

21st D.I.C.E. AWARDS SUBMISSIONS NOW OPEN FOR TOP VIDEO GAMES INDUSTRY AWARDS SHOW

Registration Now Open for the 2018 D.I.C.E. Summit Gathering in Las Vegas

October 26, 2017 – LOS ANGELES – The Academy of Interactive Arts & Sciences (AIAS), the video game industry’s professional trade organization representing over 30,000 development and creative members, has opened submissions for its 21st annual D.I.C.E. Awards (#DICEAwards). The D.I.C.E. Awards (Design, Innovate, Communicate, Entertain) serve to recognize excellence among peers currently working in games. The award ceremony will close the three-day D.I.C.E. Summit, on the evening of Thursday, February 22, 2018 in Las Vegas.

Registration for the 2018 D.I.C.E. Summit (#DICE18) is also now open. The annual event returns to Las Vegas on February 20-22, 2018 and will focus on the theme, *Made Better*. Speakers this year will examine the full spectrum of what drives the creative development process within the interactive entertainment community. What are the measures of success, and how do we design towards them? How do we evolve and balance innovation risk? How do we inspire individuals and teams to drive change? D.I.C.E. speakers will share personal insights and experiences on how they foster creativity and prosperity within the video game industry today and beyond.

“We’re thrilled to officially kick off this year’s annual D.I.C.E. Summit, where each year the biggest names in video games gather to discuss what’s driving innovation and inspiration across the industry, and to celebrate the games that have wowed and impacted us the most at the annual D.I.C.E. Awards,” said Meggan Scavio, president, AIAS. “With this year’s theme, *Made Better*, we bring the game development creative process to the spotlight, where through our speakers and roundtable sessions, attendees will gain and share key insight on what matters most – making great games.”

The Awards Show

Every year, the D.I.C.E. Awards bestows honors for particular areas of craft in addition to the genre categories that define the year in games. Last year IGN hosted the 2017 D.I.C.E. Summit and Awards across 6 major platforms (+ OTT and apps), garnering 4.75mm video views.

Some highlights include recognition for the best in Art, Animation, Story, Music, Game Design and Game Direction as well as looking at emerging technologies such as Immersive Reality. The evening culminates with the Academy’s top honor, Game of the Year (GOTY). This award celebrates a single title that stands above every other game released with the strength of its craft, depth and innovation. Previous Game of the Year winners include: *Overwatch* (2017), *Fallout 4* (2016), *Dragon Age: Inquisition* (2015), and *The Last of Us* (2014).

To be eligible for submission, a game must have been released to the public between January 1st and Dec. 31st, 2017. Deadline for submission to the Academy is December 1st at 5 PM PST. For the complete list of categories and to download a submission packet, visit www.interactive.org.

The D.I.C.E. Summit

Unmatched networking opportunities are a hallmark of the D.I.C.E. Summit experience. This year’s networking events include Topgolf Las Vegas, an interactive golf experience combining competition with entertainment. Returning in 2018 are the popular *Magic: The Gathering*, go-karting, golf, and poker tournaments on the first day, a full day of a single-track speaker program, the popular roundtable

workshops, lunches and happy hours. On the final day, the conference will culminate with the 21st D.I.C.E. Awards, honoring the best video games of the previous year.

To register for the D.I.C.E. Summit and Awards Show, visit www.dicesummit.org for the early bird rates. Prices go up to regular registration tickets on November 22, 2017.

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