Arcaea is a rhythm video game developed and published by Lowiro (stylized as lowiro). The game was released on iOS and Android mobile platforms on 9 March 2017. A single-player version of the game was released for the Nintendo Switch on 18 May 2021.

During gameplay, players must keep track of two sets of notes moving across the screen, and tap the screen or press controller buttons when the notes intersect with the guiding lines.

The game has 5 difficulties: Past, Present, Future, Eternal, and Beyond (shortened to PST, PRS, FTR, ETR, and BYD). It has a difficulty scale of 1-12, with 7, 8, 9, and 10 having + variants (e.g. Future 9+).

The game features 3D rhythm mechanics, especially on the Present, Future and Beyond difficulty levels. This screenshot showcases such mechanics in a song on Future difficulty.

The game includes characters that give various beneficial effects while playing the rhythm game, and they gain experience points when selected for gameplay.

Arcaea began as a single-developer project by Anton Prydatko, inspired by Japanese arcade rhythm games. Prydatko founded Lowiro in the United Kingdom, but many of the musicians working on Arcaea are Japanese indie or doujin composers, and the majority of its players are Japanese.

It was important to the developers that the game's monetization method allow players to "own" their purchased content - players can buy "packs" of songs and play them an unlimited amount, unlike the "stamina" model of mobile game monetization that limits play time.