

# STATE OF GAME TRACKING 2026

A comprehensive analysis of how gamers track, log, and remember the games they play.

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# 1. Executive Summary

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The game tracking market is growing, fragmented, and ripe for disruption. An increasing number of gamers want to log, rate, and remember the games they play, but no single platform has emerged as the definitive solution. This report analyzes the current state of game tracking tools, identifies key gaps in the market, and outlines where the category is headed in 2026 and beyond.

## Key Findings

- **Backloggd is the market leader** with 650K+ registered users as of December 2025, nearly doubling from 350K at the start of 2025. Its developer went full-time on the project, funded by 1,300+ Patreon backers.
- **No tracker serves both video game and tabletop gamers.** The market is split between video game trackers (Backloggd, GG, Infinite Backlog) and tabletop trackers (BG Stats, NemeStats). This gap ignores a growing crossover audience of adult gamers who play both.
- **Mobile remains a major gap.** The market leader (Backloggd) has no native mobile app. GG is the only major tracker with both iOS and Android apps. Forum threads consistently cite mobile access as a top priority.
- **Gamification is virtually absent.** Despite games themselves proving that XP, streaks, and badges drive engagement, no major tracker uses these mechanics to encourage consistent logging. This represents the largest untapped opportunity in the category.
- **Tracking habits die fast.** Forum analysis reveals a consistent pattern: users sign up, log a handful of games in the first week, then stop. The trackers that survive long-term are the ones with either strong social features (Backloggd) or automation (Infinite Backlog).
- **The average gamer plays 20-50 games per year** but can recall fewer than half from memory without assistance. Year-end platform recaps (PlayStation Wrap-Up, Steam Replay) generate viral sharing moments but don't solve the underlying memory problem.
- **Spreadsheets and Notion remain surprisingly popular.** Despite dedicated tools existing, a significant portion of gamers still track with manual systems, citing customization and control as primary reasons.

## 2. Market Overview

The concept of a "Letterboxd for games" has become the shorthand for what gamers want: a clean, social platform for logging, rating, and reviewing the games they play. Letterboxd (for films) crossed 15 million members in 2024 and has become a cultural touchpoint. The gaming equivalent remains unfilled at that scale.

Game tracking tools have existed since Backloggy launched in 2009, but the category has accelerated since 2020. The pandemic era created a surge in gaming across all demographics, and the resulting library bloat (fueled by Game Pass, PS Plus, Epic giveaways, and Steam sales) made tracking feel necessary rather than optional.

### Why Gamers Track

Analysis of forum threads across ResetEra, Reddit, Famiboards, NeoGAF, and Steam discussions reveals five primary motivations for game tracking:

Motivation	Frequency in Forums	Example Quote Source
Backlog management	Very High	r/patientgamers, Steam forums
Memory preservation	High	ResetEra, NeoGAF
Decision support	High	r/gamingsuggestions, PSNProfiles
Social sharing / reviews	Medium-High	Backloggd community, Famiboards
Data / stats curiosity	Medium	ResetEra, BGG forums

Source: Analysis of 50+ forum threads across 6 platforms, 2024-2026.

### What Gamers Currently Use

The market is fragmented across dedicated trackers, DIY solutions, and platform-native tools. Based on forum analysis, the distribution looks approximately like this:

Tool Category	Est. Share	Trend
Backloggd	~35-40%	Growing rapidly
Spreadsheets / Notion / Notes app	~20-25%	Stable
GG (ggapp.io)	~10-15%	Stable / slight decline
HowLongToBeat	~10%	Stable
Platform-native (Steam categories, trophy lists)	~8-10%	Stable

Infinite Backlog	~3-5%	Growing
Other (Grouvee, GameTrack, Playnite, etc.)	~5-8%	Fragmented
No tracking at all	Unknown (large)	Represents the biggest opportunity

*Source: Estimated from forum activity, app store reviews, and Similarweb traffic data. Not based on direct survey data.*

### 3. Platform Comparison Matrix

The following matrix compares 10 game tracking platforms across 12 feature categories. Ratings are based on publicly available features, app store listings, official documentation, and community feedback as of February 2026.

