

SILLY STORY GAMES

Demographic research

Of the audience of turn-based JRPG players

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1 PREFACE

As a young, four-year-old girl, I used to point at the TV saying 'Broccoli!'. My father tells me this every now and then. I was pointing at this low-poly tree in Legend of Legaia, which was one of the three JRPGs my dad often used to play. My first memory of playing a JRPG was when I was probably around seven years old. As a Dutch girl, I couldn't understand a word of what was being said in the prologue of Grandia. I had no idea I was on a quest to find a pot lid, a wooden sword and a pan. (Which they dubbed the legendary armor, or something like that).

Let's just say that I was brought up with JRPGs. Or at least, 3 of them. Later, my curiosity grew, and I started playing Rune Factory, Fantasy Life, Dragon Quest 8, and a handful of others. However, I was the type of gamer who would rather replay the same games over and over again.

You see, when I started my graduation project (of which this demographic research is a part of), I very much realized that I might not be a good, stereotypical example of the demography of JRPG players (21-year-old girl at the time of writing). However, as I am trying to make a JRPG myself, or at least a prototype of one, I needed to know what the demography did look like. This led to this passionately executed demographic research.

May the findings of this research lead both me and a lot of other passionate JRPG makers to create even more JRPGs, that suit the current demography of the players and what they want, and let the creative ones amongst us see if they might be able to grow this target audience into different directions and experiment with interesting mechanics that will not end up on the pet-peeve lists of many of these players!

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3 INTRODUCTION

This research has the purpose of finding out the demographics of turn-based JRPG players. Additionally, I would like to know how these players feel about several common JRPG building blocks. Do they feel that some of these building blocks are essential or not, what are their pet peeves in JRPGs, what made them like their favorite JRPG battle system? In this paper I will analyze all of these questions.

4 RESEARCH QUESTION

What is the demography of people who play turn-based JRPGs and what preferences do these people have towards certain common JRPG elements?

5 METHOD

For this research I have created two surveys: 1 in English and 1 in Japanese. The English survey was posted on 3 large Facebook groups, of which one did not get any response at all. The other 2 groups response was very good. I stopped accepting responses once the counter started going slowly and it garnered a total of 336 responses.

The Japanese survey is the direct translation of the English one, spelling and grammar checked by Yuuko Iba. With the help of Kyuushu University's Matsuguma Lab, I have spread this survey.

The Japanese version had a total of 11 responses, which I found was not enough to get a reliable, generalized answer from. Those who are wondering about the Japanese responses can contact me.

Because several response fields had the 'other' option open, where the user could fill in his or her own answer, I had some cleaning up to do. For example, at the question which hardware the user would currently frequently use, I had not added an option for the PlayStation One. Some users added this option as 'ps1', other as 'Playstation 1' or 'Playstation One'. I have edited the answers in such a way that all of these options that are referring to the same thing group together as one. Any of these added options will also be colored differently. If I would have added these in in the first place, they might have gotten more counts as other people might not have thought about these things when in reality, they would have chosen that option.

Any questions where I edited the answers will include a changelog.

Lastly, I also edited many answers to a correct spelling unless that would result in, what I think of, a change in their wording that substantially changes the interpretation you could make of their response.

6 ANALYSIS

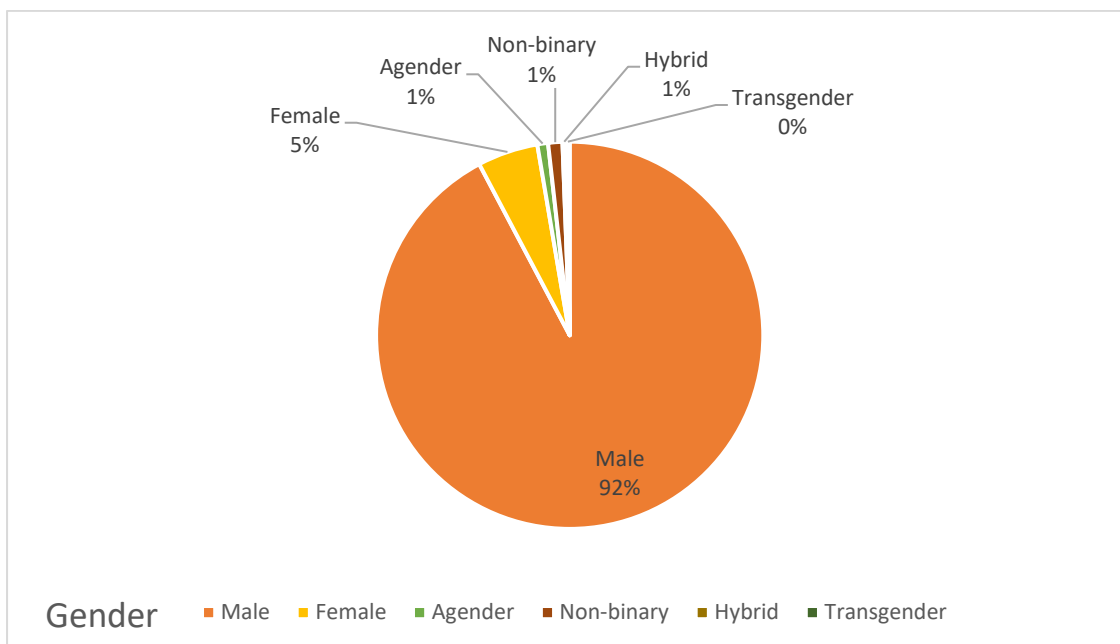
6.1 DEMOGRAPHICS

6.1.1 What is your gender?

English

Changelog:

- ‘Gay’ to male, as ‘gay’ is not a gender but a sexual orientation. I am assuming this person gender to be male and not non-binary, agender or hybrid.
- “spiritually and physically a hybrid” to “hybrid”
- “Non binary”, “nonbinary” to “non-binary”



The percentages are rounded to the nearest number. The audience consists of mostly men with 310 responses (92%), with a small percentage of females with 17 responses (5%) and others with 9 responses (3%).

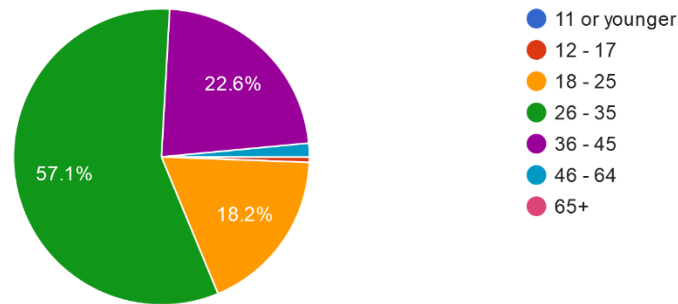
6.1.2 What is your age group?

English

No changelog.

What is your age group?

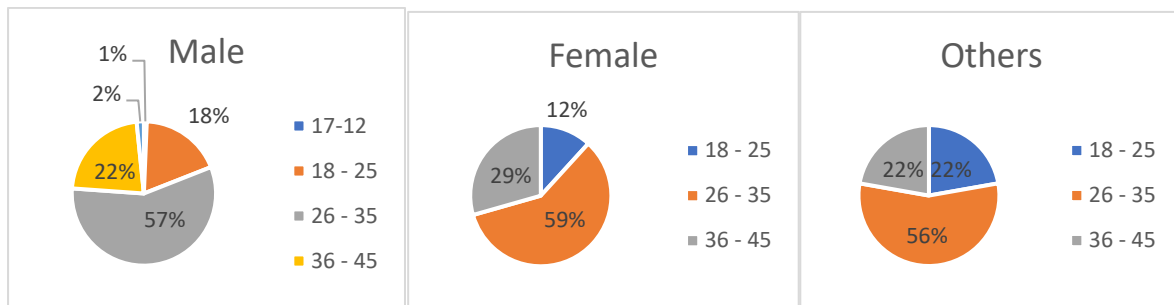
336 responses



Almost 98% of players are between the age of 18 and 45. Between the age of 18 – 25 and between 36 – 45 is almost an even percentage, with just a bit more being in the older age group. Between the participants, there were no players younger than 11 or 65 and up.

For female participants, the second largest group, these percentages were not significantly different; with 18 – 25 being at 12%, 26-35 at 59%, and 36-45 at 29%.

For participants whom I grouped under ‘other’ (agender, hybrid, transgender and non-binary), there again is no large difference;



1 See the legend for the color coding; the grey group in the first pie chart is the orange group in the other two pie charts.

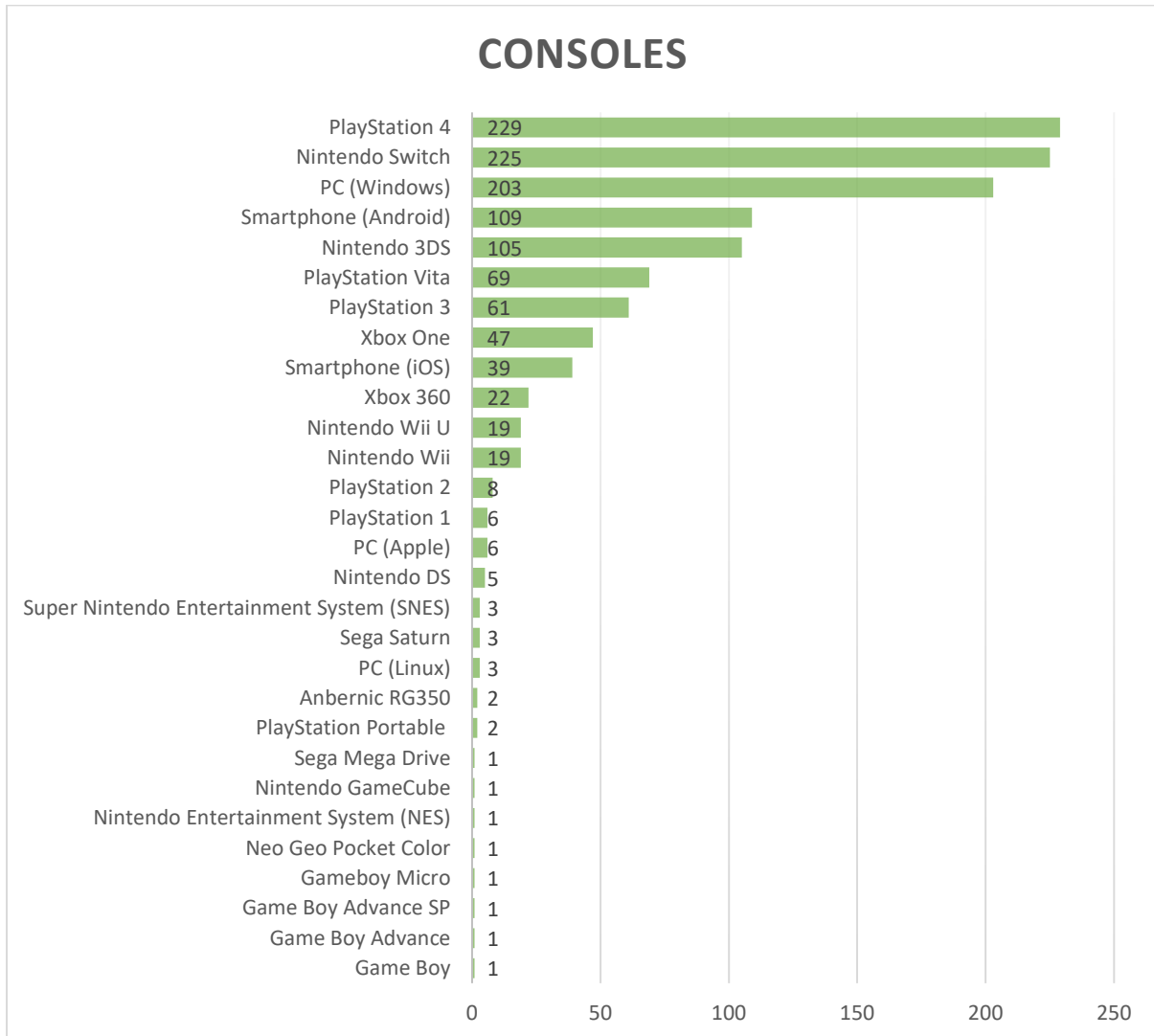
6.2 PREFERRED PLAYING STYLE

6.2.1 Which hardware do you currently frequently use when playing games in general?

Changelog:

- Grouped answers that were referring to the same hardware
- iPad has been added to smartphone (iOS)
- Android has been added to smartphone (Android)
- “Retro consoles” answer has been omitted
- “Several older consoles, particularly the PS2”, added 1 count to PlayStation 2, others omitted
- “Chinese produced consoles designed for emulation” answer omitted
- “Retro consoles, primarily...” answer, only added the examples.

- I grouped “Nintendo DS” and “Nintendo DSi”, because the Game cards for these consoles are the same.
- Emulation has been omitted; however, the emulator console RG350 has been kept.
- Game Boy versions have not been grouped, because of the different cartridges that do not all have compatibility with each other.



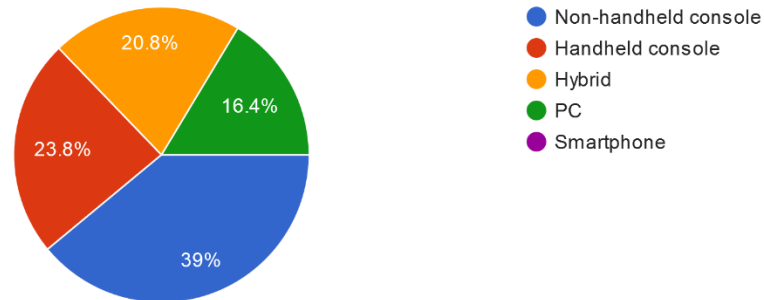
The majority of players use current age consoles (in September 2020), like the PlayStation 4 and Nintendo Switch. Windows PC also is very frequently used. In the smartphone category, Android is much more often used for this demographic than iOS. Xbox series does not do well in this category.

6.2.2 Choose the playing style you would prefer.

No changelog.

Choose the playing style you would prefer.

336 responses

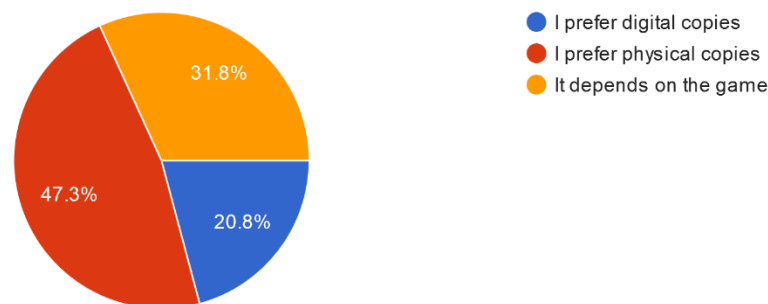


Non-handheld console outweighs the others, which corresponds to the former question. PlayStation 4 (which is a non-handheld console) came out on top.

6.2.3 Do you have a preference about how you buy a game?

Do you have a preference about how you buy a game?

336 responses

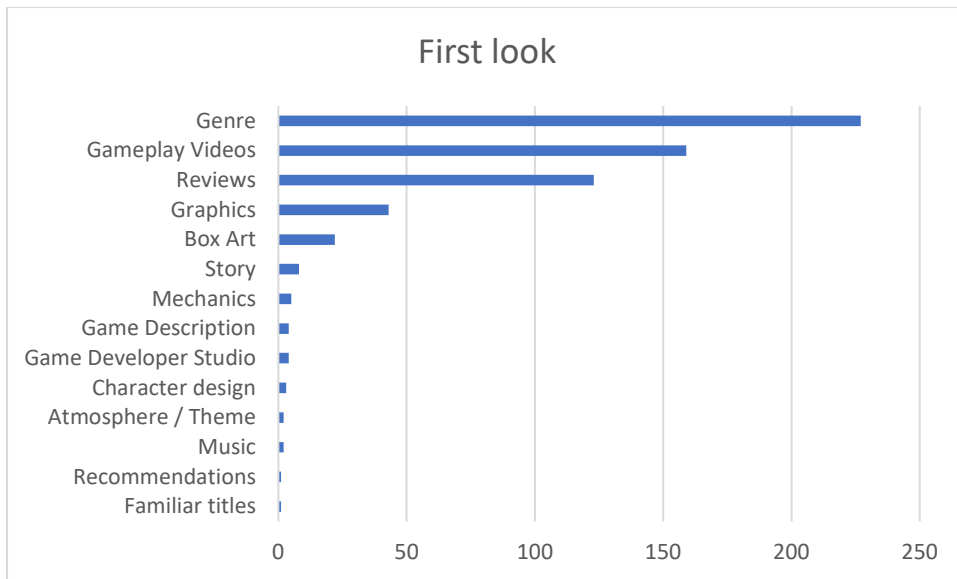


Physical releases far outweigh digital copies, although there are also quite many who think it depends on the game.

