



# ACADEMY OF INTERACTIVE ARTS AND SCIENCES

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November 9, 2009

Dear Academy Member,

It is with genuine excitement that the **Academy of Interactive Arts and Sciences®** invites its members of the publishing and development communities to nominate titles for the **13th Annual Interactive Achievement Awards®** now through December 4, 2009. Award winners will be announced at the Interactive Achievement Awards ceremony on February 18, 2010, at the Red Rock Resort in Las Vegas.

Last year saw the Interactive Achievement Awards broadcast to consumers through the Independent Film Channel: IFC-TV, reaching more than 1 million viewers. This year's Interactive Achievement Awards will showcase many of the great titles and game makers of 2009, and as such, the Academy will expand its media partnership with IFC to include a live webcast of the event. The Academy is thrilled to have the opportunity to present what its members believe to be the year's best work directly to their fans. We look forward hosting an event that honors the talented people who drive advancement and achievement within interactive entertainment.

Please note the following **Eligibility Requirements** for 2009. To be eligible for an Interactive Achievement Award, a submitted title must be:

- Publicly available in its final general release form in North America between January 1, 2009 and December 31, 2009.
- For use on one of the following platforms: a video game console or portable (handheld) system, a computer running Windows or Macintosh OS, a commercial game network, a wireless cell phone, or for use on the Internet.
- Title submissions will only be accepted if the Publisher or Developer of the title is a member in good standing with the Academy at the time of its nomination and **submitted with all required materials**, as outlined in the Academy's Rules and Procedures.

Complete information regarding eligibility, procedures, and definition of categories, are within the attached submission package or at the Academy's website:  
[www.interactive.org](http://www.interactive.org).

On behalf of the Academy's Board of Directors, we appreciate your support, and look forward to your participation in the 13th Interactive Achievement Awards.

Sincerely,

Joseph Olin  
President



**13<sup>th</sup> ANNUAL  
INTERACTIVE ACHIEVEMENT AWARDS  
RULES AND PROCEDURES**

## TABLE OF CONTENTS

<b>1 - Introduction</b> .....	3
<b>2 - Timeline</b> .....	3
<b>3 - Category Creation/Maintenance</b> .....	3
• <b>Process</b> .....	3
<b>4 - Nomination Procedures</b> .....	3
• <b>Eligibility</b> .....	3
• <b>Nominations</b> .....	4
• <b>Submission Requirements</b> .....	4
<b>5 - Peer Panels</b> .....	5
• <b>Introduction</b> .....	5
• <b>Peer Panel Leaders</b> .....	5
• <b>Peer Panelists</b> .....	6
• <b>Peer Panel Procedures</b> .....	6
• <b>Conflicts of Interest</b> .....	7
<b>6 - General Voting Procedures</b> .....	8
• <b>Introduction</b> .....	8
• <b>Who is Qualified to Vote</b> .....	8
• <b>Procedure for Active Creative/Technical Members</b> .....	8
• <b>Procedure for Active Business members</b> .....	9
• <b>Procedure for Active IGDA members</b> .....	9
• <b>Compilation of Votes</b> .....	10
<b>7 - Award Category Definitions</b> .....	10
<b>8 - Awards Ceremony</b> .....	13
• <b>Awards Protocol</b> .....	13
<b>9 - Awards Committee</b> .....	13

## I - Introduction

These rules and procedures were developed by the Academy's Board of Directors to ensure a legitimate and accurate voting process. This document should serve as a guide for Peer Leaders, Peer Panelists, AIAS Members and those interested in the Interactive Achievement Awards process. This is an evolving document and will be updated as the Academy's policies change. With that in mind, the Academy welcomes feedback from members and non-members.

## 2 - Timeline

August 14	Peer Panel leaders official selection begins
September 1	Peer Panels selection begins
November 9	Initial call for nominations via website and email
November 16	Peer Panelists submit titles they propose to be nominated
December 4	Nominations close
December 7	Nominated games begin shipment to Peer Panels
January 5	Peer Panels submit finalists in each genre and craft category
January 11 – 15	Peer Panels vote to determine finalists for Game of Year, Innovation categories
January 18 – 25	General Academy voting period
February 18	Winners announced at the 13 <sup>th</sup> Annual Interactive Achievement Awards Ceremony

## 3 - Category Creation/Maintenance

### Process

Each year in June, the Awards Committee reviews member recommendations, analyzes the existing categories and makes recommendations to the Academy's Board of Directors to finalize the categories. Then the Board discusses the recommendations and votes to approve or disapprove the suggested changes. The category descriptions are updated and posted on the Academy website and outlined in the nomination packets. To be considered, category change recommendations must be submitted by June 1, 2009 via email to the Academy.

