

Continue







































has an older audience you are going to lose to like this system. No teenager above age 16 wants to play a game thats only fun for 10 minutes. What is the incentive here? Having a fun game that keeps the players engaged for a long time? Or short lived games that are only played for a small time? 2 Likes Terrible update in my opinion. It seems that this will mainly favor the big games made by big developers/groups which people play for an extensive amount of time. Yet it will harm games made by smaller devs. Significant amounts of legitimate, players put are surely not want to have >10 min long sessions. Those games can be just as fun, engaging, and/or fun (in the proper sense of fun and enjoyment such that players often return), yet will suddenly earn next to nothing and will face a huge decrease in revenue compared to the current system.While Roblox wants to choose what games are creative enough to qualify based on an arbitrary temporal duration, Roblox fails to realize how this update may inadvertently help actual nonsense games instead of leveling the playing field. Instead, you may see those afk games (or any sort of bait-like games for that matter) benefit from this, despite them being considerably less creative or fun than interesting games that are simply not meant to have >10 min sessions.To make matters worse, limiting this new system to only the users first 3 games of the day is too great of a limit. And if that wasnt bad enough, Roblox is only giving 1 month for people to prepare for this significant change.Either the current system should be kept, or the 10 min threshold should be lowered. Otherwise, in the long run I expect this update to have a negative impact on smaller developers (who currently rely a lot on premium payouts as their main source of Robux) staying on Robloxs development platform. 8 Likes As many others have expressed, this will be the down fall of small game developers. While my group game does not maintain an active player count, the few players that play, often have premium. This helps contribute to our income, and allows us to pay developers to help with updates. Removing premium payouts( this new system, basically removes the primary income source for me, and other small developers. If this changes comes into effect, I would consider leaving the platform, as there is too much completion from bigger games, just for \$RS. We would not stand a chance.While I agree with the optimism to try and improve game quality, it will come at the cost to small developers. At the end of the day, Roblox will do what they want and what their investors want them to do.Edit:After reading more, it seems like Roblox is now wanting to promote short sessions times and short attention span by focusing on shorter times, rather than longer, more engaging games. For example, why would a child spend 15-30 minutes playing an engaging game like Jailbreak, Phantom forces, when they can play a game like an obby or a Earns offline game for 10 minutes that he done. This would end up promoting less engaging games as it would only encourage quick gameplay mechanics and less quality games. Not that I hate playing obbies, or earn offline games, but they quick time fillers for me. I would rather play a fun game that takes 15 -25 minutes and enjoy it. 6 Likes Page 24 I think were also missing over the fact that since a user has to spend \$9.99 within 60 days for it to count towards getting robux, that would imply that YOU ARE LITERALLY CUTTING OFF \$4.99 PREMIUM USERS. Most ROBLOX players would purchase the \$4.99 premium deal due to keeping premium benefits for longer in exchange for missing out on some robux. Unless the player spends a couple extra cents with wow, this essentially means you are cutting a MAJORITY of developers being able to receive robux. 7 Likes roblox in the year 2030:players must spend 50 hours on your game and have spent a total of 1000 dollars in the last 5 minutes while doing 12 backflips in a row if you want a 0.1 robux payment that is only accessible after 1 year of waiting 15 Likes Sort of reminds me of when YouTube changes the algorithm and all of a sudden every video you see is exactly 10 minutes long. Cant wait to see only highly optimized addicting idle games getting the tiny bit of payment from this! 2 Likes I think trying out the new Creator Rewards is fine, but Im a bit concerned. Couldnt we have this new system while still keeping the premium payouts? What are you smoking dude. This does the exact opposite. Now you LITERALLY HAVE to make your games pay to win to make ANY considerable amount of money. Theres no incentive to develop on Roblox at this point other than I just wanna do it for fun. If you were in it for the money, well, youre too late. 7 Likes Yep. Totally agree. I feel like theres no incentive to develop on Roblox anymore. With every new update, they make it harder to develop and make actual profit or create a large community. This has basically completely destroyed any future I hoped for for my games. Might as well move to Steam at this point. 11 Likes the issue lies in the fact that games are manipulating players to stay in the game longer. Many games have started adding things like events that occur in a certain number of minutes, encouraging players to stay in the game so they dont miss out, similarly, games like fortnite and other roblox games have cycling shops that encourage players to buy more and play longer out of fear that theyll miss out on some rare or popular skin theres nothing wrong with the games themselves being grindy, its just that they use manipulative tactics to keep players in for longer could you explain to me what im missing here so i can better understand whats wrong about this? One aspect I am concerned about is how common active spenders are? If roblox could provide a comparison between active spenders and premium users it could give a better grasp at how successful creator rewards can be, they claim that it is a much larger group than premium users yet they dont provide any sort of evidence. 5 Likes I dont know what part of this you see that helps get rid of predatory practices. 