6.2.4 What is the first thing you look at when you are searching for a game to buy?

Changelog:

- “Description of the game from the box”, “plot synopsis”, “preview to story” are combined to “Game Description”
- Gameplay, game mechanics, weapon and skill system, levelling system, customization are combined to “mechanics”.
- “Visuals & designs” is added to graphics & character design respectively.
- Art style is added to graphics.
- “Make sure it's not overly complicated that having 2 kids If I took a week break due to life I can pick it right up and not be confused.” Answer is added to reviews.
- “Gameplay Interface and Controls” is added to gameplay videos.

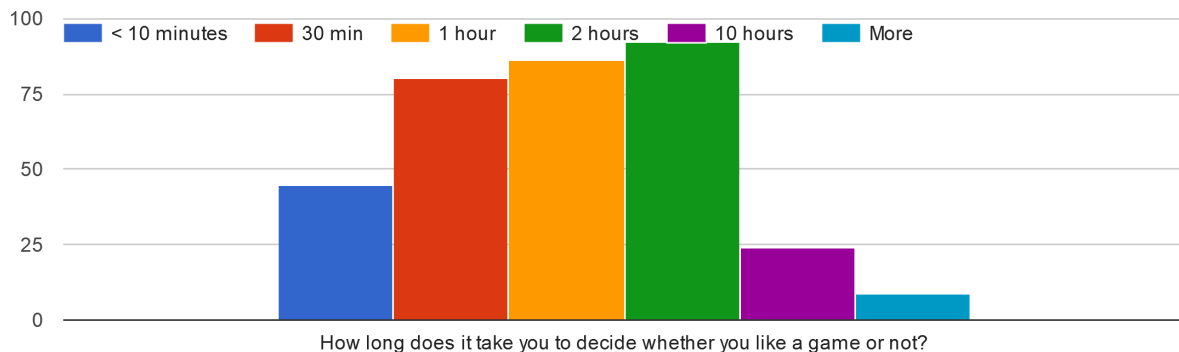


Genre, gameplay videos and reviews are the most important for this audience to determine if they look at buying a game.

6.2.5 How long does it take you to decide whether you like a game or not?

No changelog.

How long does it take you to decide whether you like a game or not?



Between 30 minutes and 2 hours seems to be the most common time that it takes for this audience to determine if they like a game or not.

6.2.6 Please tell me what a great day would look like to you, with gaming implemented.

This question is an open question. Each bullet point is one of the answers given. I have edited out answers like 'Sorry, I don't understand the question'.

- Rainy weather that makes for a chilly day, being inside swaddled up in a blanket, drinking tea, coffee, or hot cocoa, projecting a game onto the wall from a console or curling up with a handheld.
- Day off from work, feed pets in the morning and game all day if possible, with only food breaks. I might switch games, depending on what I'm playing.

- Being left alone all day with no interruptions, so I could game all day long.
- I get to play for a couple of hours until I feel tired
- Final Fantasy 9, Breath of fire-style
- A game with good and deep story
- Being able to wake up rested fairly early and then game uninterrupted until I get tired.
- No kids, no obligations. Just sitting on the couch for hours and enjoying gaming on a big screen.
- Installing and playing a new game that I've been looking forward to! Release day marathon gaming session on a Saturday or Sunday, settled down at my desk or couch with a cozy blanket
- shining force 3, a bottle of sake, a cat on my lap and a decent sized streaming audience for once
- Morning coffee, then sit outside with my Switch enjoying an immersive game
- Favorite/current game, a few snacks, and a cozy setup with no other cars for the day i.e. chores, work concerns
- Breakfast, gaming, lunch, gaming, boyfriend time, dinner, gaming (with bf), bed
- Gaming in bed to unwind after a long day
- Waking up, having breakfast, watching twitch while eating breakfast and continuing as I open steam to play persona 4 golden spend the rest of the day doing little things that need to be done but mostly watching twitch and playing games.
- Finishing a game that satisfies my quench for good storyline eventually fueling my creative juices.
- Food delivery and non-stop gaming
- On weekends with no distractions
- Play all day
- Wake up and not leave the bed all day while I play games and the kids are downstairs with my wife.
- The day I beat all the bosses first time and find all the secrets with no guide...
- Rainy, cold day with the lights turned off.
- Easy day at work, come home dinner with the cat and a nice round or 7 of game play
- Just a full day allocated for gaming. No (or at least minimal) chores and no work.
- I try a game that i don't expect to like very much, but get hooked and love the game
- Suikoden style. :-)
- Playing games with friends.
- Nice weather, going for a walk and meal outside and playing a game for a few hours.
- Gentle Rain, Gaming whilst cuddled up with my cats
- Start early just playing games with any sorted lunch to get back into the action with a couple of afternoon beers, maybe go out for dinner then hop into some online multiplayer with my buddies.
- Reaching completion of story-heavy, 60+ hrs of content
- A day enjoying every detail in the story, soundtrack, gameplay of a game I like.
- Being able to hang out with friends and chug through an enjoyable game with some beers
- Be able to play 5 hours in and not get bored
- Something eventful with a story I can connect to and feel at ease playing
- Playing a game for the whole day without work.
- sipping some coffee/drinks

- A new game releases, i go to the city with a friend, pick up the game and stat up until a little too late playing the game, being dead at work the next day being really worth it.
- a rainy day with some coffee
- When I find the game's story interesting and its gameplay is fun
- Getting a bunch of quests and story done in an RPG on a weekend day
- "A long weekend, with no one to bother me.
- Play and FINISH some of the backlogs I have, which I have really enjoyed."
- Rainy day, with no other obligations so my mind would be clear for gaming only.
- Breakfast, 30 minutes physical activity, shower, games games games.
- A quiet day with a game I enjoy, really, that's all it takes for me
- Just relaxing with nothing to think of.
- Time enough to sink a couple of hours in a game.
- Right now, I wish I had a free day to wake up with no responsibilities, no alarms and warm, fresh coffee on the way. With said coffee in hand I'd start with some morning gaming and just see what the day brings with it
- Coffee. Rain. My cat snuggled up next to me. Video games all day and not being required to leave the house for groceries.
- Un My bed, cofre ando gaming
- Rubbish weather outside, hot mugs of tea, snacks and loads of JRPGs to play on my PC using a 360 controller.
- Turn based strategy with interesting graphical design
- Finding a great RPG with solid gameplay
- A day of no responsibility, some takeout food, and a great RPG.
- A great day would be continuous gaming after accomplishing needed tasks at home and at work.
- A rainy day all alone at home with a cup of coffee and snack at the side.
- Finishing a great JRPG that I've been playing for a few weeks
- In my room playing games and only stopping for meals in between.
- Getting a Platinum Trophy on PlayStation Account for RPG games. 🤪
- Nonstop gaming session
- A quiet sunny day.
- Light a few candles, buy a six pack and put on my headphones while playing DQ.
- A day with family time and some gaming too.
- Rainy day with hot chocolate and playing Grandia
- A great day associated with gaming for me is when I find a game that I like and I know I will play it again tomorrow for releasing stress and to forget other bad things."
- When I having some great stories in the game that can make me imagine the reality of the game itself
- Night to late night, raining, on a Friday and currently at home.
- Gym, video games and beer
- Being able to progress to my game smoothly without the fear of missing out if there are hidden aspects of the game. Think Persona 5. You are need to have a guide while playing or else you might miss events or places per day.
- Snorting enormous lines of 50/50 mixed ketamine and mdma and playing dark souls 1
- just 3 hours straight of uninterrupted game time
- No one at home but me

- Saturday morning, day break. Around 5am when the sun is just about to come up. Warm coffee on the table and a toast for breakfast. Sitting comfortably on the couch with a controller on hand. About to boot up my favorite Japanese RPGs. And at night, after socializing during the afternoon, a game is just perfect to spend my whole evening. Saturday is always the perfect day. It's my day off at work, and no work on Sundays. Perfect day indeed.
- Get to play for at least 2 hours
- Sitting the couch playing FF6
- Playing your favorite game with all your chores done!
- Spending half the day in the JRPG game world
- Day off work. Wake up, make my family breakfast, go to the gym, grab coffee on the way home, play games!
- My kids at their grandmothers house my wife at work and me fresh outta work grinding out some levels in peace and quiet
- Sitting on the couch, no work, playing games
- Finishing a self-imposed challenge run
- No work, at least 2 hours of quiet time with an engaging RPG.
- Exciting story
- A simple day-off together with my games and some homemade cooking. Rainy weather is a bonus.
- Fun. Busy. Happiness.
- When I beat a hard boss I struggled killing yesterday lol
- Hopefully this is the correct spot for this, and you don't ask "What are your favorite things in an RPG" later. I really like the Job System, as in FF Tactics, FF11 and FF14 MMOs, Bravely Default, etc. I enjoy grinding out jobs and unlocking general skills that carry over to all future jobs. I'm OCD about it though. After the tutorial, where you locked in certain jobs, I immediately switch all characters to White Mage first, so everyone has Cure at the beginning of the game, then we are all exactly equal EXP for that job, and level at the same time. Then switch to Black Mage, etc. I also enjoy a rich Skill Tree system, and definitely want to be able to have enough points to allot to all skills. Not only be able to pick 25/40 on the skill tree.
- A day off work, just playing games all day honestly. Preferably a game with a great story. Story > graphics.
- Rainy, cold day, with some hot drink and a good RPG
- Playing handheld in a rainy day
- Finishing a beautiful and impactful RPG Game.
- Whole day gaming without any chores or errands (including needing to cook meals and clean).
- A great day would be playing my game for a whole day with minimal interruption, and no one getting angry at you for it
- Free day to play a new release for a solid few hours (simple things!)
- Persona 5 royal, a bottle of wine and I'm good
- Simply playing video games
- I generally spend my good days lounging in bed with my partner, just relaxing playing our switches while listening to podcasts.
- Playing with my family. Would be nice if they had local co-op and were faster paced

- A good gaming day includes time for playing during work breaks (30mins 1hr) and after work hours.
- After my sons go to bed I sit in my sofa and boot either my switch or ps4 and play.
- Waking up early like at 6am to start playing games so I can fit in the most time. Having someone else make food throughout the day so the only time I give up to playing is to eat or use the bathroom.
- Multiplayer couch gaming all day with friends
- I get to really immerse in an RPG I like without disturbances for one whole weekend day.
- great
- Rainy day outside with a great JRPG to sink myself into for hours.
- Able to play games relaxing for about 2-3 hours before bed
- A productive day followed by dinner and movies with my partner and then gaming into the early hours of morning.
- Couch, blanket, boyfriend and a new RPG, let's go! :)
- After work and dinner and adulting, sit back and relax playing video games.
- Spend time with my family before some gaming in the evening
- Hearing about an amazing release that I was looking forward to (or hoping to).
- Wife and kids are out. Chores are done. I get to fire up a new JRPG/RPG/MMORPG
- Engrossed in good story
- Grinding
- Get up and start with a coffee, go out for a walk, sit and play for a few hours, prep some lunch, maybe do something depending upon the weather (cinema, trip out) grab some dinner, play more games until I'm too tired, get in bed and watch vids until I fall asleep.
- new RPG release with character creation/customization
- Have a whole day to fully enjoy a nice RPG with an amusing soundtrack and pulling story.
- Having a good dad-daughter time, going to the swimming pool, to eat out, then back home play some JRPG together before we go to bed
- Sitting somewhere relaxing playing old JRPGs on Vita or 3DS
- Wake up early and put an RPG in my console and start grinding and advancing story, to get so lost and immersed that you almost forget to eat. I want a story to envelop me and drag me in the way a good show does. Go to sleep thinking about that game and that story, long after I've beaten it.
- Work, return home, eat, hang with girlfriend, load up ps1 before bed
- Binge gaming for multiple hours
- Waking up early. Shower, breakfast, gaming.
- Home alone racing or playing JRPG with a drink
- A balance of grinding for levels and story progression
- At my age, any day without work, and some good family or friends, is a great day with gaming.
- Final fantasy returning to FFX combat
- Wake up and play. Eat lunch and chill outside for a bit, maybe play switch maybe not. Hang with my family and after dinner hang with my family more and hit up games before bed after kids go to sleep
- Spend time with the family, watch a game of baseball or football, then play an hour or 2 on my PS4.

- Having a quite comfortable place to play a few different games of different genre's, and plenty of snacks.
- Rainy and cloudy with my cats and boyfriend with me
- Call in sick, when the kidz go to school just sit on the couch playing a game on my switch while watching SportsCenter hahaha
- A day full of relaxation, with a game that has a good story to keep me occupied throughout the day.
- In spanish (i am from Chile) un dia genial para jugar es después del trabajo, junto a mi novia y juntos pasar niveles en un juego cooperativo, o bien, online con amigos durante las noches o fin de semana (A great day to play is after work, with my girlfriend and together pass levels in a cooperative game, or online with friends during the nights or weekends : Google Translate)
- A cold, a bit rainy day playing a good TB JRPG all day long.
- New turn-based RPG ala FF6/Chrono Trigger
- Playing final fantasy 9 grinding and with a great meal throughout the day and swapping to persona 5 royal to finish it off.
- When I'm not working.
- being high af and playing something with my best friends ... Prob. Smash xD
- No work, no appointments, no disturbances, just free time in a cool day to advance in a good JRPG.
- Coming home after a hard day's work and being able to relax playing a JRPG that has an amazing story that just draws you in for every moment. Then after beating the whole game, you start to feel like a part of yourself is missing. Making you feel like you do not want this game to ever end. I just love games that leave a huge impact in your emotions and provide intimate experiences.
- something that offers a challenge but also a rewarding loot table
- When you dive into game with good narrative story, characters growth and engaging gameplay. It feels so good
- Sitting chilling with infinite grinding
- A nice game without anybody distracting or bothering me with other things for the whole day.
- Playing Pokémon with my daughter
- Getting to play for a long time without my wife being upset
- Good hike with views, nice restaurant, get home and play until bed.
- Accomplish something big in a game
- Sitting around all day playing with friends online
- Nice cold weather, good hot food delivered to your door and some quite time alone
- Super stormy day, big floofy blanket, hot tea with honey, on the couch with my wife and daughter playing video games
- My wife and son go to bed early- I'm not on call. I have a Coke Zero and uninterrupted for 2-3 hrs playing a game while looking at a walkthrough.
- All day gaming with beers and pizza.
- Breakfast and the park with my kids, lunch with kids, afternoon gym session, dinner with kids, game all night after putting kids to bed.
- Playing an RPG with an amazing story

- Wake up and cook breakfast, relax and play some games for a few hours, then maybe hit the gym for some exercise. Then come home and eat lunch and go do some work for 4-6 hours, take a break for dinner, work another hour or two after dinner, then game again for a bit before bed.
- I don't want to spend too much time gaming, but I want to make progress
- Beer and few hours of games before bed or coffee and games before work
- Sleep in until around 9, play games until midnight, without having to worry about waking up early the next day.
- Playing Games with my brother
- Breakfast, time with fam, work out, & a couple of good hours playing
- No work, a meaty story I could lose hours of my day into, with great characters and a detailed multi-layered battle system, then takeout 😊
- About 3-4 hours of gaming with the rest productive.
- A full day of gaming
- Wake up, do some exercise, walk with my dog, read and then play a little before lunch. After that sleep, eat, play some more. Then read and sleep
- Quiet and alone
- Wake up and play for an hour. Do whatever work things I need. Do something social. Wind down with 2-3 hours of gaming or anime at the end.
- Arriving home after work and playing a turn-based/ATB RPG
- Getting up early with my coffee and a little breakfast, playing through one of my games and progressing in it (story based). Then having some lunch and catching up on one of my favorite shows, and later on playing another game I have and getting through that.
- "Wake up, eat some breakfast and get lost in an open world game for about 5 hours. Maybe take a break to work out or get some fresh air, but then back at it. However, I played the midnight release of RE3 from midnight to 7 AM and actually really, really, loved playing overnight and getting swept up in the YouTube content and Facebook groups. The FFXVII remake was also unique in that I didn't want it to end. I explored the entire world, talked to every NPC, walked in circles and everything to not let it end! Still, I did and I remember the rush of emotions of wanting more in the story, and that was an awesome feeling/experience. "
- Snacks drinks, and a very fun turn-based RPG with great story and fun battles.
- Playing Valkyrie Profile
- Me, my pc, and an old school turn-based RPG
- Getting invested in a good RPG for the whole day!
- I get 3 to 4 hours of unbroken play.
- Wake up, bike a bit, shower, eat breakfast, read a bit, eat lunch, play some games, eat dinner, sleep
- Sitting in the couch drinking coffee and causally playing a game.
- Peaceful quiet morning and afternoon, no parents or other family members or friends just me eating and relaxing and playing Chrono Trigger
- No children. No wife. Beer, a joint, and final fantasy leveling until I'm omnipotent
- Playing together with a friend all day long
- Lower lights, create cozy atmosphere, insert good game, play until it's time to sleep
- Advancing a story
- Getting extremely high and gaming for hours on end.

