



RULES AND PROCEDURES

ACADEMY
OF
INTERACTIVE ARTS & SCIENCES

Table of Contents

- 1 - Introduction..... 3**
- 2 - Timeline 3**
- 3 - Category Creation/Maintenance 3**
 - **Process 3**
- 4 - Submission Procedures 3**
 - **Eligibility 3**
 - **Submissions 4**
 - **Submission Requirements 4**
- 5 - Peer Panels 6**
 - **Introduction 6**
 - **Peer Panel Leaders 6**
 - **Peer Panel Procedures 7**
 - **Conflicts of Interest 9**
- 6 - General Voting Procedures 9**
 - **Introduction 9**
 - **Who is Qualified to Vote 9**
 - **Procedure for Active Creative/Technical Members 10**
 - **Procedure for Active Business members 11**
 - **Compilation of Votes 11**
- 7 - Award Category Definitions 11**
- 8 - Awards Ceremony 16**
 - **Awards Protocol 16**
- 9 - Awards Committee 17**

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 D.I.C.E. 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

October 7	Peer Panel leaders and member selection begins
October 26	Initial call for submissions via website and email
October 26	Peer Panelists submit titles they propose to be submitted
December 1	Submissions close
December 7	Submitted games begin shipment to Peer Panels
January 4	Peer Panels submit finalists in each genre and craft category
January 6-11	Peer Panels vote to determine finalists for Game of Year
January 13-20	General Academy voting period
February 23	Winners announced at the 20th Annual D.I.C.E. 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 submission packets. To be considered, future category change recommendations must be submitted by June 1, 2017 via email to the Academy.

4 - Submission Procedures

Eligibility

Products eligible for the Annual D.I.C.E. 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, 2016 and December 31, 2016 unless submitted into Outstanding Achievement in Online Gameplay (please see category definition for details). Additionally, it must be available for evaluation in its release form for submission to the Academy by December 1, 2016, regardless of how it is being distributed.

2. Designed for use on at least one of the following platforms: a videogame console, handheld system, a computer running Windows, a Macintosh computer, a commercial game network, a wireless cell phone (mobile), a tablet, or for use on the Internet through a web browser.
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 submission and entered with all materials, as outlined in the Submission section.
 - or
 - b. A non-AIAS 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 submissions meet the eligibility requirements. AIAS reserves the right to refuse submissions in which case a full refund will be granted.

Submissions

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

Each application enters the submitted game or title for consideration in AT LEAST ONE (1) Craft category, and ONLY ONE (1) Genre category. A title may be submitted for consideration in any and all of the Craft categories.

Peer Panelists in a preliminary vote will select up to five (5) finalists each for the Game of the Year Award.

Submission Requirements

Deadline: All submissions must be received by the AIAS by 5:00 pm PST on Thursday, December 1, 2016. The AIAS may, at its sole discretion, reserve the right to extend the deadline and accept or refuse submissions after the deadline.

Submission materials: Each submission must include the following items:

1. Completed and signed submission form: the entire form must be filled out and contact information completed by submitting party. Please note that the submission 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 D.I.C.E. Awards.

2. Eighteen (18) copies of the title for submission in the applicable Genre category and an additional eighteen (18) copies for evaluation for each additional category in which the title is submitted. Handheld and mobile 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. In the case of submitting expansion packs, 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. Submissions from pay game networks must arrange free access for the Academy peer panelists participating in the finalist screening process. Online Gameplay 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 entered covering one (1) genre category, game of the year categories and any number of craft categories.
 - or
 - b. Verified independent publishers/developers may receive a reduced rate of \$250 upon AIAS approval if eligible and submitting to the D.I.C.E. Sprite Award category. This fee covers entry towards the D.I.C.E. Sprite Award, one genre category, and any number of craft categories.
4. Video footage of each submitted game: This footage should be 1080p full HD (Apple ProRes preferred) and 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 *Fallout 4* in 2016, 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 submitted to. For example, a submission in Outstanding Achievement in Character, the footage should display the gaming experience that best shows off the submitted character's development, performance, and defining attributes. 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 via FTP or file delivery services like Dropbox, containing tracks encoded in either MP3 or AAC format or if necessary, a media disc will be accepted.

5 - Peer Panels

Introduction

Peer Panels were created to fairly evaluate and establish the number of submissions per category. Over the course of the Academy's history, the number of submissions in each category became overwhelming and it was unreasonable to expect that all Academy members would play the hundreds of games entered 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 submissions for a category and narrowing the selection. The Peer Panels are expected to play all submitted 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 submitted 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.