2 Likes What makes it manipulative? Id argue that it makes the game feel alive/active. Let me ask you something, would the skins in fortnite be considered valuable/rare without it cycling? It means that the game loses tons of revenue (a free to play game btw) if shops dont cycle. Likewise, if you make a roblox game that utilizes such mechanics, it allows for trading to be possible because some people couldnt get the desired part. Otherwise everyone has access to everything and your rarity system is out the window. If I play a game I know for certain I dont want everything I have to be easily accessible. Id enjoy things being uncommon like a fortnite skin or csgo gun skin. 2 Likes Why is so many people saying that they like this update?! alot of small developers are going to lose money/Heres a image of a diagram that explains this update a lot better: 4 Likes honestly i only like it because i dont like how a lot of games try and farm platytime by adding grindy gameplay 1 Like I dont think Roblox understands that theyre being built by their own community. Maybe Roblox doesnt like games like Block Tales, which have zero monetization but long playtime. Even though Premium players pay Roblox every month, it seems like theyre losing money through Premium Payouts. I found this change to Creator Rewards, with all its conditions, to be the worst way Roblox could handle this issue. In my opinion, they should just lower the Premium Payout pool per Premium player. This is a slam in the face for me, as someone who has a game where players mostly have long session times but only play once, since my game is story-driven and has close to zero monetization. This point has been explained well by @susiestwetamongus in this reply, I do think this update will do more harm than good. Pay-to-win or cash-grab games with gamepass prompts every minute will probably come back after this update, which will likely benefit Robloxs revenue but damage Robloxs reputation by encouraging such games. (Just a theory.)In the end, removing Premium Payouts altogether is a double-edged sword. Games that make you AFK for days will have their earnings hugely cut, but smaller games that are single playthroughs will also generate close to zero revenue.Roblox should seriously reconsider this update, as small developers like me would earn almost no revenue. 5 Likes There are a lot of replies in this topic, so reading through hundreds of replies near the beginning can be a little tedious, but for those just jumping in because they recently heard about the new rewards system, here is the two flowcharts I made that show how these two new systems will function, as currently described by Roblox for quick reference. 11 Likes this might be incredibly susceptible to corruption but maybe allow for the ability to limit premium payouts for certain games if its found out that theres barely any gameplay in themthey just need to adjust the numbers so devs aent losing as much money, premium payouts with no limitations was a stupid ideamaybe have another reward coming BACK to the game every once it a while with less stringent caps (getting players that come back to the game every day for 7 days gives you a heap of robux)? that wouldnt encourage players to idle in game with autoclickers 1 Like I understand the intention of bringing a higher standard to the platform, but putting this on a bigger picture it means less revenue, when making profit off the platform is competitive enough, players barely spend on the games and us as devs we bring value and we help to Roblox, understand Roblox is what it is because of us developers. I will personally pass from saying the obvious and what others have pointed out already, but please dont forget this platform works because of us developers. the spending rate of roblox players is much lower compared to actual games outside roblox, none of us make enough money off gamepasses. Premium payouts is what keeps us good.Looks at the bigger picture its nearly impossible for us to get a player like that and it will basically force us to make games more pay to win sided with way worse monetization than we already have currently. We already are in small profit with all these % you take in robux fees, this system basically prioritizes frontpage games, and I wont hold back saying it this, I feel heavily disrespected as a developer from these changes. 3 Likes Putting it like this, it really shows the complex criteria to get these tiny rewards. 6 conditions for a measly 5 robux? I hope they buff that soon, or make it more accessible. And the audience expansion rewards are so oddly specific with 8 conditions (and requiring a prior DevEx) that most devs wont be seeing any of that.Thh, Roblox should look kept Premium Payouts, but reworked how the Roblox client detects real engagement between actual playtime and AFK farming games. That way AFK/Premium farming games are less prevalent and higher-quality games are rewarded, as it should be. 10 Likes oh yeah, I forgot roblox could probably program anti-macro systems in 1 Like They want to pad their bottom line. Page 25 2 I wont lol, there are people here with DAUs in the thousands talking about how this will drop their profit by 30%+. Were all getting hosed. 4 Likes Manipulating their players to stay longerKind of like how this will encourage people to manipulate their players to come back the next day? Get serious lol, this is such a stupid criticism. 3 Likes Im not gonna support this. This stupid change is tricking us to make less and more less robux on the platform. Roblox will be richer by this. Theyre hungry money, as always. I will not support this and I do not accept this change. Revert this asap. This is just terrible and just sucks. Its pretty stupid to also remove Star codes from the platform, yall only want to get richer on the company and you dont care about us. David, youre an absolutely terrible CEO and you should step down and let someone else which is better then you get The CEO position. This is absolutely devastating, less robux for us, more money for the corporation. Yall should just stop with this terrible update. It literally sucks, the old version is literally better then this terrible garbage. 4 Likes theres a difference between someone leaving their computer on for 16 hours straight with an autoclicker to avoid getting kicked for idling and someone playing a game every day Thats a terrible argument, especially since botting is against TOS. Why punish the developer for the actions of the player? Especially when, while some games are playable while fully AFK, a great many are not. This literally punishes everyone massively because some players do that in some games.Plus, while idle-model games may be a little annoying, theyre far from being an abuse of the system. Policing one model of game among hundreds of different game styles is a dumb reason to make these changes. This is pure greed from Roblox. 1 Like Thanks for making this flowchart, it was eye-opening for me. I tried to see this situation with an open-mind, maybe there would be benefits to everyone involved, but no, this chart shows perfectly that this is made entirely to help already big games and leave small developers with breadcrumbs. 6 CONDITIONS. 6 CONDITIONS FOR 5 ROBUX. Just, wow. 2 Likes Its just like a Casino setup. One payoff requires many conditions to be met beyond the control of the person playing. The house always wins, even if a few people do win these big payouts, the house always comes out ahead regardless. Even the top games on Roblox are going to be affected because beyond some basic collusion to get the first 3 visit spots for the day, they dont have any control of the rest, just statistics at that point.On the one side, Roblox is trying to prevent gaining the reward system. I understand that point as the premium player rewards was being aimed by specific game types, but instead of fixing premium player rewards, they decided to just scrap it and make something completely different and way more complex than before.The person who created these new rules and is probably reading all of our post here believes this will get 2 birds with 1 stone. First being, stop the premium player reward gaming and second, make more profits for Roblox Corp. Unfortunately, this approach is simply creating new methods to game the new reward system. Due to the lack of feedback from Roblox about all of these new methods to game the new reward system, I take that as a sign that they are allowed. 