



EMOTIONAL GAMES AWARDS 2018

Friday, March 2, 2018

Laval, France

Rules and Guidelines

UCO L3Di

Emotional Games Awards - Rules and Guidelines 2018

Contents

- A. INTRODUCTION
- B. TIMETABLE
- C. ELIGIBILITY
- D. ENTRY
- E. FEES
- F. CAMPAIGNING RULES AND GUIDELINES
- G. AWARD CATEGORIES
 - 1. EMOTIONAL GAMES SPECIAL AWARD
 - 2. BEST EMOTIONAL GAME
 - 3. BEST EMOTIONAL ARTISTIC GAME ACHIEVEMENT
 - 4. BEST EMOTIONAL GAME DESIGN
 - 5. BEST EMOTIONAL VR GAME
 - 6. BEST EMOTIONAL MOBILE & HANDHELD
 - 7. BEST EMOTIONAL MULTIPLAYER GAME
 - 8. BEST EMOTIONAL MUSIC
 - 9. BEST EMOTIONAL INDIE GAME
- H. VOTING AND JURIES
- I. LONGLIST, NOMINATIONS AND WINNERS
- J. CLIP USAGE - NOMINATED CONTENT
- K. EMOTIONAL GAMES AWARDS LOGOS
- M. CONTACT LIST

A. INTRODUCTION

Emotional Games Awards is presented every two years to recognise honour and reward individuals for outstanding creative achievement in Emotional Games. The Jury also honours individuals with awards in recognition of their contribution to the emotions in the games industry.

What's an Emotional Game?

It is always difficult to talk about emotions, most people will say that they know what they are until you ask them to actually define them. All the video games try somehow to play with the emotions of the player, but all the emotions do not always leave a permanent memory. Fear can be a strong and temporary emotion but it generally leaves few traces in the memories of the player and luckily because when it does it is a pathology. The emotions known as complex like empathy and compassion can on the other hand leave us, for many years, with the memory of a movie or a book.

Animals but probably also some insects seem to be able to feel certain emotions known as basic emotions, like fear, joy, sadness, disgust, surprise or anger. These emotions judged by many specialists are a wonderful tool allowing species to adapt and survive in numerous situations. However only the human being has developed large frontal lobes of the brain allowing an important social cognition, as well as a particular care in the recognition and the dealing with the emotions of other people. Many medias produce these emotions, or get the spectators or readers to interrogate themselves on their emotions. Video games do this less often which produces frequently a caricature of the type.

There are already a lot of video games that produce everyday, all kinds of different emotions for the players, however we would like to highlight the work carried out by the studios that produce specific human emotions through this interactive media which is the video game.

If fear is the emotion that is the most frequently used by advertisers or totalitarian politics, it is because it is quite easy to produce and usually creates submission. Like most people we enjoy the feeling of being scared in games and we assume this pleasure, however we also think that a video game in its interactive dimension should also be recognized for the quality of the complex emotions it produces.

Of course, there is no question of favoring only the games that make the players cry! We will be analyzing as objectively as possible who are the authors and the studios that have tried the hardest to produce specific human emotions. The video game is partly defined by its interactive aspects, this is the particular notion that we wish to find in the productions that are going to be assessed. On the other hand, the emotions that request the most the distinctive features of the human brain like empathy and compassion will be favored.

There are ceremony awards that already highlight very well the emotions known as basic emotions which are produced by many video games and we can congratulate ourselves about this. We do not want to create a form of elitism, we just want to judge in the most objective way possible, the complex emotions produced by the video game industry. You said objective? As objective as possible as one can be when judging the quality of a movie, a book or a video game...

In video games the complexity and the quality of the emotions that we feel, more or less set our memories . You can be frightened twenty times by an alien, lost alone in space and not even keep any memories of this three months after playing this game on your favorite console. But you will never forget the sadness you felt and the context of the day where in a video game, your friend, or your pet disappeared, or the joy you felt when you finally found him alive. Many scientific researches show how the emotional feeling of the players influences the quality of the immersion and the feeling of presence in the video games. It is to this end, to improve, to question and also to highlight emotional experiences of quality, that we humbly give out these awards

At a time when video game is unfortunately still associated with violence and the worst atrocities, it is good to remember that the video game is also known to be the best of humanity and to promote it.

Dr. Erik GESLIN Emotional Games Awards founder.

B. TIMETABLE

2017

Wednesday 29 November Entry site opens – <http://emotionalGamesAwards.com>

2018

Wednesday 31 January Entry and payment deadline

Wednesday 7 February Nominations announced

Friday 9 February Online voting starts (12:00)

Friday 23 February Online voting closes (12:00)

Friday 2 March Emotional Games Awards

List of key dates and actions for entrants is also available at <http://www.emotionalgamesawards.com/>

C. ELIGIBILITY

- Both Developers and Publishers are asked to submit their games for the Emotional Games Awards in 2018
- Any game is eligible as long as it has been, or will be, released in the market between 13 February 2016-30 June 2018.
- If a game was originally released prior to the eligibility period, but has received a significant update or alteration between 13 February 2016 and 30 June 2018, it may be entered if it can be demonstrated that there are significant new levels of content and innovation. Entrants wishing to enter on this basis should consult with Erik Geslin (see Contact List) prior to entry
- If a game is released on the market after the 2 March 2018, the company must provide a demo of the game as close to the final version as possible.