Terms

There are no terms for Peer Panel Leaders.

Peer Panelists

Responsibilities

Each Peer Panelist is responsible for:

- Suggesting write-in submissions
- Playing all submitted games
- Giving evaluations of the games
- Voting to determine finalists
- Participating in a preliminary vote to determine Game of Year 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.

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 initiated on October 7

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 submission period begins

Timeline: October 26

Submissions 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 October 26

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 7

As soon as titles 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 submissions.

Step 5 – Determining write-in finalists

Timeline: by December 19

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.

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 submissions, write-in candidates must have been published between January 1, 2016 and December 31, 2016 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 – Ranking the games

Timeline: by January 4

The panel determines the final rankings of the entries 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 submissions = 5 finalists

10 - 12 submissions = minimum of 4 finalists

7 - 9 submissions = minimum of 3 finalists

5 - 6 submissions = minimum of 2 finalists

1 - 4 submissions = 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.

Step 7 – Preliminary Voting for GotY Finalists

Timeline: January 6 – January 11

The Academy will hold a special preliminary vote open only to Peer Leaders and Peer Panelists to determine five finalists each for the Game of the Year category.

Step 8 – 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 submitted 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 submitted 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.

Academy active Business members are only qualified to vote for:

- Game of the Year
- Handheld Game of the Year
- Mobile Game of the Year
- Outstanding Achievement in Online Gameplay
- D.I.C.E. Sprite Award

The Academy believes strongly that to maintain the credibility of the awards; genre and craft 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:

Game Designers & Producers can vote in:

- Outstanding Achievement in Story
- Outstanding Achievement in Character
- Outstanding Achievement in Sound Design
- Outstanding Achievement in Game Direction
- Outstanding Achievement in Game Design

Artists, Animators & Programmers can vote in:

- Outstanding Achievement in Art Direction
- Outstanding Achievement in Animation
- Outstanding Achievement in Character
- Outstanding Technical Achievement

Sound Designers & Musicians can vote in:

- Outstanding Achievement in Sound Design
- Outstanding Achievement in Original Musical Composition
- Outstanding Achievement in Character

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
- Handheld Game of the Year
- Mobile Game of the Year
- Outstanding Achievement in Online Gameplay
- D.I.C.E. Sprite Award

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
- Handheld Game of the Year
- Mobile Game of the Year
- Outstanding Achievement in Online Gameplay
- D.I.C.E. Sprite Award

Compilation of Votes

Procedure

The Academy of Interactive Arts & Sciences tabulates the votes in every category and the winners are announced at the D.I.C.E. 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

Special Awards

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. Previous recipients include Shigeru Miyamoto, Dr. Ray Muzyka & Dr. Greg Zeschuk and Tim Sweeney.

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. Previous recipients include Ken Kutaragi, Doug Lowenstein and Bing Gordon.

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. Previous recipients include Eugene Jarvis, Ralph H. Baer, and Al Acorn.

Outstanding Innovation in Gaming

This award celebrates an innovation, which is most likely to advance game design and creation, or represents a technological breakthrough that will reverberate throughout the industry. This can include game design, software engineering, hardware engineering or other breakthroughs deemed significantly impactful by the selection committee.

The panel will be comprised of prior recipients of the AIAS Hall of Fame Award. The expertise of these individuals in the fields of game design, software engineering, and hardware engineering make these judges uniquely qualified to select the recipients of this award. The recipient of this award will be selected by the panel with no requirement of submission or voting by the membership body of the AIAS at large.

Technical Impact Award

This special award celebrates unique innovations that contribute to the ongoing progress of interactive media. Honorees may come from various facets of the industry, which include but are not limited to software, hardware, and community.

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.

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: *HELLDIVERS™*, *Shovel Knight*, *Yo-Kai Watch*, and *Pokémon Super Mystery Dungeon*.

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, Android, and Windows Phone OS. Past examples include: *Fallout Shelter*, *Lara Croft GO*, *PAC-MAN 256*, and *Hearthstone: Heroes of Warcraft*.