3 Likes Its mainly the games with average playtimes over 40 minutes that will see a pretty significant cut from this. I feel like roblox added such a small time limit because active spenders are a much larger group than premium users but as I said earlier they havent proved that at all so we are just going off of what they say. I cant help but think the recent rise of heavily botted afk farming games on the front page is what is causing them to push this change so heavily. Funniest part is this change wont affect those games at all (if anything those games will make more from this as they heavily incentivize daily rewards and sketchy monetization practices)Based on what I am seeing this update could have little negative impact on some games while others will have a drastic negative impact, keep in mind WE HAVE NO DATA STILL so I am just speculating based on the information given.No need to, to quote myself earlier: KnightMBS:So, July 23 will be the last day, which means games will be paid out from the previous 30 days of premium payouts until August 22. From August 23 and onward, premium payments stop. August 23 to September 22 will be the dead time of no payments from either the new or old reward system.If your game benefits from premium players, all will experience nearly a month drop in premium player income just from the new change over. 1 Like Scroll to the bottom for a TL;DR. 1. Only the First 3 Games Played CountIf your game is the 4th or later that someone plays in a day, you get nothing.Big, front-page games will almost always take those top spots.Smaller games (even high-quality, replayable ones) are effectively excluded from earning.It doesnt matter how fun or polished your game is. If its not in the first 3 played, youre not even considered. 2. More Work, Less PayUnder the old EBP system (Engagement-Based Payouts), you earned Robux proportionally to how long a Premium user stayed in your game.Longer sessions meant more Robux. More engagement? More payout.With Creator Rewards, you now get a flat 5 Robux, once per player per day, and only if the player stayed 10+ minutes/Your game was among the first 3 they played that dayDoesnt matter if they stay 10 minutes or 3 hours. Same reward.EBP didnt check actual time spent. Creator Rewards just checks a box once a day, pays, and moves on. This kills any incentive to build longer, deeper experiences. It favors short-session games optimized for 10-minute play loops. 3. The Active Spender Requirement is TerribleYou only get paid if the player has spent \$9.99 or more on Roblox in the last 60 days. The cheapest Premium plan is \$4.99/month, so even two months of that = \$9.98, which is not enough to qualify.That means someone paying for Premium two full months straight still doesnt count unless they made an additional purchase. This is the entry-level Premium tier. Odds are a large portion of Robloxs Premium userbase falls into this group, and now theyre excluded from counting toward payouts. 4. The Rich Get Richer/Roblox claims the system is uncapped", yet its riddled with restrictions:Only first 3 games playedRequires 10+ minutes per sessionRequires the user to be an Active Spender/These conditions make it much harder for smaller games to earn anything.Su who exactly benefits?Popular games that dominate player session funnels (e.g., anything on the front page)Games that can reliably hold players past 10 minutes/ Studios that attract big spenders and whales (Think Pet Simulator 99)This isnt about rewarding creators more fairly. Its about concentrating Robux among the biggest players and cutting out the rest.The rich get richer, which is kinda fitting given recent news. What EBP Got Right/Every Premium user counted. There was no spend filter.You earned based on real playtime, not arbitrary thresholds.Think that was not a limit on which session order counted, so every minute mattered.It rewarded creative, deep, replayable games that kept Premium users coming back.You earned more the longer people enjoyed your game. Thats how it should be. TL;DRThe new Creator Rewards system:Caps how often you can earn per player/Forces you to design around grind, NOT depth/ignores many Premium players, especially those on the cheapest plan/Disadvantages small, niche, or short-session games (rip homestores, showcase worlds, etc.)Unless your game is front-page popular, has long sessions, and attracts big spenders, youre likely earning less or nothing under Creator Rewards. And with that, there is one more thing I would like to address:On average, we expect that smaller experiences (outside the top 10,000) will see an even larger percentage increase in earnings from Creator Rewards.If Roblox doesnt want to backash on this change, they need to back up their claims with actual data. Saying smaller games will earn more means nothing without showing the math. Right now, it feels like empty PR. 30 Likes This would probably never happen but since ROBLOX is built by their own community, what if we all just completely ceased any updates or any new releases until ROBLOX makes a good change that will effectively give all developers big or small the changes they want? ROBLOX is failing to recognize that WE are the reason why they are successful, having them nearly destroy the people who gave them this success should not go unnoticed. Small developers are now going to completely be unable to support themselves because ROBLOX wants all the big corporate games to have all the funding. That means that games are going to have to become more pay to win or even pay to play in order to even get any revenue if they arent on the front page. This change is effectively making the platform even worse regardless if its taking down developers who cheat their players into staying in their game. They are removing the funding that helps passionate developers make what they want without having to charge their players. Without this funding passionate developers can no longer effectively make games effectively as they used to, thus having them to unfortunately resort to making their games more pay to win in order to even generate a slither of revenue. 8 Likes Having to have an account in good standing literally kills 80% of developers, I can personally say that almost all developers I know have been banned/warned for pretty much nothing, this is an issue with roblox as a whole but it went from being a minor inconvenience (not being able to log on for a day) to straight up getting no revenue from your game if you dont purposefully monetize it. Why arent more people talking about this? At least add a limit (not having been moderated in the last 2-3 months etc.) but like most things in this thread there is absolutely no transparency on what counts. 6 Likes Roblox:To be eligible for the Audience Expansion Reward, creators must have an account in good standing, and be registered with Tipalti/Does that mean group holders have to be registered with tipalti? 