## 4 - Nomination Procedures

### Eligibility

Products eligible for the Annual Interactive Achievement Awards are those that meet all of the following requirements. The title must be:

1. Publicly available in its final general release form in North America between January 1, 2009 and December 31, 2009. Additionally, it must be available for evaluation in its release form for submission to the Academy by December 4, 2009, regardless of how it is being distributed.
2. Designed for use on at least one of the following platforms: a videogame console or portable (handheld) system, a computer running Windows, a Macintosh computer, a commercial game network, a wireless cell phone, a personal digital assistant (PDA), or for use on the Internet.
3. Title submissions will only be accepted if:
  - a. The publisher of the title is a member in good standing with the Academy at the time of its nomination and submitted with all materials, as outlined in the Submission section.
  - or**
  - b. The publisher/developer is a member of the International Game Developers Association (IGDA) in good standing. These titles may be submitted for Craft Award consideration, but are not eligible for the Game of the Year categories. All titles must be submitted with appropriate materials as outlined in the Submission section.
  - or**
  - c. A non-AIAS or non-IGDA company may submit a title for consideration in craft categories only. These companies will not be eligible to vote or to participate in the peer panel process.

*Note: Products NOT meeting these requirements will be ineligible, and no submission refund will be granted. The AIAS reserves the right to make final determination as to whether nomination submissions meet the eligibility requirements. AIAS reserves the right to refuse submissions in the case of which a full refund will be granted.*

### **Nominations**

The AIAS encourages nominations from any individual or company providing that nomination eligibility requirements are met. The AIAS may, but has no obligation to, disclose the name of, or any other information in regards to, a nominating party. The AIAS reserves the right to disclose the names of all nominees after the submission deadline. After disclosure any nominee may withdraw from consideration.

Each application enters the nominated game or title for consideration in AT LEAST ONE Craft category, and ONLY ONE Genre category. A title may be submitted for consideration in any and all of the Craft categories. Any titles entered are considered for the Game of the Year Award and the Outstanding Innovation in Gaming Award.

Peer Panelists in a preliminary vote will select up to 5 finalists each for Game of the Year Award and Outstanding Innovation in Gaming Award from among all nominated titles.

### **Submission Requirements**

Deadline: All nominations and submission material must be received by the AIAS by 5:00 pm PST on Friday, December 4, 2009. The AIAS reserves the right to extend the deadline or to accept or refuse nominations after the deadline at its sole discretion.

Submission materials: Each nomination must include the following items:

1. Completed and signed nomination form. The entire form must be filled out and contact information completed by nominating party. Please note that the nomination forms have changed. Where applicable, key individuals responsible for specific aspects of game development, design or production will be credited.
2. Eighteen (18) copies of the title for nomination in the Genre category selected and an additional 18 copies for evaluation for *each* Craft category in which it is submitted (being that every title will be in one Genre category, and at least one Craft category, a minimum of 36 copies will be needed for every title – each additional Craft category nomination will require 18 additional copies). In the case of portable (handheld) titles, we require an additional 18 copies for consideration by our Portable Game of the Year panel. In the case of expansion packs receiving nominations, an equal number of the original game will be needed. The AIAS will mark all materials before distribution. Materials will not be returned. Materials can be produced/playable media and instruction booklets and maps. Nominees from pay game networks must arrange free access for the AIAS Peer Panelists participating in the finalist screening process. Online submissions require URL address, password and navigation path.
3. Full payment of the submission fees per title for consideration as follows:
  - a. \$1000 per title submitted by AIAS members for eligibility in craft categories, genre categories and Game of the Year categories.
  - or**
  - b. \$500 per title submitted by the IGDA or non-member companies for eligibility only in craft categories.
4. Video footage of each submitted game. This footage should be provided through access to PR FTP sites or, if necessary, data DVDs. Video footage submitted should include scenes appropriate to each category that the submitted title is entered. This footage should be 2-3 minutes (per category) that best exemplifies the game experience for the particular categories the game is submitted. For example, for *Gears of War 2* in 2008, there would have been clips that would be appropriate and best exemplify its place in the Action genre category, as well as separate clips for each of the different craft categories it was nominated. For a nomination in that Outstanding Character Performance – Male or Female, category for example, the footage should display the gaming experience that best shows off the nominated character’s performance specifically. Unique segments of footage should be presented for all craft categories entered.