Feature	Backloggd	GG	Inf. Backlog	HLTB	SavePoint
Native iOS App	No*	Yes	No	No	No
Native Android App	No*	Yes	No	No	No
Mobile Web	Good	Good	Good	Fair	Good
Video Game DB	IGDB	Proprietary	IGDB	Proprietary	IGDB
Tabletop DB	No	No	No	No	BGG
Social Features	Strong	Moderate	Basic	Basic	Basic
Journal/Notes	Yes	Limited	Yes	No	Yes
XP / Gamification	No	No	No	No	Yes
Streaks	No	No	No	No	Yes
Badges	No	No	No	No	Yes (30+)
Platform Import	No	No	Steam/PS/Xbox	Steam	No
Free Tier	Full	Limited	Full	Full	Core
Paid Tier	~\$3/mo	\$4.99/mo	~\$3/mo	N/A	\$4.99/mo
Est. Users	650K+	Unknown	Unknown	1M+ (est)	Early stage

Feature	BG Stats	Grouvee	GameTrack	Playnite	Backlogery
Native iOS App	Yes	No	Yes	No	No
Native Android App	Yes	No	No	No	No
Mobile Web	N/A	Fair	N/A	N/A	Fair
Video Game DB	No	GiantBomb	IGDB	Multi-source	Manual entry
Tabletop DB	BGG	No	No	No	Manual entry
Social Features	Basic	Moderate	None	None	Basic
Journal/Notes	Play notes	Yes	Yes	No	Custom fields
XP / Gamification	No	No	No	No	No

Streaks	No	No	No	No	No
Badges	Challenges*	No	No	No	No
Platform Import	BGG sync	No	No	Auto-detect	No
Free Tier	Core	Full	Freemium	Full	Full
Paid Tier	\$2.99 IAP	N/A	\$4.99	N/A	N/A
Est. Users	Unknown	Small	Small	Moderate	Legacy

\* Backlogg'd has an unofficial Android wrapper on GitHub. BG Stats 'Challenges' are a paid add-on.

## 4. Backloggd: The Community Leader

Backloggd is the closest thing the game tracking space has to a market leader. Founded as a hobby project, it reached 350K registered users by early 2025 and crossed 650K by December 2025, representing approximately 86% growth in a single year. The founder went full-time on the project in January 2025, funded by over 1,300 Patreon backers.

The platform's primary strength is its community. Forum analysis across ResetEra, Famiboards, and Reddit consistently identifies Backloggd as the default recommendation when someone asks for a game tracker. The social features (following users, activity feeds, community lists, challenges) create network effects that make switching costly.

### Backloggd Growth Timeline

Date	Registered Users	Milestone
2020	Launched	Initial release as hobby project
Early 2024	~250K (est)	Growing steadily
Jan 2025	350K+	Developer goes full-time
Dec 2025	650K+	86% YoY growth, 1,300+ Patreon backers
Jan 2026	650K+ (growing)	Big influx of new users reported
2026 Goal	1M (aspirational)	Stated in developer year-end post

Source: Backloggd Medium blog posts (Jan 2025, Dec 2025, Jan 2026).

### Key Gaps

- No native mobile app (most requested feature on roadmap)
- No tabletop game support
- No gamification mechanics (XP, streaks, badges)
- Solo developer creates bottleneck for feature development
- Duplicate game pages growing as database scales

## 5. GG: The Mobile-First Challenger

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GG (ggapp.io) differentiates through native mobile apps on both iOS and Android, making it the only major tracker with a polished app experience. The interface is clean and the Play Store reviews praise its usability. Similarweb data shows ggapp.io ranking higher than backloggd.com in the Video Games Consoles and Accessories category (#6,738 vs #19,065 as of mid-2025), though this includes web traffic only and doesn't account for Backlogg'd's larger registered user base.

The primary friction point is pricing. GG's premium tier at \$4.99/month locks features like list cloning and merging behind a paywall. App Store reviews consistently flag this as aggressive. One reviewer noted: the full experience requires a subscription that many users find hard to justify for a tracking tool.

### Key Gaps

- Paywall criticism from App Store and Play Store reviewers
- Smaller community than Backlogg'd, with some users reporting migration away
- No tabletop game support
- No gamification mechanics
- Confusion around multiple game editions in search results

## 6. Infinite Backlog: The Automation Play

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Infinite Backlog (infinitebacklog.net) entered the market more recently but has gained attention through a differentiated feature: direct platform integrations. Users can connect their Steam, PlayStation, and Xbox accounts to auto-populate their library. This eliminates the manual entry friction that kills tracking habits on other platforms.

A ResetEra thread from August 2025 generated significant interest, with users praising the import functionality and achievement tracking. The platform is web-only with a Patreon model (~\$3/month for custom tags and premium features). Its main weakness is the lack of a mobile app and a smaller community compared to Backlogg'd.

Infinite Backlog represents an important design philosophy: reduce friction through automation rather than relying on manual logging. This approach works well for collection management but less well for journaling or session-level tracking, which inherently requires manual input.

## 7. HowLongToBeat: The Time Database

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HowLongToBeat occupies a unique position: it's primarily known as a reference tool (how long will this game take?) rather than a personal tracker. However, it has tracking features including backlog management, completion logging, and Steam import. Its database of community-sourced completion times is unmatched and frequently cited in gaming media.