1 Like If you got banned a while ago it will be fine if theyre making it so games no longer robux the longer a player is in the game then they have less incentive to ad practices that manipulate players to longer rare skins could easily be made by having them be obtained by a crate system that can purchased for in-game currency at all times. having stores refresh make it impossible to tell when a skin will come back up, meaning players are not only more inclined to spend a bunch of money in the hopes they happen to buy something rare (which can be impossible to tell until much later), but theyre also afraid to leave in the event they miss a rare skin during refreshes. Okay but what about games that dont use manipulative practices to keep players engaged for long periods of time? 2 Likes How is this predatory in any way? This is just called greed on the developers behalf. And honestly, I havent seen any games that manipulate premium users into playing for longer. 1 Like Seems very accurate for Roblox How would they count the number of backflips though(In all seriousness this is an important message) For example, my game (building game), which has almost no gamepasses nor any greedy stuff, avg at a 76 min per session, with an avg of 150 active players. This system was really good, as it could increase revenue without having to show gamepasses or dev products in their faces. And a lot of popular games really on that too.Now I have to add more greedy gamepasses to get the same revenue, even then, I dont think I will be able to make it. 1 Like Page 26 I would assume the group owner doesnt have to have Tipalti if the Robux was just for community payouts, games dont manipulate premium users specifically, they manipulate players in general, which eventually includes premium players. a lot of rg games and grow a garden games are specifically designed around catching players eyes and keeping them in the game for disproportionate amounts of time. It prevents higher quality games from being seen because the front page recommendations get filled with copy-pasted low effort games that people are playing because of the unethical tactics their developers use with modifications, this system could do a lot to help with the bad actors covering up genuinely good games that are much more deserving of recommendations not good for robloxs reputation or small developers when the most recommended games are things like steal a brainrot and grow a garden copies 2 Likes This is cope. What makes you think the players on these games like grow a garden dont WANT to be in the game for longer?What makes you the judge of how fun grow a garden is and you instead you assume that it has its success due to unethical tactics. If the games premise is not fun kids will not play. There are so many kids that dont play gaw on roblox. Steal a Brainrot is more interactive and has 1million players, and a game like that doesnt gain much from bots, its pure engagement. There are enough players for everybody, you have to be brutally honest with your game first.If your game is fun MANYs WANT to grind. (This is true for every single game). Kids find value in grinding a game they enjoy the premise of. As a kid I wouldnt touch gab but id play steal a brainrot. To get more exposure you simply have to pay youtubers to play/showcase your game.If you cannot afford the youtubers price, then you can work another job or take out a loan. However, are you willing to bet on your games engagement that it will do good after taking that loan? You have to understand games better before you make such accusations. Its rude to assume that people only play it because they are being brainwashed. I know 18+ that enjoy playing that game. The relaxing, chill vibe is something people enjoy. Instead of coping study the game success. Nothing about it is unethical. 2 Likes FOMO.I think everyone has felt like they had to do something or in this case, play something so they dont feel like they are missing out. Then some games incorporate things that increase that FOMO causing a repetitive loop that the players dont want to break out of even if they dont enjoy it.I had a post above somewhere saying how I would play this one MMORPG, and I didnt enjoy playing it, I just didnt want to miss out on any items or exclusive stuff. I wont speak on behalf of everyone who plays the game, but I think of my little cousins who play these games, and theyre just saying they play it because someone else plays it. Its quite telling when they cant even say they are playing it because its fun. Always two sides to these type of games and this creator reward program is here to combat that afk aspect, but in turn, hurting smaller developers as well. I would go to assume you think this creator reward system is bad since you want games with more interactivity to be rewarded. But its unfortunate that they will now punish the very interactivity that helps players playing for longer times. 2 Likes This is horrible for small creators and games that arent popular. What about games that dont require a long time to be played, or what if people dont play your game as the first 3 games? Is it not possible to make a system to detect low effort games that are just copy and pasted? What if you only earn from people playing your game from a long time but dont pay for robux, how are people going to earn money from this way? This could be a very bad decision 5 Likes Firstly, Grow a Garden is fun for MANY players. Go in the game and ask people why they play it. The sources are there right now, and they will happily tell you. From what I received, people enjoy growing a huge cool garden, and many like the chill/friendly environment. Its a more engaging tycoon. A kid even told me to grind and that the game was worth it once you do. I dont think its FOMO, kids want events and they enjoy the alive/community feeling it gives. Almost like a neighborhood block party. If the game doesnt have a grind function then everything is worth nothing. Some ppl cant accept that.Secondly, long format games get punished but I dont think its robloxs fault, if they were to share the money across creators the 10minute threshold can make sense. If I make an insane game with a lot of money used, ill be difficult for smaller creators to complete. So I dont see it as a punishment, more so a way to spread the money thats being given.However, some devs are delusional and think that their game isnt getting players/retaining players because of other games. As long as its equally fun then you will always have a solid community, you just have to market it better. Thats where it hurts games that are actually good, because they deserve to earn more and not be limited by that 10 minute mark.Unfortunately, many devs think their games are good when they are severely lackin, which caused an uproar against games like gab because they use manipulation to bring users. Now solutions like this are being made. Devs made it seem like other games ethics as the problem and eating up all the players, when in reality players would rather play an afk simulator game over theirs.Now their games wont get better, afk simulators cant earn anything, good games dont earn for longevity, a solution to an imaginary problem created by devs that are coping has caused this. The amount of developers that Ive watched simply make better games and build a community are countless. Its all cope. So many games have 10k-30k cut. Most devs complaining cant look inwards. 