Outstanding Achievement in Online Gameplay

Outstanding Achievement in Online Gameplay celebrates titles of any genre with a significant portion of the gameplay experience transpiring online -- collaboratively or competitively. These titles frequently offer excellent matchmaking systems, innovative gameplay options, persistent content releases that further evolve gameplay, user customization and fluidity of gameplay. Titles submitted in this category are not limited to release within the calendar year, but must be supported by significant new content. Examples of which include: *Rocket League*, *Destiny*, *Halo 5*, *Splatoon*, and *Hearthstone: Heroes of Warcraft*.

D.I.C.E. Sprite Award

The Sprite Award shall be awarded to a game having disproportionate resources for development and exposure (as compared to AAA titles), represent a higher degree of risk tolerance and advances our media with innovative gameplay and experiences. Examples include: *Rocket League*, *Undertale*, *Her Story*, and *Monument Valley*.

Immersive Reality Game of the Year

The single game released on an immersive reality platform that best utilizes the attributes of the platform to entertain users. Elements of design, direction and narrative are factored into the title selection. Titles of all genres are eligible if commercially available on a publicly released platform.

Immersive Reality Technical Achievement Award

This award celebrates the highest level of technical achievement within an immersive reality experience through the combined attention to gameplay engineering and visual engineering. Elements honored include but are not limited to technology features specifically associated with the immersive medium, artificial intelligence, physics, engine mechanics, and visual rendering.

The immersive reality category panel will be comprised of individuals working directly in the medium. The expertise of these individuals in the fields of software engineering and hardware engineering specific to immersive reality experiences make these judges uniquely qualified to select the recipients of this award. The finalists and winner of this category will be selected by the panel of experts and will not be voted on by the general membership body of the Academy.

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 characters frequently engaged in real-time combat against opponents either player controlled or non-player-controlled while moving through a linear or open environment. Past examples include: *Star Wars™ Battlefront*, *HELLDIVERS™*, *Splatoon*, and *RESOGUN*.

Adventure Game of the Year

Adventure games are those titles in which players are challenged with platforming, puzzle-solving, resource management and exploration which drive the quest oriented narrative rather than primarily combat mechanics. Past examples include: *METAL GEAR SOLID V*, *Rise of the Tomb Raider*, *Life is Strange*, *Ori and the Blind Forest*, and *The Wolf Among Us*.

Family Game of the Year

Family games are those titles that are designed to appeal to novice or experienced players through both individual or shared gaming experiences. These experiences may include puzzle gameplay, mini-games, rhythm mechanics and touch or motion mechanics. Examples include: *Super Mario Maker*, *LEGO Dimensions*, *Tearaway Unfolded*, and *Rock Band 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: *Mortal Kombat X*, *Super Smash Bros. for Wii U*, *Guilty Gear Xrd –SIGN–*, *Nidhogg*, and *Divekick*.

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 4*, *Undertale*, *The Witcher 3: Wild Hunt*, *The Banner Saga*, *World of Warcraft Warlords of Draenor*, and *Diablo III*.

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 8*, *Forza Motorsport 6*, *Need for Speed*, and *Real Racing 3*.

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: *Rocket League*, *Madden NFL 2016*, *MLB 15: the Show*, and *NBA Jam: On Fire Edition*.

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: *Heroes of the Storm*, *Hearthstone: Heroes of Warcraft*, *Kerbal Space Program*, *Fallout Shelter*, *Fire Emblem: Awakening*, and *XCOM: Enemy Within*.

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 Achievement in Character

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 design to create a cohesive experience. This award recognizes the role of the Creative Director Game Director- 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 design is exemplified by balanced system design, cohesive mechanics that relate to overall aesthetic direction, level layout, challenge flow, progression elements, interface design, and social game mechanics. This award recognizes the Lead Designer or Design Director in architecting all elements into a unified design.

Outstanding Achievement in Original Music Composition

Presented to the individual or team whose work represents the highest level of achievement in original music composition for an interactive title. The quality of the composition, production and integration of the music into the title will all be contributing factors 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. The quality of the individual sound effects, voice over and other audio elements will be considered in addition to the overall audio mix of the 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 Technical Achievement

This award celebrates the highest level of technical achievement through the combined attention to gameplay engineering and visual engineering. Elements honored include but are not limited to artificial intelligence, physics, engine mechanics, and visual rendering.

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 is responsible for suggesting policies and overseeing all functions related to the D.I.C.E. Awards and voting procedures. Its responsibilities include:

- Maintaining and updating the awards categories
- Setting rules and procedures for submission and voting
- Suggesting candidates for the Hall of Fame, Lifetime Achievement and Pioneer Award inductees