



Japan Game Awards : 2009

日本ゲーム大賞

JGA13-6
September 8, 2009

“Japan Game Awards 2009” Awards Announcement and Presentation Ceremony

“Minister of Economy, Trade and Industry Award”,

“Game of the Year Division”

Thursday, September 24, 16:00-17:15

“Amateur Division”

Saturday, September 26, 11:30-12:30

“Future Division”

Sunday, September 27, 12:30-13:30

“Tokyo Game Show 2009” Held at the Event Stage, Hall 1

Computer Entertainment Supplier's Association

The Computer Entertainment Supplier's Association (CESA, Chairman: Yoichi Wada, Location: Nishi Shinbashi, Minato-ku, Tokyo) will soon announce the winners of the “Japan Game Awards 2009,” which is hosted by the CESA. This year marks the 13th year that the Japan Game Awards has been held and the award announcement and presentation ceremonies will start on Thursday, September 24th at the main stage in Hall 1 of the “Tokyo Game Show 2009” of Makuhari Messe in Chiba.



On the first business day Thursday, September 24th of the Show, the “Game of the Year Division” award, which is presented to the most notable game software title of the year, and the “Minister of Economy, Trade and Industry Award,” which was newly created last year, will be presented.

The “Minster of Economy, Trade, and Industry Award,” which marks its second year of presentation in 2009, will be presented to the person or organization which has contributed significantly to the computer entertainment software industry through their products during recent years.

The “Game of the Year Division” award is presented to the most outstanding game title during the past fiscal year. At the awards announcement and presentation ceremony, Japan's representative game creators will be present. The master of ceremony of the awards announcement and presentation is Hikaru Ijuuin, a well known television celebrity and avid game fan. In addition, Professor Takeshi Yourou (Honorary Professor of Tokyo University and Professor of Kitazato University), who is a member of the Japan Game Awards Selection Committee, will review the awards. Again this year the competition was intense, with a large number of interesting game titles.

Japan Game Awards Official English Website: <http://awards.cesa.or.jp/English>

General Information:

Japan Game Awards Office c/o CESA
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On Saturday, September 26 the Tokyo Game Show will open to the general public and the winner of the “Amateur Division” award will be announced. From this total, the field will be narrowed to 10 titles, amongst which three will be selected as the “Grand Award,” “Award for Excellence,” and “Honorable Mention.” Any individual, organization, and corporation that is an amateur game creator is considered in this award. This year the number of games submitted for consideration rose over last year’s number to 237 titles and were reviewed by industry magazine editors and top creators for their design, originality, balance, programming and graphics. This year there were a large number of highly original and unique titles, and we hope you enjoy seeing the titles of potential future game creators.

On the last day of the “Tokyo Game Show 2009” Sunday, September 27, the presentation ceremony of the “Future Division” award will be held at the main stage. The winner of this award will be selected from new game software titles exhibited at the Show and voted on by visitors to the Show. This year Shinya Arino, the star of the popular television program “Game Center CX” in his role as Chief Arino, will be the master of ceremony.

With the objective of raising the social standing of games and to contribute to their development as a culture, the “Japan Game Awards” recognizes superior game software through presentation of various awards. And the “awards presentation system is designed to be open minded” so that it plays a role in supporting both the “titles” created and the “people” working within the industry.

“Japan Game Awards 2009” Awards Announcement and Presentation Ceremony

“Minister of Economy, Trade and Industry Award” “Game of the Year Division Award”

Date: September 24, Thursday, 16:00 to 17:15
Location: Tokyo Game Show 2009, Event Stage, Hall 1, Makuhari Messe
Masters of Ceremony: Hikari Ijuuin, Misaki Maeda
Program: Greetings by Yoichi Wada, CESA Chairman
Minister of Economy, Trade and Industry Award Announcement and Presentation
Game of the Year Division Award Announcement and Presentation
Review by Japan Game Awards Selection Committee Member Takeshi Yourou
(Honorary Professor of Tokyo University and Professor of Kitazato University)
Photo Session

“Amateur Division”