1 Like I understand that there are a lot of people out there who genuinely want to play those games, and im not trying to completely discredit them for that. the real issue of the popularity of those games is something that goes beyond roblox, but developers are also feeding into it because they know it works, as tmc mentioned above, FOMO (or fear of missing out) is a big part of it, but those games are also appealing to shortened attention spans to catch the interest of younger players, they use colorful, popular, or sometimes even inappropriate themes and thumbnails, which get people playing, and then generally make use of rng elements, flashy/colorful elements, and tons of sound effects to hold on to the players attention, even if the base gameplay loop is lacking depth,thats isnt to say every game needs a deep gameplay loop, but the numbers and profits that a lot of front page games get dont reflect the actual effort being put into the game, especially since a lot of them are just copies of each other.also, being forced to pay youtubers to play your game should never have to be a requirement, that idea heavily favors games that get success as they can easily outbid other games for advertising opportunities. it should never fall solely on the developer to advertise their game and give it the attention it needs to grow, since most simply dont have the money for it even with jobs (and getting loans for that is just asking for inescapable debt), even youtubers has started occasionally recommending small creators in an attempt to make a name for them to grow. roblox should be doing the same, especially considering they moved on-site advertising, and obviously you know about the games that get thousands of ccu, but there are millions of games that dont get that attention, and its not because theyre bad, its because theyre not on the front page, the majority of the time its because they use the unethical practices I mentioned earlier. 1 Like playco:Firstly, Grow a Garden is fun for MANY players.Never have I said I think fomo is applied to everyone, I dont know why you are putting words in my mouth. I know people enjoy it. Im just giving context reason to what you say. playco:Unfortunately, many devs think their games are good when they are severely lackin,dont know what you mean most developers because the most common complaints on this post are of people with engaging games with long playtimes. Maybe theres a couple devs here complaining about getting players or retaining, but in general, why would that even be relevant on this post? playco:Now solutions like this are being made.Solutions? You are saying that this creator reward is a result of us devs complaining? Who wants this creator reward update?? It doesnt seem like many people here asked for this, Roblox just shoved this update to say they dont like afk games. Most devs here wants to keep premium payout to a certain extent,if not keep it completely over this system. Seems like a lack of you being able to look outward here because this is a largely disliked update coming.Edit: I honestly dont even know what is going on with your posts, it seems like you hate this update, but yet, youre blaming the very developers for this update? I just dont get it, I think Grow a Garden should be given what it is due for the high interactivity, yes, but I think its weird to blame developers for this update. 6 Likes Text use. If my tone seem striking its not intentional, im speaking rather casually. Many players call games that get a lot of players unethical. I read a couple of those posts several times while on this forum. I was speaking generally in regards to those people. I dont like the update either, but roblox its seemingly a solution to get smaller games more exposure and cap the amount that can be gained from larger games that are holding players attention for longer. 2 Likes Sorry, about that, I did read your post and its aggressive since it seemed like you were talking down on the devs on this post, but even so, I still dont understand why you didnt mention that you didnt want to be in the game for longer?What makes you the judge of how fun grow a garden is and you instead you assume that it has its success due to unethical tactics. If the games premise is not fun kids will not play. There are so many kids that dont play gaw on roblox. Steal a Brainrot is more interactive and has 1million players, and a game like that doesnt gain much from bots, its pure engagement. There are enough players for everybody, you have to be brutally honest with your game first.If your game is fun MANYs WANT to grind. (This is true for every single game). Kids find value in grinding a game they enjoy the premise of. As a kid I wouldnt touch gab but id play steal a brainrot. To get more exposure you simply have to pay youtubers to play/showcase your game.If you cannot afford the youtubers price, then you can work another job or take out a loan. However, are you willing to bet on your games engagement that it will do good after taking that loan? You have to understand games better before you make such accusations. Its rude to assume that people only play it because they are being brainwashed. I know 18+ that enjoy playing that game. The relaxing, chill vibe is something people enjoy. Instead of coping study the game success. Nothing about it is unethical. 2 Likes FOMO.I think everyone has felt like they had to do something or in this case, play something so they dont feel like they are missing out. Then some games incorporate things that increase that FOMO causing a repetitive loop that the players dont want to break out of even if they dont enjoy it.I had a post above somewhere saying how I would play this one MMORPG, and I didnt enjoy playing it, I just didnt want to miss out on any items or exclusive stuff. I wont speak on behalf of everyone who plays the game, but I think of my little cousins who play these games, and theyre just saying they play it because someone else plays it. Its quite telling when they cant even say they are playing it because its fun. Always two sides to these type of games and this creator reward program is here to combat that afk aspect, but in turn, hurting smaller developers as well. I would go to assume you think this creator reward system is bad since you want games with more interactivity to be rewarded. But its unfortunate that they will now punish the very interactivity that helps players playing for longer times. 