The platform's main weakness is its interface, which multiple forum users describe as dated and unintuitive. It lacks the social polish of Backlogg'd and the mobile convenience of GG. Despite this, it maintains a large user base (estimated 1M+) because its completion time data is genuinely useful and has no real competitor.

## 8. BG Stats: The Tabletop Standard

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BG Stats is the dominant tracking app for tabletop gaming. Available on iOS and Android with BoardGameGeek sync, it offers play logging, score tracking, player statistics, win rate analysis, and detailed analytics. Multiple board gaming publications cite it as the best option in its category.

The depth of its tabletop tracking is unmatched: custom score sheets, per-player analytics, challenge systems, and group play management. For dedicated board gamers, BG Stats does nearly everything right.

Its limitation is categorical: BG Stats does not track video games. For the growing number of gamers who play both digital and analog games, BG Stats covers only half their gaming life.

## 9. SavePoint: The Gamified Universal Tracker

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*Disclosure: SavePoint is developed by the author of this report. This section aims to provide the same objective analysis applied to all other platforms. Readers should factor this disclosure into their assessment.*

SavePoint ([getsavepoint.app](https://getsavepoint.app)) differentiates on two axes that no other tracker occupies simultaneously: gamification and dual-tracking (video games + tabletop).

The gamification layer includes XP for every journal entry, daily streak tracking, 30+ achievement badges, and a leveling system. The design borrows from Duolingo's engagement model, applying it to game logging. Early user feedback suggests the streak mechanic is the primary driver of daily engagement.

Dual-tracking connects to IGDB for video games (500K+ titles) and BoardGameGeek for tabletop games, placing both in a single timeline. This is the only tracker identified in this research that bridges the video game and tabletop divide.

### Key Limitations (Being Transparent)

- Smallest user base of all trackers analyzed (early stage)
- No native mobile app (responsive web only)
- No platform import (Steam, PS, Xbox) at time of publication
- Tabletop tracking depth is less than BG Stats' dedicated toolset
- Social and community features are less developed than Backloggd

## 10. The Tabletop Gap

One of the most striking findings in this analysis is the complete separation between video game tracking and tabletop game tracking. These markets operate as if their users don't overlap. The evidence suggests otherwise.

### The Split Market

Video Game Trackers	Tabletop Trackers
Backloggd	BG Stats
GG	My Board Game Collection
Infinite Backlog	NemeStats
HowLongToBeat	Score Pal
Grouvee	Pointedly
GameTrack	BoardGameGeek (logging)

The tabletop gaming market has grown significantly, driven by cultural moments (Critical Role, Stranger Things' D&D; influence) and pandemic-era adoption. Board game cafes are mainstream. Tabletop Simulator is among the most popular titles on Steam. The line between digital and analog gaming is thinner than ever.

BoardGameGeek forums periodically surface requests for video game tracking integration. Reddit's r/boardgames has threads asking for unified tracking. The demand exists but is unserved by every tracker except SavePoint (noted with the author disclosure above).

**This represents the clearest greenfield opportunity in the game tracking space. The first tracker to credibly bridge both markets with a quality experience could capture a loyal, underserved audience.**

# 11. User Behavior Insights

Analysis of 50+ forum threads reveals consistent behavioral patterns among gamers who attempt to track their gaming habits:

## The Tracking Lifecycle

- **Enthusiasm Phase (Days 1-7):** User discovers a tracker, signs up, spends significant time logging their existing library. This phase often involves hours of setup as users retroactively add games they've played.
- **Active Phase (Days 7-21):** User logs new sessions as they play. Engagement is high but requires active effort. This is the critical retention window.
- **Friction Phase (Days 21-45):** User misses a few days of logging. Without a feedback loop or social accountability, the habit weakens. Manual logging feels increasingly like a chore.
- **Abandonment Phase (Day 45+):** User stops logging entirely. Account becomes dormant. User may try a different tracker 6-12 months later and repeat the cycle.

The trackers that break this cycle do so through one of three mechanisms: strong social features that create accountability (Backloggd), automation that removes manual effort (Infinite Backlog), or gamification that makes logging intrinsically rewarding (SavePoint's thesis). No tracker has successfully combined all three.

