Behaviour, Realism and Immersion in games: <https://www-users.cs.york.ac.uk/~pcairns/pubs/Cheng.pdf>

What makes video game physics unrealistic: <https://www.quora.com/What-makes-videogame-physics-so-unrealistic>

Which games have the most realistic physics: <https://www.rockpapershotgun.com/the-most-satisfying-physics-in-pc-games>

Why do people like ‘realistic’ physics and graphics in games?: <https://gamedev.stackexchange.com/questions/20040/why-do-people-like-realistic-physics-and-graphics-in-games>

Intentional unrealistic physics in games is annoying: <https://www.reddit.com/r/truegaming/comments/97s45l/intentionally_unrealistic_physics_in_games_is/>

Would you rather have realistic or arcade physics?: <https://steamcommunity.com/app/252950/discussions/0/135510393202706170/?ctp=3>

Good research papers-------------------------------------------------------------------------

Significance of realistic physics in simulation games: <https://studydriver.com/significance-of-realistic-physics-in-simulation-games-philosophy-essay/>

Good question to find more about physics: are realistic game physics better research paper

Research papers websites:

Oxford: <https://academic.oup.com/journals/search-results?page=1&q=game%20physics%20effect%20on%20gmapelay&fl_SiteID=5567&SearchSourceType=1&allJournals=1>

DOAJ: <https://doaj.org/>

Acamedia: <https://www.academia.edu/>