5. Screenshots and Marketing materials: a minimum of four (4) gameplay screenshots, Box Art and Game Title Logos to be available via FTP or on the same data DVD that contains other submission materials. In addition, there MUST be one screenshot for each category a game is being submitted. These materials may be in JPEG, BMP, TIFF, EPS or PSD formats.
6. Optional materials which may be submitted: synopsis on the genre or craft achievement (*not to exceed 250 words*); cheat codes; recordings for titles in the Outstanding Achievement in Sound Design, Outstanding Achievement in Soundtrack, and Outstanding Achievement in Original Musical Composition categories. Please send 18 copies of recording material for each category.

## 5 - Peer Panels

### Introduction

Peer Panels were created to fairly evaluate and establish the number of nominees per category. Over the course of the Academy's history, the number of nominees in each category became overwhelming and it was unreasonable to expect that all Academy members would play the hundreds of games nominated each year.

For each genre and craft category there is a Peer Panel, consisting of up to 16 Active Creative/Technical Academy members. The Peer Panels are responsible for evaluating the entire list of nominees for a category and narrowing the selection. The Peer Panels are expected to play all nominated games in their categories and through discussions and internal votes, determine the strongest candidates on which the Academy membership will vote to choose the overall winner.

By creating Peer Panels for each category where the panelists are committed to playing all of the nominated games, the Academy can ensure that the membership is presented with a refined list of strong games for the final voting process. Additionally, with an average of five finalists in each category, it's more likely that the general membership will have played all of the games they vote on.

### Peer Panel Leaders

#### Responsibilities

Each Peer Panel has a leader who is responsible for:

- Assembling the panel in a timely fashion
- Communicating write-ins to the Academy
- Ensuring that all panelists have the games they need for evaluation
- Initiating discussions once panelists have finished playing the games
- Managing the voting process to determine finalists in the category
- Submitting finalists to the Academy

#### Qualifications

Peer Panel leaders are senior professional members of the industry who have experience directly related to the panel they lead. For instance, a Senior Art Director might be expected to lead the Art Direction panel. Peer Panel leaders must be Active Creative/Technical members of the Academy.

#### Approval

Each year the Academy first asks previous year's Peer Panel leaders if they're interested in serving again. Additionally, the Academy will accept requests from members who are interested in being Peer Panel leaders. If there is a vacancy, the Membership Committee will evaluate the candidates for the position and choose the Peer Panel leader based on industry experience.

#### Terms

There are no terms for Peer Panel Leaders.

## Peer Panelists

### Responsibilities

Each Peer Panelist is responsible for:

- Suggesting write-in nominees
- Playing all nominated games
- Giving evaluations of the games
- Voting to determine finalists
- Participating in a preliminary vote to determine Game of Year and Innovation Finalists

### Qualifications

Peer Panelists must be Active Creative/Technical members and have expertise in the panel's category. No more than two individuals from the same studio may serve on the same Peer Panel.

IGDA members who meet Academy accreditation will be eligible to serve on the Academy's Peer Panels on an invitation basis.

### Approval

The approval process for Peer Panelists is the same as that of the Peer Panel leaders; each year the Academy invites the previous year's Peer Panelists to serve again. Membership Services confirms that Peer Panelists are Active Creative/Technical Members in good standing.

If there is a vacancy on any panel, the Academy will post a call for panelists on its website and the Awards Committee will choose the Peer Panelists based on industry experience.

### Terms

There are no terms for Peer Panelists. However, the AIAS reserves the right to review the performances of Peer Panelists, and reassign or remove Peer Panelists based on their participation level.

