

FOR IMMEDIATE RELEASE

NOW TAKING SUBMISSIONS FOR THE 17TH D.I.C.E. AWARDS

Most Prestigious Peer-Reviewed Awards Show Reviewed by AIAS' 22,000+Plus Members

LOS ANGELES, Oct. 28, 2013 –The Academy of Interactive Arts & Sciences (AIAS) today announced it is now accepting submissions for the 17th Annual D.I.C.E. Awards, the game industry's most prestigious peer-voted Awards driven by active game makers. The Academy's 22,000+ members comprised of the interactive publishing and development communities are invited by the Academy to submit titles for consideration from now through Monday, Dec. 2, 2013, at 5:00 PM PST. Awards finalists will be announced in January 2014; winners will be announced live at the D.I.C.E. Awards ceremony on Feb. 6, 2014, at the Hard Rock Hotel and Casino Las Vegas.

"The D.I.C.E. Awards highlight the best that 2013 has to offer, showcasing for posterity the stories and experiences that touched gamers at that moment in time," said Martin Rae, president, Academy of Interactive Arts & Sciences. "What the Awards bring to the attendees is an evening when we can toast the achievements of the extremely hard working peers in our creative industry; to viewers and consumers it is a chance to inspire future game makers to dream about one day getting on the D.I.C.E. Awards stage alongside their gaming heroes."

The annual D.I.C.E. Awards recognize excellence in 25 different interactive game categories and is the highest form of recognition that can be bestowed upon any game developer or publisher. Key categories include Mobile Game of the Year, Web Based Game of the Year, Action Game of the Year, Adventure Game of the Year, and Outstanding Innovation in Gaming. The crafts are celebrated with awards including Outstanding Achievement in Art Direction, Animation, Original Music Composition, Sound Design and the show's penultimate award, Outstanding Achievement in Game Direction. The evening culminates with the announcement of the Academy's top honor, Game of the Year, which celebrates a single title that resonates as the best of the year's many great accomplishments. A sampling of previous Game of the Year winners include *Journey* (2012) *The Elder Scrolls V: Skyrim* (2011), *Mass Effect 2* (2010), and *Uncharted 2: Among Thieves* (2009).

This year the Academy has announced an update to one of their top honors: Online Game of the Year. Online Game of the Year 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. The Online Game of the Year category is unique among the D.I.C.E. Awards in that it celebrates titles outside of the current calendar year alongside this year's releases. This award seeks to celebrate the experiences that capture the attention of gamers' long past their initial release due to excellent developer support through the significant addition of new and exciting content.

To be eligible for nomination, a game must have been released to the public between Jan. 1 and Dec. 31, 2013 (except for Online Game of the Year). Corporate members of the Academy are allowed to

submit titles for consideration with finalists chosen by developer driven peer panels. Winners are determined through a general vote by members at large. For the complete list of categories and to download a submission packet, visit www.interactive.org.

The 17th Annual D.I.C.E. Awards are held during the week of the 2014 D.I.C.E. Summit from Feb. 4-6. For information about the Summit or to purchase tickets to the Awards show, please visit: www.dicesummit.org. Last day of early bird registration ends Nov. 8, 2013.

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About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization whose mission is to promote, advance and recognize the outstanding achievements in the interactive entertainment industry worldwide. The Academy conducts its annual awards show, the D.I.C.E. Awards, to celebrate and honor creative accomplishments in the field. To further enhance awareness of the Academy's vision, the organization created the D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit in 2002, a once yearly conference dedicated to exploring approaches to the creative process and artistic expression as they uniquely apply to the development of interactive entertainment. In 2013 the Academy launched D.I.C.E. Europe in London to cater to the European games market. The Academy has more than 20,000 members, including Electronic Arts, Microsoft, Sony, Nintendo, Wargaming, Bethesda Game Studios, Ubisoft, Valve Software, Double Fine, Gearbox Software, Nexon and Insomniac Games, among others. More information can be found at www.interactive.org and www.dicesummit.org. Follow the Academy on [Twitter](#), [Facebook](#), [LinkedIn](#) or [Google+](#).