, N., & Kunze, K. (2016, October). Transparent reality: Using eye gaze focus depth as interaction modality. In Proceedings of the 29th Annual Symposium on User Interface Software and Technology (pp. 171-172). ACM.
[UNTITLED] Guessing Game	2016	Puzzle	Jalaliniya, S., & Mardanbegi, D. (2016, May). Eyegrip: Detecting targets in a series of uni-directional moving objects using optokinetic nystagmus eye movements. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems(pp. 5801-5811). ACM.
[UNTITLED] Space Shooter	2017	Shooter	Navarro, D., & Sundstedt, V. (2017, November). Simplifying game mechanics: gaze as an implicit interaction method. In SIGGRAPH Asia 2017 Technical Briefs (p. 4). ACM.
[UNTITLED] Social VR	2017	Communication	Seele, S., Misztal, S., Buhler, H., Herpers, R., & Schild, J. (2017, October). Here's Looking At You Anyway!: How Important is Realistic Gaze Behavior in Co-located Social Virtual Reality Games?. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 531-540). ACM.
[UNTITLED] LABYRINTH	2017	Maze, Communication	Maurer, B., Krischkowsky, A., & Tscheligi, M. (2017, October). Exploring Gaze and Hand Gestures for Non-Verbal In-Game Communication. In Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play(pp. 315-322). ACM.
LaserViz: Cup Game	2017	Puzzle	Van Rheden, V., Maurer, B., Smit, D., Murer, M., & Tscheligi, M. (2017, March). LaserViz: Shared gaze in the Co-located physical world. In Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction (pp. 191-196). ACM.
Ticket to Ride (Mod)	2017	Competitive, Board Game	Newn, J., Velloso, E., Allison, F., Abdelrahman, Y., & Vetere, F. (2017, October). Evaluating real-time gaze representations to infer intentions in competitive turn-based strategy games. In Proceedings of the Annual

			Symposium on Computer-Human Interaction in Play (pp. 541-552). ACM.
GazeBall	2017	Arcade	Ramirez Gomez, A. (2017). Exploration of smooth pursuit eye movements for gaze calibration in games (Doctoral dissertation, Lancaster University).
Zombie Runner	2018	First Person, Shooter	Antunes, J., & Santana, P. (2018). A study on the use of eye tracking to adapt gameplay and procedural content generation in first-person shooter games. <i>Multimodal Technologies and Interaction</i> , 2(2), 23.
[UNTITLED] 2D Platform Runner	2018	Runner, 2D	ULUDAĞLI, M. Ç., & ACARTÜRK, C. (2018). User interaction in hands-free gaming: a comparative study of gaze-voice and touchscreen interface control. <i>Turkish Journal of Electrical Engineering & Computer Sciences</i> , 26(4), 1967-1976.
Rapture of the Deep	2018	VR, Experience	Probst, E., Suttner, V., Dietrich, M., & Buehler, T. (2018, December). Rapture of the deep. In <i>SIGGRAPH Asia 2018 Virtual & Augmented Reality</i> (p. 14). ACM.
[UNTITLED] Pursuits VR Shooter	2018	VR, Shooter	Khamis, M., Oechsner, C., Alt, F., & Bulling, A. (2018, May). VRpursuits: interaction in virtual reality using smooth pursuit eye movements. In <i>Proceedings of the 2018 International Conference on Advanced Visual Interfaces (AVI'18)</i> . ACM, New York, NY, USA (Vol. 7).
TrackMaze	2018	Maze, Phone	Abbaszadegan, M., Yaghoubi, S., & MacKenzie, I. S. (2018, July). TrackMaze: A Comparison of Head-Tracking, Eye-Tracking, and Tilt as Input Methods for Mobile Games. In <i>International Conference on Human-Computer Interaction</i> (pp. 393-405). Springer, Cham.
