



14th annual interactive achievement awards®

Academy Submission Packet

Nomination Checklist

Nomination Form PAGE ONE

- Publisher information accurately filled out.
- Developer information accurately filled out.
- Nominating Party section accurately filled out, signed and dated.

Nomination Form PAGE TWO

- ONLY One (1) Genre Category selected with AT LEAST one (1) person credited for Producer, Creative Director, and/or Game Director.
- One or more Craft Categories selected, each with at least one person credited.
- All names listed in credits are accurate and correct. Individual names listed only. No teams, companies, etc. May list more than one name.

Submission Fee

- One (1) payment of \$1,000 for standard Academy submission.

Copies Sent to Academy

- Eighteen (18) copies for EACH Craft Category. Example: Submission in Game Direction and Game Design requires 36 copies.
- Eighteen (18) copies for one Genre Category.
- Eighteen (18) copies for Portable Game of the Year ONLY IF TITLE IS SUBMITTED FOR A PORTABLE SYSTEM.

Media Deliverables

- Video(s) for each category in which the title is nominated. Each is 2-3 minutes in length and encoded with uncompressed QuickTime in 720p.
- Four (4) general gameplay high resolution screenshots.
- One (1) high resolution screenshot for each category in which the title is nominated.
- At least one (1) high resolution box art image. Multiple box art images accepted, platform for which title is submitted is preferred.
- One (1) high resolution title logo image.
- A text, Word or Acrobat file with a brief 100-word description of the game.
- Video license agreement filled out and signed with all titles submitted in Schedule "1". (Changeable document available upon request.)

2011 Interactive Achievement Awards Nomination Form

General Information

Title of Game

Publisher Contact Information

Publisher Name

Contact Name

Contact Address

Contact City

State/Province

Zip/Postal Code

Country

Phone

Fax

E-mail Address

Developer Contact Information

Developer Name

Contact Name

Contact Address

Contact City

State/Province

Zip/Postal Code

Country

Phone

Fax

E-mail Address

Nominating Party

Company of Nominating Party

Signature

Date

By signing this form, I confirm that I have read and agree with the Interactive Achievement Awards nomination instructions and policies as well as the Submission Requirements. The Academy of Interactive Arts & Sciences reserves the right to determine product eligibility and to exclude any product from consideration. Materials submitted will not be returned. The Academy of Interactive Arts & Sciences reserves the right to disclose the names of all nominees after submission deadlines.

Payment Information

TOTAL AMOUNT DUE: **\$1,000**

Submission fees are \$1,000 per title by nominating parties in good standing with the Academy.

Check or money order enclosed, payable to the Academy of Interactive Arts & Sciences

Master Card

Visa

American Express

Credit Card Number

Expiration Date

Security Code

Name

Signature

Date

I authorize payment for the amount due for this nomination to be processed as I have indicated.

2011 Interactive Achievement Awards Nomination Form

Award Nomination

All titles submitted are considered for the Game of the Year and the Outstanding Innovation in Gaming Award. In the spaces provided, please list the names of the **individuals most responsible** for the game's achievement in the specific area of the Craft and/or Genre Award.

The credits provided below will be displayed in official Academy materials which may include but are not limited to: the official website, the voting website, the awards program, promotional materials, and press releases. Please ensure that all provided information is accurate.

Genre Selection: Select only ONE Genre category - 18 copies of the title must be provided

- | | |
|---|---|
| <input type="radio"/> Action Game of the Year | <input type="radio"/> Role Playing/Massively Multiplayer Game of the Year |
| <input type="radio"/> Adventure Game of the Year | <input type="radio"/> Racing Game of the Year |
| <input type="radio"/> Casual Game of the Year | <input type="radio"/> Social Networking Game of the Year |
| <input type="radio"/> Downloadable Game of the Year | <input type="radio"/> Sports Game of the Year |
| <input type="radio"/> Family Game of the Year | <input type="radio"/> Strategy/Simulation Game of the Year |
| <input type="radio"/> Fighting Game of the Year | |

Producer _____ Creative Director _____ Game Director _____

Craft Selection: Select at least ONE Craft category - 18 copies of the title must be provided for EACH category selected

- Outstanding Achievement in Game Direction
Creative/Design Director _____
- Outstanding Achievement in Animation
Lead Animator _____
- Outstanding Achievement in Art Direction
Art Director _____
- Outstanding Achievement in Soundtrack
Music Supervisor _____
- Outstanding Achievement in Original Music Composition
Composer _____
- Outstanding Achievement in Sound Design
Sound Designer/Audio Lead _____
- Outstanding Character Performance - Male or Female
Writer and Voice Actor _____
- Outstanding Achievement in Story
Writer _____
- Outstanding Achievement in Gameplay Engineering
Lead Game Designer, UI Designer, AI Director _____
- Outstanding Achievement in Online Gameplay
Lead Online Designer, Lead Online Engineer _____
- Outstanding Achievement in Visual Engineering
Technology Director _____

