



# gamescom award 2017

**- DEADLINE -**  
Friday, August 4, 2017,  
6:00 pm UTC+2

Gamescom award honors outstanding games, products and booth designs publicly presented at gamescom. Organizer of the award is the Digital Gaming Culture Foundation. To evaluate and rate the award submissions, the organizer composes an independent and internationally-staffed jury. By submitting a game or product to gamescom award, a company agrees to the [regulations of gamescom award 2017](#).

## Checklist for submission for gamescom award 2017

For a successful submission for gamescom award it is necessary to comply with the following regulations. Please make sure that your game/ product is not in any conflict with the following criteria. Otherwise, its submission cannot be accepted.

- The submitted game / product **has never been submitted for gamescom award in previous years.**
- The submitted game / product **will not be released prior to gamescom 2017.**
- The submitted game / product **will be released in Germany or in my company's domestic market after gamescom 2017 and prior to gamescom 2018.**
- The submitted game / product **will be hands-on playable on gamescom's entertainment floor** for the duration of the entire show (August 22 - 26, 2017) **for jury members as well as the general audience.**
- Booth personnel for the submitted game / product will be briefed accordingly that**
  - members of the **gamescom award's judging panel** (i.e. holders of gamescom award jury badges) will be granted **immediate access** to the submitted game / product for play-testing and
  - nominated games / products will be marked by clearly and visibly displaying

Need help?

Any questions?

Call +49 30 29 04 92 92

[award@gamescom.de](mailto:award@gamescom.de)



Benjamin Rostalski

the appropriate **"nominated"-stickers** provided by the award committee.

- if applicable, games / products will be marked by clearly and visibly displaying the appropriate **"winner"-stickers** provided by the award committee.
- I've specified **at least one contact person** (see page 3)
  - responsible for the game / product during the submission process,
  - responsible for the game / product at the show (f.e. booth manager)
  - eligible to accept the award on Thursday, August 24, 2017, 5:00 pm UTC+2 (if applicable).
- I am submitting this **submission form prior to the deadline on Friday, August 4, 2017, 6:00 pm UTC+2** as a **writable PDF** containing **verified and copyable** links, contact details etc. to the award committee via e-mail ([award@gamescom.de](mailto:award@gamescom.de)). Additional material such as screenshots are attached.

Place, date

Legally binding signature, company stamp



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## Game/product

Game title / product title: \_\_\_\_\_

USK (German Age Rating): \_\_\_\_\_

Launch date: \_\_\_\_\_

Platform: \_\_\_\_\_

Region/Country: \_\_\_\_\_

## Categories:

### Category group gamescom global awards<sup>1</sup>

- gamescom award for best Add-on / DLC
- gamescom award for best Preview / Vision
- gamescom award for best Booth Design

### Category group Platform<sup>2</sup>

- Best Console Game Sony Playstation 4
- Best Console Game Microsoft Xbox One
- Best Console Game Nintendo Switch
- Best PC Game
- Best Mobile Game (incl. handheld devices, iOS, Android, Windows)<sup>3</sup>

### Category group Genre<sup>4</sup>

- Best Role Playing Game
- Best Racing Game
- Best Action Game
- Best Simulation Game
- Best Sports Game
- Best Family Game

- Best Strategy Game
- Best Puzzle / Skill Game
- Best Social / Online Game
- Best Casual Game
- Best Multiplayer Game
- Best Virtual Reality Game
- Best Hardware incl. Peripheral<sup>5</sup>

### Category group Indie award<sup>6</sup>

- gamescom Indie award

## Pricing



**Banking Information** (due date of payment August 4, 2017):  
 Account name: Stiftung Digitale Spielkultur  
 Berliner Sparkasse ■ Kto. 0190421932, BLZ 100 500 00  
 IBAN DE10 1005 0000 0190 4219 32 ■ BIC BELADEBEXXX

<sup>1</sup> Previews/Visions and Add-ons must be submitted in the appropriate global categories. The submission of previews/visions and add-ons in the category groups for Platform and Genre will be rejected.

<sup>2</sup> only games, no add-ons / DLCs or previews / visions

<sup>3</sup> no titles for Nintendo Switch

<sup>4</sup> only games, no add-ons / DLCs or previews / visions, exception: Best Hardware

<sup>5</sup> only products

<sup>6</sup> only games, submission is free of charge, no submission for further categories possible



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## Materials

- Max. 5 Screenshots attached to e-mail
- Links for trailer and official website of game / product provided and verified

Trailer Link: \_\_\_\_\_

Official Website: \_\_\_\_\_

## Contact

Company Name: \_\_\_\_\_

Street: \_\_\_\_\_

Postal Code: \_\_\_\_\_

City: \_\_\_\_\_

Country: \_\_\_\_\_

Website: \_\_\_\_\_

Stand/Hall entertainment area: \_\_\_\_\_

I am acting on behalf of: \_\_\_\_\_

### 1. Submission Contact

Name: \_\_\_\_\_

Position: \_\_\_\_\_

E-mail: \_\_\_\_\_

Phone: \_\_\_\_\_

### 2. Contact @gamescom (also responsible for scheduling meetings with jury members)

Name: \_\_\_\_\_

Position: \_\_\_\_\_

E-mail: \_\_\_\_\_

Mobile Phone: \_\_\_\_\_

same as 1.

### 3. Contact for award show

Name: \_\_\_\_\_

Position: \_\_\_\_\_

E-mail: \_\_\_\_\_

Mobile Phone: \_\_\_\_\_

same as 1.

same as 2.

Please send all three pages of this submission form via e-mail (NO FAX!) to [award@gamescom.de](mailto:award@gamescom.de) until Friday, August 4, 2017, 6:00 pm UTC+2 Please note that all given information (incl. links) have to be copyable.