Refract

PRESS RELEASE
EMBARGOED UNTIL THURSDAY 19 NOVEMBER 2026, 00:01 CET

From GTA VI to The Witcher: Refract, the app TV Time users switched to, now brings together games, films and TV

Paris, 19 November 2026. Refract, the free cross-media tracking app that already brings together films, TV shows and anime, is adding video games today. Launched in April, the app grew from 3,000 to 120,000 registered users in ten days after TV Time shut down in July. Its more than 190,000 users can now track what they watch and what they play in one place.

Nearly 480,000 games

The catalogue covers nearly 480,000 games across every platform: PC, consoles, mobile and retro. It draws on IGDB, Steam and Wikidata, refreshed continuously. Game pages are available in 9 languages with the publishers' original texts. They show Steam prices, reviews for more than 257,000 games and achievements for nearly 78,000 games.

Players can also sync their Steam, Xbox and PlayStation libraries so they stay up to date, and import their entire history from Backloggd or Sequel in one go.

Track your games and talk about them with the community

For each game, the mobile app shows where you are, your playtime, your stats and the ratings left by other players. You can also follow upcoming games: Refract tells you when they come out and which platforms they will be on.

Every game has its own discussion page. You can read the community's reviews, see what your friends think, and share your impressions, tips and experience.

One story, from one medium to another

The Witcher, Fallout, The Last of Us, Arcane: today's biggest stories move from games to TV and film. Refract links works from the same universe, whatever the medium, thanks to its database matching engine. Refract brings together films, TV shows, anime and games, with Steam, Xbox and PlayStation library sync.

> *“Today, the same universe plays out across TV shows, films, video games and books. We wanted a cross-media app that does justice to these worlds. Books will be the next step.”*
>
> Thomas Larrieu, co-founder of Refract

Born in France, used around the world

Refract was launched in Paris in April 2026 by three friends, Florent Laval, Jérémy Ndeby and Thomas Larrieu, as an independent, self-funded project. It now has more than 190,000 registered users, 75,000 monthly active users and more than 66 million titles tracked. Nearly 80% of its active users live outside France, across 193 countries. Italy is its largest market, ahead of France, the United States and Brazil, which is now the country where Refract gains the most new users.

TV Time's shutdown in July accelerated this growth. But the ambition goes beyond being a replacement: to build a community that shares culture in all its forms, from films to video games.

> *“This summer, tens of thousands of people joined us. We owe them a simple promise: a free tool, with no ads, built with them. Video games are the feature they asked us for the most.”*
>
> Florent Laval, co-founder of Refract

Its community is one of Refract's real strengths. Nearly 20,000 active members form a close-knit group on Discord, sharing their experiences to help everyone discover new games, films and shows. They are also the ones who vote on the roadmap. Tracking remains completely free and ad-free. The app is funded by Refract Pro, an optional, purely cosmetic subscription.

Availability

Refract is available for free on iOS and Android: getrefract.app/go
Press kit, visuals and video: getrefract.app/presse

# # #

About Refract

Refract is a free, ad-free app to log, share and discover films, TV shows, anime and video games. Founded in Paris in April 2026 by Florent Laval, Jérémy Ndeby and Thomas Larrieu, it has more than 190,000 registered users and 75,000 monthly active users in 193 countries. Its community has nearly 20,000 members on Discord.

Figures as of 10 November 2026.

Press contact: Thomas Larrieu, co-founder, thomas@getrefract.app, +33 6 13 86 94 35