

GAME British Academy Video Games Awards

Rules and Guidelines 2011/12

British Academy of Film and Television Arts

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TIMETABLE

2011

Thursday 15 September	Entry forms available online/start uploading video content to viewing portal
Friday 14 October	Early Bird deadline
Thursday 3 November	Entry deadline for all games released by Tuesday 6 December
Friday 2 December	Deadline for late release entries
Wednesday 7 December	Online voting opens at noon
Wednesday 14 December	Online voting closes at noon
Friday 16 December	Request jury viewing materials

2012

Friday 6 January	Deadline for all games to be received at BAFTA
Wednesday 8 February	Juries start
Wednesday 14 February	Juries end
Thursday 16 February	Nominations announced
Friday 16 March	Awards Ceremony – London Hilton, Park Lane.

INTRODUCTION

The British Academy Video Games Awards are presented annually to recognise, honour and reward individuals for outstanding creative achievement in Video Games. The awards categories reflect the wealth and diversity of the video games market.

The Academy also honours individuals with awards in recognition of their contribution to the games industry. These awards are in the gift of the Academy; they are approved by the Games Committee and ratified by the Board of Trustees.

Awards Presented	Rules on page
1. Fellowship	8
2. Special Award	8
<u>Voted for Categories:</u>	
3. Action	7
4. Artistic Achievement	7
5. Audio Achievement	7
6. Best Game	7
7. Debut Game	7
8. Design	7
9. Family	8
10. Game Innovation	8
11. Mobile & Handheld	8
12. Online – Browser	8
13. Online - Multiplayer	8
14. Original Music	8
15. Performer	8
16. Sports/Fitness	8
17. Story	8
18. Strategy	8

The Academy may, at its discretion, choose not to present any of the above awards at the Games Awards ceremony.

LONGLIST, NOMINATIONS AND WINNERS

- The longlist and nominations for each category will always be listed in alphabetical order;
- Nominations will be announced approximately four weeks before the ceremony;
- The winners press release is the definitive source of award winners information;
- All individual named nominees will receive a certificate of nomination;
- All individuals named as award winners will receive a BAFTA Award and a winner's certificate;
- The BAFTA Award or logo may not be reproduced or used in any commercial manner unless prior permission has been obtained from BAFTA;
- The BAFTA Award remains the property of the British Academy of Film and Television Arts, to remain in the care of the recipient or his/her descendants. Should the Award leave the care of the recipient or his/her descendants, the Academy reserves the right to purchase the mask back for a fee of £1. The Award must not be sold on to any third party;
- Award winners unable to collect their BAFTA Award(s) on the night of the ceremony must arrange collection from the Academy within 12 months of the ceremony;
- The Academy does not issue replicas of the Award;
- Certain companies directly involved with the winning games in certain categories could be eligible to purchase a duplicate winner certificate so that they can have a record of their involvement. No duplicate nomination certificates can be issued.

CLIP USAGE – NOMINATED VIDEO GAMES

An important part of BAFTA's charitable remit is to promote excellence to as large an audience as possible. BAFTA will show clips of nominated titles at the awards ceremony and these clips may form part of an online broadcast and/or television broadcast, should either be commissioned. In the event of your game being nominated you undertake to deliver one clip of in-game footage of up to 30 seconds in duration (if you have more than one nomination, you undertake to supply different clips for each nomination) fully cleared for worldwide transmission on digital betacam, Beta SP or similar common broadcast format.

By entering your game for consideration, you are consenting to any clips (including any accompanying soundtrack synched with the clips) to be used on the BAFTA website for non-commercial purposes in the context of the Awards for one year from 16 March 2012.