Building Blocks Game	2018	VR, Collaborative	Lankes, M., Rajtár, M., Denisov, O., & Maurer, B. (2018, August). Socialeyes: social gaze in collaborative 3D games. In <i>Proceedings of the 13th International Conference on the Foundations of Digital Games</i> (p. 3). ACM.
[UNTITLED] 3D VR Social narrative	2018	Adventure, Social, Simulation	Stevanus Kevin, Yun Suen Pai, and Kai Kunze. 2018. Virtual gaze: exploring use of gaze as rich interaction method with virtual agent in interactive virtual reality content. In <i>Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology (VRST '18)</i> , Stephen N. Spencer (Ed.). ACM, New York, NY, USA, Article 130, 2 pages. DOI: https://doi.org/10.1145/3281505.3281587
SuperVision: Medusa	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, April). SuperVision: Playing with Gaze Aversion and Peripheral Vision. In <i>Proceedings of the</i>

			2019 CHI Conference on Human Factors in Computing Systems (p. 473). ACM.
SuperVision: Narcissus	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, April). SuperVision: Playing with Gaze Aversion and Peripheral Vision. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (p. 473). ACM.
SuperVision: Cyclops	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, April). SuperVision: Playing with Gaze Aversion and Peripheral Vision. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (p. 473). ACM.
Twileyed: Dorian	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, October). Looking Outside the Box: Reflecting on Gaze Interaction in Gameplay. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 625-637). ACM.
Twileyed: Jekyll and Hyde	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, October). Looking Outside the Box: Reflecting on Gaze Interaction in Gameplay. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 625-637). ACM.
Twileyed: Witches	2019	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2019, October). Looking Outside the Box: Reflecting on Gaze Interaction in Gameplay. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 625-637). ACM.
Lost & Found	2019	Exploration	Lankes, M., & Haslinger, A. (2019, October). Lost & found: Gaze-based player guidance feedback in exploration games. In Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (pp. 483-492).
KryptonEyed	2020	Puzzle	Ramirez Gomez, A., & Gellersen, H. (2020, November). More than Looking: Using Eye Movements Behind the Eyelids as a New Game Mechanic. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 362-373).
[UNTITLED] Minimalist Game	2020	Minimalist	Lankes, M. (2020, November). Social Gaze in Minimalist Games. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 450-460).

List of Industry-based gaze-enabled Games

Game Name	Year	Game Type	Publisher/Developer
Microsoft Flight Simulator X: Steam Edition	2006	Simulation	Microsoft Game Studio
Take on Helicopters	2011	Simulation	Bohemia Interactive
Iron Front Liberation 1944	2012	Action, Simulation	Deep Silver, AWAR & X1 Software
Arma 3	2013	Action, Simulation	Bohemia Interactive
DCS World	2013	Action, Simulation	Eagle Dynamics SA, The Fighter Collection
7 Days To Die	2013	Action, Adventure, Horror, Indie	The Fun Pimps
