











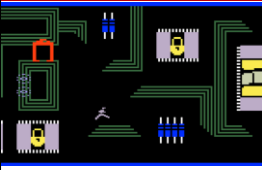



The Art of Video Games Voting Results





The *Art of Video Games* exhibition will explore the 40-year evolution of video games as an artistic medium, with a focus on striking visual effects, the creative use of new technologies, and the most influential artists and designers. A website (www.artofvideogames.org) offered participants a chance to vote for 80 games from a pool of 240 proposed choices in various categories, divided by era, game type and platform. Voting took place between February 14, 2011 and April 17, 2011.








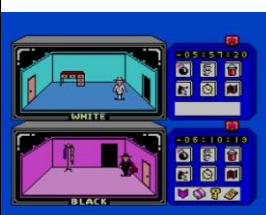
The exhibition will be on display at the Smithsonian American Art Museum from March 16, 2012 through September 30, 2012 (www.americanart.si.edu/taovg).

Visit www.artofvideogames.org to sign up to receive updates about this exhibition.


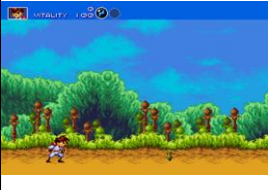

Era 1: Start!				
System	Image	Genre	Winning Game	Other Nominees
Atari VCS		Action	<i>Pac-Man</i> , 1981, Toru Iwatani /Tod Frye.™ and © NAMCO BANDAI Games Inc.	<i>Haunted House</i> <i>Tunnel Runner</i>
		Adventure	<i>Pitfall!</i> , 1982, David Crane. Activision Blizzard. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Adventure</i> <i>E.T. The Extra-Terrestrial</i>
		Target	<i>Space Invaders</i> , 1980, Rick Maurer.	<i>Missile Command</i> ® <i>Yars' Revenge</i> ®
		Combat/Strategy	<i>Combat</i> ®, 1977, Steve Mayer, Joe Decuir, Larry Kaplan, Larry Wagner. © 1978 Atari Interactive, Inc.	<i>Star Raiders</i> ® <i>Video Chess</i> ®
ColecoVision		Action	<i>Donkey Kong</i> ™, 1982, Created by Shigeru Miyamoto.	<i>Jungle Hunt</i> <i>Smurf: Rescue in Gargamel's Castle</i>
		Adventure	<i>Pitfall II: Lost Caverns</i> , 1984, David Crane, adapted by Robert Rutkowski. Activision Blizzard. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Alcazar: The Forgotten Fortress</i> <i>Gateway to Apshai</i>
		Target	<i>Zaxxon</i> , 1982, David Wesely and Dan Nicholson, Programmers. Adapted by Lawrence Schick. © SEGA. All Rights Reserved.	<i>Buck Rogers: Planet of Zoom</i> <i>Carnival</i>

		Combat/Strategy	<i>Star Trek: Strategic Operations Simulator</i> , 1983 (1984 on Colecovision), Adapted by Sam Palahnuk. © SEGA. All Rights Reserved.	<i>Artillery Duel Evolution</i>
Mattel Intellivision		Action	<i>TRON: Maze-Atron</i> , 1982, Russ Haft. Intellivision Productions, Inc. Courtesy of Disney.	<i>Microsurgeon</i> <i>Masters of the Universe: The Power of He-Man</i>
		Adventure	<i>Advanced Dungeons and Dragons</i> , 1982, Tom Loughry, Intellivision Productions, Inc. (partial)	<i>Thunder Castle</i> <i>Swords and Serpents</i>
		Target	<i>Star Strike</i> , 1981, David Akers. Intellivision Productions, Inc.	<i>Space Battle</i> <i>Demon Attack</i>
		Combat/Strategy	<i>Utopia</i> , 1981, Don Daglow, Kai Tran. Intellivision Productions, Inc.	<i>Armor Battle</i> <i>B-17 Bomber</i>










