



**GAME DEVELOPERS®
ASSOCIATION OF
AUSTRALIA**

Game Developer Awards 2009

Submission Guidelines

Overview

The GDAA Game Developer Awards are the annual awards for games developed by Australian or New Zealand game developers. The Awards are managed by the Game Developers Association of Australia (GDAA), with nominations encouraged in the lead-up to the Game Connect: Asia Pacific 2009 Conference and Trade Exhibition.

Nominations close at **COB 6 November 2009**. No submissions will be received or acknowledged after this date.

Categories

- Best Game
- Best New Start-Up (Adam Lancman Award)
- Best Console title
- Best PC title
- Best Handheld title
- Best Mobile title
- Best Downloadable title
- Best Gameplay
- Best Graphics
- Best Audio

Eligibility Criteria

- Only games developed in Australia and New Zealand that will have been released between 1 November 2008 and 6 November 2009 are eligible.
- To be eligible for the Award for Best New Start-Up, a studio must have no game releases prior to 1 November 2008.
- To be eligible for the Best Downloadable title, a game must have been released on a home console or PC (handheld or mobile games are not eligible)
- Eligible nominators must provide a valid email address.
- The Awards Committee will be comprised of independent experts from the media, education and game development community. Members shall have no pecuniary or other interest in a nominee, or if so will disclose this interest and abstain from any votes.
- The nominee or a representative must be present at the Conference Awards Dinner to accept the award(s).
- Only games developed by GDAA member companies are immediately eligible for entry to the Awards. Entries by members are on the condition that they are fully paid up members as at the time of nominating.

Entry Fee

For GDAA members, there is a non-refundable administration entry fee of \$55 per game entered.

Non-GDAA members wishing to enter may submit an entry at a fee of \$550 per game entered.

Judging

All winners will be selected by the GDAA Awards Committee based on nominations received during the nomination period. The GDAA Award Committee comprises external experts, with a strong knowledge of the game development industry.

The GDAA Awards Committee reserve the right to change the nominee's nominated category to an alternative category if considered more suitable by the judging panel.

There will be one winner per category. Should entries not meet an acceptable standard in a particular category the GDAA Awards Committee reserves the right not to select a finalist and/or winner. The decisions of the judging panel are final and no correspondence will be entered into.

Awards Presentation

The finalists and winners of the GDAA Industry Awards will be announced at the Game Connect: Asia Pacific Conference Awards Dinner, Monday, 7 December 2009. The dinner will be a formal event attended by conference delegates and invited guests.

The top two finalists from each category will be notified via e-mail from Monday, 23 November 2009. Finalists will need to purchase Award Dinner tickets online through the conference website when registering.

Prizes

All winners will receive a trophy and acknowledgement in press release and on the official GCAP 09 website at www.gameconnectap.com

How to Nominate

Nominations will open from **9 October 2009** and close at COB **6 November 2009**.

During these dates, eligible nominators can submit their nominations to the GDAA by emailing Mike McNabb at: mmcnabb@gdaa.com.au

Nominees must submit in email:

- A short supporting statement (max. 1 page) indicating:
 - Which award(s) the game is being nominated for
 - An overall description of the game.
 - Key features
 - Merits of the game and why it should win
- Shortlisted nominees will then be asked to submit:
 - Four copies of the game, playable demo or gameplay video of their game in a format that can be distributed to three Awards Committee members. (If this is not possible, special arrangements must be made with the GDAA COO before the closing date for nominations.)