## Peer Panel Procedures

### Step 1 – Filling the panel

*Timeline: To be completed by September 1*

Peer Panel leaders are contacted by the Academy, asked if they want to serve again, and contact information is confirmed. Panel leaders will work with the Academy to confirm all contact information on current panelists. If there are vacancies, the respective Peer Leaders and the Academy will work together to fill them.

### Step 2 – Panels submit initial list of titles they propose to be submitted

*Timeline: by November 16*

Peer Panels will present a list of suggested titles in their category to the Academy. This ensures that there will be time for the AIAS to try and secure submissions for the most deserving games in every category.

### Step 3 – Regular nomination period begins

*Timeline: November 9*

Nominations are officially received by the AIAS, and placed in their selected Craft categories and appropriate Genre category.

### Step 4 – Getting the games

*Timeline: December 7*

As soon as nominations are submitted and the Awards Committee has ensured that all games are assigned to the right categories, the Academy gives the panelists the list of final nominees.

### Step 5 – Preliminary Voting for GOY Finalists and Innovation Finalists

*Timeline: January 11 – January 15*

The Academy will hold a special preliminary vote open only to Peer Leaders and Peer Panelists to determine five finalists each for the following game categories:

- Game of the Year
- Portable Game of the Year
- Outstanding Innovation in Gaming

### Step 6 – Ranking the games

*Timeline: by January 5*

The panel determines the final rankings of the nominees and submits its top finalists to the Academy. The maximum number of finalists is never greater than five and the minimum is determined by the following metric:

#### Minimum Finalists Table

13 or more nominees = 5 finalists  
 10 - 12 nominees = minimum of 4 finalists  
 7 - 9 nominees = minimum of 3 finalists  
 5 - 6 nominees = minimum of 2 finalists  
 1 - 4 nominees = minimum of 1 finalist

To determine which games become finalists, the Academy directs that the Peer Panels hold an internal vote with each Peer Panelist ranking all of the games. The Peer Panel leader is responsible for tabulating the votes and submitting the Panel's finalists to the Academy. In the event that two games tie for fifth place, the Academy suggests that a separate internal vote be held to choose between the two. Peer Panelists whose titles are under consideration are prohibited from assigning a ranking or voting for their game.

#### Explanation of Write-Ins

Write-ins are titles that were not nominated by publishers or developers that a particular Peer Panel agrees, by AT LEAST a 75 percent vote, should be considered as finalists in its category. Peer Panelists are responsible for obtaining copies of these games on their own.

As with regular nominees, write-in candidates must have been published between January 1 and December 31 to be eligible. The Academy President or Board Member will contact the appropriate parties to inform them of the process and rules for submission.

### Step 6 – Determining write-in finalists

*Timeline: by January 5*

The Peer Panel leader is responsible for submitting a list of official write-in finalists agreed upon by the panel (as determined above) to the Academy.

### Step 7 – General Membership Voting

*Timeline: January 18 – January 25*

To determine the winners in each category, the Academy will facilitate a general membership vote.

### **Conflicts of Interest**

Since there are often occasions when a Peer Panelist has helped to create a nominated game, to prevent conflicts of interest, it is required that Peer Panelists abstain from ranking any title in which they are credited, during these internal votes. Instead, when that Peer Panelist is ranking his games, that game should receive a ranking equal to the average of everyone else's vote for the game and the rest of that Peer Panelist's rankings should be adjusted.

## 6 - General Voting Procedures

### Introduction

The Academy membership votes in January after the Peer Panels have narrowed down the nominated titles to a maximum of five finalists per category. See the Peer Panel section above for a detailed description of how finalists are selected.

### Who is Qualified to Vote

Academy Active Creative/Technical members are qualified to vote in craft categories associated with their expertise, in all genre categories and in Game of the Year and Innovation categories. IGDA members who pass Academy accreditation will be eligible to vote within Craft award categories.

Academy Active Business members are only qualified to vote for:

- Game of the Year
- Portable Game of the Year
- Outstanding Innovation in Gaming

The Academy believes strongly that to maintain the credibility of the awards; genre, craft and innovation categories should only be voted on by those who take an active, creative role in making games.