Date: September 26, Saturday, 11:30 to 12:30
Location: Tokyo Game Show 2009, Event Stage, Hall 1, Makuhari Messe
Masters of Ceremony: Takeshi Washizaki, Misaki Maeda
Program: Greetings by Japan Game Award Committee Member Haruhiro Tsujimoto
Award Announcement and Presentation Ceremony
Photo Session

“Future Division”

Date: September 27, Sunday, 12:30 to 13:30
Location: Tokyo Game Show 2009, Event Stage, Hall 1, Makuhari Messe
Masters of Ceremony: Shinya Arino, Misaki Maeda
Program: Award Announcement and Presentation Ceremony

【Regarding Press Coverage of the Japan Game Awards 2009 Announcement and Presentation Ceremony】

* Tokyo Game Show press passes will be necessary to cover the event.

* For information about Tokyo Game Show press passes please go to our website: <http://tgs.cesa.or.jp/>

“Japan Game Awards 2009” Event Summary

【Name】

Japan Game Awards 2009

【Organizer】

Computer Entertainment Supplier's Association (CESA)

【Supporting Body】

The Ministry of Economy, Trade and Industry

“Minister of Economy, Trade and Industry Award”

【Eligible Persons】

Persons or organizations that have recently contributed to the development of the Japanese home videogame industry.

【Awards】

1 individual or 1 organization

【Selection Procedure】

The Japan Game Awards Selection Committee will individually evaluate recommended individuals and organizations to select the winner.

“Games of the Year Division”

【Eligible Titles】

All computer game titles released in Japan between April 1, 2008 and March 31, 2009. The awards cover all computer entertainment titles including those for home videogame consoles (both stationary and portable), personal computers, and mobile telephones. Japanese language versions of foreign titles in the Japanese market are also included. Titles by non-members of the CESA are also covered. (However, all titles must comply with the CESA Code of Ethics.)

【Awards】

<Grand Award> 1 title

<Award of Excellence> Number unspecified

<Global Award> Japanese Product Division: 1 title, Foreign Product Division: 1 title

<Best Sales Award> 1 title

<*Special Award> Awarded only if there are appropriate recipients

【Selection Procedure】

After the general voting is completed, the Japan Game Awards Selection Committee will make the final selection of the award winners.

“Future Division”

【Eligible Titles】

All unreleased titles (including videotaped exhibition titles) announced or exhibited at TOKYO GAME SHOW 2009 held from Thursday, September 24 to Sunday, September 27, 2009.

【Awards】

Award for Excellence (Number unspecified)

【Selection Procedure】

After general voting by visitors to the TOKYO GAME SHOW 2009 held for 3 days from September 24 to 26, the Japan Game Awards Selection Committee will make the final selection of the award winners.

“Amateur Division”

【Eligible Titles】

All original titles created by amateurs whether a juridical person, organization, or individual. Titles that are winners or current or past entrants in other contests (except the Japan Game Awards 2008 Amateur Division) as well as fully completed titles are also eligible. However, titles also entered in other contests that ban multiple contest entries will be ruled invalid (including products whose copyright has been transferred to the organizers of other contests).

*Persons who receive compensation for creating games whether as a company employee, under contract, freelance, or some other form of work or employment are deemed to be professional game creators and are not eligible for this award. However, titles created while said persons were still amateurs are eligible for the award.

【Application period】

Monday, March 16 to Tuesday, June 30, 2009

【Awards】

<Grand Award (1 title)> Trophy, ¥500,000 cash prize

<Award for Excellence (Number unspecified)> Trophy, ¥50,000 cash prize

<Honorable Mention (Number unspecified)> Trophy

【Selection Procedure】

All submitted titles will be evaluated during the first-stage evaluation (videotape evaluation) to determine the titles that will advance to the second stage. The second-stage evaluation includes a title test playing evaluation to determine the titles that will advance to the final stage. During the final stage the Japan Game Awards Selection Committee will select the winners Grand Award (1 title), Award of Excellence (number unspecified), and Honorable Mention (number unspecified).

【Selection Committee Members/Selection Committee Chair】

<Selection Committee Chair>

Takeshi Yourou (Honorary Professor of Tokyo University and Professor of Kitazato University)

<Selection Committee Members>

Constituted of industry magazine editors, distribution representatives, creators, and others