



## Game Designers Award 2017

『INSIDE』

(Playdead)

Platform : PS4/PC

Computer Entertainment Supplier's Association

Japan Game Awards 2017 (JGA 2017), organized by the Computer Entertainment Supplier's Association (CESA; Chairman: Hideki Okamura), has selected "INSIDE" (Playdead/ Platforms: PS4/PC) as the winner of this year's "Game Designers Award."

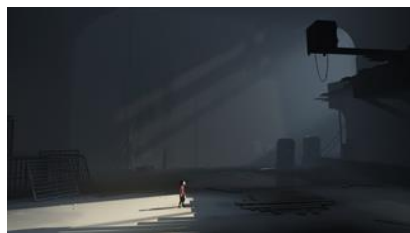
The head judge, Mr. Masahiro Sakurai (President of Sora Ltd.) explains the reasons for selecting this title as follows:

**There were many famous titles lined up for selection as Award for Excellence in this year's judging, but this is the game that got the most votes from the judges.**

**It's a title that has an extremely orthodox control scheme, but its depiction of events leaves a deep impression upon the player.**

**The game world is puzzling and the protagonist is enigmatic. Its presentation technique is unique – there are few if any other games that could be described as looking similar to this.**

**This is also a form of originality, and as such we selected this game for the Game Designers Award, which emphasizes creativity.**



This year, with Mr. Hidetaka Miyazaki of From Software Co., Ltd. joining as a new judge, 12 top creators representing Japan selected the award-winning work based on criteria such as "creativity" and "originality". The "Game Designers Award" is another Grand Prize of the Japan Game Awards. As an indicator of the future growth of the games industry, it will continue to introduce highly creative works. Please look forward to next year's Game Designers Award!

"Japan Game Awards" official website : <http://awards.cesa.or.jp/en/>

\*prize logos: <http://awards.cesa.or.jp/prize-mark/index.html>

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