



UNDER EMBARGO UNTIL THURSDAY, FEB. 13, 2020, AT 9:45 PM PST (FRIDAY, FEB. 14 AT 12:45 AM EST)

23rd D.I.C.E. AWARDS HONORS VIDEO GAME INDUSTRY'S MOST OUTSTANDING ACHIEVEMENTS

Irreverent Indie Favorite *Untitled Goose Game* Snatches Game of the Year

LAS VEGAS – Feb. 13, 2020 – The votes are in and a fan-favorite independent game is ruling the roost at the 23rd D.I.C.E. (Design, Innovate, Communicate, Entertain) Awards, the annual gathering of the interactive entertainment industry. Hosted by The Academy of Interactive Arts & Sciences (AIAS), this year's Game of the Year was awarded to *Untitled Goose Game*, a critically-acclaimed game from indie developer House House and publisher Panic, in which players take the reins of the titular goose to manipulate and torment the inhabitants of a proper little English village.

The AIAS is the industry's notable 30,000-member non-profit organization dedicated to the advancement and recognition of the interactive arts.

Tonight, the Academy membership honored games in 23 award categories. *Control* led the evening with four awards, Game of the Year winner *Untitled Goose Game* had three wins, and *Death Stranding* nabbed two. Other top honorees include *Sayonara Wild Hearts* for Portable Game of the Year; *Mortal Kombat 11* for Fighting Game of the Year; *Pistol Whip* for Immersive Game of the Year; *FIFA 20* for Sports Game of the Year; *The Outer Worlds* for Role-Playing Game of the Year; and *Disco Elysium* for Outstanding Achievement in Story, among others.

"The 23rd Annual D.I.C.E. Awards brings together interactive entertainment industry members from all around the world to celebrate creators who, with passion, talent and perseverance, have developed endearing and enthralling experiences," says Meggan Scavio, Academy of Interactive Arts & Sciences president. "On behalf of the Academy, I congratulate all of the amazing 2019 nominees and winners chosen by their peers."

The event also featured the induction into the Academy's Hall of Fame of Connie Booth, vice president of Product Development at Sony Interactive Entertainment (SIE). Booth has been integral in helping produce numerous critically and commercially acclaimed SIE games over the past 25 years, including *Syphon Filter*; *SOCOM: U.S. Navy SEALs*; *Jak and Daxter*; *Sly Cooper*; *Ratchet & Clank*; *infamous*; *Resistance Fall of Man*; *Uncharted*; *The Last of Us*; *Days Gone*; and *Marvel's Spider-Man*. Booth also has been dedicated to incubating younger talent to create wonderful experiences for PlayStation fans.

The 23rd Annual D.I.C.E. Awards ceremony, emceed by four-time co-hosts Greg Miller, co-founder of the internet video show and podcast *Kinda Funny*, and Jessica Chobot, included industry professionals who attended the event live and game fans worldwide who tuned in via live stream.

The complete list of winners includes:

Game of the Year

Untitled Goose Game

- Publisher: Panic
- Developer: House House

Outstanding Achievement in Game Direction

Control

- Publisher: 505 Games
- Developer: Remedy Entertainment

Outstanding Achievement in Game Design

Baba Is You

- Publisher: Hempuli Oy
- Developer: Hempuli Oy

Portable Game of the Year

Sayonara Wild Hearts

- Publisher: Annapurna Interactive
- Developer: Simogo

Outstanding Achievement for an Independent Game

Untitled Goose Game

- Publisher: Panic
- Developer: House House

Immersive Reality Game of the Year

Pistol Whip

- Publisher: Cloudhead Games
- Developer: Cloudhead Games

Immersive Reality Technical Achievement

Blood & Truth

- Publisher: Sony Interactive Entertainment
- Developer: SIE London Studio

Outstanding Achievement in Online Gameplay

Apex Legends

- Publisher: Electronic Arts
- Developer: Respawn Entertainment

Strategy/Simulation Game of the Year

Fire Emblem: Three Houses

- Publisher: Nintendo Co., Ltd.
- Developer: Nintendo Co., Ltd., Intelligent Systems Co., Ltd. and Koei Tecmo Games Co., Ltd.

Sports Game of the Year

FIFA 2020

- Publisher: EA Sports
- Developer: EA Vancouver

Role-Playing Game of the Year

The Outer Worlds

- Publisher: Private Division
- Developer: Obsidian Entertainment

Racing Game of the Year

Mario Kart Tour

- Publisher: Nintendo Co., Ltd.
- Developer: Nintendo Co., Ltd.

Fighting Game of the Year

Mortal Kombat 11

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

Family Game of the Year

Super Mario Maker 2

- Publisher: Nintendo Co., Ltd.
- Developer: Nintendo Co., Ltd.

Adventure Game of the Year

Star Wars Jedi: Fallen Order

- Publisher: Electronic Arts
- Developer: Respawn Entertainment

Action Game of the Year

Control

- Publisher: 505 Games
- Developer: Remedy Entertainment

Outstanding Technical Achievement

Death Stranding

- Publisher: Sony Interactive Entertainment
- Developer: Kojima Productions Co., Ltd.

Outstanding Achievement in Story

Disco Elysium

- Publisher: ZA/UM
- Developer: ZA/UM

Outstanding Achievement in Audio Design

Death Stranding

- Publisher: Sony Interactive Entertainment
- Developer: Kojima Productions Co., Ltd.

Outstanding Achievement in Original Music Composition

Control

- Publisher: 505 Games
- Developer: Remedy Entertainment

Outstanding Achievement in Character

Untitled Goose Game

- Publisher: Panic
- Developer: House House

Outstanding Achievement in Art Direction

Control

- Publisher: 505 Games
- Developer: Remedy Entertainment

Outstanding Achievement in Animation

Luigi's Mansion 3

- Publisher: Nintendo Co., Ltd.
- Developer: Next Level Games

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. The Academy's 30K+ members, comprised of the interactive publishing and development communities, recognize excellence in 23 different interactive game categories in one of the highest forms of recognition in the industry. Titles were played and evaluated by members of the Academy's peer panels to determine final nominees. These panels, one for each award category, are comprised of the game industry's most experienced and talented men and women who are experts in their chosen fields. Winners are determined as part of a confidential voting process which are revealed on the evening of the show. A list of all the peer panelists can be found [here](#).

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The 23rd D.I.C.E. Awards was produced by the AIAS, and will be available to watch in-full at www.interactive.org.