- Wake up wanting to play. Get on loom at the clock it's been 4-6 hours
- Being able to binge play an RPG, crafting my character or immersing myself in a well-written, fleshed out world and story.
- All day uninterrupted gaming, having a family this is an extremely rare thing
- Rainy day
- A day just chilling, playing games on my laptop and watching anime on the tv in the background. Some good company would also help;)
- all my busy work out of the way early so i have the rest of the day to game or play with my family and then serious gaming in the evening.
- Gaming for 2hours without distractions
- If I'm in the middle of a game, it would involve a light breakfast, a lightly clouded bath of sunshine, a cool breeze, and gaming for a few hours while snuggled into a soft bed with lots of pillows. If beginning a game, I will browse my "keep" shelf to see if any nostalgic experiences call to me, or my "to play" shelf if it's time for a new game.
- I wake up with the anticipation to play a game I really enjoy. For example, I've recently started playing Persona 5 my first Persona game and I love it. I want to be able to play it without worrying much about real life.
- Rain, coffee, cats, game controller in hand.
- "Waking up feeling fresh and ready for the day. Spending some quality time with my family after breakfast. Then having a good long session (3 hours or so) really diving into an RPG's story and exploring its lore and characters for example The Legend of Dragoon and really having time to sit and enjoy all it has to offer with no interruptions and worries of everyday life. Then after that relax and eat as I believe it's best to not over indulge or you will find yourself with headaches or the shakes from hunger or sleep (I'm old). Then before bed have a good couple more hours on the game of your choice and then settle in bed Infront of the tv"
- Wake up super early, get some quiet quality game time in, then outside for a bit, get family situated with stuff to do, then my kids and I all login on our pcs and play some games till we have a bonfire at night, then they go to bed and I go back to gaming :)
- First time playing Chrono Trigger
- multi member high-level or advanced group co-op gaming. Either online or couch is fine.... but raids like in Destiny are probably the pinnacle of what I hope for in a game. MMO's can also offer something similar, except they require a crazy amount of time investment to get to the point where raiding is possible... also...due to the platform nature of most MMO's.... they tend to be very UI Dense, and the actual playing is more of a remember the keystroke combos and react to bosses.... but no accuracy is involved, very little finesse on your fingers is required. Unlike an action game, an FPS or even a fighting game where finesse is THE GAME itself. I like tactical and executional difficulty. So, a day where my squad is ready to dive into a massive 3 – 4-hour epic quest that requires the best of us is awesome. Castle vs Castle gameplay is fun too. (or GvG but not just when its pure PVP or GvG as a deathmatch.... something larger would need to be involved...)
- After putting the kids to bed being able to jump on and play for an hour before going to bed to restart the process of life
- Sleeping 'til noon, playing 'til midnight
- Getting home from work on a Friday, cracking open a beer and sitting down in my couch too play some games.
- Relaxing, playing some Madden, World of Warcraft, Final Fantasy, in my room, no worries.

- Wake up. Tea. Jump on a tactical JRPG and grind up a few levels and perfectly play a boss
- Playing through the day is all.
- No work, no backlog, just me and my Switch. Maybe with a drink or two, but not too much in case someone invites to go somewhere
- When I play a game, preferably an RPG and I feel relaxed afterwards.
- Good story and fun mechanic. Cool characters.
- Pleasant & quiet afternoon meeting friends, evening respite diving into an RPG solo
- Waking up to play games all day
- Great game, story and gameplay chilling on the couch playing a great RPG
- Wake up at the crack of noon, do some game development, practice some creative writing, make dinner, play whatever TBRPG I feel like for a while, watch TV with the missus, try to climb in OW, play MORE TBRPG, bathe while watching something mindless or perhaps just meditating, and pass out at 4am. Rinse/repeat
- Cool, not too hot. Raining but not stormy, so the power doesn't go out.
- Paid time off of work, and all the time to game that I would want.
- Heavy rain and fog outside while playing inside
- No work, just gaming all day. With bathroom breaks intermittently.
- I'm easy going, so as long as I can get in at least 30 minutes of game play a day I'm good.
- Rainy days are the best for playing games. I would want to play while having my morning coffee. Play all day with a break for lunch and dinner.
- Just a full, uninterrupted day of gaming
- Saturday morning, cup of coffee, good breakfast, wife not complaining, pray, fire up a good RPG with a good story, plenty of exploration and good difficulty. Because let's face it, JRPG fans are on the older side which means we need a good challenge to reminisce about 5-10 years from now when talking to our kids.
- Best gaming experiences exist uninterrupted. Usually after responsibilities are done being able to play until falling asleep.
- When I get a new Dragon Quest game!
- Gaming all day long with minimal interruptions.
- A relaxing day, free of responsibility where I can spend most of the day gaming.
- A cold rainy day with no obligations. My wife and I have a bunch of snacks and enjoy a full day of gaming under cozy blankets.
- playing with friends and not noticing time spent
- Work, social activities but then post-dinner gaming session until bed time
- Finishing a game with rather casual way since I'm a casual player myself. Finishing a game without being interrupted is also nice.
- Coffee, cigarettes, cozy couch and no one around me while i fire up the PS4. Like to be alone.
- 8h of a recently launched masterpiece (something like Persona 5, FF7R...)
- 5-10 hours of game progression
- When I finish a game and start a new one
- Kinda subjective. Maybe music and story
- Hang with family, exercise, game into the night.
- A free day to spend playing whatever game I choose.
- A day where you can lose track of time playing a well put together rpg
- 10 hours of gaming

- Chilling. Ps4. RPG. Takeout.
- Wake up, start playing until I need to eat, then continue playing again, just staying immersed
- Making great progress in the game I am playing
- Waking up and having a whole day alone, free to game
- Work day off, playing my ps4 or switch all day
- Dragon Quest 11 all day
- Lots of free time to really immerse myself in a JRPG world (and actually have time to do other stuff as well in-between the sessions, for example working on creative projects). A new JRPG for the Christmas holidays is perfect.
- No work, no obligation, just video games. Bonus points if I make a lot of progress.
- My gaming is done at night, I am a father of 4.
- I enjoy online co-op in a fantasy-based game that it's my friends
- Wake up, get coffee and breakfast, check social media, game for a while, taking breaks as needed, watch a show with my roommate over supper, then more gaming
- Snowy and cold outside, cozy and gamy inside
- gaming after work and logging into discord to talk to friends who plays the same game

To examine these answers, I made a list with keywords that I gave a stripe when said in the answer.

Timing	
All day	45
Couple of hours	37
At evening/night	19
Morning	10
30 min – 1 hour	2
Situation	
Hot beverage	21
Blanket / Cozy	13
Big screen	2
Pets	6
Alcohol	12
Food / takeout	23
Drugs	5
In bed	6
Weather	
Rainy	22
Outside	1
Sunny	2
Cold	2
Stormy	2
Work / Obligations	
Day off	20
No obligations	19
After work or chores	21
Weekend	7
Work breaks	1
Friends / Family	
Friends	11

Family / Significant other

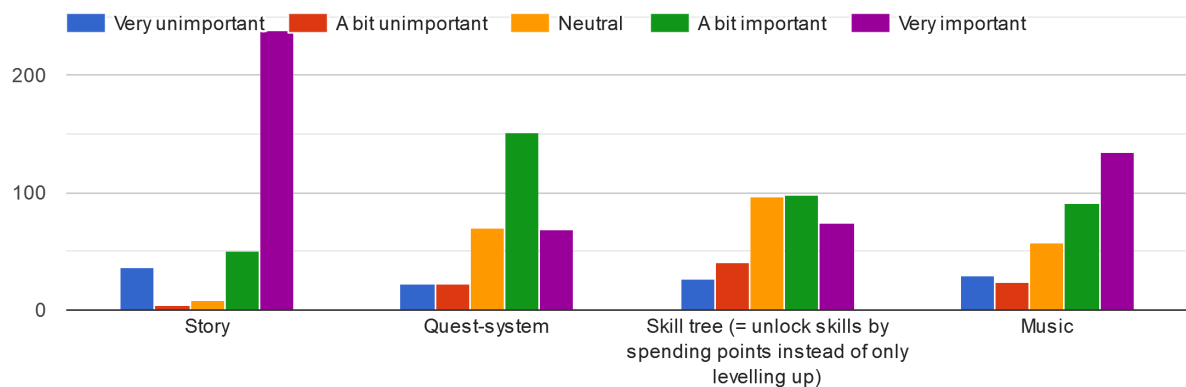
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Other interesting key words I found were the following: anticipation, no wife/no kids or alone, stress release / relaxation.

6.3 JRPGS THEMSELVES

6.3.1 Give a score for how important you find these aspects to an enjoyable JRPG.

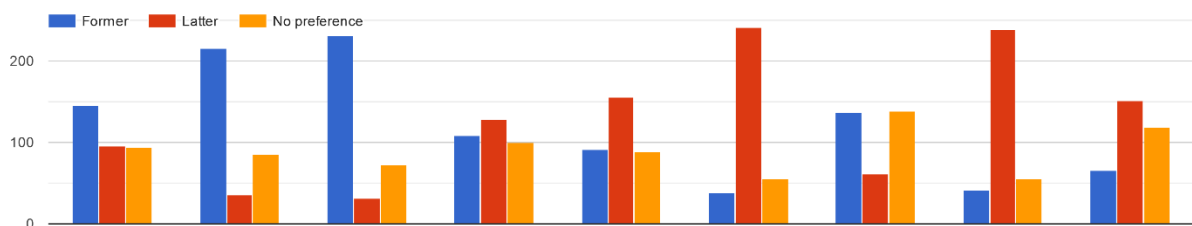
Give a score for how important you find these aspects to an enjoyable JRPG.



Story is incredibly important to the participants. Quest systems are not the most important, but definitely a miss when not added in. Skill trees seem to be relatively important. Music seems quite important.

6.3.2 What do you like better?

What do you like better?



1. Open World --- Linear
2. Standard Turn Based Battle --- Active Time Battle
3. Skill Tree different per character --- one skill tree for all, unlocked separately
4. Choose character class/job --- story-based class per character
5. Random encounters --- on-map encounters
6. Random turn-order --- visible turn-order
7. Short battles --- Lengthy battles
8. Have party follow AI strategy --- choose actions for all
9. Run around during battle --- fixed positions

Open world is more well-liked than linear, however people who have no preference and who like linear stories are still quite high.

Standard turn-based battle is more well liked than Active Time Battle. In this case, I did not add an explanation of what Active Time Battle was and so I think this answer might be biased towards Standard turn-based battle. In the following question, I might find out a more nuanced and truer answer to this question.

Skill Tree different per character, which is a more narrative based skill tree, wins easily over one skill tree for all that is unlocked separately.

Choosing a characters' class or job or having one assigned by the story seems to have no large preference over the other.

On-map encounters seems to have a slightly larger preference than random encounters.

Random turn order is severely so less favorable than a visible turn order.

Short battles and people who do not necessarily care for the length of battles are prevalent.

Choosing actions for each party member far outweighs AI strategy-based members.

Fixed positions during battle is much more preferable to running around, although a lot of players also do not particularly care one way or the other.

6.3.3 Which JRPG's turn-based or ATB like battle system do you like the most?

This was an open question. I grouped answers with a count number between parentheses. I removed unrelated answers, like 'any' or 'turn-based', as this was a specific question to an example of such a game. Answers that say 'any, if they have...' are left in for valuable information. Answers stating multiple are divided into their game category. Answers stating the game plus a reason, will stand alone and not be added to the count. Answers that do not specify which installment: in the case the first in a series does not have an addition, like Grandia, it gets added to the first installment in the series. In other cases, it will be added to 'series' (e.g. Dragon Quest).

- Anything with good area of effect attacks
- Ar Tonelico 2
- Atelier Series (2)
- Atelier Ryza
- Bravelly Series
- Bravelly Default (6)
- Bravelly Second
- Breath of Fire 3
- Breath of Fire V Dragon Quarter
- Child of Light (3)
- Chrono Trigger (19)
- Chrono Cross
- Digimon World Dusk/Dawn
- Dragon Age Origins
- Dragon Quest Series (11)
- Dragon Quest IV
- Dragon Quest V

- Dragon quest VII
- Dragon quest VIII
- Dragon quest IX
- Dragon Quest XI (8)
- Disgaea Series
- Disgaea 5
- Divinity 2 (not JRPG but turn-based)
- Eternal Sonata is probably my favorite of all time.... FF7 Remake is pretty dope as well. Super Mario RPG was a simple turn based with the added "timed hits" mechanic and something as simple as that makes it 10x better (shadow hearts would fall under this category as well, which I love as well.) The most traditional turn-based system that I also absolutely loved was romancing saga's Minstrel song. It's basically simple turn-based gameplay... But they integrated an RNG "dual tech, triple tech or quad tech" activation if you combo certain attacks together.... And it's the RNG what made it awesome....if you think Chrono Trigger, yes its awesome, and you choose your preferred triple techs and etc....BUT....the fact that Saga did it with RNG (it's not completely random, it's a probability factor that scales up the higher skilled you become with that particular weapon or spell,) so differently than Chrono where you just choose the cool kick ass attack....you "set up/optimize" the best potential to activate the combo you hope forand that RNG keeps you excited.... "will it activate this round?" did I get it? YEEEEES HELLL YEAHHHH etc.... furthermore, most of the combos were stepping stones. so even if you didn't get the level 5 combo you hoped for when you selected your attacks that turn.... you still landed a level 3 or level 2 combo which had a higher chance than level 5....so you don't feel like it completely failed. So Eternal Sonata, FF7 Remake or Romancing Saga Minstrel song are my favorite battle systems. [Pre-battle optimization/strategy] + "Timing Execution" or "Optimization of each turn w/RNG Probability combo scaler" = winning battle system.
- Earthbound
- Etrian Odyssey (3)
- Etrian Odyssey IV,
- Dissidia Final Fantasy Opera Omnia
- Final Fantasy Series (16)
- Final Fantasy 4 (3)
- Final Fantasy 5 (4)
- Final Fantasy 6 (14)
- Final Fantasy 7 (17)
- Final Fantasy 7 with the limit
- Final Fantasy 7 Remake (16)
- Final Fantasy 8 (3)
- Final Fantasy 9 (16)
- Final Fantasy X (43)
- Final Fantasy X-2
- FFX, you know who going next and it's faster paced. I hate when I choose something then the enemy goes and I could of healed but missed it
- FFX. Conditional turn-based systems are the best.
- Final Fantasy 12 (7)
- Final Fantasy 13 (4)