## Common Complaints Across All Platforms

Complaint	Frequency	Platforms Affected
No mobile app	Very High	Backloggd, Infinite Backlog, Groupee
Paywall too aggressive	High	GG, GameTrack
UI feels dated	High	HowLongToBeat, Backloggery, BGG
Can't track tabletop + video	Medium	All except SavePoint
Duplicate/missing game entries	Medium	Backloggd, GG
No data export / import	Medium	GG, Groupee
Habit doesn't stick	High	All platforms (systemic)

## 12. The Gamification Opportunity

The most significant untapped opportunity in game tracking is the application of gamification mechanics to the tracking habit itself. This finding is supported by both behavioral psychology research and the success of gamification in adjacent categories.

### Precedents from Adjacent Markets

Product	Category	Gamification Mechanics	Impact
Duolingo	Language learning	XP, streaks, leagues, hearts	100M+ MAU, industry leader
Strava	Fitness tracking	Segments, KOMs, challenges	Leading fitness social network
Goodreads	Book tracking	Reading challenge (annual goal)	150M+ members
Letterboxd	Film tracking	Year stats, milestones	15M+ members
Habitica	Habit tracking	Full RPG mechanics	Niche but loyal user base

The irony is striking: games themselves have proven for decades that XP, achievements, and streaks drive engagement. Yet the tools designed to track gaming don't use any of these mechanics. The first tracker to solve the retention problem through gamification has a structural advantage in converting one-time signups into daily active users.

**Game trackers are solving the wrong problem. The hard part is not logging a game. The hard part is logging a game *every day for six months*. That is a habit design challenge, not a feature challenge. Gamification is the most proven solution to habit design in consumer software.**

## 13. 2026 Predictions

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**Backloggd will approach or exceed 1 million users by end of 2026.** Growth trajectory, full-time development, and network effects support this projection. The lack of a mobile app is the only significant headwind.

*Confidence: High confidence*

**At least one major tracker will add gamification features.** The success of gamification in adjacent categories (Duolingo, Strava) is too well-documented to ignore indefinitely. Whether it's Backloggd, GG, or a new entrant, someone will add XP or streaks within the next 12-18 months.

*Confidence: Medium confidence*

**The tabletop-video game divide will begin to close.** As crossover gaming becomes more common and culturally visible, at least one additional tracker will attempt to serve both markets.

*Confidence: Medium confidence*

**Platform import/export will become table stakes.** Users increasingly care about data portability and vendor lock-in. Infinite Backlog's success with Steam/PS/Xbox integration will pressure other trackers to follow.

*Confidence: High confidence*

**AI-powered features will emerge.** Natural language session logging, automated game identification, personalized recommendations based on play history, and AI-generated year-end narratives are all technically feasible and commercially attractive.

*Confidence: Medium confidence*

**The market will remain fragmented.** No single tracker will achieve Letterboxd-level dominance in 2026. The gaming audience is too diverse (casual/hardcore, PC/console/mobile, digital/tabletop) for a one-size-fits-all solution. Specialization will continue to drive product differentiation.

*Confidence: High confidence*

# 14. Methodology & Sources

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## Research Methodology

This report was compiled through the following research methods conducted in January-February 2026:

- **Forum analysis:** 50+ threads across ResetEra, Reddit (r/patientgamers, r/truegaming, r/boardgames, r/gaming30plus, r/gamingsuggestions), Famiboards, NeoGAF, Steam discussions, Giant Bomb forums, PSNProfiles, and BoardGameGeek forums.
- **App store analysis:** iOS App Store and Google Play Store reviews for GG, BG Stats, GameTrack, and related apps.
- **Official documentation:** Backloggd Medium blog (monthly developer updates), Backloggd roadmap page, GG feedback board, Infinite Backlog feature documentation.
- **Traffic analysis:** Similarweb estimated data for backloggd.com and ggapp.io (publicly available, not authenticated).
- **Competitor testing:** Direct use and evaluation of all 10 platforms listed in the comparison matrix.
- **Keyword analysis:** Google Search analysis for game tracking-related queries to assess search demand and content gaps.

## Limitations

This report relies on publicly available data and community analysis rather than proprietary analytics or direct surveys. User counts for most platforms (GG, Infinite Backlog, BG Stats, etc.) are estimated from indirect signals rather than confirmed figures. Market share estimates are directional, not precise. The author has a commercial interest in SavePoint, which is disclosed throughout the report.

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## About Two Average Gamers

Two Average Gamers ([twoaveragegamers.com](https://twoaveragegamers.com)) is a gaming lifestyle publication for adults aged 28-42 who'd rather play games than argue about them online. Founded in 2018, TAG focuses on gaming culture, community, and the real-life challenges of being a gamer with responsibilities. TAG also created SavePoint ([getsavepoint.app](https://getsavepoint.app)), a gamified game tracking app for video games and tabletop.

*For press inquiries, data licensing, or to cite this report: contact via [twoaveragegamers.com](https://twoaveragegamers.com)*

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