Era 2: 8-Bit				
System	Image	Genre	Winning Game	Other Nominees
Commodore 64		Action	<i>Jumpman</i> , 1983, Randy Glover. System 3	<i>Boulder Dash</i> <i>Impossible Mission</i>
		Adventure	<i>The Bard's Tale III: Thief of Fate</i> , 1988, Michael A. Stackpole, Brian Fargo, Rebecca Ann Heineman, Bruce Schlickbernd, Designers. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Wasteland</i> <i>Zak McKracken and the Alien Mindbenders</i>
		Target	<i>Attack of the Mutant Camels</i> , 1983, Jeff Minter. Llamasoft	<i>Raid on Bungeling Bay</i> <i>Paradroid</i>
		Combat/Strategy	<i>Sid Meier's Pirates!</i> 1987, Original design by Sid Meier, Arnold Hendrick.	<i>Little Computer People</i> <i>M.U.L.E.</i>

<p>Nintendo Entertainment System</p>	   	<p>Action</p> <p>Adventure</p> <p>Target</p> <p>Combat/Strategy</p>	<p><i>Super Mario Brothers 3</i>, 1988 (1990 on NES), Shigeru Miyamoto, Takashi Tezuka, Creators. Emi Tomita, Graphic Design. Nintendo of America, Inc.</p> <p><i>The Legend of Zelda</i>, 1986 (1987 on NES), Created by Shigeru Miyamoto and Takashi Tezuka. Nintendo of America, Inc.</p> <p><i>1943: The Battle of Midway</i>, 1988, Yoshiki Okamoto. Capcom Entertainment, Inc.</p> <p><i>Desert Commander</i>, 1989, Unidentified artist. Kemco</p>	<p><i>Metroid</i> <i>Mega Man 2</i></p> <p><i>Final Fantasy</i> <i>Shadowgate</i></p> <p><i>Top Gun</i> <i>Life Force</i></p> <p><i>North and South</i> <i>Archon: The Light and the Dark</i></p>
<p>SEGA Master System</p>	   	<p>Action</p> <p>Adventure</p> <p>Target</p> <p>Combat/Strategy</p>	<p><i>Marble Madness</i>, 1986 (1992 on SEGA Master System), Mark Cerny, Steve Lamb.</p> <p><i>Phantasy Star</i>, 1987, Yuji Naka, Lead Programming. Rieko Kodama, Executive Design. © SEGA. All Rights Reserved.</p> <p><i>After Burner</i>, 1988 Designed by Yu Suzuki. © SEGA. All Rights Reserved.</p> <p><i>Spy vs Spy</i>, 1984 (1986 on SEGA Master System), Michael J. Riedel.</p>	<p><i>Shinobi</i> <i>Mickey Mouse in the Land of Illusion</i></p> <p><i>Ultima IV: Quest for the Avatar</i> <i>Heroes of the Lance</i></p> <p><i>Fantasy Zone</i> <i>Missile Defense 3D</i></p> <p><i>Rampart</i> <i>Gain Ground</i></p>

Era 3: Bitwars!

