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**AN EPIC STORMFRONT ROLLS INTO ACADEMY OF INTERACTIVE ARTS
& SCIENCES NEW BOARD OF DIRECTORS**

CALABASAS, CA – April 11, 2007 – The Academy of Interactive Arts & Sciences® (AIAS), the professional organization of the interactive entertainment industry, announced the election of Michael Capps, president of Epic Games, and the re-election of Don Daglow, president and CEO of Stormfront Studios, to its Board of Directors. Long-serving board member Bruce Shelley of Ensemble Studios will be concluding his tenure when the new term begins May 1.

The AIAS Board of Directors is the governing body of the 10,000-member Academy and is comprised of 16 industry leaders from major publishers like Sony, EA, Nintendo, Microsoft and Ubisoft as well as representatives from the independent development community. Executive positions are filled from the AIAS' board annually and new board members are appointed to two year terms.

“The current Board of Directors has been very successful in steering the Academy to confer the industry’s highest accolades through the Interactive Achievement Awards® and programs like Into the Pixel™ that truly showcase the talented men and women behind today’s exciting games,” said Joseph Olin, president, AIAS. “We look forward to having Mike Capps be part of the board and look forward to his efforts as well as the continuing contributions of Don Daglow toward helping the Academy fulfill its mission.”

Capps is the President of Epic Games, the developer of the mega-hits *Unreal* and *Unreal Tournament* and the recent Interactive Achievement Awards “Game of the Year” winner *Gears of War*. Prior to joining Epic Games, Capps was President of Scion Studios and served as a professor at the Naval Postgraduate School in Monterey, California. While at the Naval Postgraduate School, Capps was the producer, designer and lead programmer of the *America's Army* computer game, which was sponsored by the U.S. Army.

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"I'm quite honored to have been selected for the board, especially given the strong field of nominees," said Capps. "I look forward to this opportunity for greater involvement with the Academy, especially in this exciting time of growth for our industry."

Daglow has served as President and CEO of Stormfront Studios since founding the company in 1988. Stormfront's major titles include *The Lord of the Rings: The Two Towers*, *NASCAR Racing* for EA Sports and the original *Neverwinter Nights* for AOL. Before establishing Stormfront, Daglow served as director of Intellivision game development for Mattel, as a producer at Electronic Arts, and as head of the Entertainment and Education division at Broderbund. Daglow has been on the AIAS Board of Directors since 2003.

"I'm deeply honored to have been re-elected to the AIAS Board of Directors," said Daglow. "Our leadership, staff and the volunteer Peer Panel Chairs have made real progress on our mission over the last two years, and being part of that team for 2007-2009 will give me the chance to support that continuing effort."

In addition to Capps and Daglow, the new AIAS Board of Directors includes:

- Jay Cohen, Ubisoft Entertainment – **AIAS Vice Chairman**
- Kelly Flock, THQ
- Rich Hilleman, Electronic Arts
- Don James, Nintendo of America
- Tim Langdell, EDGE Games
- Doug Lowenstein, former president, Entertainment Software Association
- Ray Muzyka, BioWare Corp.
- Joseph Olin, AIAS
- Frank Pape, Microsoft Game Studios
- Ted Price, Insomniac Games – **AIAS Secretary**
- Josh Resnick, Pandemic Studios, LLC
- Denny Thorley, Day 1 Studios – **AIAS Chairman**
- Shuhei Yoshida, Sony Computer Entertainment of America

For more information on the AIAS and its Board of Directors, please visit www.interactive.org.

About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization dedicated to the advancement and recognition of the interactive arts. The Academy's mission is to promote and advance common interests in the worldwide interactive entertainment community; recognize outstanding achievements in the interactive arts and sciences; and conduct an annual awards show (Interactive Achievement Awards) to enhance awareness of the interactive art form. The Academy also strives to provide a voice for individuals in the interactive entertainment community. More information about the AIAS can be found at <http://www.interactive.org>.

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