2 Likes This is horrible for small creators and games that arent popular. What about games that dont require a long time to be played, or what if people dont play your game as the first 3 games? Is it not possible to make a system to detect low effort games that are just copy and pasted? What if you only earn from people playing your game from a long time but dont pay for robux, how are people going to earn money from this way? This could be a very bad decision 5 Likes Firstly, Grow a Garden is fun for MANY players. Go in the game and ask people why they play it. The sources are there right now, and they will happily tell you. From what I received, people enjoy growing a huge cool garden, and many like the chill/friendly environment. Its a more engaging tycoon. A kid even told me to grind and that the game was worth it once you do. I dont think its FOMO, kids want events and they enjoy the alive/community feeling it gives. Almost like a neighborhood block party. If the game doesnt have a grind function then everything is worth nothing. Some ppl cant accept that.Secondly, long format games get punished but I dont think its robloxs fault, if they were to share the money across creators the 10minute threshold can make sense. If I make an insane game with a lot of money used, ill be difficult for smaller creators to complete. So I dont see it as a punishment, more so a way to spread the money thats being given.However, some devs are delusional and think that their game isnt getting players/retaining players because of other games. As long as its equally fun then you will always have a solid community, you just have to market it better. Thats where it hurts games that are actually good, because they deserve to earn more and not be limited by that 10 minute mark.Unfortunately, many devs think their games are good when they are severely lackin, which caused an uproar against games like gab because they use manipulation to bring users. Now solutions like this are being made. Devs made it seem like other games ethics as the problem and eating up all the players, when in reality players would rather play an afk simulator game over theirs.Now their games wont get better, afk simulators cant earn anything, good games dont earn for longevity, a solution to an imaginary problem created by devs that are coping has caused this. The amount of developers that Ive watched simply make better games and build a community are countless. Its all cope. So many games have 10k-30k cut. Most devs complaining cant look inwards. 1 Like I understand that there are a lot of people out there who genuinely want to play those games, and im not trying to completely discredit them for that. the real issue of the popularity of those games is something that goes beyond roblox, but developers are also feeding into it because they know it works, as tmc mentioned above, FOMO (or fear of missing out) is a big part of it, but those games are also appealing to shortened attention spans to catch the interest of younger players, they use colorful, popular, or sometimes even inappropriate themes and thumbnails, which get people playing, and then generally make use of rng elements, flashy/colorful elements, and tons of sound effects to hold on to the players attention, even if the base gameplay loop is lacking depth,thats isnt to say every game needs a deep gameplay loop, but the numbers and profits that a lot of front page games get dont reflect the actual effort being put into the game, especially since a lot of them are just copies of each other.also, being forced to pay youtubers to play your game should never have to be a requirement, that idea heavily favors games that get success as they can easily outbid other games for advertising opportunities. it should never fall solely on the developer to advertise their game and give it the attention it needs to grow, since most simply dont have the money for it even with jobs (and getting loans for that is just asking for inescapable debt), even youtubers has started occasionally recommending small creators in an attempt to make a name for them to grow. roblox should be doing the same, especially considering they moved on-site advertising, and obviously you know about the games that get thousands of ccu, but there are millions of games that dont get that attention, and its not because theyre bad, its because theyre not on the front page, the majority of the time its because they use the unethical practices I mentioned earlier. 1 Like playco:Firstly, Grow a Garden is fun for MANY players.Never have I said I think fomo is applied to everyone, I dont know why you are putting words in my mouth. I know people enjoy it. Im just giving context reason to what you say. playco:Unfortunately, many devs think their games are good when they are severely lackin,dont know what you mean most developers because the most common complaints on this post are of people with engaging games with long playtimes. Maybe theres a couple devs here complaining about getting players or retaining, but in general, why would that even be relevant on this post? playco:Now solutions like this are being made.Solutions? You are saying that this creator reward is a result of us devs complaining? Who wants this creator reward update?? It doesnt seem like many people here asked for this, Roblox just shoved this update to say they dont like afk games. Most devs here wants to keep premium payout to a certain extent,if not keep it completely over this system. Seems like a lack of you being able to look outward here because this is a largely disliked update coming.Edit: I honestly dont even know what is going on with your posts, it seems like you hate this update, but yet, youre blaming the very developers for this update? I just dont get it, I think Grow a Garden should be given what it is due for the high interactivity, yes, but I think its weird to blame developers for this update. 6 Likes Text use. If my tone seem striking its not intentional, im speaking rather casually. Many players call games that get a lot of players unethical. I read a couple of those posts several times while on this forum. I was speaking generally in regards to those people. I dont like the update either, but roblox its seemingly a solution to get smaller games more exposure and cap the amount that can be gained from larger games that are holding players attention for longer. 2 Likes Sorry, about that, I did read your post and its aggressive since it seemed like you were talking down on the devs on this post, but even so, I still dont understand why you didnt mention that you didnt want to be in the game for longer?What makes you the judge of how fun grow a garden is and you instead you assume that it has its success due to unethical tactics. If the games premise is not fun kids will not play. There are so many kids that dont play gaw on roblox. Steal a Brainrot is more interactive and has 1million players, and a game like that doesnt gain much from bots, its pure engagement. There are enough players for everybody, you have to be brutally honest with your game first.If your game is fun MANYs WANT to grind. (This is true for every single game). Kids find value in grinding a game they enjoy the premise of. As a kid I wouldnt touch gab but id play steal a brainrot. To get more exposure you simply have to pay youtubers to play/showcase your game.If you cannot afford the youtubers price, then you can work another job or take out a loan. However, are you willing to bet on your games engagement that it will do good after taking that loan? You have to understand games better before you make such accusations. Its rude to assume that people only play it because they are being brainwashed. I know 18+ that enjoy playing that game. The relaxing, chill vibe is something people enjoy. Instead of coping study the game success. Nothing about it is unethical. 