ELIGIBILITY

- Entries are invited for the GAME British Academy Video Games Awards in 2012 from both developers and publishers.
- Any game is eligible as long as it has been, or will be, released in the UK between 1 January 2011 – 31 December 2011
- No game that has previously been entered can be re-entered (this includes Late Releases only entered in to four categories the previous year). However, games which have been entered for the Children's Awards in 2011 can also be entered in to these Awards.
- All games released in 2011 will also be eligible for the GAME British Academy Video Games Awards in 2012

ENTRY

- Entry is online via a secure website – the BAFTA Entry Portal: <http://entryportal.bafta.org> - from Monday 19 September 2011
- The early bird entry deadline is **Friday 14 October**

- **Final entry deadline is Thursday 3 November 2011 for all games released by 6 December.**
Games released after this time can still be entered via the Late release entry conditions (details below)
- **Late release entry deadline is Friday 9 December 2011**, these are restricted to four categories per game title entered.
- Full instructions about how to register and enter are on the entry portal
- There is a registration fee and an entry fee, though games entered by ***Friday 14 October** will have the entry fee waived, so just the registration fee is applicable. Games entered after this point, up until the entry deadline, will incur both a registration fee and entry fee. The entry fee is applicable across every game put forward.

- **Fees:**

For games released up to and including Monday 6 December 2011

Registration fee: Developer £145.00 + vat, Publisher £235.00 + vat

Entry Fee: £260.00 + vat

Late Release: For games released between Tuesday 7 –Friday 13 December 2011

Registration fee: Developer £145.00 + vat, Publisher £235.00 + vat

Entry Fee: £345 + vat

Please note that no payment will be handled through the entry portal, you will be contacted for payment once your entry has been received.

- When submitting your entry you must propose up to three individuals to be listed as nominees should the game be nominated.
 - There must be careful consideration of who is proposed for nomination as changes cannot be made once nominations have been announced;
 - The names submitted should be those who have made the greatest creative contribution to the game within the category;
 - If it is not possible to decide upon three names, you may opt to list 'Development Team' as the nomination credit. In this case, you will be asked to supply up to three names of representatives from the team. These representatives will be the person(s) who receive the nomination certificate(s) and, should the game go on to win, they will also be presented with the winner certificate(s) and Award(s). Please note that these individuals will not be able to refer to themselves as BAFTA winners: the game will be BAFTA-winning, not the individuals.

MAKING GAME FOOTAGE AVAILABLE TO VOTERS

We are pleased to be able to offer all our voting members the chance to remind themselves of games they have played via our online viewing portal. At the point of entry you will be given the opportunity to provide a video file to support your entry in to the Game British Academy Video Games Awards, which will be presented alongside your entry when voting goes live to the membership.

- The film can be a maximum of 10 minutes in length.
- The film must focus purely upon the specific game being entered – it is not a corporate promotional platform.
- The film should provide some insight into the making of the game and can include interviews with the development team, feature the tools used and the objectives of the game.
- Only in-game footage can be used, promotional trailers/adverts cannot be included.
- BAFTA is the final arbiter of all rules and procedures and reserves the right to reject the film. BAFTA reserves the right not to enter into correspondence with entrants on any subject.
- By agreeing to supply the film, you take full responsibility for clearing all content.

Please prepare your video to the following technical specification:

Format	mp4 only
Codec – Video	h.264 It is suggested that the data-rate is set higher than 6Mbps but no more than 10Mbps for video Or select quality to 'best output'
Codec – Audio	AAC Most data rates are catered for but above 256Kbps, 44kHz Stereo is recommended
Frame Rate	25 per second
Frame Size	1280 x 720 HD 1024 x 576 SD Strongly recommended: 16:9 We can accept 4:3 pillarboxed to 16:9, frame size as stated above
Please note that mp4 is the only acceptable format. If you need to get your programme(s) encoded to the above specification, please contact us.	

CORRECT ENTRY INFORMATION IS THE RESPONSIBILITY OF THE ENTRANT
BAFTA IS NOT LIABLE FOR ERRORS IN LISTINGS THAT ARE THE RESULT OF INCORRECT
INFORMATION BEING SUBMITTED ON THE ENTRY FORM
BAFTA CANNOT BE HELD RESPONSIBLE FOR GAMES BEING ENTERED
IN THE WRONG CATEGORIES

AWARD CATEGORIES

AWARDS IN THE GIFT OF THE ACADEMY

These awards are presented at the discretion of the Games Committee; therefore they may not all be presented in any given year.