System	Image	Genre	Winning Game	Other Nominees
SEGA Genesis		Action	<i>Earthworm Jim</i> , 1994, Original concept by Doug TenNale. Stephen Crow, Lead Artist. © 1994 Interplay Entertainment Corp. Earthworm Jim, the Earthworm Jim logo, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp.	<i>Sonic CD</i> <i>Michael Jackson's Moonwalker</i>
		Adventure	<i>Phantasy Star IV</i> , 1993, Original story by Toru Yoshida. © SEGA. All Rights Reserved	<i>Flashback: The Quest for Identity</i> <i>Shining Force 2</i>
		Target	<i>Gunstar Heroes</i> , 1993, Tetsuhiko Kikuchi, Cool Character Creator. Hiroshi Iuchi, Background Art. © SEGA. All Rights Reserved	<i>Ranger X</i> <i>Viewpoint</i>
		Combat/Strategy	<i>Dune II: Battle for Arrakis</i> , 1994, Matthew Hansel, Sandy Dobbs, Artists. Aaron E. Powell, Joseph Bostic, Designers.	<i>Nobunaga's Ambition</i> <i>Herzog Zwei</i>
Super Nintendo Entertainment System		Action	<i>Super Mario World</i> , 1991, Shigeru Miyamoto, Takaya Imamura, Creators. Nintendo of America, Inc.	<i>Donkey Kong Country</i> <i>Super Star Wars</i>
		Adventure	<i>The Legend of Zelda: Link to the Past</i> , 1991 (1992 on SNES), Shigeru Miyamoto, Takaya Imamura, Creators. Su Chol Lee, Mitsuaki Araki, Joko Kazuki, Game Design. Nintendo of America, Inc.	<i>Chrono Trigger</i> <i>EarthBound™</i>
		Target	<i>Star Fox™</i> , 1993, Shigeru Miyamoto, Takaya Imamura, Creators. Takaya Imamura, Tsuyoshi Watanabe, Designers. Nintendo of America, Inc.	<i>Gradius III</i> <i>Super SmashTV</i>
		Combat/Strategy	<i>SimCity</i> , 1989 (1991 on SNES), Original concept and design by Will Wright. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Act Raiser</i> <i>Syndicate</i>



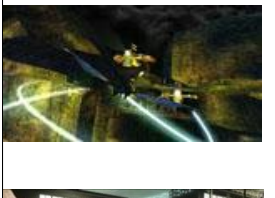

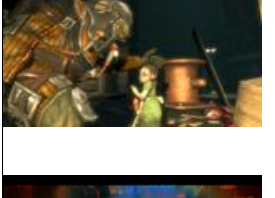



Era 4: Transition











System	Image	Genre	Winning Game	Other Nominees
DOS/Windows		Action	<i>DOOM II</i> , 1994, John Carmack, John Romero, Dave Taylor, Programming. Adrian Carmack, Kevin Cloud, Graphics and Artwork. id Software, a ZeniMax company.	<i>Deus Ex</i> <i>Unreal</i>
		Adventure	<i>Fallout</i> , 1997, Jason D. Anderson, Leonard Boyarsky, Gary Platner, Lead Artists. Bethesda Softworks, a ZeniMax company.	<i>Baldur's Gate II: Shadows of Amn</i> <i>Grim Fandango</i>
		Target	<i>Diablo II</i> , 2000, David Brevik, Erich Schaefer, Max Schaefer, Project and Design Leads. Activision Blizzard, Blizzard Entertainment. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Star Wars: TIE Fighter</i> <i>Crimson Skies</i>
		Combat/Strategy	<i>StarCraft</i> , 1998, James Phinney, Chris Metzen, Lead design. Activision Blizzard, Blizzard Entertainment. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Command and Conquer Uplink: Hacker Elite</i>
Nintendo 64		Action	<i>Super Mario 64</i> , 1996, Shigeru Miyamoto, Game Director. Nintendo of America, Inc.	<i>Banjo-Kazooie</i> <i>Star Wars: Shadows of the Empire</i>
		Adventure	<i>The Legend of Zelda: Ocarina of Time</i> , 1998, Shigeru Miyamoto, Producer. Nintendo of America, Inc.	<i>The Legend of Zelda: Majora's Mask</i> <i>Paper Mario™</i>
		Target	<i>Goldeneye 007</i> , 1997, Martin Hollis, Director. Karl Hilton, Scenic Art Director.	<i>Star Fox 64</i> <i>Pilotwings™ 64</i>
		Combat/Strategy	<i>Worms Armageddon</i> , 1999 (2000 on N64), Dan Cartwright, Lead Artist. Team 17	<i>Tom Clancy's Rainbow Six</i> <i>Ogre Battle 64: Person of Lordly Caliber</i>
SEGA Dreamcast		Action	<i>Sonic Adventure</i> , 1998 (1999 on SEGA Dreamcast), Kazuyuki Hoshino, Art Director. © SEGA. All Rights Reserved	<i>Crazy Taxi</i> <i>Jet Grind Radio</i>

