October 21, 2011

Dear Academy Member,

On behalf of the **Academy of Interactive Arts and Sciences®** we proudly invite our members of the publishing and development communities to nominate titles for the **15th Annual Interactive Achievement Awards®** now through December 2, 2011. Award winners will be announced at the 15th Annual Interactive Achievement Awards ceremony on February 9, 2012, at the Red Rock Resort in Las Vegas**.**

The Academy is thrilled to share its celebration of the best in interactive entertainment with both its members and their fans. We look forward to working with everyone to ensure that this year's awards are better than ever.

Please note the following **eligibility requirements** for 2011. 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, 2011 and December 31, 2011.
- For use on one of the following platforms: a video game console, handheld system, a computer running Windows or Macintosh OS, a commercial game network, mobile device (phone of tablet), 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 is **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.

On behalf of the Academy's Board of Directors, we appreciate your support, and look forward to your participation in the 15th Annual Interactive Achievement Awards.

Sincerely,

Martin Rae
President

15ᵗʰ ANNUAL
INTERACTIVE ACHIEVEMENT AWARDS
RULES AND PROCEDURES

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1 - 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 8	Peer Panel leaders official selection begins
August 26	Peer Panels selection begins
October 17	Initial call for nominations via website and email
November 11	Peer Panelists submit titles they propose to be nominated
December 2	Nominations close
December 5	Nominated games begin shipment to Peer Panels
January 2	Peer Panels submit finalists in each genre and craft category
January 4-10	Peer Panels vote to determine finalists for Game of Year and Innovation categories
January 13-20	General Academy voting period
February 9	Winners announced at the 15th 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, 2011 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, 2011 and December 31, 2011. Additionally, it must be available for evaluation in its release form for submission to the Academy by December 2, 2011, regardless of how it is being distributed.
2. Designed for use on at least one of the following platforms: a videogame console, mobile or handheld system, a computer running Windows, a Macintosh computer, a commercial game network, a wireless cell phone (mobile), 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: 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 2, 2011. 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. **Credits submitted must be complete and accurate in order to ensure the correct information is utilized in all video and printed materials for the Interactive Achievement Awards.**

2. Eighteen (18) copies of the title for nomination in the applicable Genre category and an additional eighteen (18) copies for evaluation for each additional category in which the title is submitted. IGDA submissions will only require eighteen (18) copies for each Craft category in which the title is submitted. Handheld,mobile device, and downloadable title submissions will require eighteen (18) copies in addition to the minimum thirty-six (36) copies for evaluation in their own Game of the Year categories (not applicable for IGDA submissions). In the case of expansion packs receiving nominations, an equal number of the original game title will be required in the event that the original title is needed to play the expansion pack. The Academy will mark all materials before distribution. Materials will not be returned. Materials can be produced/playable media, instruction booklets, and maps. Nominees from pay game networks must arrange free access for the Academy peer panelists participating in the finalist screening process. Online submissions require URL addresses, passwords, and navigation paths.

3. Full payment of the submission fees per title for consideration as follows:

    a.   One (1) full payment of $1,000 submission fee for the title being nominated covering one (1) genre category, game of the year categories and any number of craft categories.

    or

    b.   For IGDA submission one (1) full payment of $500 submission for the title being nominated covering any number of craft categories (excluding genre and game of the year 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 *Red Dead Redemption* in 2011, 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: A minimum of four (4) action screenshots, at least one box art image, and at least one game title logo image 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 in which a game is being submitted. These materials must be of high resolution and may be in JPEG, BMP, TIFF, EPS or PSD formats.

6. Game description: A text or Word file with a 100 word description of the game.

7. 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, and Outstanding Achievement in Original Musical Composition categories. Please send (1) copy of recording material for each category on a disc or via FTP containing tracks encoded in either MP3 or AAC format.

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 August 26
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 – Regular nomination period begins
Timeline: October 17
Nominations are officially received by the AIAS, and placed in their selected Craft categories and appropriate Genre category.

Step 3 – Panels submit initial list of titles they propose to be submitted
Timeline: by November 11
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 4 – Getting the games
Timeline: December 2
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 4 – January 10
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
- Outstanding Innovation in Gaming

Step 6 – Ranking the games
Timeline: by January 4
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 formally submitted by publishers or developers. Panelists must first vote to include a write-in title for panel consideration which requires a 75% vote. Once the title has passed the initial vote, panelists are responsible for procuring copies of the game in question. Afterwards, the title should be considered as part of the entire catalog of formally submitted titles for that panel and voted upon as such.

