

## ACADEMY MEMBERSHIP HONORS 19<sup>th</sup> D.I.C.E. AWARDS WINNERS

### *Fallout 4 Recognized as 2015 Game of the Year Winner*

LAS VEGAS – Feb. 18, 2016 – The Academy of Interactive Arts & Sciences (AIAS), the non-profit organization dedicated to the advancement and recognition of the interactive arts representing its 30,000+ membership base, is pleased to announce the winners of the 19<sup>th</sup> D.I.C.E. Awards honoring the top games from 2015. The evening's top honor - Game of the Year - was awarded to Bethesda Software's *Fallout 4*, the action RPG set in post-apocalyptic Boston.

The Academy of Interactive Arts & Sciences' membership also honored a variety of games, with four different games receiving three awards each: *Fallout 4*, *Ori and the Blind Forest*, *Rocket League* and *The Witcher 3: Wild Hunt*. Other top honorees include *Star Wars™ Battlefront* for Action Game of the Year, *METAL GEAR SOLID V: The Phantom Pain* for Adventure Game of the Year, *Super Mario Maker* for Family Game of the Year, *Mortal Kombat X* for Fighting Game of the Year, *Fallout 4* for RPG/MMO and *Fallout Shelter* for Mobile of the Year. This year's D.I.C.E. Sprite Award, honoring a game having disproportionate resources for development and exposure (as compared to AAA titles), was given to *Rocket League*.

"The 19<sup>th</sup> D.I.C.E. Awards winners truly embody the diverse set of games and platforms that have come to represent the changing face of our industry," said Martin Rae, president, Academy of Interactive Arts & Sciences. "This year the Academy membership responded to a variety of games covering smaller footprint to AAA blockbuster hits. Thank you to our distinguished guests and all the gamers watching to celebrate the many great games of 2015!"

In addition to recognizing the industry's best games and creators from the previous year, the D.I.C.E. Awards also recognized its history with several Academy Special Awards that highlight contributions in advancing this interactive entertainment industry forward. During the ceremony the AIAS inducted video game luminary Hideo Kojima as its 21<sup>st</sup> Hall of Fame recipient, which honors individuals who have been instrumental in the development of highly influential games. Honored posthumously was Satoru Iwata, the fifth recipient of the Lifetime Achievement Award which honors recipients distinguished for their business leadership. In addition, Microsoft's Visual Basic was recognized with the second ever Technical Impact Award, which celebrates unique innovations and technical achievements that are expanding and redefining the video game industry.

Hosted by comedian and avid gamer Pete Holmes, the ceremony took place in front of industry professionals at the Mandalay Bay Convention Center, Las Vegas and was widely live streamed to share the experience with gamers near and far. The show was the culmination of the annual three day D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit (#DICE2016), drawing some of the brightest and most influential interactive entertainment industry leaders, decision makers and visionaries.

The complete list of winners as decided by an all-peer-based voting system includes:

### **Game of the Year** **Fallout 4**

- Publisher: Bethesda Softworks
- Developer: Bethesda Game Studios

### **Outstanding Achievement in Game Direction**

#### **Fallout 4**

- Publisher: Bethesda Softworks
- Developer: Bethesda Game Studios

### **Outstanding Achievement in Game Design**

#### **The Witcher 3: Wild Hunt**

- Publisher: CD PROJEKT RED
- Developer: CD PROJEKT RED

### **Action Game of the Year**

#### **Star Wars™ Battlefront**

- Publisher: Electronic Arts
- Developer: DICE

### **Adventure Game of the Year**

#### **METAL GEAR SOLID V: The Phantom Pain**

- Publisher: Konami
- Developer: Kojima Productions

### **Family Game of the Year**

#### **Super Mario Maker**

- Publisher: Nintendo of America, Inc.
- Developer: Nintendo EAD Group No. 4

### **Fighting Game of the Year**

#### **Mortal Kombat X**

- Publisher: Warner Bros. Interactive Entertainment
- Developer: NetherRealm Studios

### **Racing Game of the Year**

#### **Forza Motorsport 6**

- Publisher: Microsoft Studios
- Developer: Turn 10

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

#### **Fallout 4**

- Publisher: Bethesda Softworks
- Developer: Bethesda Game Studios

### **Sports Game of the Year**

#### **Rocket League**

- Publisher: Psyonix
- Developer: Psyonix

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

#### **Heroes of the Storm**

- Publisher: Blizzard Entertainment, Inc.
- Developer: Blizzard Entertainment, Inc.

### **D.I.C.E. Sprite Award**

#### **Rocket League**

- Publisher: Psyonix
- Developer: Psyonix

### **Handheld Game of the Year**

#### **HELLDIVERS™**

- Publisher: Sony Computer Entertainment America LLC
- Developer: Arrowhead Game Studios

### **Mobile Game of the Year**

#### **Fallout Shelter**

- Publisher: Bethesda Softworks
- Developer: Bethesda Game Studios

### **Outstanding Achievement in Online Gameplay**

#### **Rocket League**

- Publisher: Psyonix
- Developer: Psyonix

### **Outstanding Achievement in Animation**

#### **Ori and the Blind Forest**

- Publisher: Microsoft Studios
- Developer: Moon Studios

### **Outstanding Achievement in Art Direction**

#### **Ori and the Blind Forest**

- Publisher: Microsoft Studios
- Developer: Moon Studios

### **Outstanding Achievement in Character**

#### **Rise of the Tomb Raider**

- Publisher: SQUARE ENIX Inc.
- Developer: Crystal Dynamics

### **Outstanding Achievement in Original Music Composition**

#### **Ori and the Blind Forest**

- Publisher: Microsoft Studios
- Developer: Moon Studios

### **Outstanding Achievement in Sound Design**

**Star Wars™ Battlefront**

- Publisher: Electronic Arts
- Developer: DICE

**Outstanding Achievement in Story****The Witcher 3: Wild Hunt**

- Publisher: CD PROJEKT RED
- Developer: CD PROJEKT RED

**Outstanding Technical Achievement****The Witcher 3: Wild Hunt**

- Publisher: CD PROJEKT RED
- Developer: CD PROJEKT RED

Since 1996, the D.I.C.E. Awards have recognized outstanding games, individuals and development teams that push the boundaries of technology, creativity and artistic expression in the worldwide interactive entertainment industry. Titles were played and evaluated by members of the Academy's Peer Panels. The panels are comprised of the game industry's most experienced and talented professionals. Each panel is responsible for evaluating one award category. D.I.C.E. Awards recipients are determined by a vote of qualified Academy and IGDA members. Award voting is confidential, conducted online and supervised and certified by VoteNet Solutions, Inc. The integrity of the system, coupled with a broad-based voting population of AIAS members, makes the D.I.C.E. Awards the most credible, respected and recognized awards for interactive entertainment software.

The show was produced by the AIAS. The full 19<sup>th</sup> D.I.C.E. Awards will be available on Variety's YouTube channel.

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