		Adventure	<i>Shenmue</i> , 2000, Yu Suzuki, Story. Keiji Okayasu, Game Director. © SEGA. All Rights Reserved	<i>Phantasy Star Online</i> <i>Skies of Arcadia</i>
		Target	<i>Rez</i> , 2001, Tetsuya Mizuguchi, Producer. © SEGA. All Rights Reserved	<i>The Typing of the Dead</i> <i>Toy Commander</i>
		Combat/Strategy	<i>ChuChu Rocket!</i> , 1999, Yuji Naka, Director. Yuji Uekawa, Art Director. © SEGA. All Rights Reserved	<i>Rhapsody of Zephyr (The War of Genesis)</i> <i>Panzer Front</i>
SEGA Saturn		Action	<i>Tomb Raider</i> , 1996, Toby Gard, Heather Gibson, Neal Boyd, Graphic Artists.	<i>NiGHTS into Dreams...</i> <i>Clockwork Night</i>
		Adventure	<i>Panzer Dragoon Saga</i> , 1998, Yukio Futatsugi, Designer and Director. Katsumi Yokoto, Artist. © SEGA. All Rights Reserved	<i>Blazing Dragons</i> <i>Dark Savior</i>
		Target	<i>Panzer Dragoon II: Zwei</i> , 1996, Yukio Futatsugi, Manabu Kusunoki, Original Design. Kentaro Yoshida, Art Director. © SEGA. All Rights Reserved	<i>Black Fire</i> <i>Wing Arms</i>
		Combat/Strategy	<i>SimCity 2000</i> , 1993 (1995 on SEGA Saturn), Original concept and design by Will Wright and Fred Haslam. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Command and Conquer</i> <i>Blazing Heroes</i>
Sony PlayStation		Action	<i>Metal Gear Solid</i> , 1998, Hideo Kojima, original design. Yoji Shinkawa, character and mechanical design. Konami Digital Entertainment, Inc.	<i>Oddworld: Abe's Oddysee</i> <i>Crash Bandicoot: Warped</i>
		Adventure	<i>Final Fantasy VII</i> , 1997, Yoshinori Kitase, Director. Yusuke Naora, Art Director. Yoshitaka Amano, Image Illustrator. Tetsuya Nomura, Character Design. © 1997 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA.	<i>Lunar: Silver Star Story Complete</i> <i>Grandia</i>


	Target	<i>Einhander</i> , 1998, Yuji Asano, Main Designer. © 1997, 1998 SQUARE ENIX CO., LTD. All Rights Reserved.	<i>Colony Wars III: Red Sun Point Blank</i>
	Combat/Strategy	<i>Final Fantasy Tactics</i> , 1998, Hiroshi Minagawa, Art Direction. © 1997, 1998 SQUARE ENIX CO., LTD. All Rights Reserved.	<i>Command and Conquer: Red Alert</i> <i>Carnage Heart</i>

Era 5: Next Generation

System	Image	Genre	Winning Game	Other Nominees
Microsoft Xbox		Action	<i>Halo 2</i> , 2004, Paul Bertone, Jaime Griesemer, Design Leads. Marcus Lehto, Art Director.	<i>Psychonauts</i> <i>JSRF: Jet Set Radio Future</i>
		Adventure	<i>Fable</i> , 2004, Peter Molyneux, Dene Carter, Ben Huskins, Mark Webley, Designers.	<i>Indigo Prophecy</i> <i>Shenmue II</i>
		Target	<i>Panzer Dragoon Orta</i> , 2003, Various artists. © SEGA. All Rights Reserved.	<i>Sniper Elite: Berlin 1945</i> <i>Xyanide</i>
		Combat/Strategy	<i>Tom Clancy's Splinter Cell</i> , 2002, Hugo Dallaire, Art Director. Steve Dupont, Lead Animator. Nathan Wolff, Lead Game Designer.	<i>Sid Meier's Pirates!</i> <i>Steel Battalion</i>
Microsoft Xbox 360		Action	<i>Bioshock</i> , 2007, Ken Levine, Story and Creative Direction. Scott Sinclair, Art Director.	<i>Halo 3</i> <i>Gears of War 2</i>
		Adventure	<i>MassEffect 2</i> , 2010, Preston Watamaniuk, Lead Designer. Derek Watts, Art Director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>The Elder Scrolls IV: Oblivion</i> <i>Limbo</i>
		Target	<i>Geometry Wars: Retro Evolved 2</i> , 2008, Stephen Cakebread, Game Design and Programming. Bizarre Creations	<i>Ikaruga</i> <i>Assault Heroes 2</i>
		Combat/Strategy	<i>Lord of the Rings: Battle for Middle Earth II</i> , 2006, Matt J. Britton, Art Director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Halo Wars</i> <i>Darwinia+</i>