As with regular nominees, write-in candidates must have been published between January 1, 2011 and December 31, 2011 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 4
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 13 – January 20
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
- Downloadable Game of the Year
- Handheld Game of the Year
- Mobile 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 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
- Outstanding Achievement in Connectivity

Game Designers & Producers can vote in:
- Outstanding Achievement in Story
- Outstanding Achievement in Online Game Play
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Sound Design
- Outstanding Achievement in Game Direction
- Outstanding Achievement in Connectivity

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 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
- Downloadable Game of the Year
- Handheld Game of the Year
- Mobile 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
- Downloadable Game of Year
- Handheld Game of the Year
- Mobile 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
- Outstanding Achievement in Connectivity

Game Designers & Producers can vote in:
- Outstanding Achievement in Story
- Outstanding Achievement in Online Game Play
- Outstanding Character Performance – Male or Female
- Outstanding Achievement in Sound Design
- Outstanding Achievement in Game Direction
- Outstanding Achievement in Connectivity

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 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 Hall of Fame award is reserved for individuals who have been instrumental in the development of highly influential games. These individuals are usually associated with having moved a particular genre forward. Candidates are typically designers or creative directors, but can also be technologists, producers or production executives. These individuals demonstrate the highest level of creativity and innovation which results in significant product influence on a scale that expands the scope of the industry.

AIAS Lifetime Achievement Award
The Lifetime Achievement Award is reserved for individuals whose accomplishments span a broad range of disciplines over a lengthy career in the industry. Recipients are typically individuals distinguished for their business leadership and are not necessarily involved in development or the creative process. Through their leadership and ideology, these individuals have driven significant and positive change across the industry.

AIAS Pioneer Award
The Pioneer Award is reserved for individuals whose career spanning work has helped shape and define the interactive entertainment industry. These individuals are often associated with the creation of a technological approach or the birth of a new genre. The accomplishments of the Pioneer Award recipient are generally focused in a particular discipline or a few particular areas directly related to development of games.

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.

Downloadable Game of the Year
The Downloadable Game of the Year shall be the game where the sole form of distribution is through a digital marketplace on PC or console. Examples include: *Limbo, Lost Winds, Everyday Shooter, and Minecraft.*

Handheld Game of the Year
The Handheld Game of the Year shall be the game developed specifically for a handheld gaming platform that demonstrates the greatest achievement in overall game design, play and/or breakthrough in handheld gaming. All game genres are included. Handheld platforms include, but are not limited to: Nintendo DS, Nintendo 3DS, Sony PlayStation Portable, and Sony PS Vita. Past examples include: *God of War: Ghost of Sparta, Scribblenauts, and The Legend of Zelda: Spirit Tracks.*

Mobile Game of the Year
The Mobile Game of the Year shall be the game developed for a mobile device platform such as a mobile phone, tablet or convergence device. These games demonstrate a skilled usage of the devices software and hardware features to offer a unique and addictive play experience. All game genres are eligible. Mobile platforms include, but are not limited to iOS (iPhone, iPod Touch, iPad, and iPad2), Android (Phone & Tablet), Windows Phone 7, WebOS, and Symbian. Past examples include: *Angry Birds, Flight Control, and Infinity Blade.*

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 Connectivity
This award is given to a property or title that best demonstrates innovation in connection mechanics across varied platforms. This is typically exemplified through the expansion of a story or narrative through complementary elements across two or more platforms (e.g. Console/Facebook or Console/Mobile Device). Examples include: *Dragon Age Legends (Dragon Age II), Call of Duty: Elite (Call of Duty: Modern Warfare 3), and Assassin's Creed: Project Legacy (Assassin's Creed: Brotherhood).*

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 design to create a cohesive experience. 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 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 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
Presented to the individual or team whose work has furthered the interactive experience through the creation of a game world -- whether an original creation, one adapted from previously existing material or an extension of an existing property which best exemplifies the coalescence of setting, characters and plot.

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. Past examples include: *God of War III, Red Dead Redemption, and Call of Duty: Black Ops.*

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: *Heavy Rain, Super Mario Galaxy 2, and LIMBO.*

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: *Angry Birds, Plants vs. Zombies, and Kinect Sports.*

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. Past examples include: *CityVille, Mafia Wars, Nightclub City, and Family Feud.*

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. Past examples include: *Dance Central, Rockband 3, and LEGO Harry Potter: Years 1-4.*

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: *Super Street Fighter IV, UFC 2010 Undisputed, EA Sports MMA, and BlazBlue: Continuum Shift.*

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*: Mass Effect 2, Fallout: New Vegas, World of Warcraft Cataclysm, Fable III, and Dragon Quest IX.*

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: *Mario Kart Wii, Gran Turismo 5, and Need for Speed: Hot Pursuit.*

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 include: *NBA 2k11, Fifa Soccer 11, MLB 10: The Show, and 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: *Starcraft II, Sid Meier's Civilization V, Supreme Commander 2, and Toy Soldiers.*

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