D. ENTRY

- All entries should be done via the Entry site, which opens on Wednesday 29 November 2017: emotionalGamesAwards.com
 - Instructions about the online entry process can be found at <http://EmotionalGamesAwards.com>
- Entry deadline is Wednesday 24 January 2018. Following this date the entry site will be closed.
- Entrants will be asked to propose up to two individuals to be listed as nominees should the game be nominated.
 - The names submitted should be those who have made the greatest creative contribution to the game in terms of emotions within the relevant category;

EMOTIONAL GAMES AWARDS is not liable for errors in listings that are the result of incorrect information being submitted on the entry form. EMOTIONAL GAMES AWARDS cannot be held responsible for games being entered in the incorrect categories

E. FEES

- Please note that the game can be entered in to a maximum of 4 categories.
- 1 to 2 games: 90 Euros per game
- 3 to 5 games: 70 Euros per game
- 6 games and over: 50 Euros per game

F. CAMPAIGNING RULES AND GUIDELINES

These guidelines are intended for Publishers and Developers covering all aspects of campaigning for entered games. As part of the entry process, entrants may choose to offer jury access to their game, providing them with information and opportunities to play the entered titles. It is entirely at the entrant's discretion what access to a game they provide, if any. These guidelines aim to ensure that campaigning is conducted fairly. Any activity which violates the letter or spirit of these guidelines will be penalised. The Advisory Board encourages Entrants to offer game-playing opportunities all year round.

Offering Review Copies to Members

For any title being offered to jury members, you should provide the following information, which will be displayed in EMOTIONAL GAMES AWARDS's online list of entries:

Full details about how to access the game (including links, codes, passwords etc. as appropriate)

- Any restrictions on accessing the game including:

- what formats the game is available on;
- any operating or hardware requirements;
- any geographical restrictions;
- limited numbers of copies available;
- What dates the game will be available from and to (or expiry dates of rental downloads)
- Details of who the member should contact to request access, and what information they would need to provide.
- A support email address to report problems accessing the game.
- Entrants may also provide brief information about the game; this needs to be factual and not refer to any previous awards nominations or wins. This information can all be provided through the relevant areas of the online entry form.

Physical Copies of Games

- Game covers may contain artwork/quotes/other awards won. The Academy does not require sight of printed materials in advance.
- The Academy encourages entrants to include a list of the game's eligible categories either on the cover or on a letter enclosed with the game. This list must reflect Emotional Games Awards categories only.

Communication with jury Members

If a member contacts you to request access to your game, you must only communicate with him for that purpose. Members' contact details must not be passed on to third parties or used for any purpose outside of campaigning for the Emotional Games Awards in 2018. All EMOTIONAL GAMES AWARDS jury have agreed to a code of conduct specifying that they will use this access to games only for their own personal use as a voter. All download keys are traceable to individual member's accounts. Should you experience any negative conduct please report this to Clelia Motte (see Contact List) at EMOTIONAL GAMES AWARDS immediately. Entrants may also access a list of EMOTIONAL GAMES AWARDS jurors' names and numbers. This list can be requested from Clelia Motte (see Contact List).

If any aspect of your campaigning is not covered in the above, please do not assume it is permitted. Please contact Erik Geslin at EMOTIONAL GAMES AWARDS if you have any queries. Any infringement of the letter or spirit of these rules will be referred to the EMOTIONAL GAMES AWARDS Advisory Board.

G. AWARD CATEGORIES

There are 8 possible head for Emotional Games Awards, each Video Game can apply in four different categories:

- **BEST EMOTIONAL GAME**
- **BEST EMOTIONAL ARTISTIC GAME ACHIEVEMENT**
- **BEST EMOTIONAL GAME DESIGN**
- **BEST EMOTIONAL VR GAME**
- **BEST EMOTIONAL MOBILE & HANDHELD**
- **BEST EMOTIONAL MULTIPLAYER GAME**
- **BEST EMOTIONAL MUSIC**

- **BEST EMOTIONAL INDIE GAME**

One other categorie is de facto mandatory, it is judged by internet users with free access to the website: Public trophy

- **BEST EMOTIONAL GAME PUBLIC TROPHY**

Three other trophies will be accorded by international jury to the Emotional Game Jam's Team

- **BEST EMOTIONAL JAM GAME**
- **BEST EMOTIONAL ARTISTIC JAM GAME ACHIEVEMENT**
- **BEST EMOTIONAL JAM GAME DESIGN**

Award in the Gift of the Academy

This award is presented at the discretion of the Games Committee; therefore it may not be presented in any given year.

1. EMOTIONAL GAMES SPECIAL AWARD

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

Competitive Categories

When making an entry you are asked to supply a synopsis about the game, this needs to be a factual description of the game and not refer to any previous awards nominations or wins.