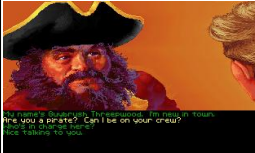
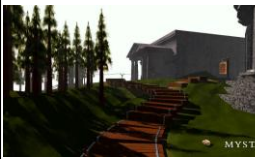

Modern Windows		Action	<i>Portal</i> , 2007, Various artists. © Valve.	<i>Half Life 2</i> <i>Call of Duty: World at War</i>
		Adventure	<i>Fallout 3</i> , 2008, Todd Howard, Game Director. Emil Pagliarulo, Lead Writer and Designer. Istvan Pely, Lead Artist. Bethesda Softworks, a ZeniMax company.	<i>World of Warcraft</i> <i>Star Wars: Knights of the Old Republic</i>
		Target	<i>fIOW</i> , 2006, Jenova Chen, Nicholas Clark, Game Design. Sony Computer Entertainment America LLC.	<i>Shatter</i> <i>Everyday Shooter</i>
		Combat/Strategy	<i>Minecraft</i> , 2010, Markus Persson. Mojang Specifications.	<i>StarCraft II: Wings of Liberty</i> <i>Age of Empires 3</i>
Nintendo GameCube		Action	<i>Metroid Prime 2: Echoes</i> , 2004, Mark Pacini, Game Director. Jason Behr, Karl Deckard, Mike Wikan, Senior Design. Nintendo of America, Inc.	<i>Prince of Persia: The Sands of Time</i> <i>Eternal Darkness: Sanity's Requiem</i>
		Adventure	<i>The Legend of Zelda: The Wind Waker</i> , 2003, Shigeru Miyamoto, Producer. Yoshiki Haruhana, Satoru Takizawa, Masanao Arimoto, Design Managers. Nintendo of America, Inc.	<i>Tales of Symphonia</i> <i>Paper Mario™: The Thousand Year Door</i>
		Target	<i>Star Fox™: Assault</i> , 2005, Yoshinobu Shimada, Lead CG Design. Yoshihiko Arawi, Art and Storyboard Design. Manabu Okano, Lead Background Design. Nintendo of America, Inc.	<i>Alien Hominid</i> <i>P.N.03</i>
		Combat/Strategy	<i>Pikmin 2</i> , 2004, Shigeru Miyamoto, Takashi Tezuka, Producers. Hiroaki Takenaka, Total Design Manager. Nintendo of America, Inc.	<i>Fire Emblem™: Path of Radiance</i> <i>Battalion Wars</i>
Nintendo Wii		Action	<i>Super Mario Galaxy 2</i> , 2010, Kenta Motokura, Design Director. Nintendo of America, Inc.	<i>Metroid Prime Trilogy</i> <i>Disney Epic Mickey</i>
		Adventure	<i>The Legend of Zelda: Twilight Princess</i> , 2006, Satoru Takizawa, Art Director. Nintendo of America, Inc.	<i>Super Paper Mario™</i> <i>Monster Hunter Tri</i>