### Procedure for Active Creative/Technical Members

Before the elections, the Academy sends each Active Creative/Technical member a password and link to the voting website. When logging on to the website, these members will be asked to pick a field which best describes their expertise. Their choice will determine the genre categories in which they will be allowed to vote:

Programmers can vote in:

- Outstanding Achievement in Game Play Engineering
- Outstanding Achievement in Visual Engineering
- Outstanding Achievement in Online Game Play

Game Designers & Producers can vote in:

- Outstanding Achievement in Story – Original
- Outstanding Achievement in Story – Adapted Material
- Outstanding Achievement in Online Game Play
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Sound Design
- Outstanding Achievement in Soundtrack
- Outstanding Achievement in Game Design
- Outstanding Achievement in Portable Game Design
- Outstanding Achievement in Game Direction

Artists & Animators can vote in:

- Outstanding Achievement in Art Direction
- Outstanding Achievement in Animation
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Visual Engineering

Sound Designers & Musicians can vote in:

- Outstanding Achievement in Sound Design
- Outstanding Achievement in Soundtrack
- Outstanding Achievement in Original Musical Composition
- Outstanding Character Performance – Male or Female

During voting in the craft categories, these members will be presented with up to five finalists in each category and will be required to pick one as their top choice. Once finished voting in the craft categories, these members can vote in all genre categories.

In each genre they will be presented with up to five finalist choices. Members must choose one game as their top choice or choose to abstain from voting in that category if they are unfamiliar with the choices offered.

Finally, Active Creative/Technical members will be presented with five finalists in the following categories:

- Game of the Year
- Portable Game of the Year
- Outstanding Innovation in Gaming

The finalists in these categories are picked by a vote of all Peer Panelists (see Peer Panel section of this document). Members must pick one game from each category as their top choice.

### **Procedure for Active Business members**

Before the elections, the Academy sends each active Business member a password and link to the voting website.

When these members log on, they will be allowed to vote for one of five finalists in each of the following categories:

- Game of the Year
- Portable Game of the Year
- Outstanding Innovation in Gaming

### **Procedure for Active IGDA members**

NOTE: This applies only to members of the IGDA who are NOT members of the Academy.

Before the elections, the Academy sends each Academy accredited IGDA member a password and link to the voting website. When logging on to the website, these members will be asked pick a field which best describes their expertise. Their choice will determine the genre categories in which they will be allowed to vote:

Programmers can vote in:

- Outstanding Achievement in Game Play Engineering
- Outstanding Achievement in Visual Engineering
- Outstanding Achievement in Online Game Play

Game Designers & Producers can vote in:

- Outstanding Achievement in Story – Original
- Outstanding Achievement in Story – Adapted Material
- Outstanding Achievement in Online Game Play
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Sound Design
- Outstanding Achievement in Soundtrack
- Outstanding Achievement In Game Design
- Outstanding Achievement in Portable Game Design
- Outstanding Achievement in Game Direction

Artists & Animators can vote in:

- Outstanding Achievement in Art Direction
- Outstanding Achievement in Animation
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Visual Engineering

Sound Designers & Musicians can vote in:

- Outstanding Achievement in Sound Design
- Outstanding Achievement in Soundtrack
- Outstanding Achievement in Original Musical Composition
- Outstanding Character Performance – Male or Female

### **Compilation of Votes**

#### Procedure

The Academy of Interactive Arts & Sciences tabulates the votes in every category and the winners are announced at the Interactive Achievement Awards ceremony held annually in February.

#### Ties

In the event that two games tie for any award, two statuettes will be awarded.

## **7 - Award Category Definitions**

### *AIAS Hall of Fame*

The criteria to be considered for the Hall of Fame include: pioneering a new genre, or redefining an existing genre with a significant advance (i.e. changing the face of the art form); influencing other designers and products; demonstrating the highest level of creativity and innovation which results in on-going cultural significance and influence; consistent product success of a scale that expands the scope of the industry. The candidates and inductee are chosen by the Academy Board and announced at the IAAs.

### *AIAS Lifetime Achievement Award*

This award celebrates an individual or individuals whose career spanning work has helped shape and define interactive entertainment. This award celebrates individuals outside the creative community that are noted pioneers within their respective field and their contributions have left an indelible mark on the industry at large. The candidates and inductee are chosen by the Academy Board and announced at the IAAs.

