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Thread: [Roblox And Minecraft Players Don't Really Care About "Traditionally Good" AAA Games.](#)

Stanley - March 14, 2026, 6:55 am

Roblox And Minecraft Players Don't Really Care About "Traditionally Good" AAA Games,

Data firm NewZoo's annual PC and console gaming report reveals an interesting fact about Roblox and Minecraft players: They're far less likely to engage with popular AAA titles like Ghost of Yotei or Assassin's Creed: Shadows because they aren't too picky about realistic, lifelike graphics in games. "I think there's been a shift in the last 10 years where the idea of chasing graphics has kind of faded and now you see the most popular games on the planet are not the most graphically high-fidelity games," NewZoo director of consulting Ben Porter explained at GDC (via [gamesindustry.biz](#)). Per Porter, Roblox is leading the pack when it comes to massively popular but visually underwhelming games. Continue Reading at GameSpot

<https://www.gamespot.com/articles/roblox-and-minecraft-players-dont-really-care-about-traditionally-good-aaa-games-study-finds/1100-6538779/?ftag=CAD-01-10abi2f>

Setauket - March 15, 2026, 10:39 am

I think Minecraft proves a very valuable lesson for game designers; That graphics make great art, but mechanics make great games.

Charlie Sheen - March 20, 2026, 12:23 am

The exact reason I couldn't get into either. Well roblox is primarily just for kids whereas I think Minecraft has a majority of adult players now.

Saterax - March 20, 2026, 11:48 pm

Somewhat disagree I think, though. Or at least think the article isn't looking at it properly.

There is a large userbase difference between somebody that plays Roblox or Minecraft, versus somebody that is consistently playing AAA games.

One big thing is money, not super realistic to buy a \$70 game when you can play Roblox for free, or Minecraft for fairly cheap I suppose.

If anything, I think there's just such a large disconnect between the two that is simply natural, comparing Roblox and Minecraft to AAA titles is like comparing Solitaire to Space Cadet pinball, it's just... Not really comparable.

Most people at this point are far less likely to engage with popular AAA titles like Ghost of Yotei or Assassin's Creed: Shadows isn't because of graphics (If anything, people have gotten even MORE anal about graphics lately) it's because they're a teenager, or an adult that again, doesn't want to spend \$70 on a game that fits a genre they just simply don't play lol. GoY and AC:S are somewhat niche in the sense of that sort of 'era' and AC joy has already died out somewhat hard with (--personal opinion--) the hard downhill that started since Origin which turned it into more of an RPG rather than Assassins Creed.

One thing that a lot of these goofy directors seem to forget, it doesn't matter how amazing your

game looks if it's a pile of lard game-mechanics wise. On the entirely opposite end, if a game is super fun and has great mechanics, it doesn't matter how bad it looks. The latter is much easier to attain if you're not a soulless corporation that tries to appeal to investors and what they think people want to play.

I personally have played Roblox since the 'early' days of the platform, technically played it for more time of my life than I've not since I'm in my 20's and started playing it while I was single digits old. Minecraft was a similar boat except a few years later. The one thing these two platforms didn't do, was try to make "Roblox 2" or "Minecraft 2" they just.. Added on to the old platform and evolved with players.

GTA V is another great example. Shit decently old, and you STILL have people playing on old-gen consoles, where the game looks absolutely awful, but they're not playing in the first place because it looks good.

Once companies stop listening to Harold, their random director of games that is 2.5x the age of their average audience member, they're gonna keep flopping and making dumb decisions.

Nothing has shifted in the last 10 years except the actual passion behind developers. If any of that was true and things shifted, then there is no reason some of the most popular titles right now are 'friend-slop' indie titles that are put together with free unity assets and a dude that got bored during a month he had a lot of free time during.

One crazy thing is saying Roblox leads the game with massively popular but visually underwhelming games. Well yeah, no shit, the main audience of Roblox is 8 year olds that survive off bright colors and brainrot lol, they don't give a single shit about graphics, but they're also not the only people that play games. Plus, those 8 year olds.. Can't go out and buy games lmao. Another point of saying it's visually underwhelming is odd, since Roblox itself is a very simple engine that you build on top of and can make some absolutely insane stuff with. Here is one great example;

This is Frontlines, basically a COD knockoff, the screenshots are ridiculous.

These two screenshots run the exact same engine lmao. Unfortunately, Roblox pushes forward games that have microtransactions, so it's somewhat just the default to make something ridiculous that pushes into replayability, so those kids keep coming back and spending those Robux. There's nothing that actually incentivizes you to make anything decent.