

CONNIE BOOTH TO BE INDUCTED INTO THE AIAS HALL OF FAME AT THE 23RD ANNUAL D.I.C.E. AWARDS

Celebrating a Leader and Collaborator from Sony Interactive Entertainment

LOS ANGELES – January 14, 2020 - The Academy of Interactive Arts & Sciences (AIAS) is pleased to announce its 24th Hall of Fame recipient, Connie Booth, Vice President of Product Development at Sony Interactive Entertainment (SIE). Booth has been integral in helping produce many beloved SIE titles over the past 25 years.

"We are honored to have Connie as our Hall of Fame recipient," says Meggan Scavio, President of the Academy of Interactive Arts & Sciences. "For over two decades, she has been a leading voice and advocate for countless PlayStation franchises as well as nurturing new talent in the industry. Her tireless work and passion have had an indelible impact on game makers, allowing their creative visions to flourish."

The 2020 Hall of Fame Award will be presented to Booth during the 23rd Annual D.I.C.E. Awards ceremony on Thursday, February 13, 2020, at the Aria Convention Center in Las Vegas.

Booth attended California Polytechnic State University – San Luis Obispo and received her Bachelor of Science (B.S.) in Business Administration.

After graduating, Booth began her career at Sony Corporation of America in 1989 and held various positions within Sony Electronic Publishing Company. She joined Sony Computer Entertainment America in 1995 as a Producer and Executive Producer of Product Development, working closely with Naughty Dog and Universal Interactive Studios to release *Crash Bandicoot*.

Starting in September of 1998, Booth became Director of Product Development and is currently Vice President of Product Development. Booth has been a strong collaborator within SIE Worldwide Studios helping deliver numerous critically and commercially acclaimed PlayStation exclusives 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 has also been working to incubate younger talent in an effort to continue to create wonderful experiences for PlayStation fans. One recent example included her work with Pixelopus, the developers behind the PlayStation 4 title, *Concrete Genie*.

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 Bonnie Ross (2019), Todd Howard (2017), Hideo Kojima (2016), Leslie Benzies (2014), Dan and Sam Houser (2014), and Tim Sweeney (2012). Additional Hall of Fame honorees can be found at:

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

Tickets to the 2020 D.I.C.E. Summit and 23rd Annual D.I.C.E. Awards can be purchased at www.dicesummit.org.

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