

## 20<sup>th</sup> D.I.C.E. AWARDS HONORS BEST IN INTERACTIVE ENTERTAINMENT

### *Overwatch Wins Game of the Year*

LAS VEGAS – Feb. 23, 2017 – Celebrating its 20<sup>th</sup> year of honoring the industry’s top games, The Academy of Interactive Arts & Sciences (AIAS), the non-profit organization dedicated to the advancement and recognition of the interactive arts representing its 33,000+ membership base, is pleased to announce the recipients of the D.I.C.E. Awards for the best games from 2016. Earning Game of the Year was *Overwatch* by Blizzard Entertainment, which challenges players to join the ranks of a legendary force of soldiers, scientists, adventurers and oddities, and clash on the battlefields of a near-future Earth. The awards were unveiled at the annual D.I.C.E. Awards ceremony, held at The Mandalay Bay Convention Center in Las Vegas earlier this evening.

The AIAS membership honored games in 24 award categories, including *Overwatch* and *Uncharted 4: A Thief’s End*, which received four awards each. *INSIDE* won three awards, including the D.I.C.E. Sprite Award, which recognizes a game with limited resources for development and exposure (as compared to AAA titles). Other top honorees were *Pokémon GO* for Mobile Game of the Year, *Steep* for Game of the Year, *Street Fighter V* for Fighting Game of the Year and *Dark Souls III* for RPG/MMO Game of the Year. Winners for newly added awards that recognized achievement and innovation in virtual reality and augmented reality games, included *SUPERHOT VR* for Immersive Reality Game of the Year and *Eagle Flight* for Immersive Reality Technical Achievement.

“For the past 20 years, the D.I.C.E. Awards have been bringing together the most talented, innovative and inspiring minds in interactive entertainment to recognize and celebrate the industry’s most outstanding achievements,” said Mike Fischer, president, Academy of Interactive Arts & Sciences. “We’re thrilled to congratulate all of this year’s award winners whose incredible games have amazed and entertained fans worldwide, and are truly an inspiration to us all.”

In addition to the awards for the industry’s best games and creators from the previous year, the D.I.C.E. Awards also honored Todd Howard, Executive Producer and Game Director at Bethesda Game Studios, as the 22<sup>nd</sup> inductee into the AIAS Hall of Fame, which honors individuals who have been instrumental in the development of highly influential games. Howard was recognized for having created some of the industry’s most successful games by pioneering open-world gameplay, and played a key role in the creative direction and growth of highly-regarded franchises, including *The Elder Scrolls* and *Fallout*. Both are known for their experiential approach to world-building and storytelling, and have earning multiple D.I.C.E. Awards throughout the years.

The 20<sup>th</sup> annual D.I.C.E. Awards ceremony, which was co-hosted by Jessica Chobot of *Nerdist News* and *Kinda Funny* co-founder Greg Miller, was the culmination of the annual three-day D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit (#DICE2017), which is known for drawing many of the interactive entertainment industry’s most respected and influential leaders, decision makers and visionaries.

The complete list of winners includes:

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

##### **Overwatch**

- Publisher: Blizzard Entertainment

- Developer: Blizzard Entertainment

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

#### **INSIDE**

- Publisher: Playdead
- Developer: Playdead

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

#### **Overwatch**

- Publisher: Blizzard Entertainment
- Developer: Blizzard Entertainment

### **Immersive Reality Technical Achievement**

#### **Eagle Flight**

- Publisher: Ubisoft
- Developer: FunHouse

### **Immersive Reality Game of the Year**

#### **SUPERHOT VR**

- Publisher: SUPERHOT Sp. z o.o.
- Developer: SUPERHOT Sp. z o.o.

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

#### **Pokémon GO**

- Publisher: Niantic Labs
- Developer: Niantic Labs

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

#### **Pokémon Sun and Moon**

- Publisher: The Pokémon Company
- Developer: Game Freak

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

#### **INSIDE**

- Publisher: Playdead
- Developer: Playdead

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

#### **Overwatch**

- Publisher: Blizzard Entertainment
- Developer: Blizzard Entertainment

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

#### **Sid Meier's Civilization VI**

- Publisher: 2K Games
- Developer: Firaxis Games

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

#### **Steep**

- Publisher: Ubisoft
- Developer: Ubisoft Annecy

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

#### **Dark Souls III**

- Publisher: BANDAI NAMCO Entertainment America Inc.
- Developer: FromSoftware, Inc.

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

#### **Forza Horizon 3**

- Publisher: Microsoft Studios
- Developer: Playground Games, Turn 10 Studios

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

#### **Street Fighter V**

- Publisher: Capcom U.S.A., Inc.
- Developer: Capcom

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

#### **Ratchet & Clank**

- Publisher: Sony Interactive Entertainment
- Developer: Insomniac Games

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

#### **Uncharted 4: A Thief's End**

- Publisher: Sony Interactive Entertainment America
- Developer: Naughty Dog

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

#### **Overwatch**

- Publisher: Blizzard Entertainment
- Developer: Blizzard Entertainment

### **Outstanding Technical Achievement**

#### **Uncharted 4: A Thief's End**

- Publisher: Sony Interactive Entertainment America
- Developer: Naughty Dog

### **Outstanding Achievement in Story**

#### **Uncharted 4: A Thief's End**

- Publisher: Sony Interactive Entertainment America
- Developer: Naughty Dog

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

#### **Battlefield 1**

- Publisher: Electronic Arts
- Developer: EA Dice

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

##### **DOOM**

- Publisher: Bethesda Softworks
- Developer: id Software

#### **Outstanding Achievement in Character**

##### **The Last Guardian - Trico**

- Publisher: Sony Interactive Entertainment America
- Developer: JAPAN Studio

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

##### **INSIDE**

- Publisher: Playdead
- Developer: Playdead

#### **Outstanding Achievement in Animation**

##### **Uncharted 4: A Thief's End**

- Publisher: Sony Interactive Entertainment America
- Developer: Naughty Dog

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 AIAS 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 20<sup>th</sup> D.I.C.E. Awards was produced by the AIAS, and will be available to watch in-full at <https://www.youtube.com/user/AcademyIAS>.

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