2 Likes FOMO.I think everyone has felt like they had to do something or in this case, play something so they dont feel like they are missing out. Then some games incorporate things that increase that FOMO causing a repetitive loop that the players dont want to break out of even if they dont enjoy it.I had a post above somewhere saying how I would play this one MMORPG, and I didnt enjoy playing it, I just didnt want to miss out on any items or exclusive stuff. I wont speak on behalf of everyone who plays the game, but I think of my little cousins who play these games, and theyre just saying they play it because someone else plays it. Its quite telling when they cant even say they are playing it because its fun. Always two sides to these type of games and this creator reward program is here to combat that afk aspect, but in turn, hurting smaller developers as well. I would go to assume you think this creator reward system is bad since you want games with more interactivity to be rewarded. But its unfortunate that they will now punish the very interactivity that helps players playing for longer times. 2 Likes This is horrible for small creators and games that arent popular. What about games that dont require a long time to be played, or what if people dont play your game as the first 3 games? Is it not possible to make a system to detect low effort games that are just copy and pasted? What if you only earn from people playing your game from a long time but dont pay for robux, how are people going to earn money from this way? This could be a very bad decision 5 Likes Firstly, Grow a Garden is fun for MANY players. Go in the game and ask people why they play it. The sources are there right now, and they will happily tell you. From what I received, people enjoy growing a huge cool garden, and many like the chill/friendly environment. Its a more engaging tycoon. A kid even told me to grind and that the game was worth it once you do. I dont think its FOMO, kids want events and they enjoy the alive/community feeling it gives. Almost like a neighborhood block party. If the game doesnt have a grind function then everything is worth nothing. Some ppl cant accept that.Secondly, long format games get punished but I dont think its robloxs fault, if they were to share the money across creators the 10minute threshold can make sense. If I make an insane game with a lot of money used, ill be difficult for smaller creators to complete. So I dont see it as a punishment, more so a way to spread the money thats being given.However, some devs are delusional and think that their game isnt getting players/retaining players because of other games. As long as its equally fun then you will always have a solid community, you just have to market it better. Thats where it hurts games that are actually good, because they deserve to earn more and not be limited by that 10 minute mark.Unfortunately, many devs think their games are good when they are severely lackin, which caused an uproar against games like gab because they use manipulation to bring users. Now solutions like this are being made. Devs made it seem like other games ethics as the problem and eating up all the players, when in reality players would rather play an afk simulator game over theirs.Now their games wont get better, afk simulators cant earn anything, good games dont earn for longevity, a solution to an imaginary problem created by devs that are coping has caused this. The amount of developers that Ive watched simply make better games and build a community are countless. Its all cope. So many games have 10k-30k cut. Most devs complaining cant look inwards. 1 Like I understand that there are a lot of people out there who genuinely want to play those games, and im not trying to completely discredit them for that. the real issue of the popularity of those games is something that goes beyond roblox, but developers are also feeding into it because they know it works, as tmc mentioned above, FOMO (or fear of missing out) is a big part of it, but those games are also appealing to shortened attention spans to catch the interest of younger players, they use colorful, popular, or sometimes even inappropriate themes and thumbnails, which get people playing, and then generally make use of rng elements, flashy/colorful elements, and tons of sound effects to hold on to the players attention, even if the base gameplay loop is lacking depth,thats isnt to say every game needs a deep gameplay loop, but the numbers and profits that a lot of front page games get dont reflect the actual effort being put into the game, especially since a lot of them are just copies of each other.also, being forced to pay youtubers to play your game should never have to be a requirement, that idea heavily favors games that get success as they can easily outbid other games for advertising opportunities. it should never fall solely on the developer to advertise their game and give it the attention it needs to grow, since most simply dont have the money for it even with jobs (and getting loans for that is just asking for inescapable debt), even youtubers has started occasionally recommending small creators in an attempt to make a name for them to grow. roblox should be doing the same, especially considering they moved on-site advertising, and obviously you know about the games that get thousands of ccu, but there are millions of games that dont get that attention, and its not because theyre bad, its because theyre not on the front page, the majority of the time its because they use the unethical practices I mentioned earlier. 1 Like playco:Firstly, Grow a Garden is fun for MANY players.Never have I said I think fomo is applied to everyone, I dont know why you are putting words in my mouth. I know people enjoy it. Im just giving context reason to what you say. playco:Unfortunately, many devs think their games are good when they are severely lackin,dont know what you mean most developers because the most common complaints on this post are of people with engaging games with long playtimes. Maybe theres a couple devs here complaining about getting players or retaining, but in general, why would that even be relevant on this post? playco:Now solutions like this are being made.Solutions? You are saying that this creator reward is a result of us devs complaining? Who wants this creator reward update?? It doesnt seem like many people here asked for this, Roblox just shoved this update to say they dont like afk games. Most devs here wants to keep premium payout to a certain extent,if not keep it completely over this system. Seems like a lack of you being able to look outward here because this is a largely disliked update coming.Edit: I honestly dont even know what is going on with your posts, it seems like you hate this update, but yet, youre blaming the very developers for this update? I just dont get it, I think Grow a Garden should be given what it is due for the high interactivity, yes, but I think its weird to blame developers for this update. 