Portable Submission: Select ONLY if the title is for a portable system - 18 copies of the title must be provided

- Portable Game Submission (e.g. Nintendo DS, Sony PSP, iPhone, iPod Touch, iPad, Android, etc)

TOTAL NUMBER OF COPIES SUBMITTED _____ PLATFORM (Xbox 360, PS3, Wii, PC, etc) _____

Nomination Instructions and Policies

Nominating Instructions

All nominations and submissions materials must be received by the Academy by 5:00 p.m. PST on Friday, December 3, 2010. The Academy reserves the right to extend the deadline or to accept or refuse nominations after the deadline in its sole discretion.

Each nomination **must** include the following items:

1. Completed and signed nomination form (attached). The entire form must be filled out and contact information completed by the nominating party.
2. Eighteen (18) copies of the title for nomination in the applicable Genre category and an additional eighteen (18) copies for evaluation for each additional category in which the title is submitted. **Handheld title submissions will require eighteen (18) copies in addition to the minimum thirty-six (36) copies for evaluation in their own Game of the Year categories. In the case of expansion packs receiving nominations, an equal number of the original game title will be required in the event that the original title is needed to play the expansion pack.** The Academy will mark all materials before distribution. Materials will not be returned. Materials can be produced/playable media, instruction booklets, and maps. Nominees from pay game networks must arrange free access for the Academy peer panelists participating in the finalist screening process. Online submissions require URL addresses, passwords, and navigation paths.
3. One (1) full payment of \$1,000 submission fee for the title being nominated covering 1 genre category and any number of craft categories.
4. Video footage of each submitted game. This footage should be provided through access to PR FTP sites or, if necessary, data DVDs. Video footage submitted should include scenes appropriate to each category that the submitted title is entered into. This footage should be 2 - 3 minutes (per category) that best exemplifies the game experience for that category. For example, video footage submitted for a nomination in the Outstanding Character - Male or Female category should contain footage of that character speaking in the context of the game which best shows off the nominated character's performance. Unique segments of footage should be presented for all craft categories entered.
5. Screenshots. A minimum of four (4) action screenshots, at least one box art image, and at least one game title logo image to be available via FTP or on the same data DVD that contains other submission materials. In addition, there must be one screenshot for each category in which a game is being submitted. These materials must be of high resolution and may be in JPEG, BMP, TIFF, EPS or PSD formats.
6. Game description. A text or Word file with a 100 word description of the game.
7. Optional materials which may be submitted: synopsis on the Genre or Craft achievement (not to exceed 250 words), and recording for titles submitted for consideration in the Outstanding Achievement in Sound Design, Outstanding Achievement in Soundtrack, and Outstanding Achievement in Original Music Composition categories.

The Academy of Interactive Arts & Sciences reserves the right to choose the assets most appropriate for presentation during the IAA broadcast and will be unable to furnish edited footage to publishers prior to the broadcast.

Nominating Policies

Products eligible for the 14th Annual Interactive Achievement Awards are those that meet all of the following criteria. The title must be:

1. Publicly available in its final general release form in North America between January 1, 2010 and December 31, 2010. Additionally, it must be available for evaluation in its release form for submission to the Academy by December 3, 2010, regardless of how it is being distributed.
2. Designed for use on at least one of the following platforms: a video game console or a portable (handheld) system, a computer running Windows, a Macintosh computer, a commercial game network, a wireless cell phone, a personal digital assistant, or for use on the internet.
3. Title submissions will only be accepted if the publisher of the title is a member in good standing with the Academy at the time of its nomination, and the title is submitted with all required materials, as outlined in the Nominating Instructions.

Each application enters the nominated game or title for consideration in the applicable Game of the Year category, Innovation category, at least one Craft category, and only one Genre category. The Academy reserves the right to re-assign a game to a more appropriate Genre category.

Eligibility for all awards shall first be determined by credits as they appear in the game and/or as submitted to the Academy by the publishing companies, but final determination in any event shall be made by the Academy. The Academy shall not be bound by any contract or agreement relating to the sharing or giving of credit and reserves the right to make final determination as to whether nomination submissions meet the eligibility requirements. The Academy reserves the right to refuse submissions, in which case a full refund will be granted.

Payment Policies

All payments and submission materials must be received by the Academy by the above deadline of 5:00 p.m. PST on Friday, December 3, 2010.

All submission fees are non-refundable and can be paid by credit card (enter information and provide signature on nomination form) or with a check made payable to the Academy of Interactive Arts & Sciences.