- Final Fantasy 13 – 2
- Final Fantasy 14
- The best ATB - FF12. The worst ATB - FF7 Remake, hardly felt like an ATB more like an action. The best TBS- FF7, FFX. The worst TBS FF8, it took forever!
- It's pretty evenly split between turn based and ATB systems. Pretty much the first 10 final fantasy games all have great battle systems
- World of Final Fantasy (2)
- Final Fantasy Tactics (9)
- Final Fantasy Tactics Advance & Tactics Ogre: Let Us Cling Together both have interesting and engaging turn-based play.
- Final Fantasy Crisis Core
- Fire Emblem (5)
- Fire Emblem Three Houses (3)
- Front Mission 3
- Golden Sun (4)
- Grandia (11)
- Grandia 2 (4)
- Grandia 3
- Grandia series
- Grandia extreme
- Growlanser
- Hyperdimension Neptunia mk2
- Hyperdimension Neptunia rebirth 1-3, VII
- I am Setsuna
- I really liked turn-based games that allows or forces you to think about what to do on each turn and not just forcing you to mash that x button. Games like Xenogears, Chrono Cross/Trigger, Persona, and Octopath traveler.
- Legend of Legaia (3)
- Luminous Arc Series
- Lost Odyssey (2)
- Mana Khemia.
- Ni no Kuni
- Octopath Traveler (16)
- Ogre Battle (March of the Black Queen)
- Pokémon
- Persona Series (3)
- Persona (6)
- Persona Revelations (the Original American release for PS1).
- Persona 3
- Persona 4 (3)
- Persona 5 (21)
- Persona 5 Royal (3)
- Phantasy Star 4
- Radiant Historia (2)
- Resonance of Fate (End of Eternity)
- Rogue Galaxy (2)

- Super Mario RPG (2)
- Secret of Mana
- Shadow Hearts (5)
- Shining Force 3
- Shin Megami Tensei (3)
- Shin Megami Tensei: Nocturne (5)
- Any modern Shin Megami Tensei/Persona series (starting from SMT3 and Persona 3)
- Skies of Arcadia: Legends
- Star Ocean series
- Star Ocean (2)
- Star Ocean 2nd Story (2)
- Suikoden series
- Suikoden (8)
- Suikoden 2 (7)
- Suikoden V
- Suikoden battle system and the army battle system in Suikoden II.
- Something basic like Suikoden. Strategy is in forming your party to include appropriate skills.
- Tales of Series (6)
- Tales of Graces f
- The Alliance Alive HD
- The Legend of Dragoon (4)
- I've always preferred legend of dragoon / lost odysseys addition/ring system and I really liked the turn wheel in Grandia 3
- The Legend of Heroes (6)
- Trails in the Sky (4)
- Trails in the Sky Second Chapter (3)
- Trails of Cold Steel (7)
- Trails of Cold Steel 3 (2)
- Trails of Cold Steel 4
- Trails series system
- Trials of Mana (4)
- Vagrant Story
- Valkyria Chronicles (3)
- Valkyrie Profile (2)
- Wachenröder
- World of Warcraft (not JRPG but still)
- Wild ARMs 2
- XCOM Series
- Xenoblade (2)
- Xenoblade Chronicles 2
- Xenogears (10)
- Y's
- Y's VIII

Final Fantasy, especially Final Fantasy X with the highest number of mentions, Chrono Trigger, Dragon Quest (series, mostly Dragon Quest XI), Grandia, Octopath Traveler, Persona 5 and Xenogears have the most mentions.

6.3.4 What makes that battle system so enjoyable to you?

The following table contains the original, ungrouped answers. All answers from the former question, that did not answer this one, are taken out.

Active Time Battle" system	The strategy and teams I can combine with those strats
Any	In turn based, we get to strategize before executing actions while in ATB, everything is fast paced so you need to think quickly. Both are enjoyable to me personally.
Any modern Shin Megami Tensei/Persona series (starting from SMT3 and Persona 3)	It combines snappy decision making with strategy and forward planning. Battles also do not unnecessarily slow to a crawl for most part
Anything with good area of effect attacks	The strategy involved
Ar Tonelico 2	Clear roles (bodyguards and summon mages) that must be executed perfectly to win the battle. Timed button input necessary. Feels different from other battle systems.
Atelier Ryza	I think that I can choose between turn based or real time is a perk for me.
Battle system from Xenogears.	By having the characters use amazing attacking moves that are not repetitive to see visually.
Bravely Default	The amount of customization available for each character
Bravely Default/Second	It maintains the traditional turn-based system and adds a Brave/Default mechanic which i find very nice.
Bravely series	the skills flow really well depending on your combinations
Bravery default	Turn-based fun fast paced character battles with intense strategy
Breath of Fire 3	Planning the turn's actions in one motion before seeing the action unfold, then the added bonus of high-speed rewarding members with an additional action phase; that & the customizable learnt skills
Child of Light	Character speed is a factor and it is an active battle system that requires player participation
Chronicles of Valkyria	Unique characters and strategy
Chrono Trigger	Team techs
Chrono trigger	The simplicity with different combos
chrono trigger	active strategy, monsters move on map, combo moves with characters.
Chrono Trigger	It just works
Chrono trigger	Turn based but it also incorporated position which was unique.
Chrono trigger	More freedom
Chrono trigger	It's fluid
Chrono trigger and secret of Mana. And FF7 Remake.	Having to think on your feet. And being able to come up with your own strategy.
Chrono Trigger/FFVI	Hard to say, I love being able to control everyone, as well as interacting and building each character.
Chrono Trigger's	Flexible and challenging
Cold Steel style turn based	Positioning and tactics matter. Plus, the skills are fun to use and visually appealing
DQ 11	Easy to learn hard to master
Dq11.	Uncomplicated.
Dragon Age Origins	Strategies vary by character
Dragon Quest	Simplicity without being too easy
Dragon Quest	depth

Dragon quest	the combat is short and feels good. all the moves i make feel important
Dragon Quest	Smooth and easy.
Dragon Quest (before 11)	It's very easy to understand, with no shenanigans.
Dragon Quest 11	Easy to mix between being active and using strategy.
Dragon Quest 5	It is standard turn based but has a lot of flavor and options added to it, without being too complicated
Dragon quest 7	It's the best
Dragon quest 8 and 11	Good speed, turn based, in 3rd person
dragon quest 9	highly customizable party members, you get to see them run around the field in combat
Dragon Quest IV	It's simple and I'm not that good at video games in general. :o)
Dragon quest XI	All the 'combos' Possibilities between characters
Dragon Quest XI	Oldie but goodie, slightly fine-tuned to make it even better.
Either World of Final Fantasy or Disgaea 5	You can take your time building a strategy before you act
Eternal Sonata is probably my favorite of all time.... then the new FF7 Remakes is pretty dope as well. Super Mario RPG was a simple turn based with the added "timed hits" mechanic and something as simple as that makes it 10x better (shadow hearts would fall under this category as well, which I love as well.) (read full answer in former question)	Timed hits it's a big part of it....and the active combo-builder that keeps you on your toes.... I like the strategy and the "optimize your characters and your team" feel that Turn based RPG's excel at.... but I like the system to require some more active engagement on my part...that's where the timed hits or timed defense become relevant.
Etrian Odyssey	Great skill & encounter design
Etrian Odyssey	Every move and skill builds on one another rather than be yet another simple "hard hitting skill", simple healing, or simple debilitation magic. For example, in Etrian Odyssey 5, necromancers have the ability to summon the dead and are required to in order to use skills like sacrificing their summons to buff allies or to heal, so on and so forth.
Etrian Odyssey and Digimon World Dusk/Dawn	Probably because of the simple battle animations and the ability to switch party/character positions during battle
Etrian Odyssey IV, Luminous Arc Series, Fire Emblem	EOIV: It has very unique skill tree and classes; LA: it's very balanced and ATB works well in it; FE: Using growth rate is simply unique.
Ff 10	Smooth flowing
FF definitely, they pioneered ATB. I like classic Atelier gameplay too and Mana Khemia. Persona 5 too.	Grew up with turn-based/ATB. Diverse commands, not hassle at all since you can take time choosing your move (unless if atb mode is Active - FF games). I admit for me turn-based has gotten old, i want the gameplay to be faster these days but I can totally feel this JRPG aura with Turn-based gameplay.
FF X	Strategy and Skills
Ff10 ff13 world of final fantasy trails of mana	The animations and graphics and the lore
FF12	Being able to break it and destroy stuff
FF12	doesn't feel slow
ff6	I like that each character has a style but can be customized by Esper skills
FF6	Gauge and turn based
Ff7	Its turn based but I like the active time where you need to make quick decisions or pay for being slow

Ff7 remake	You will feel your progression and skills
FF7 remake, Divinity 2 (not JRPG but turn-based)	Ability to control positions of characters, adding another big dimension to combat
FF7, FF4	For ff7 I'm not sure it is the battle system in itself, as I kinda see the bs as a tool to express the story and the development of the character, and ff7 is my favorite overall. It is also fun because it is quite flexible, allowing for multiple combinations to be unlocked. On the contrary, I like ff4 because all the characters are quite unique in their skillset, so it feels very strategic, varied and interesting.
Ff7R	Deep strategy, focus on bluffs and status effects
FF7R	It has enough adrenaline action, but also strategy and balance
FFTactics, FF6, FF7, Octopath (It is okay)	Turns are determined by speed in most cases.
FFVI	Magicite level keeps the game customizable until everyone is OP
FFVII	Being able to choose between multiple abilities, magic, and skills
FFVII OG or FFX	Strategy, but being able to think about my moves
FFVII remake	Immersion
FFvii, Tales Series	I like turn based because I don't feel pressured to button mash, but surprisingly I like the Tales system which is the opposite to turn based. I prefer turn based though
FFVIIR	It's the perfect blend of strategy and action. I always worry that a battle system will become a button masher and I like to think through my actions (which sometimes takes a while).
FFVIIR, Chrono Trigger, FFX, The Alliance Alive HD	If I leave for a week or two, how quickly can I get back into the battle system
ffx	You can think see what the next actions will be and who will act next so that you can plan accordingly.
ffx	simple to understand
FfX	Turn based and I can switch my entire party in and out during battle
FFX	It's the peak of true turn-based combat
Ffx	Being able to plan out a perfect round of moves
FFX is one really good example that comes to mind since I played it recently, but probably not the best.	Turn-based, LOVE that party can be switched in and out mid-battle, lots of actions available and time to make a good choice.
FFX, Fire Emblem, Legend of Heroes	versatility and thinking out actions.
FFX, Persona 5, Dragon Quest XI	Slower paced, more thoughtful
FFX, you know who going next and it's faster paced. I hate when I choose something then the enemy goes and I could of healed but missed it	It's not repetitive, turn based or action
FFX. Conditional turn-based systems are the best.	Order of turns visible. Skills/abilities that affect the order of turns. Control of all team members.
FFXII	Gambit system, where you put a set of actions for your other party members so you can focus on the character you want to use the most.
FFXII	Love the gambit system and ability to change the dynamic of the AI
FFXIII-2	Its fast paced but still turned based and timing is a factor
Final Fantasy	Wait-mode ATB allows me more time to make decisions or play in a distracting environment
Final Fantasy	I grew up with Final Fantasy, since Part 1 (Japanese Part 3) came out on NES back in 1989. Then Dragon Warrior 1 (Dragon Quest, but they had to rename it in the US due to a copyright conflict back then, until current years) came out 1 year later on NES in 1990.

final fantasy	having a goal
Final fantasy	Graphics
Final Fantasy	Turn-based, tactical combat
Final fantasy	Simplicity
Final Fantasy 10	Transparent and predictable so you can plan your moves
Final Fantasy 10	Length of the battles, ATB
Final Fantasy 10 or Persona 5 i can't decide lol	10 is like the golden standard of what turn based battle should be since the Ps2 era and P5 is stylish and fast
Final Fantasy 12	Interactive experience, feels I have control
Final fantasy 12	The gambit system
Final Fantasy 5, 6, 7, and 9 and the like, Chrono Trigger, Legend of Dragoon all had battle systems I thoroughly enjoyed.	The flow of battle and how you really just lose yourself in it and at the time, nothing else matters.
final fantasy 6	get to pick your own choices
Final Fantasy 6-10.	It has just always been my favorite and many other games are based on that system.
Final Fantasy 7	Strategy
Final Fantasy 7 Remake	It incorporates both turn based and active time battling together very well
Final fantasy 7 remake	I thought I would hate it, but ability to reposition and pause to think about strategy while keeping the tension was incredible.
Final Fantasy 7 with the limit	Nostalgia? I don't know I played a lot of JRPG on SNES but ffvii I was 14 and it was the first time I remember really understanding what was happening (French is my first language so maybe it has something to do with my English getting better also)
Final Fantasy 7,8,9,10, Octopath, Atelier, Tactics,	Just feels right
Final Fantasy 9	Turn based, tactical etc..
Final Fantasy 9	It allows planning of turns, and its very interactive.
Final Fantasy 9	it's well balanced
Final fantasy 9	The range of different abilities
Final fantasy 9 battle system is perfection	So much diversity and ways to go about coming up with strategies.
Final Fantasy 9 or Dragon Quest XI	They can be challenging without being drawn out or overly complex.
Final Fantasy 9, Chrono Trigger	Can see visual change and effects in battle such as haste to an ally or slow to enemy
Final Fantasy IX	It's what I grew up with and what I judge all other battle systems on now
Final Fantasy IX	Being able to plan a strategy ahead of the action.
Final fantasy IX	Simple yet enjoyable. Attack, magic, special, item.
Final fantasy series	It teaches us to bw strategies.
Final Fantasy Tactics	maps very interesting/different each battle, elevations, strategic
Final fantasy tactics	It is simple enough to start but can be very complex if you dedicate some time to it
Final Fantasy Tactics	The turn order is jumbled up and feels like an initiative system right out of D&D
Final Fantasy Tactics	Positioning units and using abilities. Also, a factor is how equipment increases max HP/MP, that was a big surprise to me and fun to play with.
Final Fantasy Tactics Advance & Tactics Ogre: Let Us Cling Together both have interesting and engaging turn-based play. Final Fantasy 6 as well :)	I enjoy elemental weakness/strengths causing more or less damage, visible turn order I also find important. I love love love Job systems. I also like a Hit probability, and perhaps even an opportunity here and there to re-do a turn in the event of a Unit

	death? Somewhat comparable to Tactics Ogre's Tarot system, but maybe less exploitable. :)
Final fantasy V	I feel like adapting on the fly due to poison and status effects become more important and interesting. Besides that, it allows some time to actually plan the next few actions and see what the enemy does
Final Fantasy V for ATB and Dissidia Final Fantasy Opera Omnia for strict turn based	FFV has a solid ATB system that doesn't feel like it pressures you and DFFOO shows turn order and count, which I really dig.
Final fantasy VI turn based and FFXIV ATB system	Strategizing to defeat the enemies rather than mindless attacking
Final Fantasy VII Remake	The choice to switch methods
Final Fantasy VIII	Drawing, the junction system effects and the summons
Final Fantasy X	Fast and efficient
Final Fantasy X	Turn-based, lets me see the order of future turns and how casting spells might affect the order.
Final Fantasy X	You can plan ahead and switch out needed characters in the process.
Final Fantasy X	Control all characters, able to switch as needed in combat, can easily see turn order. Fun and fast paced.
Final fantasy X	I can play while eating
Final fantasy X	Idk. It just tugged my heart more than others. I also like FF Tactics advance.
Final Fantasy X	Sum of its parts - seeing battle order end effecting it- variety in characters- mini games for certain special moves
Final fantasy x	Being able to take your time to plan your strategy
Final fantasy X	Easily track turn order
Final Fantasy X	To be able to change party members always during battles
Final Fantasy X	No rush. You can take time to figure out your moves. And you always see which course of action is best because of visible turn order.
Final fantasy X	You can plan out strategies and take time to think about what you should do next
Final Fantasy X	All characters are equally useful. I also like the CTB because you can see whose turns come up next.
Final Fantasy X / I am Setsuna	I can change character when fighting
Final Fantasy X and below/Persona/Tales of Series	Beautifully done and very dynamic.
Final Fantasy X has the best combat. Trails of Cold Steel comes as a close second	Everything just clicked. I have all the information needed to plan my moves a turn or two ahead
Final Fantasy X, Shadow Hearts	Strategy involved, relaxing (no rush)
Final fantasy XII no doubt	The complexity, the multiple way to win the game or kill the bosses
Final Fantasy XIII	Tactical class swapping
Final fantasy, chrono trigger	I like to strategize combos and for tough battles and mash A for easy ones
Final Fantasy, Legend of Heroes series	It gives time to formulate
Final fantasy/dragon quest/Pokémon	The ability to choose my actions in a way that allows fluid combat, but no stress about what will happen while I choose.
Fire Emblem	I should need to use my brain to plan instead of mindlessly pressing button.
Fire emblem three houses	I enjoy having multiple weapon classes to choose from to give my group and I have full control over all my units or I can just get it go on auto
Fire Emblem Three Houses	Fun strategy