### **Game of the Year Awards**

#### *Game of the Year*

The single game, without regard to system or delivery mechanism, voted by the membership of the Academy of Interactive Arts and Sciences that best utilizes the chosen medium to entertain users.

#### *Portable Game of the Year*

The Portable Game of the Year shall be the game developed for a portable platform that demonstrates the greatest achievement in overall game design, play and/or breakthrough in portable gaming. All genres of games are included. Portable platforms include, but are not limited to: *Nintendo DSi, Sony PlayStation Portable, the iPhone and the iPod Touch.*

#### *Outstanding Innovation in Gaming*

The game that, through innovation of design and execution, is most likely to define a new category of games, or represents a creative or technological breakthrough in an existing console category or genre. Finalists in this category will be selected by an Academy board-level jury of independent developers from among all nominated games.

### **Craft Awards**

#### *Outstanding Achievement in Animation*

This award will be presented to the individual or team whose work represents the highest level of achievement in bringing a character or characters to life in an interactive title. This award will consider the fluidity of movement, and interaction with the environment in addition to contextual realism (look and feel).

#### *Outstanding Achievement in Art Direction*

Presented to the individual or team whose work represents the highest level of achievement in designing a unified graphic look for an interactive title.

*Outstanding Character – Male or Female*

Presented to the individual or team whose work has furthered the interactive experience through the creation of a memorable character within an interactive title. Outstanding character takes into consideration the marriage of voice acting and performance (motion capture work), character design and execution, and writing.

*Outstanding Achievement in Game Direction*

The individual or small group of individuals who are responsible for directing and driving an interactive game and its team through a combination of skills that include vision, management execution, aesthetics, and game craft. This award recognizes the role of the Creative Director, Design Director, or Lead Designer in guiding all elements of a title and shaping the final outcome of a game.

*Outstanding Achievement in Game Design*

This award will be presented to the title that most effectively combines interactive and non-interactive elements to create a cohesive gameplay experience.

*Outstanding Achievement in Portable Game Design*

This award will be presented to the title that makes the most compelling contribution to the unique opportunities and challenges of portable, mobile and networked game play.

*Outstanding Achievement in Game Play Engineering*

Presented to the individual or team whose work represents the highest level of achievement in engineering artificial intelligence and related elements which contribute to a challenging game.

*Outstanding Achievement in Online Game Play*

This award will be presented to the individual or team whose work represents the highest level of achievement in online game play in an interactive title. These titles frequently offer excellent matchmaking systems, innovative gameplay options including collaborative and competitive gameplay, user customization and fluidity of gameplay.

*Outstanding Achievement in Original Music Composition*

Presented to the individual or team whose work represents the highest level of achievement in original musical composition for an interactive title. Both the quality of the score and the integration of the score into the title will be considered when determining the recipient of this Award.

*Outstanding Achievement in Soundtrack*

Presented to the individual or team whose work represents the highest level of achievement in soundtrack (collection of songs) for an interactive title. The selection, quality and integration of the songs into the interactive title will be considered when determining the recipient of this Award.

*Outstanding Achievement in Sound Design*

Presented to the individual or team whose work represents the highest level of achievement in creating a unified audio environment, integrating both music and audio effects, in an interactive title.

*Outstanding Achievement in Story – Original*

Presented to the individual or team whose work has furthered the interactive experience through the creation of an original game world exemplified in the coalescence of setting, characters and plot.

*Outstanding Achievement in Story – Adapted Material*

Presented to the individual or team whose work has furthered the interactive experience through the creation of a game based on previously existing material. This can be an adaptation or an extension of an existing licensed property or brand.

*Outstanding Achievement in Visual Engineering*

Presented to the individual or team whose work represents the highest level of achievement in rendering 3-D virtual environments for an interactive title.

## Genre Awards

### *Action Game of the Year*

Action Games are titles that follow the gameplay from the perspective of the character that the player is controlling. These games feature heavy weapons use and/or involve characters engaged in combat while moving through a linear or open environment. The opponent can either be controlled by another player or by the game. Examples include: *Gears of War 2*, *Dead Space*, *Call of Duty 4*.