Contact Information

Mail form, payment and submission materials to:

AIAS - IAA Nominations
23622 Calabasas Road, Suite 220
Calabasas, CA 91302

If you have any questions about the nomination process, please contact the Academy at:

P: (818) 876-0826 X205 F: (818) 876-0850 Email: Terrence@interactive.org

Video License Agreement

DATE: _____

LICENSOR: _____
Company Name

Company Address Company City

State/Province Zip/Postal Code Country

LICENSEE: Academy of Interactive Arts & Sciences®
23622 Calabasas Road
Suite 220
Calabasas, CA 91302 United States of America

PERMITTED USAGE OF LICENSED MATERIAL:
Within the television show entitled "Untitled Videogame Show" (the "Production").

LICENSE PERIOD: In perpetuity

NUMBER OF EXHIBITIONS: Unlimited

LICENSE FEE: For Promotional Consideration

TERRITORY: Worldwide

MEDIA: In any and all media now known or hereafter discovered or developed.

For good and valuable consideration, Licensor hereby grants to Licensee, a non-exclusive license to use the Licensed Material in the Production for the purposes and in the manner set forth herein. Rights granted include in-context and out-of-context advertising and promotion rights in all media now known or hereafter devised. Licensee may use Licensed Material in any retrospective or "best of" programming at no additional cost. This license is subject to both parties' agreement to and compliance with the following:

1. Licensee shall have the right to edit the Licensed Material including but not limited to dubbing over or eliminating the soundtrack.

2. Licensor represents and warrants that (i) Licensor has full right, power and authority to enter into, fully perform and grant the rights granted by Licensor in this Agreement, and by entering into, fully performing and granting the rights granted by Licensor in this Agreement, it is not and shall not be in violation of the terms of any agreement or understanding to which Licensor is party, (ii) it owns or controls 100% of the copyrights in the Licensed Material, (iii) the Licensed Material does not and shall not infringe upon the rights or interests of any third party; (iv) all elements within the Licensed Material are either original with the Licensor, or Licensor has the right to grant the rights set forth in this Agreement in connection with such elements, including but not limited to all video and musical elements, master recordings and synchronization rights; (v) the Licensed Material is free and clear of any liens or claims with respect to the use of such Licensed Material in the manner authorized herein, and that such use authorized herein will not give rise to any claims of infringement, invasion of privacy or publicity or claims for payment of re-use fees, residuals or additional License Fees.

3. Licensor shall indemnify, defend and hold harmless Licensee, its officers, directors, consultants, employees, successors, licensees, agents and permitted assigns from and against any claim, demand, action, damages, loss, expense (including reasonable attorneys' fees) and other liabilities arising from actions brought by third parties arising from (a) any breach of any of the representations, warranties or agreements made by it hereunder; or (b) a claim that the use of any or all of the Licensed Material infringes any intellectual property right(s) of such party. Licensee shall promptly notify Licensor of any such claim. Licensor shall bear full responsibility for the defense of any such claim. Licensor shall keep Licensee informed of, and consult with, Licensee in connection with the progress of any litigation or settlement of any such claim. Licensor shall not have any right, without Licensee's written consent, to settle any such claim if such settlement obligates licensee to make or contribute to a monetary payment; arises from or is part of any criminal or quasi-criminal action, suit or proceeding; or contains a stipulation, admission or acknowledgment of any liability or wrongdoing (whether in contract, tort or otherwise) on the part of Licensee. Licensor shall reimburse Licensee promptly upon demand for any payment made by Licensee at any time to which the foregoing indemnity applies

4. Licensor acknowledges that due to editing and other factors; Licensee is under no obligation to include the Licensed Material within the Production. If the Licensed Material is not used, Licensee has no obligation to compensate Licensor under the Agreement.


5. Licensee acknowledges that its use of the Licensed Material will not affect Licensor's continued and separate copyright ownership of the Licensed Material and Licensee represents and warrants that it shall take necessary and appropriate steps to protect Licensor's copyright and trademarks.

6. Licensee shall be entitled to assign all or a portion of the rights and licenses granted herein and shall be entitled to assign this agreement in its entirety to any person, firm or corporation acquiring ownership of or production rights to the Production without further payment to Licensor. This Agreement is binding upon and shall inure to the benefit of the respective licensees, successors, and assigns of the Parties hereto.

7. This Agreement sets forth the entire understanding of the parties hereto with respect to the subject matter hereof and there are no other representations, understandings or agreements between the parties relative to such subject matter.

8. This Agreement and all questions arising hereunder shall be governed by and construed in accordance with, the laws and decisions of the State of California without giving effect to the principles thereof relating to the conflicts of law.

Academy of Interactive Arts & Sciences

By: 

Martin Rae
President

Company Name

By: _____

Signature

Signee Name

Signee Title

Schedule "1"

Describe footage being used by listing titles below:

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