Beatshot	2014	Arcade	Burning Sushi
Polarity	2014	Puzzle	Bluebutton Games
The Forest	2014	Action, Adventure, Indie	Endnight Games
The Talos Principle	2014	Adventure, Puzzle	Devolver Digital, Croteam
Distance	2014	Action, Indie, Racing	Refract
Project Root	2014	Action, Arcade, Indie	OPQAM
The Hunter	2014	Simulation	Avalanche Studios
DreadOut	2014	Adventure, Indie	Digital Happiness
Lifeless Planet	2014	Adventure	Serenity Forge, Serenity 2 Studios
Dreamfall Chapters	2014	Adventure, Indie	Red Thread Games
Salt	2014	Action, Adventure, Indie	Lavaboosts Studio
Heavy Bullets	2014	Action, Indie	Devolver Digital, Terri Vellmann
Amphora	2014	Adventure, Indie, Puzzle	Moondrop
Ziggurat	2014	Action, Indie, RPG	Milkstone Studios
Dead Effect	2014	Action	a.s. & BadFly Interactive
IL-2 Sturmovik: Battle of Stalingrad	2014	Simulation	1C Game Studios & 777 Studios
Elite Dangerous	2015	Simulation	Frontier Developments
Fast Sight	2015	Action	Beyond Infinity
Dr. Langeskov, The Tiger, and The Terribly Cursed Emerald	2015	Indie	Crows Crows Crows
Robot Roller-Derby Disco Dodgeball	2015	Action	82Apps, Erik Asmussen
Glimpse of Fear	2015	Adventure, Indie	Beyond Infinity
SOMA	2015	Adventure, Indie	Frictional Games
Ori and the Blind Forest	2015	Action, Adventure, Platform	Microsoft Studios, Moon Studios GmbH
Assassin's Creed: Syndicate	2015	Action, Adventure	Ubisoft
Drift Streets Japan	2015	Racing, Simulation	JDM4iK
Assassin's Creed: Rogue	2015	Action, Adventure	Ubisoft
Dungeons 2	2015	RPG, Simulation, Strategy	Kalypso Media Digital, Realmforge Studios

The Battle of Sol	2015	Action, Simulation	Bit Planet Games, LLC
Reflections	2015	Adventure, Indie	Broken Window Studios
Warhammer:End Times - Vermintide	2015	Action, Adventure, Indie	Fatshark Games
the Hunter Primal	2015	Action, Adventure, Simulation	Avalanche Studios
Shelter 2	2015	Adventure, Indie	Might and Delight
Thea: The Awakening	2015	Indie, RpG, Strategy	MuHa Games
Sublevel Zero	2015	Action, Indie	Sigtrap
The Magic Circles	2015	Action, Indie, Simulation	Question
War for the Overlord	2015	Indie, Strategy	Brightrock Games
Knee Deep	2015	Adventure, Indie, Mystery	Prologue Games
FortressCraft Evolved	2015	Adventure, Indie, RPG, Simulation, Strategy	Digital Tribe
Son of Noir	2015	Adventure	Stillalive Studios
Coffin Dodgers	2015	Action, Racing	Milky Tea Studios
Nevermind	2015	Adventure, Indie	Flying Mollusk
Spirits of Xanadu	2015	Action, Adventure, Indie	Nightdive Studios, Commander & Good Morning
Mostrum	2015	Indie	Team Junkfish
Dying Light: The Following	2015	Action, RPG	Techland
Farming Simulator 15	2015	Simulation	Giants Software, Focus Home Interactive
Blink Blink Boom	2015	Shooter	Nordic Game Jam 2015. Authors: Arda Cevik, Chris McEntee, Erik Sutton, Gustav Dahl, Maxime Barnier, Sandra Madsen, Wojciech Matthew Reszke
Rise of the Tomb Raider	2016	Action, Adventure	Crystal Dynamics, Square Enix
Farming Simulator 17	2016	Simulator	Giants Software, Focus Home Entertainment
Tom Clancy's The Division	2016	Action	Massive Entertainment, Ubisoft
Watch Dogs 2	2016	Action, Adventure	Ubisoft
American Truck Simulator	2016	Simulator	SCS Software