Fire Emblem, WoW (not JRPG but still), Chrono Trigger, FF6, Earthbound	Tactics
Front Mission 3	deep strategy in assembling mechs to grant specific abilities and bonuses in combat. Facing and obstacles meaningful. Ogre tactics is a good one, as well as Battletech.
Golden Sun	If it has strategy, fair challenge, and visually good
Golden Sun	It's classic and easy to understand while the incorporation of the djinn rewards players for the actions they do out of battle. the crazy summons you can unlock are a bonus incentive to explore the world thoroughly.
Golden sun or older final fantasy games	I'm a little slow so turn base gives me a chance to think about what's going on or what to do. Also helps on long days when I should sleep but want to play and end up falling asleep, I don't get to worry about dying
Golden sun, FF V-VI, Bravely Default	Strategies, builds construction, how fast is to break the game
Grandia	It's a perfect blend in my honest opinion
Grandia	Is fun and at the same time kinda strategic
Grandia	Music, good feedback, speed
Grandia	The way you can disrupt enemy attacks depending on when and how you attack is perfectly done in turn-based combat in my opinion
Grandia	Using certain weapons or elements earn you experience with that skill, which unlocks new skills and abilities. Fighting feels active while still being turn based and having different options for strategy. Combat feels uniquely not as repetitive as a lot of other TB RPGs
Grandia	Fair
Grandia 1/2	Control
Grandia 3	Just preference, to how it looks and how it works
Grandia II	The system is incredibly meaty and has a decent array of options
Grandia series	Smooth yet complex, turn manipulation
Grandia. FF7R.	Flashy skills/magic skills combinations
Grandia/Final fantasy 10	Options of what you can do
Grandia/Grandia 2	I love the cancel and counter attacking available there depending on which attacks are used. It's fast and challenging while still being turn based.
Grandia extreme	being able to knock enemies back in the attack wheel.
Growlanser	I can take handheld anywhere
I can't remember too much of them	TBH. FF7, FF13 -- something like this.
I like both depending upon the mood. When I want to chill, its Turn-Based.	Turn-based because it gives you enough time to think before you make your move and you can control your companion's attacks as well.
When I have a good amount of time, ATB.	ATB because of how adaptive and a different set of skills you require to play the game. And you fight what you see. Not go into a different screen to fight something you never saw coming.
I like most of JRPG battle systems. The new FF 7 remake battle system has been really fun to use...	Responsive. action combat but the combat still feels strategical like the old Final Fantasies
I like the ffx one	it allows you to change characters on the fly. Without a system like that I normally only use the same party all the game.
I liked child of lights system a lot.	It was easy to understand but the timing component kept the combat interesting
I love the unique combination offered by Valkyria Chronicles	It offers a turn-based system where you have to individually move your characters around the battlefield, making you take strategy into consideration much more than standard 4v4 turn based combat

I prefer turn based like Final Fantasy 10 or Persona 5	It relaxing and I have time to think about what I want to do. I love the Tales series and Kingdom Hearts battle system as well but I have a certain mood when it comes to button mashing games.
I prefer turn based, as FFX	It forces you to think a great strategy instead of just pressing buttons.
I really liked Final Fantasy X-2	It feels really fluid, wait times are variable, mid-battle job switching is fun
I really liked turn-based games that allows or forces you to think about what to do on each turn and not just forcing you to mash that x button. Games like Xenogears, Chrono Cross/Trigger, persona, and Octopath traveler.	The fact that those battles actually feel like battles instead of exp sources. And method to defeat enemies are based on the player's knowledge instead of a simple statcheck system.
It depends. I love everything from Xenogears and legend of Legaia's battle system, to the Final Fantasy 7 remake style.	I like the combos from the former, and the freedom from the FF7 remake.
It's pretty evenly split between turn based and ATB systems. Pretty much the first 10 final fantasy games all have great battle systems	The turn bases systems make me think more about my actions and requires more strategic planning and decisions. The ATB system is definitely quicker paced and requires less thought on planning, but trying to outsmart the enemy faster
I've always preferred legend of dragoon / lost odysseys addition/ring system and I really liked the turn wheel in Grandia 3	Strategic
Job class turn based	Lots of menus with deep systems
JRPG	Character drawings and other reasons
Legend of Heroes	It's turn based, but has a tactical feel to it.
Legend of heroes	Positioning matter and more skills is good to use since they have different placement benefits
Legend of heroes saga	Beautiful graphs for attacks
Legend of heroes: Trails of cold steel 3	I like watching the characters execute their techniques, skills and abilities. You are given ample of customization to change your strategies and build characters to fit any role you want.
Legend of Legaia	Combos
Legend of Legaia	Command input, Battle Style & animation.
Legend of the Dragoon	It is turn based but more in-depth with the combo system
Lost odyssey	Coming up with a strategy, enjoying characters visuals
Lost Odyssey	Admittedly the battle system is very poorly explained and you need to take a college course to understand. It is incredibly satisfying and there are so many different ways you can take battles/bosses. The tons of theory crafting before battle and watching it all come together A-Team style is the peak of enjoyment.
Mario RPG	ease of use but still able to do more than just attack
Mario RPG style interactive turn-based is proly most engaging	Big numbers, cool animations and combos
My favorite would have to be the one implemented by Final Fantasy Crisis Core	The options of a normal turn-based RPG but it in an action based setting
Ni no Kuni	When it doesn't feel like just a selection screen
Octopath	Rock Paper Scissors weakness like system.
Octopath Traveler	It's classic but unique in its own way
Octopath Traveler	Blend of standard turn-based with nice break/boost elements, nice menu GUI

Octopath Traveler	Classic turn based but with a twist
Octopath Traveler	It's focused on strategy instead of movement (like the latest Final Fantasy games)
Octopath Traveler	The break system
Octopath Traveler	I like the idea of elemental breaks
Octopath Traveler	the boost, the breaking an enemy weakness
Octopath Traveler	You can save up each turn and unleash either multiple attacks or stronger specials or heals
Octopath Traveler and Legend of Heroes series	Preparation and party setup to deal the highest damage
Octopath Traveler, Persona 5	In-dept, clever and rewarding
Ogre Battle (March of the Black Queen)	Free movement of multiple units on map, strategy involved
Older Final Fantasy games and Tales of series/franchise	final fantasy gives me a chance to plan my next move kind of like chess and Tales of is more gung-ho but I can still pause to plan/react
Persona 5	not too complicated
Persona	It's simple but also great
Persona	I can take my time.
Persona	easy to follow, not as prone to getting totally broken
Persona	The press turn system where exploiting enemies' weaknesses allows additional turns
Persona (5)	It's very simple in 5, every option can be accessed from one button, but there is still a lot of options to use.
Persona / SMT	Need strategy. Not just spamming X.
Persona 4/5	Pretty straight forward TB but with extra team actions that's occur sometimes randomly
Persona 5	The look and feel are great. I didn't feel rushed and I loved looking at the choices and menu
Persona 5	Stylish UI, feels fast and fluid while still being strategic.
Persona 5	The Strategy
Persona 5	Art style makes it more interesting when selecting turns, stops it getting boring.
Persona 5	Quick and dynamic, easy to learn
Persona 5	Great colors and fun to control the battle
Persona 5	Game auto selects weakness against enemies are its discovered.
Persona 5 & Tales of Graces f	Simple to grasp, difficult to master
Persona 5 / ff7	Having time to make the best possible move
Persona 5 Royal	It offers and compliments the usual turn-based system
Persona 5 Royal	Good old school turned based battles with modern graphics
Persona 5, FF7 Remake, Octopath Traveler, Suikoden 2	The game mechanics it integrates. For example, elemental or weapon strengths and weaknesses, damage modifiers, and unite or group attacks.
Persona, Xenogears, Xenoblade, Dragon Quest, Ys	Learning how to strategize, efficient grinding methods
Phantasy Star 4	Simple and fast
Press-turn from Shin Megami Tensei	Rewards great player turn. Punishes poor planning
Radiant Historia	Both positioning and turn order are customizable, and lining up enemies to execute a combination of attacks in specific shapes is satisfying -- almost like playing 2048.
Radiant Historia, Grandia, Dragon Quest, Breath of Fire V Dragon Quarter, Suikoden 1 & 2, Bravely Default	For the first two, the strategy and interesting mechanics elevated them above the standard far. DQ is standard refined to its best form, and I love it (very nostalgic). BoF: DQ had an all-around fascinating take on the genre, and innovated on several key

	systems. Suikoden 1 & 2 have a fast-paced system with neat combos, and a swift-leveling mechanic that makes bringing weak members up to level extremely efficient. Bravely Default was a beautiful reworking / expansion of the classic TB systems, and gave the player tons of options for building strategies and for blasting through battles.
Resonance of Fate (End of Eternity)	The way the damage is dealt, and the presentation.
Rogue galaxy	Skills are individual action is great and different mechanics for each battle
Rogue Galaxy for ATB and for turn-based thus far hyperdimension neptunia mk2 and Persona Revelations (the Original American release for PS1).	I guess in battle options (humor and the chose talk things instead in Persona, transformation in mk2, interactive environments and 2 Weapon system in Rogue Galaxy)
Shadow Hearts	I like the concept of character stats determining their actions.
Shadow hearts	the judgement ring... every turn requires skill to get higher damage or increased buffs
Shadow Hearts	The judgement ring and you must pay attention
Shadow Hearts 2p9	Unique skills
Shin Megami Tensei:Nocturne	Rich strategic backbone where I fully control the strategy, well balanced challenge.
Skies of Arcadia: Legends	That each character has their set strengths and weaknesses, the magic system, and that there is a single spirit gauge, which is shared by the whole party to perform special attacks and abilities.
SMT	Depth
SMT Nocturne's iteration of the press-turn system	Transparency
SMT: Nocturne's.	Visible, ordered, effective.
Something basic like Suikoden. Strategy is in forming your party to include appropriate skills.	Less thinking, more focus on story
Sora no Kiseki	I can see the sequence of turns on who's going to move next and I can override that sequence using various strategies.
Sora no Kiseki series	I can plan out my moves better
SRPG FFT, Disgaea, or xcom type games. Turn based RPG from FF is also good.	The combinations of skill
Star Ocean	You can map attacks to buttons so it is customizable, and you don't have to micro-manage characters. You set a characters' fighting style, and unless you switch and manually take over that character they just do their thing.
star ocean	its action packed
Star Ocean 2nd Story	Random encounter, fast, fluid, tactical, rewarding, combos
Suikoden	The possibility of a combo attack can happen
Suikoden	many characters, character dynamics.
Suikoden	A solid system with a few twists depending on party and magic choice
Suikoden	Generally similar frame of choices but specific actions, runes (magic), equipment customizable.
Suikoden	Huge party with potential for combinations, mixing and matching of runes on different characters with some remaining the same due to plot, actually witness the battle with some characters attacking at the same moment as monsters/comrades. Different ranged characters add a better strategy to it.
Suikoden	Simple and straight forward

Suikoden	It's fast, dynamic, involves a lot of characters without making you waste time.
Suikoden 2	Ability to tactically select all actions using a combination of attacks, magic/rune, combo, item use
Suikoden 2	It's relaxing n nice
Suikoden 2, final fantasy 7	Lots of characters in combat, no pressure to enter my inputs. Order determined by speed
Suikoden battle system and the army battle system in Suikoden II.	Its uniqueness and variability.
Suikoden II	More strategy and thinking is involved
Suikoden II, FF9	world building, character acquisition
Suikoden series	Combat presents dynamically after choosing all actions. I like games with party formation tactics.
Suikoden V	<p>It is generally fixed-position turn-based with 6 party members and I really enjoyed the implementation of party formations that have your party arranged in various ways other than just a straight line (U-shape, circle, arrowhead, etc.). You collect formations throughout the game and each one gives you different bonuses, and sometimes negatives to balance a bigger bonus.</p> <p>Most of all for the Suikoden series, I love that they use 1v1 duels and large-scale army battles for some story events to mix it up a little from the standard party battles.</p>
Tactical turn-based games like Final fantasy Tactics	Clever AI
Tales or Star Ocean series	The level of strategy integrated in each battle
Tales series games	Mixes real time with JRPG style elements
Tales series or Y's VIII	More active, less boring
Tactics	The strategy
The best ATB - FF12	With TBS, I enjoy the focus on strategy like chess, and less on dexterity.
The worst ATB - FF7 Remake, hardly felt like an ATB more like an action.	
The best TBS- FF7, FFX The worst TBS FF8, it took forever!	
The Legend of Dragoon had the ideal battle system for me.	Completely turn based, but with some button presses to change things up.
The Legend of Dragoon/Xenogears	The turns, the strategy, the thought process.
Trail of cold steel and FFVI	The different approaches you can have for the same battle
trails in the sky fc	It makes me see the sequence of whose turn it is to attack, making strategizing easier
Trails in the Sky SC	because of combination of tactical and turn based with special skills
Trails of Cold Steel	
Trails of cold steel	Being able to see the turn order and alter it to get the bonuses you need
Trails of Cold Steel	The quick but thoughtful strategy that goes into how you build out your characters and have them operate in the battle
Trails of Cold Steel 3/4	Creative UI
Trails of the sky	It's fun
Trials of Mana	Active combat with the ability to switch characters during combat to effectively fight whatever is in front of us
Turn based	Making strategy
Turn based	Being able to build up strategy and method

Turn based	I can feel a bit relax when engaging in battle
turn based	Relaxing and allows thought
Turn based is persona 5r, and ATB is FF XIII	Persona has it all, and FF XIII was the first game I ever played with such a gauge and for me it's the best after having tried several similar battle-based games
Turn based would be something like Xenogears. For ATB either Final Fantasy IV, Chrono Trigger, Star Ocean 2nd Story	<p>For Xenogears the management of different moves which form combos made it interesting to manage everything to maximum effect.</p> <p>Final Fantasy IV is just a classic system that seems to flow well (this applies from FFIV-FFIX but IV did it first)</p> <p>Chrono Trigger I liked the implementation of adding positions into the mix of battle.</p> <p>Star Ocean took the movement and positioning of characters to another level past Chrono Trigger. You had to control and consider your position at all times.</p>
Turn-based	Allows me to relax and enjoy the animation of skills and magic
Turn-Based: Persona 5 ATB: Chrono Trigger	Quick and seamless menus / UI
Vagrant Story's battle system	It's different and challenging
Valkyrie Chronicles, Persona 3-5, Hyperdimension Neptunia rebirth 1-3, VII	turn based. So I can multi task or take a break anytime
Valkyrie profile	Timing the attacks
wachenroder, shining force 3, legend of heroes trails games esp. sky and crossbell	I love tactical and semi-tactical games.
Xenoblade	Different options of attacks
Xenoblade Chronicles 2	Unique and challenging
Xenogears	Not too attention demanding
Xenogears	Immediate action when character is active. Feeling of action when battling.
Xenogears	The unique combo system, fantastic character variety, and the Gear battles were amazingly done.
Xenogears, Chrono Trigger, Final Fantasy VII	Take my time to think actions and then watch all unfold

Common perks mentioned in a variety of games:

- Being able to create a strategy.
 - o In strictly turn-based settings, the time that it allows you to plan ahead.
- Visually pleasing attacks
- Variety in skills
- Character customization via skill sets, weapons, armor and stat enhancers
- Fast-paced battle
 - o In turn-based systems, this was achieved for example by the UI; remembering last choices
 - o In ATB, the quick-thinking.
- Slow paced battle
 - o Often mentioned that it allowed people to relax or strategize more than ATB.
- Positioning of characters on the field. Often mentioned with ranged attacks / field of influence for said attacks

- Tactics and strategy. The latter being the most mentioned keyword in all responses. Being able to plan ahead and choosing wisely based on information given.
- Simplicity. This was often mentioned with more slow-paced battle (strictly turn-based). Being able to understand the system.
- Combo's. Characters using combo attacks or multiple attacks in succession.
- Switching party members during battle
- See and/or affect turn order. This was often mentioned with slow-paced turn-based battle and simplicity.
- AI system. In particular, the gambit system of Final Fantasy 12.
- Weaknesses (and strengths). Elemental weaknesses and its implementation, allowing for more strategical thinking, like in Octopath Traveler.

In the following games, it was often the same outstanding mechanic mentioned.

