How to Build and Use a Favorite Games Page for Your Online Hobbies

Everyone who spends time online has a handful of games or hobbies they return to again and again. Maybe it is a quick puzzle during a lunch break, a strategy game you play with friends on weekends, or a creative tool you use to unwind after work. The problem is that these activities live in different places across the web. Some are bookmarked in a browser, others are saved inside a social media account, and a few are just links you keep in a notes app. Over time, that scattered approach starts to feel messy and unreliable. That is where a dedicated favorite games page becomes useful. It is a single, personal web page that collects everything you care about in one spot, so you can jump straight to what you enjoy without hunting around.

I have been maintaining a version of this kind of page for about three years now, and I can tell you it changes how you interact with your hobbies. Instead of losing a link to a great puzzle site or forgetting the name of that browser game someone recommended, you have a central place that remembers for you. It is not complicated, but it does take a little thought to set up well. Let me walk through the practical side of building a favorite games page, the choices you will face, and why it matters more than you might expect.

Why a single page beats bookmarks and notes

Browser bookmarks work fine when you have ten items, but they fall apart at fifty. The bookmark bar gets crowded, folders become a maze, and you end up bookmarking duplicates without realizing it. Notes apps are better for writing things down, but they are not designed for launching content quickly. You have to open the app, search for the link, then click through. That friction is small, but it adds up when you just want to play something for five minutes.

A favorite games page sits in your browser like a launchpad. You open it, see everything clearly, and click once to get where you want. Because it is just a web page, you can customize the layout to match how you think about your hobbies. Group similar games together, add notes about what each one is, and remove things as your interests change. It stays flexible in a way that bookmarks and notes never quite manage.

One thing I learned early is that a *favorite games page* works best when it is kept simple. The first version I built had ratings, tags, and a color-coded priority system. I spent more time organizing than playing. The second version was a plain list with links and a short description. That version lasted. It was easy to update and quick to scan. So keep that in mind when you start: the page is a tool, not a project.

What to include on your page

The content of your favorite games page depends on what you actually do online. For me, it includes a mix of browser-based games, a couple of cooperative board game adaptations I play with distant friends, and some creative hobby sites like pixel art editors and music makers. Here are the categories I have found most useful:

- **Quick games** - Things you can play in under ten minutes. Solitaire variants, word games, simple puzzles. These fit into short breaks and do not require an account or setup.
- **Longer sessions** - Strategy games, RPGs, or anything that needs an hour or more. These need a different mindset, so keeping them separate from quick games helps you choose intentionally.
- **Multiplayer hangouts** - Games you play with specific people. Links to shared lobbies, private servers, or group tools. Having these on your page means you do not have to dig through chat logs for the link every time.
- **Creative hobbies** - Drawing tools, music sequencers, writing environments, map makers. These are not games in the strict sense, but they are part of the same hobby space and deserve a spot.
- **Reference and guides** - Wikis, calculators, or community forums for the games you play most. Having them linked from your page saves you from searching every time you need a piece of information.

That list is a starting point. Your own mix will probably look different, and that is fine. The goal is to reflect what you actually do, not what you think a game page should look like.

How to organize it without overthinking

Organization is where most people get stuck. They want the perfect structure before they add a single link. I have made that mistake twice. The better approach is to start with a simple list and let the organization emerge as you add more items. Here is a method that has worked well for me:

Start with three sections: *Play Often*, *Play Sometimes*, and *Want to Try*. That covers the full range of your relationship with each game. As you add more entries, you will notice natural groupings. Maybe all your word games end up in "Play Often" and all your creative tools end up in "Play Sometimes." At that point, you can split them into named categories without forcing it. The key is to let the page grow organically rather than designing a structure upfront and then trying to fit your hobbies into it.

I keep my *favorite games page* in a simple text file that I render as HTML with a lightweight script. But there are plenty of tools that do the same thing without any code. Notion, Obsidian,

or even a Google Doc can work if you link everything clearly. The format matters less than the habit of updating it. If you add a new game or drop an old one, take thirty seconds to adjust the page. That keeps it current and useful.

Real trade-offs you will encounter

No system is perfect, and a favorite games page has its own quirks. One trade-off is that you have to maintain it. If you stop updating, the page becomes stale and you start relying on memory again. That is fine for a while, but you lose the benefit. I set a reminder on my phone for the first of every month to check my page. It takes five minutes and keeps everything fresh.

Another trade-off is privacy. A page that lists every game you play and every hobby you pursue is personal. If you host it publicly, you are sharing that information with anyone who visits. That might be fine, or you might prefer to keep it local. I keep mine on a private server with a simple password. That way I can access it from anywhere without making my hobbies public. You have to decide what comfort level fits you.

There is also the question of link rot. Game sites shut down, URLs change, and services disappear. A link that worked yesterday might break tomorrow. I check my links every couple of months and replace any that are dead. It is not a huge burden, but it is real. If you link to dozens of small indie games, expect a few to vanish over time. That is just the nature of the web.

How it changes your relationship with your hobbies

Having a dedicated favorite games page does more than save clicks. It changes how you think about what you play. When you look at a list of everything you enjoy, you start noticing patterns. Maybe you realize you play puzzle games far more than you thought, or that you have been meaning to try a certain type of game but never get around to it because it is not in front of you. The page acts as a mirror for your habits.

I found that I was spending too much time on games that were merely okay, just because they were easy to reach. Once I had a page that showed the full range of what I liked, I started choosing more deliberately. I played better games and enjoyed my time more. That alone made the effort of building the page worth it.

If you are the kind of person who rotates through hobbies frequently, the page also helps you rediscover things you forgot. I have a section at the bottom called "On Hold" where I move games I used to play but do not currently enjoy. Sometimes I revisit them months later and find they click again. Without the page, those games would just be lost in the noise of my browser bookmarks.

Getting started without overbuilding

If you want to try this, start small. Open a text editor or a note-taking app and write down the five games or hobby sites you visit most. Link each one. That is your first favorite games page. Use it for a week and see how it feels. If you find yourself wanting more structure, add a second section. If you miss having descriptions, add a line or two under each link. The point is to start with the minimum and expand only when the current version frustrates you.

Over the years, I have rebuilt my page three times. Each rebuild taught me something about what I actually needed and what was just decoration. The current version has been stable for over a year, and it is the simplest one yet. That is the pattern I see in most people who stick with it: they start with enthusiasm, overbuild, simplify, and then settle into something that works quietly for years.

Your favorite games page does not need to be public, it does not need to be pretty, and it does not need to impress anyone. It just needs to work for you. If you build it with that mindset, it becomes one of the most practical pages you keep open in your browser.