### *Adventure Game of the Year*

Adventure games are those titles in which players are challenged with real-time action activities where timing, skill and accuracy are necessary to succeed. Puzzle-solving, resource management and exploration often drive the quest oriented narrative rather than primarily combat mechanics. Past examples include: *Mirror's Edge*, *Super Mario Galaxy*, *Prince of Persia*.

### *Casual Game of the Year*

Casual games are those titles that are designed to appeal to novice or experienced players; are produced with low-cost budget targets; are available through online or retail distribution; and may be played on console, computer or mobile platforms. Past examples include: *Bookworm Adventures*, *Mystery Case Files: Prime Suspects*, *Diner Dash: Flo On the Go*, and *WIK: Fable of Souls*.

### *Social Networking Game of the Year*

Social networking games connect people through a collective game experience, allowing quick, easy and fun interactions between real-life friends. Examples include: *Mafia Wars*, *Farmville*, *Pet Society*.

### *Family Game of the Year*

The Family Game of the Year shall be awarded to the best title of any genre geared towards a shared, family gaming experience. The title's play dynamics must be suitable for a younger audience but can appeal to adults as well. These games often offer a mini-game component and encourage group play. Examples include *Rock Band*, *Wii Sports and Wii Play*, *Guitar Hero*, *Dance Dance Revolution*.

### *Fighting Game of the Year*

Fighting games are those titles that offer the user the virtual experience of controlling a character engaging in individual combat with another character usually from a fixed camera perspective. The opponent can either be controlled by another player or by the game. Past examples include: *Soul Calibur IV*, *Super Smash Brothers Brawl*, *Fight Night Round 3*.

### *Role Playing Game/Massively Multiplayer Game of the Year*

This award honors a title, single-player or multi-player, where an individual assumes the role of one or more characters and develops those characters in terms of abilities, statistics, and/or traits as the game progresses. Gameplay involves exploring, acquiring resources, solving puzzles, and interacting with player or non-player characters in a persistent world. Through the player's actions, his/her virtual characters' statistics or traits demonstrably evolve throughout the game. Past examples include: *Fallout 3*, *Mass Effect*, *World of Warcraft*, *Guild Wars* and *Final Fantasy XI*.

### *Racing Game of the Year*

Racing games are those titles that allow the user to participate in a contest in which the objective is to convey an object through a course of virtual physical progress as quickly as possible. Racing games may involve competition against other user-controlled competitors or against system controlled competitors. Racing games must simulate vehicular motion. Past examples include: *Burnout Paradise*, *Mario Kart Wii* and *Need for Speed: Most Wanted*

### *Sports Game of the Year*

Sports games offer the user the opportunity to virtually reproduce a sporting experience: either a realistic portrayal of an actual sport or games that reproduce for the user the experience of participating in an existing competitive sport. Past examples: *Madden 09*, *NBA 2K9*, *Skate*.

### *Strategy/Simulation Game of the Year*

Strategy games are defined to be those titles in which the user directs or manipulates resources to create a set of conditions that result in success as determined within the confines of the game. These games can offer the user the chance to simulate or to virtually reproduce an experience, real or imaginary, which would require some form of equipment. Strategy games emphasize the planning of tactics rather than the execution. Past examples include: *Command & Conquer: Red Alert 3*, *Supreme Commander*, *Sid Meier's Civilization Revolution*, *Company of Heroes*.

## 8 - Awards Ceremony

### **Awards Protocol**

When finalists and winners are announced during the Awards, the Academy will mention the developer, the publisher, and if applicable, individual game makers, when announcing the games.

When winners are announced in any category, the following criteria should be used to determine who actually accepts the award:

- The credited individuals or up to five members of the development team that created the game.
- If the developers aren't available, the next choice is a representative from the publisher. This representative should be someone who was directly involved with publishing the winning title.
- If no representative is available, the Academy will accept the reward on behalf of the developer and publisher.

Winners are encouraged to keep their acceptance speeches concise (they cannot exceed one minute).

## 9 - Awards Committee

The Awards Committee consists of members of the Board of Directors and an IGDA representative and is responsible for suggesting policies and overseeing all functions related to the Interactive Achievement Awards and voting procedures. Its responsibilities include:

- Maintaining and updating the awards categories
- Setting policies and organizing the Peer Panels
- Setting rules and procedures for nomination and voting
- Suggesting candidates for the Hall of Fame inductees