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HIDEO KOJIMA INDUCTED INTO THE AIAS HALL OF FAME AT THE 19TH D.I.C.E. AWARDS CEREMONY

Film Director, Screenwriter, Producer, and Novelist Guillermo del Toro Presents Award

Los Angeles – January 5, 2016 - The Academy of Interactive Arts and Sciences is thrilled to induct Hideo Kojima, world-renowned game creator and auteur, as the 21st member to its Hall of Fame. Kojima is recognized for the best-selling *Metal Gear* series, widely considered the father of the stealth game genre, and credited with innovating story-telling and cinematic presentation in video games at large. The *Metal Gear Solid* series has received numerous D.I.C.E. Awards nominations throughout the years.

The 2015 Hall of Fame Award will be presented to Kojima during the 19th D.I.C.E. Awards ceremony on Thursday, February 18, 2016, at the Mandalay Convention Center in Las Vegas by film director, screenwriter, producer and novelist Guillermo del Toro.

“Hideo Kojima’s career-defining works have shaped much of how the video game industry approaches cinematic storytelling and player engagement,” said Martin Rae, president, Academy of Interactive Arts and Sciences. “As one of the most well-loved and well-respected designers of our time, it is a great honor for the Academy to induct him into our Hall of Fame. Hideo is a game creator whose eyes have always looked towards the future, and we look forward to his thoughts on the D.I.C.E. Summit stage.”

Kojima began his career in videogames in 1986 as a designer and planner for Konami’s MSX home computer division. He set the trend for stealth action games with *Metal Gear* and pushed the boundaries of video game storytelling, cinematic cut scenes, and mature content with *Snatcher*. In 1990, Kojima was involved in *Metal Gear 2: Solid Snake*, which gave the player more abilities, such as crouching, crawling, distracting guards, and using radar –all further developing the stealth game genre. With the release of *Metal Gear Solid* for the PlayStation in 1998, Kojima became a video game living legend internationally. The game was the first in the series to port a cinematic feel through 3D graphics and voice acting.

Kojima went on to create several sequels that continue to amaze players today, including: *Metal Gear Solid 2: Sons of Liberty*; the 2004 remake for the Game Cube, *Metal Gear Solid: The Twin Snakes*; *Metal Gear Solid 3: Snake Eater* for the Playstation 2; then *Metal Gear Solid 4: Guns of the Patriots*. He also served as producer for *Metal Gear Solid: Rising*, and as a writer, director and producer of *Metal Gear Solid: Peace Walker*. At the 2013 Game Developers Conference, Kojima announced that *Metal Gear Solid V: The Phantom Pain* would be his final *Metal Gear* work.

Among the numerous career accolades, in 2002 Kojima was chosen as one of *Newsweek* magazine’s ten most influential people in its special “Who’s Next” cover story, and received the “Lifetime Achievement Award” at the “Game Developers Choice Awards” in 2009. In April 2011, he became Vice President of Konami Digital Entertainment, and unveiled an innovative gaming technology, “transferring,” which allowed gamers to transfer their gaming data from the PS3 to PSP and, therefore, letting gamers bring their game anywhere.

The AIAS Hall of Fame honor is bestowed on game creators who have been instrumental in the development of highly influential games and moving a particular genre forward. These individuals demonstrate the highest level of creativity and innovation, resulting in significant product influence on a

scale that expands the scope of the industry. Past AIAS Hall of Fame recipients include: Leslie Benzies (2014), Dan and Sam Houser (2014), Tim Sweeney (2012), Dr. Greg Zeschuk (2011), and Dr. Ray Muzyka (2011). Additional Hall of Fame honorees can be found at:

http://www.interactive.org/special_awards/index.asp.

Tickets to the 2016 D.I.C.E. Summit and 19th Annual D.I.C.E. Awards can be purchased at

www.dicesummit.org.

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