Chrono Trigger:

- Team techs / different combo
- Fluid / quick thinking

Dragon Quest

- Simplicity, easy to understand

Final Fantasy X

- See what the next actions are / plan out the next move perfectly
- Simple to understand
- Switch party members during battle
- Skills affect turn order (conditional turn-based)

6.3.5 Is there anything else that makes a JRPG especially good to you?

- The abilities and moves along with the weapons I can equip with my characters
- Other than good storyline, interesting character designs
- Awesome music and lovable characters are such a big plus, even if the story is not perfect.
- Good voice acting and engaging characters
- It's from JAPAN. Different cultural influence over there. (Asian)
- I think the most important part of a RPG is its lore.
- When the characters have unique and amazing special attacking moves. Also, I love Mecha type JRPGs.
- A good balance between aesthetics and QoL
- A good story and soundtrack.
- art direction
- Good design
- Higher party member count, larger character lists
- Character build variety. I dislike playing a game when it is clear there is "a right way" to level up. For example, why have status effects in a game where even boss battles last only a few turns?
- Inclusion of gay characters
- Interesting characters

- Art, music, atmosphere, characters,
- good story
- Incredible story with multiple endings
- Character development and specialization
- Characters
- Nostalgia
- The story. Most often than not it's better than a tv show or movie.
- character. And sweeping story are a must!
- Story and music
- World building
- Graphics.
- Story is key
- no grinding and some choice in how things go. not open world per se but the ability to make decisions on leveling and or interactions in the game.
- Romance between characters.
- Character development is the top thing for me.
- The end game.
- Great characters, some secret stage/dungeon
- All of it
- Lots of side content and not linear
- customization
- Not too complicated, or at least a "simple" mode.
- Plot twist, finding secret stuff and the possibility to grind when you are weak
- Well-developed characters.
- Interesting character backstories
- The need to react...read an enemy to win is usually fun. Many RPG's leave this until the end dungeons.... (besides the obvious Heal when hp is low reaction) Oh and I just remembered, romancing branching lines or dialogue is something I enjoy quite a bit in JRPG's. Preferably when it's a choice to develop relations with the cast member of your choice.... but even if its linearly done, as long as you get choices throughout its pretty fun for me. Having the female cast be very attractive character models helps, just being honest, and hopefully the male characters satisfy aesthetically just as well to anyone not into girls. It's not the most important thing...but it's a plus.
- When gameplay & story support each other
- A good battle system with good strategic purposes that aren't too formulaic or repetitive per battle.
- The music
- Creativity in the game system like inheritance, relationship, and multiple endings.
- Leveling system
- Story of course AND MOST IMPORTANTLY THE AESTHETICS. I hate western RPG design (witcher 3, dragon age, and the likes). They are boring. Tales games is the best example of anime JRPG that I love while Final Fantasy is my standards for JRPG with a dash of realism.
- Summons
- Making you get lost in it
- character development
- pacing

- Story is very important and character development.
- Typically, a big fan of the art
- Good story and art
- Fun skills, fun characters
- Music, story, and character development
- Good music, good subplots
- Music MUST be as good as the rest of the game
- The pull a game has on a person, the emotional involvement.
- Well-developed characters
- Decisions made during the game have an effect on the ending
- Story
- Story and character development
- Hours of content and enjoyable characters. I'm actually not a huge anime fan, so I look for more realistic settings and design (although I don't mind artistic impressions when necessary.) I like the difficulty to be achievable. There is no need for pointless difficulties to artificially inflate the complexity of the game. My favorite games are actually the simplest, most straightforward ones. I'm okay with an easy game if there is a good story and characters.
- Emotional attachment to the world and characters
- The story. Most of the time, I play for the story but if the battle system is a bit too much (need to review A LOT of things before u can get a good gameplay) then I get turned off from the game.
- characters
- The character development/arcs
- Good story
- Story, characters, humor, and great side quests. FFIIX is the perfect example of all these.
- story and progression.
- The world building and lore
- They are unique and bold because the Japanese market likes to take risks and benefits creative. Western games try to be safe and it's more important for them to make money. That shouldn't be the top priority in art
- A game that is optimized properly. Too many JRPG's are choppy nightmares.
- Pretty much what you asked. Ultimately, it's really all about how the story is to be honest.
- The characters. As well as armor and weapons changing character appearance
- Good party management
- I grew up on them and the first type of genre I played on the NES.
- it depends on my taste
- Story
- The story, characters, and leveling systems.
- Music and aesthetic equipment
- Great character development and humor
- The story
- MUUUSIC 😊
- Pacing (specifically not having an extremely slow start)
- Story and character progression

- Story and character development. Plus, I love grinding levels and tapping into the building up of characters and classes like in FF5
- Story and gameplay mechanics
- Good character designs and interactions.
- The experiences
- Memorable music and interesting characters
- Believable character motivations
- The story, I love when I get to cutscenes (CGI or comics or reading I don't care) and I want to learn more about the world
- Graphics, Story
- Story and characters, battle system.
- A fantastic story.
- secrets to find
- The character design and choice of party members
- Game length would prefer 40 hrs 30 is pushing it.
- The writing. A game can have a great story, but if the pacing, dialog, individual story beats, etc. are terrible (e.g. FFXIII), the experience is ruined.
- Stealing rare items from bosses
- Having a good crafting system is often enjoyable.
- The quirky characters, character development, parties, funny skits.
- Story and music
- Suikoden remake
- class/job selection, job switch/multiclassing
- Cool character designs
- Music!
- A JRPG that is actually fun to play is 1000x more important than the story, music, characters, etc. The battle system is the most important to me, and I'd willingly suffer a bad story or something for the sake of a fun game :)
- I think a job system or skill tree that let me as a player feel that is making the character progress to a certain direction. X character I'll focus on physical damage and tanking, Y a hybrid of physical and magical and Z a pure magic for example. Or even getting to choose which class/job path the characters takes through action or story options
- Satisfying character development
- Character development
- Story is key
- Much non-essential NPC dialog and providing reasons for backtracking
- Humor and some games' colorful graphics
- Charming dialogue and off the beaten path rewards.
- Immersion
- Battle system and Levelling system is key.
- Story- battle system- characters- customization - music
- I love a good story, and I love good art.
- The perfect match between story and music, the characters
- Lots of crafting (equipment and village or town) ex. Ni No Kuni 2. And leveling weapons and upgrading ex. Rogue Galaxy.
- I like the 2D artwork when speaking etc.

- When the finale is surprising and/or moving. I want this typical JRPG progression from killing random slimes to philosophical conversations with an evil god in another dimension.
- Good story, great character design, character development,
- Music!!! 🎵
- Playable Characters are my number 1 priority
- The soundtrack
- choices that have an impact on the game
- A great villain
- Storyline
- Good music really draws me in.
- the music
- Characters background mystery or some unforeseen plot
- good music, secrets, an easy to understand story, well rounded characters and villains
- special "Kill moves" i.e. when a certain rare unit gets a killing blow on another rare unit, a custom animated kill sequence executes... super satisfying. Dawn of war did this very well. also, base construction and collection aspects a la Suikoden are fun. Bases with personality and perks a plus.
- Character development and visuals
- I like when there is plenty of stuff to explore and secrets to find.
- Music, characters and touching moments
- Story
- Great score and good character writing
- A serious story with great character building
- Interesting characters
- Fan service
- Music, because it can make random battles more bearable. Tales' LMBS is probably my favorite battle system.
- Focus on entertaining characters
- Cool characters with strong passion for their goals
- They're relaxing
- World building and lore. I like my games to feel lived in by its people especially in more modern games where the technology allows it.
- Battles were really fun
- Character backstories
- Any age group could get into it. How over the top it is. Visual creativity.
- Gritty story. I'm a fan of JRPGs that are on the more mature side when it comes to characters and plot elements.
- Characters and world building are prime. If it's turn based some kind of interaction like in Mario RPG is cool
- The combination of story and character customization (equipment and skill tree)
- Character design, customization, and management. JRPG's that go the extra mile in letting you choose who your character is and how they look is always appreciated. I prefer games that really embrace the Role-Playing aspect of RPG's
- The graphics usually aren't as dark and edgy and I like that.
- The combination of great gameplay, music and story.
- Its ability to make me cry by the end haha.

- Replayability is something that really makes a JRPG enjoyable for me but is something really hard to do. This includes rare ng+ collectibles or challenge runs. Another one and perhaps, the one I find most valuable, are alternate choices routes. This is rarely used in JRPGs but some of the games (not just JRPGs that has the most impact on me have multiple stories in the game. Games like tactics ogre, breath of fire, and corpse party.
- They usually have the best stories and coolest characters.
- A good JRPG has to have interesting characters and a very good battle and skill system.
- Character development
- Good characters
- Character development
- Well written characters
- Saga aspects, finding the same characters in new stories
- I like beautiful and artistic graphics that draws you into their world. Colorful characters with a great design.
- A complex Crafting System that's easy to do and understand.
- Great character interaction
- When there's fantasy elements involved
- tons of optional content
- The character system is usual what draws me to a game initially but upgrades and fighting systems need to fit as well.
- Character development mostly
- Music and story!! But also, the character's depth
- When the story is good and it lets you play with all your characters and classes in a single run
- Memorable Soundtrack
- Unique visual and music
- Well-designed dungeons, good/funny character interactions.
- Story/music
- When finding rare weapons is a little bit of a challenge
- Memorable characters
- art style
- story and music
- Engaging story I also like to be able to make decisions that affect the story
- the lore of the world/universe
- Great characterization and moments that make us relate to those characters.
- Creative story telling
- Strong characters, fantastic world building
- Graphics, story, characters, character development, voice acting, world
- Characters
- Characters / Story
- Character development and emotional connection
- Story
- Anime cut scenes are nice, good voice acting helps too
- The artstyle
- Story has to be good and being able to interact/develop relationships with party members is a huge plus.
- Mini games and side quests.

- story and good artwork. Graphics don't have to be amazing as long as it looks good.
- Plot twists
- Story and gameplay
- Achievements
- Character development is key
- A basic but we'll made battle system
- Romance options
- Music
- Setting of the game if its modern, old times, futuristic, or alt timeline. Also, bonding system like social links.
- Character design
- Characters
- Characters
- Music and art style are very important -- they can make an otherwise uninteresting game fun to play.
- The quality of the world building (giving NPCs a sense of purpose / meaning, continuity across a macro plot between numerous games, character motivations spanning decades and games, etc.). Legend of Heroes stands tall among its brethren as an extraordinary example of this.
- Unique character designs.
- Grinding
- The ability to make any character in the party leader (particular in ATBs).
- I tend to prefer the games that avoid the tropes and cliches and establish their own aesthetic.
- Character development, optional super bosses
- Great characters
- Coll characters
- Strong world building.
- Turn based combat systems, that their OSTs are usually very good, and that they're usually not as ugly-looking as some WRPGs.
- Character development
- good feeling menus
- Monster catching/taming/raising
- Interesting characters
- Music and story
- the world building
- Character development
- Just depends on the game. In general, I like customization both in my characters appearance and controls, but story and character designs are a big factor.
- relationship of characters
- Story, progression systems
- the feel
- story
- Story is always the most important thing to me, so a good story makes most other things tolerable if they aren't necessarily to my taste otherwise
- Contrasting JRPG with any other RPG, it's really the graphics or artwork that sets them apart.

- Vehicles. The moment you get a ship or plane really stands out in every game i've played, especially dragon quest 2 where you just realize this place is huge and you can sail wherever. This can be a bit overwhelming though, so the way games like wild arms kind of give you a lot of freedom but not the whole ocean at once is also nice. Just for the love of god give me a world map.
- Compelling story
- Mature story
- A story's lore, creating a good atmosphere rich with backstory
- The gameplay n story
- Character development for all characters
- The story.
- music
- If the story is good and the game mechanics/systems are interesting.
- Complicated character-driven stories that feature conflicts between characters whose motives and intentions aren't so simple. For that I refer back to the Suikoden series again, even Fire Emblem.
- Character development
- Character development
- Crafting upgrades and post-game super bosses
- Story and character development are paramount.
- Visible character changes
- Depth, length, music.
- Not being cartoony. I like Persona, I hate dragon quest.
- Deep character development and a story based around a war and not "go save the princess which is my childhood friend and lover" type of story
- a story with overarching plot, or one which starts small or simple and becomes epic or grand in the latter parts
- yes, story with plot twist like turning one protagonist dead or betrayal
- character development
- Characters that are very different yet have a reason to go on the quest, not just put there for no reason
- Moments of emotional connection - something I feel like I can relate to deep in my soul
- Story and Music
- Strong story that pulls you in and makes you want to keep playing
- Story and character development are paramount
- Well-driven narratives. STORY.
- really like class systems
- In depth character relationships are mandatory for me, with choices that can ruin everything in an instance, even more than a great story.
- The story generally is the most important thing. If the story is interesting and the characters are well developed a lot can be overlooked. That being said battle should also be enjoyable, if it becomes a chore that can also make everything feel as though it is dragging on.
- I can take my time in choosing what to do
- Good job/class system and greatly written dialogue.
- Enjoyable characters, dialogue
- Great story

- strong, continuous music such as Falcom music, simple graphics but well drawn art
- Characters
- Progression
- Unpredictably.
- Characters, gameplay
- Characters and story are key elements

The most mentioned aspects are the following:

- Story
 - Surprising plot twists
 - Opinions are ranging from mature and intricate content to light-hearted and humorous content. If this target audience can be split on something, it seems to be how mature or not the story is.
 - Some mention branching and multiple endings
- Characters
 - Great visual designs
 - Great character development
 - Relationships
 - Character interactions with each other
- World Building
 - NPC's feel like a part of the world
 - There is a lot of lore to discover
- Music
- Graphics
- Side content
 - Secret dungeons
 - Optional bosses
 - Side quest systems
 - Reasons for backtracking through the world

Other mentions that stood out to me were the following:

- Quality of Life options
- Well-designed UI
- Voice acting
- Easy mode
- Crafting system
- Jobs/classes
- Levelling systems
- Visible changes when equipping weapon/armor
- Vehicles (obtaining a ship or flying)
- Monster taming
- Determine party leader

6.3.6 What is your biggest pet peeve in JRPG's?

A pet peeve is what is generally seen as a minor annoyance, that a particular person might find extremely irritating.

- Leveling up my main character more than anyone else in the group (For example: I focus on only leveling my Charizard in Pokémon Fire Red while the rest of my team is 20 levels lower than him))
- Simple/shallow storyline
- Despite winning a boss battle, the cutscene afterwards just shows your characters losing to the boss.
- No voice acting for very long stories or minimal effort put into the characters
- If it's not made in Japan or Asia.
- Little interaction with NPC and homes
- When there is an uninteresting story or long gaps of the story that you boring and uneventful.
- Anime tropes
- Cliché stories.
- dialogue interactions during battles
- Online capabilities ruin core features
- Fixed party throughout game
- Bad UI. Recently played Wasteland 3 on console and the game was definitely designed for a mouse. Anything that required the menu was a chore. I often did not upgrade equipment or heal permanent injuries simply because it required me to deal with the menu UI.
- Fan service with female characters
- Sometimes take forever
- Difficulty too high
- too much grinding
- Endless deserts.
- Mixture of fantasy + modern tech like ff6 or FFXV and ff7, star ocean etc.
- Fan service
- Side quests that you have to do to get stronger to advance in the game.
- leaning on tropes and not taking risks to be original...also sequels. Hate 'em.
- Lollies and underaged sexism
- A lot feel like they are designs/targeted to a very young crowd
- Bloat
- Repetition.
- To long
- Lengthy story sections
- grinding levels
- Annoying character tropes.
- Grinding sigh and lack of quest markers.
- Tend to be too serious
- Shitty story
- Level caps, what's the point in levels if your roadblocked. The beauty of RPGs is making the characters as strong as you want them.
- anime tropes
- A complicated class system and when you have to work on your weapons to improve them. I prefer to find or buy my weapons.
- Unnecessary dialog
- Pointless extra "filler" quests.