2. BEST EMOTIONAL GAME

For the best emotional game, across all genres and platforms.

3. BEST EMOTIONAL ARTISTIC GAME ACHIEVEMENT

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

4. BEST EMOTIONAL GAME DESIGN

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

5. BEST EMOTIONAL VR GAME

For the best emotional VR game across all genres and platforms. VR mean HMD used.

6. BEST EMOTIONAL MOBILE & HANDHELD

For the best emotional gaming experience on any handheld device, such as a mobile phone, tablet, PlayStation Vita or Nintendo 3DS.

7. BEST EMOTIONAL MULTIPLAYER GAME

Awarded for the best emotional multiplayer game experience, including social, online or offline.

8. BEST EMOTIONAL MUSIC

Awarded for excellence in composition for an emotional game music score, through both original music and use of licensed tracks.

9. BEST EMOTIONAL INDIE GAME

For the best emotional game which is not part of an established series and represents a new intellectual property.

Where the minimum number of entries in any category is not reached, the Advisory Board, at its discretion, may choose not to present any of the above awards at the Games Awards ceremony, or announce fewer nominations in any category.

The Advisory Board is the arbiter of all category eligibility.

H. VOTING AND JURIES

Judging Process

- All entries received will be grouped together into categories and judged by the Advisory Board.
- The top 4 across each category will then go through for jury consideration.

Jury Shortlist

- Juries are then sent copies of the shortlist to be played ahead of the jury meeting. At the jury meeting the shortlist will be discussed and the four nominations and overall winner will be decided.

Juries

- Juries are made up of between five and seven industry experts and chaired by a member of the Advisory Board. If you are interested in finding out more information on how to become a jury please contact Dr. Erik Geslin (see Contact List).

All decisions made by EMOTIONAL GAMES AWARDS and its juries are final and no correspondence will be entered into as to why particular entries were or were not nominated.

I. LONGLIST, NOMINATIONS AND WINNERS

- The 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 an EMOTIONAL GAMES AWARDS Award and a winner's certificate;
- The EMOTIONAL GAMES AWARDS Award or logo may not be reproduced or used in any commercial manner unless prior permission has been obtained from EMOTIONAL GAMES AWARDS ;
- The EMOTIONAL GAMES award remains the property of UCO, 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 Euros. The Award must not be sold on to any third party;
- Award winners unable to collect their EMOTIONAL GAMES 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.

J. CLIP USAGE - NOMINATED CONTENT

All games that are shortlisted for jury consideration will be asked to provide a clip.

1. By entering your game for consideration, you hereby grant to us and persons authorised by us the non-exclusive right to record, copy, reproduce, broadcast, transmit, communicate to the public, cut and edit the Material and perform all or part of the Material for and/or in connection with the production, exploitation, promotion and/or advertising of the Program, on all forms of Internet Distribution worldwide including but not limited to the sponsors websites and the EMOTIONAL GAMES AWARDS website www.EmotionalGamesAwards.com for a period of (1) one year from the date of first transmission of the Programme and across all forms of TV, including VoD and non-theatrical, worldwide for a period of (1) year.

2. You warrant that you are entitled to grant to us the rights referred to above detailed in paragraph 1 and that the exercise of such rights will not (a) infringe the copyright or any other personal or property rights of any person or be in breach of any statute or regulation or (b) entitle any person to claim any fee from us or from any of our licensees. You warrant that any persons appearing in the Material have given their consents to enable us to make and exploit the Program in accordance with the above detailed in paragraph 1.

3. You agree that you will not make any claim against us or our assigns for any further remuneration in respect of the exploitation of the rights set out in paragraph 1.

K. EMOTIONAL GAMES AWARDS LOGOS

- Entrants may use the 'EMOTIONAL GAMES AWARDS Nominee' or 'EMOTIONAL GAMES AWARDS Winner' logos online, in print and in broadcasts only once a game has been nominated for or won an award;
- Logos are available from EMOTIONAL GAMES AWARDS before nominations and winners announcements for advance artwork preparation, but may only be used if the entry receives at least one nomination or Award; Cropping or altering the logos in any way is prohibited;
- Each instance of logo use must be approved by EMOTIONAL GAMES AWARDS , with proofs of the logos in situ sent by email;

- Contact Laurent Gosselin (see Contact List) for more information.

M. CONTACT LIST

General Enquiries Entry and Rules Voting Procedures Nominees

Online entry support

Erik Geslin Tel: +33 6 22 00 47 57 erik.geslin@emotionalgamesawards .com

Laurent Gosselin Tel : +33 6 79 98 12 12 laurent.gosselin@emotionalgamesawards.com

Press and Communication

Clelia Motte Tel: +33 6 76 83 52 32 clelia.motte@emotionalgamesawards .com

UCO Laval L3Di

25 rue du Mans - 53000 Laval, France -

<http://www.emotionalgamesawards.com/>

[@EmotionalGamesA](#)

<https://www.facebook.com/EmotionalGamesAwards>