



Japan Game Awards : 2015

日本ゲーム大賞

Press Release

September 17, 2015

Game Designers Award



Ingress

Niantic, Inc.



INGRESS

Computer Entertainment Supplier's Association

Japan Game Awards 2015 (JGA 2015), organized by the Computer Entertainment Supplier's Association (CESA; Chairman: Hideki Okamura), has selected "Ingress" (Niantic, Inc.) 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:

"An encampment game in real world is based on landmarks and location information. Not only its rules and visuals are novel, but it also has appeals as a game where many players submerge themselves into, which received various support by the Committee."



The Game Designers Award is selected by creators from the perspective of professionals, and honors a highly original and innovative title that will make a mark in the game history. It was established as a part of the Japan Game Awards in 2010, and this year is the sixth year. The Game Designers Award is chosen by top creators who are well-known in Japan including the head judge, Mr. Masahiro Sakurai. The Japan Game Awards plans to show the magnetism of a game in the creators' viewpoint through the Game Designers Award.

Please look forward to the future Game Designers Award!

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

*photos of the award ceremony: <https://www.filey.jp/tgs/> (ID: tgs_press, PW: press_tgs)

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

■For inquiries from the press: TOKYO GAME SHOW Management Office Press Room:

Fax: +81-3-5575-3222 / e-mail: tgs2015press@w-az.co.jp