The Way of Life	2016	Adventure, Indie	CyberCoconut
Deus Ex: Mankind Divided	2016	Action, RPG	Square Enix, Eidos Montreal
Medusa's Labyrinth	2016	Adventure, Horror	Guru Games
My Summer Car	2016	Simulation	Amistech Games
Shadow Tactics	2016	Indie, Stealth, Strategy	Daedalic Entertainment, Mimimi Productions
Steep	2016	Action, Simulation, Sports	Ubisoft
Homeworld: Desserts of Kharak	2016	Strategy	Gearbox Publishing, Blackbird Interactive
Offworld Trading Company	2016	Strategy	Stardock Entertainment, Mohawk Games
Pavilion	2016	Adventure, Indie, Puzzle	Visiontrick Media
Layers of Fear	2016	Adventure, Indie	Aspyr, Bloober Team SA

Aragami	2016	Action, Adventure, Indie	Lince Works
Master of Orion	2016	Strategy	WG Labs, NGD Studios
Cluster Truck	2016	Action, Indie	tinyBuild, Landfall
DOGOS	2016	Action, Indie, Simulation	INTERNET URL S.A., OPQAM
Quern	2016	Adventure, Indie, Puzzle	Zadbox Entertainment
Mechrunner	2016	Action	Spark Plug Games
Plight of the Zombie	2016	Puzzle	Spark Plug Games
Spectrophobia	2016	Adventure, Indie	Kamjford Productions
The Solus Project	2016	Adventure	Teol Studios, Grip Digital
Valley	2016	Action, Adventure, Indie	Blue Isle Studio
WASTED - A post-apocalyptic pub crawler	2016	Action	Adult Swim Games
Through the Woods	2016	Adventure, Horror, Indie	1C Company, Antagonist
Event[0]	2016	Adventure, Indie	Ocelot Society
Rising Islands	2016	Adventure, Indie	SOEDESCO Publishing, Lone Hero Studios
Half Dead	2016	Action	Room710Games
P.O.L.L.E.N.	2016	Adventure	Mindfield Games
Meadow	2016	Adventure, Indie	Might and Delight
SEUM	2016	Action, Indie	Headup Games, Pine Studio
The Guest	2016	Adventure, Simulation	505 Games, Team Gotham
Paws	2016	Adventure, Indie	Might and Delight
FOVE: Judgement	2016	VR	FOVE
FOVE: Project Falcon	2016	VR	Rewind, FOVE
Hitman	2017	Action	IO Interactive, Square Enix
Project CARS 2	2017	Racing	Slightly Mad Studios, BANDAI NAMCO entertainment
Assassin's Creed Origins	2017	Action, Adventure	Ubisoft
Unturned	2017	Action, Adventure	Frontier Developments
Euro Truck Simulator 2	2017	Simulation	SCS Software
Tom Clancy's Ghost Recon Wildlands	2017	Action	Ubisoft
F1 2017	2017	Racing	Codemasters
For HONOR	2017	Action	Ubisoft
Life is Strange: Before the Storm	2017	Adventure	Deck Nine, Square Enix
The Hunter: Call of the Wild	2017	Adventure, Simulation	Expansive Worlds, Avalanche Studios
We were Here Too	2017	Adventure, Puzzle	Total Mayhem Games
Aerofly FS 2 Flight Simulator	2017	Simulation	IPACS
We were Here	2017	Adventure, Puzzle	Total Mayhem Games
Real Farm	2017	Simulation	SOEDESCO Publishing, Triangle Studios
Slime Rancher	2017	Action, Adventure, Indie	Monomi Park
Agents of Mayhem	2017	Action, Adventure	Deep Silver
Eve: Valkyrie Warzone	2017	Action, Simulation	CCP

Solstice Chronicles	2017	Action	Nkidy Games Inc., Ironward
Giant Machines 2017	2017	Simulation	PlayWay S.A., Code Horizon
Serious Sam 3: BFE	2017	Action	Developer Digital, Croteam
Among the Sleep	2017	Action, Adventure, Indie	Krillbite Studio
Auto Age: Standoff	2017	Action	Phantom Compass
Megaton Rainfall	2017	Action	Pentadimensional Games, SL
Serious Sam HD: TFE	2017	Action	Devolver Digital, Croteam