6 Likes Text use. If my tone seem striking its not intentional, im speaking rather casually. Many players call games that get a lot of players unethical. I read a couple of those posts several times while on this forum. I was speaking generally in regards to those people. I dont like the update either, but roblox its seemingly a solution to get smaller games more exposure and cap the amount that can be gained from larger games that are holding players attention for longer. 2 Likes Sorry, about that, I did read your post and its aggressive since it seemed like you were talking down on the devs on this post, but even so, I still dont understand why you didnt mention that you didnt want to be in the game for longer?What makes you the judge of how fun grow a garden is and you instead you assume that it has its success due to unethical tactics. If the games premise is not fun kids will not play. There are so many kids that dont play gaw on roblox. Steal a Brainrot is more interactive and has 1million players, and a game like that doesnt gain much from bots, its pure engagement. There are enough players for everybody, you have to be brutally honest with your game first.If your game is fun MANYs WANT to grind. (This is true for every single game). Kids find value in grinding a game they enjoy the premise of. As a kid I wouldnt touch gab but id play steal a brainrot. To get more exposure you simply have to pay youtubers to play/showcase your game.If you cannot afford the youtubers price, then you can work another job or take out a loan. However, are you willing to bet on your games engagement that it will do good after taking that loan? You have to understand games better before you make such accusations. Its rude to assume that people only play it because they are being brainwashed. I know 18+ that enjoy playing that game. The relaxing, chill vibe is something people enjoy. Instead of coping study the game success. Nothing about it is unethical. 2 Likes FOMO.I think everyone has felt like they had to do something or in this case, play something so they dont feel like they are missing out. Then some games incorporate things that increase that FOMO causing a repetitive loop that the players dont want to break out of even if they dont enjoy it.I had a post above somewhere saying how I would play this one MMORPG, and I didnt enjoy playing it, I just didnt want to miss out on any items or exclusive stuff. I wont speak on behalf of everyone who plays the game, but I think of my little cousins who play these games, and theyre just saying they play it because someone else plays it. Its quite telling when they cant even say they are playing it because its fun. Always two sides to these type of games and this creator reward program is here to combat that afk aspect, but in turn, hurting smaller developers as well. I would go to assume you think this creator reward system is bad since you want games with more interactivity to be rewarded. But its unfortunate that they will now punish the very interactivity that helps players playing for longer times. 2 Likes This is horrible for small creators and games that arent popular. What about games that dont require a long time to be played, or what if people dont play your game as the first 3 games? Is it not possible to make a system to detect low effort games that are just copy and pasted? What if you only earn from people playing your game from a long time but dont pay for robux, how are people going to earn money from this way? This could be a very bad decision 5 Likes Firstly, Grow a Garden is fun for MANY players. Go in the game and ask people why they play it. The sources are there right now, and they will happily tell you. From what I received, people enjoy growing a huge cool garden, and many like the chill/friendly environment. Its a more engaging tycoon. A kid even told me to grind and that the game was worth it once you do. I dont think its FOMO, kids want events and they enjoy the alive/community feeling it gives. Almost like a neighborhood block party. If the game doesnt have a grind function then everything is worth nothing. Some ppl cant accept that.Secondly, long format games get punished but I dont think its robloxs fault, if they were to share the money across creators the 10minute threshold can make sense. If I make an insane game with a lot of money used, ill be difficult for smaller creators to complete. So I dont see it as a punishment, more so a way to spread the money thats being given.However, some devs are delusional and think that their game isnt getting players/retaining players because of other games. As long as its equally fun then you will always have a solid community, you just have to market it better. Thats where it hurts games that are actually good, because they deserve to earn more and not be limited by that 10 minute mark.Unfortunately, many devs think their games are good when they are severely lackin, which caused an uproar against games like gab because they use manipulation to bring users. Now solutions like this are being made. Devs made it seem like other games ethics as the problem and eating up all the players, when in reality players would rather play an afk simulator game over theirs.Now their games wont get better, afk simulators cant earn anything, good games dont earn for longevity, a solution to an imaginary problem created by devs that are coping has caused this. The amount of developers that Ive watched simply make better games and build a community are countless. Its all cope. So many games have 10k-30k cut. Most devs complaining cant look inwards. 1 Like I understand that there are a lot of people out there who genuinely want to play those games, and im not trying to completely discredit them for that. the real issue of the popularity of those games is something that goes beyond roblox, but developers are also feeding into it because they know it works, as tmc mentioned above, FOMO (or fear of missing out) is a big part of it, but those games are also appealing to shortened attention spans to catch the interest of younger players, they use colorful, popular, or sometimes even inappropriate themes and thumbnails, which get people playing, and then generally make use of rng elements, flashy/colorful elements, and tons of sound effects to hold on to the players attention, even if the base gameplay loop is lacking depth,thats isnt to say every game needs a deep gameplay loop, but the numbers and profits that a lot of front page games get dont reflect the actual effort being put into the game, especially since a lot of them are just copies of each other.also, being forced to pay youtubers to play your game should never have to be a requirement, that idea heavily favors games that get success as they can easily outbid other games for advertising opportunities. it should never fall solely on the developer to advertise their game and give it the attention it needs to grow, since most simply dont have the money for it even with jobs (and getting loans for that is just asking for inescapable debt), even youtubers has started occasionally recommending small creators in an attempt to make a name for them to grow. roblox should be doing the same, especially considering they moved on-site advertising, and obviously you know about the games that get thousands of ccu, but there are millions of games that dont get that attention, and its not because theyre bad, its because theyre not on the front page, the majority