- How many series don't change enough little things between installations
- Increased censorship. I'm not asking for full on graphical nudity or anything.... but I do hate that some Japanese games are feeling the Western loud minority pressure of desexualizing characters. We all know attractiveness is.... attractive...it shouldn't be the only thing a character depends on, but why the heck should it not be amplified in a fictional medium. In any gender btw.
- Sexist fanservice
- Overdone anime tropes; poor gameplay
- I had to google that word btw, so basically the thing that I hate the most? 2 things I guess: First is bland, generic main character design. Second, is a ridiculous rate of random encounters.
- Final Fantasy's class change system. It's way too broad and makes the game far too complicated.
- Party members that gain no experience when benched.
- When the story and the game play are two different things ex a very bright and happy story and then a very edgy battle system like in some parts of ff9
- Time limits (Valkyrie Profile, Persona, etc.)
- bad dubbing
- grinding
- action RPGs
- Voice acting
- Male swag
- Too "cutesy"
- Bad menus or UI
- Slow points or time killing events. I don't like diluting serious story with "fun" events (cuts the emotion or mood)
- Long hallways of nothing but random battles
- Pointless side quests
- Too many pointless side quests
- Poor story
- Timers. You have to rush through the environment and it ruins the Emerson. Also- female characters are way over sexualized by many in the fan base.
- Lack of quick movement around the world near end game
- Silent protagonists
- final fantasy series
- Silent protagonists and
- I want turn based
- Overly complicated skill trees
- I like grinding for fun but I don't like being forced to grind to get to the end scene.
- Making all scene's visual novel style and/or missing character models.
- Sometimes too cutesy or kawaii, needs to be more serious
- They can be slow or talk too much. Sometimes too much filler
- Gimmicky turn-based combat systems
- Kids and not adults saving the world (XVI looks like having adults, finally lol)
- Repetitive quests, or similar quests
- Save points. I'm an adult with kids. I need to be able to save at any point.

- Bad party member AI
- I really DON'T like when Tutorials lock you into forced actions, and I can't do anything else other than follow along, especially when I've already played over 100 MMOs since my first, Final Fantasy 11 came out on PS2 in March 2003.
- Chocobo
- Fetch quests or poorly written anti-heroes
- Bad looking but better equipment and not being able to customize characters armor/looks
- The one character that is annoying as hell, most likely a lolly or a transgender character. Not that I'm against transgenders but most of the time those characters are the most annoying
- Grinding
- boring characters and a dull story
- Having to wait many hours for a game to get good whether that be through bad pacing of story or taking too long to implement all aspects of the battle system
- Young protagonist saving the world
- Having to reset and do a part over because you missed something or didn't do it 100% right. I like to be a completionist, at least about the games I love.
- It not being long enough.
- Too much fan service
- Stereotypical characters
- Items lol I never use them and never sell them just in case haha
- Some are too short
- Stereotypes.
- Putting optional bosses behind a grind barrier. I don't want to spend 30 hours on random encounters to fight an orb in the sky.
- The millions and millions of cutscenes instead of gameplay
- Character design
- Grinding, waifus, or enemy scaling
- Run and fetch questing
- High frequency of random battles when you are trying to reach somewhere!
- Overly repetitive random battle encounters that you have no control with.
- Annoying young characters
- Fail translation
- fixed/preset characters, too young protagonist
- Grinding
- Women needing to be rescued
- I think they should be overall a bit more customizable? There are plenty of games that have turned me off due to small features that are forced to be. For instance, the ATB in FF7 was quite difficult for me to get into, and would have been much easier for me had you been able to flip a switch and make it stereotypically turn based.
- I would say difficulty spikes that are based upon grinding and not strategy. Forcing the player to grind just to kill X boss or go through X area is pretty dumb, BUT of the grind is kinda implicit through high encounter rates I don't mind at all.
- Short term or guest characters
- Bad voice acting if there is voice acting
- Fan service depictions of female characters
- Minimal NPC dialog or no towns/cities

- Cutscenes which you cannot skip (when the story is already known)
- random encounters
- Hack and Slash versions
- unfair boss battles
- Cliched characters
- Not being able to get around the big world faster at times. Need to be able to run or speed up more as get later in game. Think dash boots or something
- Men writing women
- I hate excessive backtracking only to extend the length of the game
- Chocobo
- I much prefer English dubs I loved atelier until they stopped, I find it had to pay attention without
- Good question. Don't have an answer right now. I guess filler equipment and skills are somewhat baffling to me. Why not use every opportunity to create interesting stuff?
- Poor Voice Acting
- Trying to be new and different with the combat
- Professions, worlds that are too open, generic characters, sci fi settings
- Quests that end with a fail state even when you win (I.E battle through a dungeon to acquire a McGuffin and after you do BBEG (big bad evil guy) turns up and steals it from you in a cutscene)
- Forced romances. Sometimes when they end
- Repetitiveness
- No turning back areas without warning.
- Auto-combat. That means the battle system is too shallow.
- When the game feels like it's rush me.
- Grinding
- grinding, farming
- cliché story, occasionally too unforgiving (not allowing scum saves)
- Unfair battles
- Just bad dialogue.
- When they take the wrong feedback and implement an easy mode or something like "no encounters, double XP, etc."
- Enemies level with you
- Dialogue heavy, without saying anything
- Annoying characters with silly voice acting
- Overly anime children
- When a game limits the number of battles. I need that grind.
- Some of the particularly cliched characters.
- Cute mascot characters with annoying speech patterns, moe-ness
- Fan service or really childish voice on adult female characters
- Forcing you to use characters you hate
- Forced grinding. I don't have time to grind for levels just to be the story anymore. I will gladly do it for optional bosses/super bosses.
- lack of character customization
- Time locked or permanently kissable items/characters
- Predictable story and the VO.

- Bland characters
- No maps
- I really don't random encounters
- Hearing the same audio over and over again, whether it be the basic attack sound or the same grunting track every time you take damage. Variety in visual design is necessary, but variety in audio design is how you go from tedious to fun.
- They usually have the plot of saving the world lol
- Unbeatable fights that aren't clearly unbeatable
- Inconsistent characters or too simple gameplay (ff13)
- If the world feels static.
- Unskippable cutscenes, or blatant story padding when something important in the plot just happened
- Auto selection of moves like in ff13
- Not being considerate of my time.
- The kid characters that are annoying or talk funny.
- Random encounters
- When it doesn't have a new game plus feature like trails of cold steel 3 which allows you to replay the game that you choose what you want to keep in the next playthrough.
- When there isn't a way to see my past progress, I like when it reminds me where I've been or has clear quest progression
- Lack of customization and easy mechanics
- unskippable cutscenes, especially before bosses.
- Making something overly complicated
- I have it when armor and weapons don't show on your characters
- Random encounters, overused character tropes
- When it's too grindy, or it forces you to beat a certain boss with no backtracking allowed so you can only level up with some enemies in one area until they stop giving exp and then you have to defeat the boss in an unnecessarily long time
- Long wordy intros or annoying weapon/magic grinding systems like in Secret of Mana
- Anime girls/ hyper sexualization
- When there are too many dialogues.
- Boring characters, bad dungeon design
- overly sexualization of characters, especially underage characters
- Enemies that heal too often
- English dubs
- The lack of same-sex relationships and LGBT awareness at times
- Having to mine resources
- Long pointless quests
- Rushed character arcs and storyline in general
- infantile plot and characters
- Doing an annoying quest
- Slow battles / walking speed / unskippable cutscenes
- "holding back" there's no point in having a battle that you just end up losing a cutscene later.
- Cookie cutter types and slow burns
- Overly long and repetitive battles that aren't boss battles

- Bad voice acting, sometimes the learning curve is steep
- They can be a bit eye candy focus with scantily clad women
- Grinding, I just don't have the time or patience for it anymore.
- Tedious boring battles/too frequent random encounters
- Grinding too much, have very little time to play games these days and I'd rather play through the story
- Long stretches of necessary level grinding
- Not long enough
- Grinding
- Tropes. Excessive battles. Taking too long.
- When the characters move around to aim a move (trials of steel)
- The main protagonists' usual good looks
- Fetch quests, accompany quests, and stop-gap moments where you need to revisit a dungeon again because you're weak yet to enter the new one. Better if there are new areas opened or there are returning rewards to make it less boring
- Missable items/characters/quests, low experience gains
- HQ system
- Pacing
- fanservice
- Lazy music and translations. The writing is, in my mind, the heart and soul of a good JRPG. Without it, the game might as well not exist.
- Save points JUST BEFORE major battles.
- Linear weapons and skills
- Cutscene deaths and destroyed towns.
- Poorly implemented mini-games.
- hidden quests / time limits on getting certain items
- Too long
- Puzzles
- Repetitive fetch quests.
- When they are way too anime-ish.
- Troupes
- Slow battle animations IE fix
- Lacking substance.
- Main dude is always really feminine
- Unreasonably slow battles
- when it becomes a way too much anime like
- grinding
- I really hate it when a boss fight requires a very specific party/equipment setup.
- shallow plot
- Being forced to grind for too long
- sometimes they can be overly grindy
- Shallow plot, mega grinding.
- Needless quests to pad out play time. Even a side quest should have at least a feeling it has meaning
- Luck-based or missable items as oppose to skill-based.

- No world map. Probably a complaint for older games but that's what I prefer. Also, the running around during battle. I absolutely HATED final fantasy 13 due to its combat, totally ruined it for me
- High encounter rates
- Childish stuff, especially anime tropes
- Points system post battle
- The loading times
- Relying heavily on tropes or obvious archetypes. I don't want a white mage every time unless it propels the story or it is part of a much deeper character development
- Hard to find clues on where to go next.
- Bosses with too much health pool/female characters are being sexualized
- Outdated tropes and stereotypes.
- Requiring a new game+ playthrough to access extra story details that seem important or a true ending. Having new game+ and adding replayability through other ways like optional super-bosses is fine, but not everyone has enough free time for video games that they'd want to spend that time playing through a game more than once.
- Random low-level encounters on the map
- Final Fantasy VII (and it's Remake)
- If they're too linear
- Random encounters and when you get to the end and suddenly the difficulty spikes to impossible. Endless grinding is boring!
- Lengthy dialogue that's not skippable for replaying
- Not enough skills or reasons to motivate you to max out level.
- Being child-like cartoony. Anime styles are fine, but goofy cartoon styles take away from the seriousness of the game.
- Unexplained plots
- Unimportant NPCs who have so many things to say but totally unrelated or does not expand the lore or atmosphere of the game
- crashes/glitches/bugs
- trope
- Not being able to return to past places
- RNG - encounters/damage/anything
- When the main character has to be in my party all the time
- Uninteresting characters in an otherwise good game world
- Changing game mechanics in newer games
- Annoying NPC and annoying cast-voice
- tutorials that take forever
- Underutilized characters or repetitive quests. Some characters are just introduced and have a very basic back story which basically is their recruitment quest and then are never used again. This always feels like a waste especially if the character has an amazing design and a good intro. For the quests I primarily mean if the quests all feel the same and don't add anything... primarily generic fetch quests fall into this.
- Cheesy voice acting, long unskippable conversations
- Random encounters that can't be adjusted akin to the system Bravely Default has.
- Same battles over and over (Grinding)
- games that require lots of grinding, too many random encounters

- Rushed story or decisions made by the hero that don't make sense
- parts with no music or deliberately distorted music (or other pretend technical problems used for dramatic effect)
- Weapons not physically changing
- Don't like pets.
- Difficulty spikes that require menial grinding like in Shining Resonance. RNG battles like in Nocturne as well.

This question garnered a lot of different responses, with only some returning key elements. I will try to categorize them cohesively.


- Battle related gameplay
 - (Excessive) grinding is by far the most mentioned pet-peeve.
 - Random encounters
 - High rates of random encounters
 - Low-level random encounters
 - Battles:
 - Too long
 - Long battle animations
 - Unfair level spikes, especially with bosses
 - Too complicated, trying to be too innovative and feel gimmicky
 - Too much luck based (RNG)
 - Too easy
 - Auto-combat
 - Auto selecting moves
 - Are unclear when the fight is always unbeatable
 - Party AI is stupid
 - Lack of skills
 - Too much filler skills
 - Fixed party or MC always in the party, forcing player to use a character that they dislike.
 - Party members get no experience when unused, unbalanced levelling
 - Point system post-battle
 - Level caps during the story
 - Battle system builds up too slow, takes time to get to the real meat of the battle system.
 - Items feel irrelevant
 - Enemy levels scale
- Story
 - Shallow story
 - (anime) tropes/clichés
 - Saving the girl
 - (Kids) saving the world
 - Poorly written characters
 - Characters are too cutesy/moe
 - Annoying young characters

- Male protagonist too cool / male 'swag'
 - stereotypes
 - Fanservice (sexual portrayal of female characters) and underaged sexism
 - Too much bloat;
 - Wordy intro's
 - filler dialogue
 - filler story progressing quests
 - Static feeling world
 - Bland NPC's
 - Homes do not matter
 - Cutscene where the player loses after beating an enemy/boss, cutscene deaths and destroyed towns
 - Unskippable dialogue & cutscenes
 - Silent protagonist
 - All cutscenes look like a visual novel
 - Too serious vs. too young target audience (not serious enough)
 - Lack of LGBTQ+ awareness
 - Story feels either rushed or too slow, bad pacing
 - Characters are inconsistent or make weird choices
- Gameplay and settings
 - Side quests
 - Pointless, particularly fetch quests
 - Not as optional as they seem; when needed to grind for the next boss or area
 - Repetitive
 - Optional bosses are too hard
 - Puzzles and poorly implemented mini games
 - Cannot backtrack and thus misses items/quests etc.
 - Forced to backtrack
 - Forced tutorials
 - Characters design/looks do not change with weapon/armor changes
 - No options to move around faster
 - No settings. E.g. ATB to wait for input cannot be chosen.
 - No easy mode
 - Too intricate class system or skill tree system
 - Save points instead of always being able to save.
 - Bad / uninteresting level design
- UI
 - Generally bad UI
 - No quest markers
 - No backlog of finished quests and story beats
 - No map
- Sound
 - Lazy music
 - Same sound effects over and over again
 - Bad Voice acting
 - No voice acting

6.3.7 Is there anything else about JRPG's that you want me to know?

Removed all the 'no' answers and 'good luck' answers (thank you!)

- Another thing that is interesting is the character developments throughout the game in JRPGs.
- JRPGs with stories written from the heart will always be the best.
- If one did not grow up in Asia, with Asian parents, traditions and internalized cultural standards (or believe system), it's difficult to make something where story and characters have that specific Japanese feel to them. It may be turn based and even slightly look like a JRPG. But still be different from one made in Japan. Japanese mind-set in those games is there, and it often confuses western players, but I enjoy them for content and reactions that can be considered by some as obscure, strange, wacky/inappropriate in a charming way or crazy.
- I lacked access to many of the games growing up due to majority not leaving Japan, and then the majority that made it out not reaching the U.K. - despite this I like to think I acquired a fairly sizeable collection at the time. I mentioned preferring physical to digital - the exception of course being that I would love to see all the games that never made it here receiving a wider release digitally; Suikoden 3, Grandia 3, Wild Arms Alter Code, early Atelier games etc. ad infinitum.
- Things were rough growing up, JRPGs kept me going - they remain my place of comfort
- I personally am more likely to give a new JRPG a chance if the battle mechanics are innovative.
- persona 5 is also good
- If done correctly love when they mix in puzzles like Lufia 2
- Yeah there is! No dating Sims! And if you have to choose between two love interests to get both endings, don't kill them off! That stays with you bro!
- Listen to the orchestral music, it's amazing!
- i dislike paradigm shift action from turn based.
- Romantic subplots are great, if well written.
- How would a western JRPG look?
- They're really special, but they can modernize or innovate more
- We need more
- My first one was Dragon Quest back when it came out. I have completed I, II and III, have almost completed IV, and have started VI and XI. I have almost completed Chrono Trigger too. I also like Earthbound.
- If you can make a mix between DQXI and Octopath Traveler, I'll give you my wallet.
- The longer the better!
- I guess not, aside from good story, battle system, and music/BGM.
- I make JRPG lol.
- They are the best!
- Give a final fantasy a chance they are all different
- FF6 is the best
- We've had our share of stupid teenagers, need more mature characters
- My favorite genre of game
- Music and sound design are also important elements to game play but rarely utilized in a JRPG context

- JRPG is, to me, the defining genre of video games. It was my first game type (except like Mario), that was fun and exciting. I love the stories, the atmosphere, and the characters.
- I like pancakes
- Often the best turn-based combat systems are simpler in nature where the complexity comes from skill strategy and the upgrades of character stats and gear.
- I prefer turn based, not just because I grew up on them, but also because I'm 50 now, and even though I work in an office and type every day, my reflexes will be slowing down in the next 5-7 years and I just won't be able to "keep up" with full on action games. That is why I'm definitely glad FF15 had the Wait mode in it. The developers really need to keep in mind their ORIGINAL fan boys, that are in their 40s and early 50s now, who definitely WON'T be buying action-based games, and stop catering to younger people who only want fast paced games. I also love open world games as well.
- Take care of little details on maps
- They are the best!
- Final Fantasy reigns supreme 
- I like the creativity of their world and character design more than western rpg
- Turn based battle needs to make a comeback and it has just as much appeal as action based where you run around.
- love the job systems
- I find them very relaxing to play compared to other genres of games
- I always try to play them with the Japanese audio even if I don't understand them. It's better for some reason
- I love them!
- Octopath Traveler and Xenoblade Chronicles 2 are awful
- I miss the 90s-2000s style combat.
- They're amazing
- None. You pretty much detailed what makes a JRPG enjoyable :)
- Ps1 have many hidden gems for JRPG. Rich storyline, OST, and character design is brilliant!
- need more on Xbox
- I like silent, blank slate protagonists better than spoken ones
- Final Fantasy V is another top one, lovely job system!
- I do also think box art is immensely important. I'm not sure how others feel, but Assumedly more easygoing than myself on the topic, but I can only imagine the amount of great games I've skipped due to the cover art not standing out/drawing me to it!
- I the game is a JRPG/RPG I'll play it despite critic's ratings or even my own first opinion on first glance. Many hidden jewels in this genre that on first look may look bland or boring are sometimes amazing. Resonance of fate is one of those.
- They're good
- Another life for me
- I just played Chrono trigger through for the first time. What an awesome game! Hope the game developers would do games that have great story...I don't mind the old graphics. I like retro style.
- JRPG is an important genre that still has room for new twists.
- Disgaea's level and item system is the bomb!
- Hybrid action and turn based JRPGs are getting more popular where do they fall?
- Lots of side quests and super bosses. Which are rewarding ofc and don't drop crap items.