Leaving Lyndon	2017	Adventure, Indie	Eastshade Studios
Aerea	2017	Action, RPG	SOEDESCO Publishing, Triangle Studios
Creativerse	2017	Action, Adventure, Indie	Playful Corporation
Arma 2	2017	Action, Simulation	Bohemia Interactive
Serious Sam HD: TSE	2017	Action	Devolver Digital, Croteam
Arma 2: Operation Awworhead	2017	Action, Simulation	Bohemia Interactive
Oriental Empires	2017	Strategy	Iceberg Interactive, Shining Pixel Studios
Skylar & Plux: Adventure on Clover Island	2017	Action, Adventure, Indie, Platform	Grip Digital, Right Nice Games
StarCrawlers	2017	Adventure, Indie, RPG, Simulation, Strategy	Juggernaut Games
The Signal from Tölva	2017	Action	Big Robot Ltd
White Noise 2	2017	Action, Adventure, Indie, Strategy	Milkstone Studios
Fernbus Simulator	2017	Simulation	TML-Studios, Aerosoft GmbH
Medusa's Lair	2017	Adventure, Multiplayer	Sad Hombres for GameStage@AEC
Shadow of the Tomb Raider	2018	Action, Adventure	Eidos Montreal, Square Enix
Assassin's Creed Odyssey	2018	Action, Adventure	Ubisoft
Far Cry 5	2018	Action, Adventure	Ubisoft
Dying Light: Bad Blood	2018	Action	Techland
Kingdom Come: Deliverance	2018	Action, Adventure	Warhorse Studios
Bus Simulator 18	2018	Simulation	Stillalive Studios, astragon Entertainment GmbH
Warhammer: Vermintide 2	2018	Action, Adventure	Fatshark
Dying Light: Bad Blood	2018	Action	Techland
Final Fantasy XV	2018	Action, Adventure	Square Enix
Mindball Play	2018	Racing	Interactive Productline IP AB
Overload	2018	Action	Revival Productions
AncestorsLegacy	2018	Strategy	Destructive Creations, 1C Company
Agony	2018	Horror	Madmind Studio
F1 2018	2018	Racing	Codemasters
X4: Foundations	2018	Simulation	Egosoft
Stranded Deep	2018	Open World, Survival	Beam Team Games

Mordheim: City of the Damned	2018	RPG, Strategy	Focus Home Interactive, Rogue Factor
Unknown Fate	2018	Adventure, Indie	1C Company, Marslit Games
The Channeler	2018	Indie	Florida Interactive Entertainment Academy University of Central Florida
Q.U.B.E. 2	2018	Action, Adventure, Puzzle	Trapped Nerve Games, Toxic Games
Prepar3d	2018	Simulation	Lockheed Martin
State of Mind	2018	Adventure	Daedalic Entertainment
35MM	2018	Adventure, Horror	Носков Сепрей
Eyeron Defender	2018	Arcade	Storm Potion
Tom Clancy's The Division® 2	2019	Action, Adventure	Massive Entertainment, Ubisoft
Farming Simulator 19	2019	Simulator	Giants Software, Focus Home Entertainment
The Church in the Darkness	2019	Action, Adventure, Indie	Fellow Travelers, Paranoid Productions
Don't Look	2019	Horror	Blind Studio
F1 2019	2019	Racing, Simulation	Codemasters
SOLIRIS	2019	Arcade, Indie	School4Games, Games Science Center
Tom Clancy's Ghost Recon Breakpoint	2019	Action	Ubisoft
Watch Dogs: Legion	2019	Action, Adventure, Open World	Ubisoft
TouristBUS Simulator	2019	Simulation	TML-Studios, Aerosoft GmbH
Hyperdot	2020	Action, Arcade	Tribe Games, GLITCH
Assassin's Creed Valhalla	2020	Action, Adventure, Open World, RPG	Ubisoft
Relicta	2020	Action, Adventure, Puzzle	Mighty Polygon, Ravenscourt
F1 2020	2020	Racing, Simulation	Codemasters
Desperados III	2020	Stealth, Strategy	Mimimi Games, THQ Nordic
Star Citizen	2020	Simulation	Cloud Imperium Games, Roberts Space Industries