1. FELLOWSHIP

- The Fellowship is the highest accolade the Academy can bestow. It is presented to an individual with a substantial body of work in recognition of an outstanding and exceptional contribution to games.

2. SPECIAL AWARD

- Its purpose is to honour the talents of individuals who have made a significant contribution to games.

COMPETITIVE CATEGORIES

3. ACTION

- For games that are predominantly action-based.

4. ARTISTIC ACHIEVEMENT

- For demonstrating exceptional visual art and/or animation across all genres.

5. AUDIO ACHIEVEMENT

- Rewarding excellence in the design and application of sound, dialogue and music to create an exceptional audio experience.

6. BEST GAME

- For the best game of the year, across all genres and platforms.

7. DEBUT GAME

- For the best game from a development studio, that released its first title in 2011.

8. DESIGN

- For the best game design that captivates and engages the player. All areas of design are considered here, including game mechanic, use of controls, intelligent level/world structure, pacing and second-to-second game design.

9. FAMILY

For the most inclusive game that is accessible and fun for players of any age or gender, whether as individuals or as a group.

10. GAME INNOVATION

- For the best innovation in gameplay and/or technology.

11. MOBILE AND HANDHELD

- For the best gaming experience on any handheld device, such as a mobile phone, tablet, Sony PSP or Nintendo 3DS.

12. ONLINE - BROWSER *New*

- For the best online experience including social, casual and browser games.

13. ONLINE - MULTIPLAYER * New*

- Awarded for the best online multiplayer game experience.

14. ORIGINAL MUSIC

- Awarded for excellence in original composition and production for a game music score.

15. PERFORMER *New*

- For the best acted performance featuring in a game; from voice artistry through to motion capture. When submitting the entry a supporting statement, max 500 words, should be included to explain the performance roles the actor played.

16. SPORTS /FITNESS

- For the sports game that best emulates the playing or management of traditional real-world sports or fitness games.

17. STORY

- For the creation and delivery of the best game script or story.

18. STRATEGY

- For the best game centred around the use of strategic gameplay, includes management, life simulators, role playing and read time strategy games.

THE GAMES COMMITTEE IS THE ARBITER OF ALL CATEGORY ELIGIBILITY.

Judging process

- All entries received by Thursday 3 November and released prior to 7 December will be grouped together into categories and judged by the games voting members.
- The top 8 across each category will then go through for jury consideration.
- Any game which has not been released by 7 December may still be entered, but due to the proximity to the online voting and consequent inaccessibility, they will be judged by jury only. These games must be available for the jury by Friday 6 January 2012.

Jury Shortlist

- If shortlisted for jury consideration, 11 copies of the game must be supplied by Friday 6 January 2012, for each category that it has been shortlisted in.
- You can supply the game on your preferred format, unless the format has been specified at point of entry.

All voting is authenticated by the Academy's appointed scrutineers.

ALL DECISIONS MADE BY BAFTA AND ITS JURIES ARE FINAL AND NO CORRESPONDENCE WILL BE ENTERED INTO AS TO WHY PARTICULAR ENTRIES WERE OR WERE NOT NOMINATED

BAFTA LOGOS

- You may use the BAFTA logo online, in print and in broadcast once you have received a nomination and signed a BAFTA permission agreement.
- Logos and permission agreements will be provided by BAFTA before the nominations are announced for the purpose of advance artwork preparation, but may only be used if the game receives a nomination.
- The official event logo must be used; use of the mask alone is not permitted.
- Please contact Nick Williams (see Contact List) for permission to use the BAFTA event logo.

PIRACY

- All BAFTA Voting members sign up to a code of conduct setting out their responsibilities regarding piracy. This code is available upon request from Jim Bradshaw (see Contact List).

CONTACT LIST

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