		Target	<i>Boom Blox</i> , 2008, Steven Spielberg, Creative Director. Ken Harsha, Art Director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Sin & Punishment™: Star Successor</i> <i>Blast Works: Build, Trade, Destroy</i>
		Combat/Strategy	<i>Zack & Wiki: Quest for Barbaros' Treasure</i> , 2007, Hiroshi Yuugen, Art Director. Haruki Suetsugu, Lead Designer. Capcom Entertainment, Inc.	<i>Little King's Story</i> <i>Battalion Wars 2</i>
Sony PlayStation 2		Action	<i>Shadow of the Colossus</i> , 2005, Fumito Ueda, Game Design. Shunpei Suzuki, Hitoshi Niwa, Character Design. Sony Computer Entertainment America LLC	<i>God of War</i> <i>Tony Hawk's Underground 2</i>
		Adventure	<i>Ōkami</i> , 2006, Hiroshi Shibata, Lead Planner. Capcom Entertainment, Inc.	<i>Kingdom Hearts II</i> <i>Final Fantasy X</i>
		Target	<i>Gradius V</i> , 2004, Hiroshi Luchi, Atsutomo Nakagawa, Game Planning and Direction. Konami Digital Entertainment, Inc.	<i>Silpheed: The Lost Planet</i> <i>Espgaluda</i>
		Combat/Strategy	<i>Metal Gear Solid 2: Sons of Liberty</i> , 2001, Original concept by Hideo Kojima. Konami Digital Entertainment, Inc.	<i>Armored Core 3</i> <i>Tom Clancy's Rainbow Six: Lockdown</i>
Sony PlayStation 3		Action	<i>Uncharted 2: Among Thieves</i> , 2009, Bruce Straley, Game Director. Amy Hennig, Creative Director. Erick Pangilinan, Robh Ruppel, Art Direction. Sony Computer Entertainment America LLC	<i>LittleBigPlanet 2</i> <i>Call of Duty: Black Ops</i>
		Adventure	<i>Heavy Rain</i> , 2010, Written and Directed by David Cage. Sony Computer Entertainment America LLC	<i>Dragon Age: Origins</i> <i>Final Fantasy XIII</i>
		Target	<i>Flower</i> , 2009, Jenova Chen, Creative Director. John Edwards, Lead Engineer. Developed by thatgamecompany, LLC. Sony Computer Entertainment America LLC	<i>Super Stardust HD</i> <i>PixelJunk Shooter</i>

	Combat/Strategy	<i>Brütal Legend</i> , 2009, Tim Schafer, Writer and Director. Lee Petty, Art Director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Sid Meier's Civilization Revolution</i> <i>Command & Conquer: Red Alert 3 - Commander's Challenge</i>
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Additional Games

Five games will be available for visitors to play for a few minutes. These were not part of the public vote.

Era	Image	Game
Era 1: Start!		<i>Pac-Man (arcade)</i> , 1980, Tōru Iwatani. TM & © NAMCO BANDAI Games Inc.
Era 2: 8-Bit		<i>Super Mario Brothers</i> , 1985, Shigeru Miyamoto, Director. Nintendo of America, Inc.
Era 3: Bitwars!		<i>The Secret of Monkey Island</i> , 1990, Original Concept and Design by Ron Gilbert. Tim Schafer, Dave Grossman, Designers. COURTESY OF LUCASARTS, A DIVISION OF LUCASFILM ENTERTAINMENT COMPANY LTD.
Era 4: Transition		<i>Myst</i> , 1993, Rand Miller, Robyn Miller, Designers. Robyn Miller, Chuck Carter, Graphics and Animation. Cyan Worlds, Inc.
Era 5: Next Generation		<i>World of Warcraft</i> , 2004, Mark E. Kern, Team Lead. William Petras, Art Director. Chris Metzen, Creative Director. Kevin Beardslee, Lead Animator. Justin Thavirat, Lead Artist. Brandon Idol, Lead Character Artist. Robert Pardo, Ayman Adham, Lead Designers.

Please note that the images in this document are for representative purposes. They are not necessarily the images that will be in the exhibition.

All imagery and short clips in *The Art of Video Games* website and exhibition are suitable for visitors of all ages. Please be advised, however, that some game images featured here are derived from mature-rated games containing content that requires parental discretion and guidance.

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