- Maybe that I don't mind retro graphics at all? I can enjoy a good RPG Maker game or Octopath Traveler just as much as Dragon Quest XI. That might have been an interesting aspect to explore in this survey in general. :)
- I like 2D JRPG but with modern graphic like Octopath Traveler or Eiyuden Chronicle
- Been playing it for 22 years now.
- Look out for fractured core by engram :)
- A game doesn't need a protagonist that matches my gender/race/sexual preference for me to enjoy it
- I've played them for 20+years. The old ones are wayyyy better than new stuff
- Story and character can make or break a good JRPG
- all the best ones were made by square in the 90's, other than earthbound
- Turn based strategy is branching out past JRPGs more and more, and it is embodying so much of what I love in JRPGs. TBS is the path I am heading to.
- JRPG's need to have a timeless look and should offer a fair challenge.
- Always is good to kill God with the power of friendship
- Indies are carrying the torch here. Cosmic Star Heroine, Shadows of Adam and others are the truest feeling JRPGs of our generation
- Play as many as you can with no pre made judgement and you will always find a hidden gem which others might not have liked
- Beautiful girls
- More of them besides Xenoblade Chronicles (so I'm told) need to have NPCs that aren't just museum pieces!
- I like simple menus fast access to upgrades and skill customization. And voice acting is very important makes the story alive
- All of them should use Nobuo Uematsu
- Music is incredibly important. Second only to story.
- Don't have much to say but, I just personally prefer WRPGs more than JRPGs because how complex and serious the stories will be and they usually have some good voice actors and writers for the games.
- Style means a lot to me when looking at JRPGs
- When I said that battle should be short, I mean normal battles should be short, bosses can be long as long as the fight is interesting.
- While I love having one central character that is all mine, I also like when I control every aspect of my squad while fighting or otherwise
- I like turn based but some of them can feel pretty boring. That's why I like Persona 5 so much right now because they give you so much more options to do in battle than usual turn-based games.
- Focus on great gameplay mechanics!
- Aside from they're fun as hell to play but a fun lot of hell to make? None.
- They're an acquired taste, but worth getting into if you have the patience for them.
- I love them so much
- Persona 4 and 5 are awesome :)
- Mind the smaller gaming publisher houses, they rock way more than big known ones
- I decide to buy an RPG based on whether it has a new game+ because I like to replay the story but like the choice to keep all the levels or skills I learned throughout the first playthrough.

- Music touches the player soul. Proper music makes a game better.
- Love 'em
- they're the best
- Ff tactics or ff7 are probably my faves because of the character system and the materia system. I enjoy the levels breaks in ff7 too and how they're different for everyone.
- They are good fun xD
- Grinding, End Game content, missable content.
- Currently JRPGs seem very generic. They should use the core JRPGs elements but try something new
- I don't like micro transactions,
- Games often focus too much on graphics and too little on story development
- Final Fantasy VIII is actually brilliant.
- I feel the state of RPGs has drastically fallen in recent years to cater to a larger number of gamers. Thus, results in mostly terrible storytelling, genre mashups, and a complete disregard for the player's time
- No, you already know it's the best genre!
- The art style is what always pulls me in. Also, if the music is too repetitive/not interesting enough I stop playing or mute cause that drives me nuts!!! Persona 5 is my current game for that there was only one song that drove me nuts and that was momentous every other song I blared and put headphones on to jam to while playing
- If the story or concept is unique or otherwise has a twist on old cliches than that's for the better.
- Yes I wish final fantasy games would keep the same formula, turn based battle, there new games are great but don't call them final fantasy.
- Too many cliches on love and justice
- I also play tactical based JRPGs like Fire Emblem, and Valkyria Chronicles
- Need new Chrono game and/or Xenogears remake.
- They are heavy games but enjoyable
- When I was 5, I first played Dragon Warrior on the NES. I couldn't distinguish between "Status" and "Stairs," and so was stuck in the first room for 30 minutes. When I'd battle something, it felt huge and fresh. The sense of adventure carried me to amazing places. They've been a part of my life, and the excitement I find in gaming, for nearly its entirety. Thank you for the opportunity to explore them.
- Bright colors are a plus
- Tend to be a bit too teenage-y, would rather have adult characters.
- Turn based > action.
- Prefer original language with Subs
- Final fantasy 8 is the best of them all.
- I would love JRPG's that have tactics system and class/job systems to come back again
- Shin Megami Persona 3, 4 and 5 are good games.
- good voice actor
- Legend of Heroes ToCS is overrated
- I enjoy each interpretation of each individual company
- I still mourn for Galuf and Odessa. I feel good story elements stick with players far longer than such-and-such mechanic. I'm not saying kill characters is essential or encouraged by any means but mostly pointing out how a great game can stick with you.

- I think characters having set weapons that can be upgraded or improved instead of buying new weapons is better.
- Just keep them coming
- Update about classic series
- I like the level system in Disgaea, you can reach up to lv 9,999 (I think) and you can reincarnate to become stronger.
- Lore of the world and branching story lines, and maybe some unanswered questions really hook the players on a game
- Love them.
- I know myself and plenty of others prefer linear games, but I know that the majority probably prefers open-world. The reason I generally don't care for open-world is they give me decision anxiety on what to do next and I spend more time figuring out what to do next than relaxing and enjoying the game. I like linear because it's generally more like an engaging story and I'm just along for the ride and I like that. I just want to sit back, relax, enjoy the story, and essentially be given what to do next. I think a good way to sort of add some linearity to an open-world game to help cater to both audiences is to have a quest list upfront that updates whenever new quests are available at different points in the game. This helps a lot with decision anxiety as opposed to having a quest system where you don't know what quests are available until you go out into the open world and discover them.
- Don't just look at the game's graphics look at how well made the scenery and the whole world of that game. Also, expect a lot of unforeseen events when you play one that lets you get hook with it.
- Graphics are important too, but not so much as story, music, gameplay in general
- Make a game that makes players want to max out or explore.
- They're awesome, and your probably awesome too!
- Does Jeane owns secretly and true rune? Haha
- yes, all of Aldorlea and Aveyond games set on a fantasy world I'd play all of them and highly recommended
- I grow tired of school. I love my persona games and all but I'm well past high school. I want to see some more mature, capable adults handle their crap.
- Grinding necessity and difficulty spike
- There are styles that some people prefer, for example pixelated games. I think these styles are quite popular and getting special market. Also, there are some unique RPGs that doesn't really like typical JRPG, like Undertale or even moon. Perhaps this can be another research to be done.
- JRPGs are largely built around their story and the journey is central which is why story and character development are so important. Sometimes when people try to innovate on this genre, they just make things needlessly complicated and make the journey more burdensome which can take away from the experience. Also, while some JRPGs can take a while to build up they should probably be enjoyable within the first hour... a strong start is important.
- JRPG's are somewhat niche, but efforts to make battle systems more streamlined (like in Persona 5) has the genre capturing more audience.
- Good luck in your endeavors
- I am very scared of the way they are constantly changing, especially turn based being turned into action, especially in series I am used to seeing done a certain way. I worry the ones I always loved will not continue into the future.

- Best JRPG should be story/quest driven, open world with hints about what's coming next. Even misleading, with unexpected turns in story. And also, it needs to have a dark, heavy story, but not emo type one. Characters that have really gone through hell and came back victorious. Not too much of CGI and flashy stuff, because it only slows the game down and really gets boring after one or two times.

7 CONCLUSION

Here is a reminder of my original research question:

What is the demography of people who play turn-based JRPGs and what preferences do these people have towards certain common JRPG elements?

7.1 DEMOGRAPHY

The target audience of turn-based JRPG players is as follows.

Mostly men between the age of 18 – 45, with the most common age being between 26 and 35. They mostly play on a PlayStation 4, Nintendo Switch or Windows PC. This can also be seen in the preferred playing style, where 39% of responders prefer a non-handheld console. Games are preferably bought physical (50%), although there is a large group who think it depends on the game (30%). Digital sales do not do badly either; 20% of the respondents prefers digital.

When looking at a possible game to buy, the target audience tends to focus on genre, gameplay videos and reviews. Graphics, Box art and story are secondary. After buying a game, it tends to take between 30 minutes and 2 hours for the player to determine if they like the game or not.

The ideal day for this target audience can largely be split between the amount of time and the situation. The most common ideal gaming situation is a day off work with no other obligations, gaming all day, rainy weather outside and making inside cozy; blankets and hot beverages, with take-out food. The second most ideal day is a productive day. Spending quality time with friends or family, then gaming after all chores are done. A couple of hours gaming is planned either in the morning or the evening. Gaming can either be when surrounded with people but playing alone, or playing with friends or family. The gaming sessions take a couple of hours at most.

7.2 PREFERENCES IN JRPG MECHANICS

In almost all of the questions related to mechanics, the respondents emphasized on the importance of story, in particular character development. Music is often mentioned as an important part that can enhance the gameplay experience and even cover up for flaws. Secondary systems like quest systems and skill trees are important, but come with a lot of pitfalls, as explained later. Class/Job systems do not seem to do as well.

Surprisingly (to me), open world games are favored over linear games but not as much as I thought they would. Especially if the story is good and allows for some form of side quests and optional backtracking, the world does not have to be completely open.

Standard turn-based battle systems do very well in the ‘What do you like better?’ question (7.3.2), however when seeing the games mentioned in the question ‘Which JRPG’s turn-based or ATB like battle system do you like the most?’ (7.3.3), the answer seems more nuanced. Often mentioned games are Final Fantasy 6 through 9, Chrono Trigger and others that are varying forms of ATB systems. Even many people choose systems like the one in Final Fantasy 7 Remake, which borders on action-based battle. If we dive a little deeper in terms, we can see that Conditional Turn Based Battle (CTBB) is very often chosen; Final Fantasy X, chosen 43 times. This is a system where turns are a bit more blurred: they are based on speed/agility, and how long an action takes. Grandia, which is kind of in-between as well, using cancel-based combat, that kind of borders between ATB and CTBB.

Still, (more) true turn-based battle systems like Persona 5, Octopath Traveler and Dragon Quest XI still get quite some attention.

To come back to question 7.3.2, skill trees that are character specific easily win from one big skill tree that can be unlocked per character. Funnily enough, choosing a character's class/job (which often comes with the a more class specific skill tree instead of character specific), seems to not be very important to the players.

On map encounters gets a slightly larger preference than random encounters. However, in the question, 'What is your biggest pet-peeve in JRPGs?', random encounters were quite often mentioned. I had hypothesized that random encounters would have been more hated than this graph showed.

Random turn order, like in games as Dragon Quest, is very much not preferred. A visible turn order helps the players to strategize, plan out their moves to a large extent.

The duration of battles is preferred to be on the shorter side. This coincides with answers in the pet-peeves question, where an example was given: lengthy battle animations are one culprit of long battles.

Party Member AI is thought of as a proof that the battle system is not fun or good enough. Party members should as a standard be controlled by the player.

Fixed positions of party members and not having to run around is preferred. Positioning as an action however, like for battle systems with ranged attacks and more tactical battle systems, seems different. As long as the running is not an active effort, it seems to be fine.

By far, for any of the options of battle systems given, what makes the battle system fun is if there is strategy involved. Button mashing and being able to spam the same attack should be a red flag for a good battle system. One good way to add options is via meaningful skillsets and character combos. Out of battle, character customization like your weapons, armor, stat enhancers and ways to obtain skills are very welcomed. Weakness and strength systems added options for more strategical thinking. Class systems do reasonably well, but should not be too difficult or free. While in the former question, running around on the field was less preferable than fixed positions, positioning was often mentioned. The form of positioning has more to do with choosing a character's position on the field as an action per turn instead of actively moving the characters. Often mentioned with this was ranged attacks and field of influence manipulation through positioning.

Both fast-paced and slow-paced battles were mentioned. Luckily, there seems to be a little bit of overlap. Fast-paced battles are for example already achieved in what would be perceived as a slower system by shortening battle animations or remembering the last input choice of the player. Even so, visually pleasing battle animations was often mentioned as a perk. Slow paced battle players mostly mentioned that they want to be given the option to have time to think. Battle systems that implemented ATB that have the option to wait during turn actions have been chosen were fine. Another mention in favor of strict turn-based battle was its simplicity. It was simply easier to understand.

Apart from the battle system, what players seem to find the most important is story. What defines a good story is harder to grasp, as this seems to be a point where players are divided in their opinion. On one hand, people want to see more mature stories; they are through with common anime tropes and settings. No more kids saving the world, no more annoying child characters. Mature in this sense means more seriousness added to the feel of the game, as a very often mature inclusion in JRPGs

that was much disliked, was the inclusion of fan service, the hyper sexualization of female characters including underaged looking female characters. On the other hand, many responses mentioned that they liked the brighter tones and story beats, adding humor to the game. They all agree that whatever route it takes, characters have to develop throughout the story. Characters that join the party without having a backstory, without a reason or without more dialogue after their joining, also enters one of the pet-peeves the target audience has. (Romantic) relationships and character interactions are important to many of the players.

All of this has to be done in such a fashion that the story is not too long, too wordy, too filler, or too rushed and short. Dialogue, which is how the story is most told in these games, should be following these points.

Then again, many people also want to skip dialogue and cutscenes. Especially in cases like just before a boss battle, where losing the battle makes the player have to see the dialogue/cutscene over and over again. Unfair cutscenes, where the player wins a battle but then see someone die or lose the battle ultimately in a cutscene, is not favored either. Last but not least, cutscenes have to look visually more cinematic than visual novels.

For many, worldbuilding also makes or breaks the believability of the story. Bland NPCs and a world that feels at a stand-still breaks the immersion. This can be combined with the addition of side-content: people want a reason to stray from the linear path. Meaningful side quests, optional bosses and secret dungeons are wanted, if they add to the worldbuilding.

Many also mention the music. It has to be memorable. Sound effects have to be not too repetitive, and if the game has voice acting, it should better be good.

When mentioning graphics, many people mention that they do not mind retro styles. What they find most important that in its own way, it is visually pleasing to look at. Many people also mention that they want good character designs; this is actually the most mentioned graphical aspect that people care about. Visual feedback like equipping armor and weapons, inflicting status effects and the like, or just simply the want to change the looks of the character, seemed quite important as well.

Last but not least, some quality-of-life options are important. Instead of adding a lot of features, focus on the features being slightly customizable. If you add a map, then add the option for quest markers. If you want an ATB system, add the option for people to wait until they choose an action. Add a way to skip cutscenes and dialogue. Do not block backtracking so players will miss items and quests. Should you do so, be open about it beforehand. Do not force backtracking. Forced backtracking is never fun; optional, meaningful backtracking is. Tutorials, while important, are mind-numbing for those who have played the same sort of games often already, or for those who want to find out themselves. A good idea is also, to implement difficulty levels. Not everyone has the time or the will to grind (one of the most mentioned pet-peeves!) throughout the game.