



Second Annual SXSW Gaming Awards Announces Top Winners in 21 Categories

Dragon Age: Inquisition takes home Game of the Year followed by three award wins for *Middle-earth: Shadow of Mordor*

AUSTIN, Texas (Mar. 14, 2015) — South by Southwest (SXSW) Gaming today announced the winners of the second-annual [SXSW Gaming Awards](#) – part of the [SXSW Gaming Expo](#) – presented by iam8bit, Logitech, Porter Novelli, Twitch and Wikia. Austin City Limits Live at The Moody Theater hosted the ceremony which was co-emceed by actress and comedian Janet Varney and popular YouTube personality Markiplier.

In all, 21 awards were handed out, with *Dragon Age: Inquisition* taking the top honor as Game of the Year. *Middle-earth: Shadow of Mordor* followed with three award wins, including Excellence in Gameplay and Excellence in Animation.

Speedrunners was chosen by gamers on the show floor to take home the Gamer's Voice Award, beating out 29 other games showcased in the SXSW Gaming Indie Corner. To be considered for the Gamer's Voice Award, games must have had less than \$1 million in funding; a working and playable demo; and be released by the end of 2015 or shortly thereafter.

"We're ecstatic to see the gaming industry and gamers alike embrace the SXSW Gaming Awards," said Justin Burnham, SXSW Gaming Project Manager. "Our awards bring together the voice of gamers everywhere with those of industry experts to decide the best of the best. Congrats to the team behind *Dragon Age: Inquisition* for its Game of the Year win and to the rest of this year's winners for making 2014 another stellar year for gaming!"

The submission process opened in August 2014 through the official [Gaming Awards](#) page and closed in December. Finalists for the SXSW Gaming Awards categories were selected and voted on by the SXSW Gaming Advisory Board, consisting of more than 40 gaming, comic and geek culture industry experts, and represent the game titles that demonstrate the best and most innovative of the year in each respective category. Once finalists were revealed, the general public, along with the Advisory Board, were invited to cast their vote on [Wikia.com](#) to help determine the winners in each category, which were revealed and honored at tonight's SXSW Gaming Awards ceremony.

Here are the winners of the second-annual SXSW Gaming Awards:

Game of the Year: Awarded to the indie or mainstream game that exemplifies gaming excellence.

WINNER: [Dragon Age: Inquisition](#) – Electronic Arts/BioWare



Mobile Game of the Year: Awarded to the mobile game that exemplifies gaming excellence

WINNER: [Hearthstone: Heroes of Warcraft](#) – Blizzard Entertainment

Table Top Game of the Year: Awarded to the table top game that exemplifies gaming excellence

WINNER: [Star Realms](#) – White Wizard Games

Excellence in Gameplay: Awarded to the title that exemplifies excellence in gameplay mechanics

WINNER: [Middle-earth: Shadow of Mordor](#) – Warner Bros. Interactive/Monolith Productions

Excellence in Art: Awarded to the title that exemplifies excellence in art and design

WINNER: [Child of Light](#) – Ubisoft/Ubisoft Montreal

Excellence in Animation: Awarded to the title that exemplifies excellence in animation

WINNER: [Middle-earth: Shadow of Mordor](#) – Warner Bros. Interactive/Monolith Productions

Excellence in Technical Achievement: Awarded to the title that exemplifies excellence in technical achievement

WINNER: [Destiny](#) – Activision/Bungie

Excellence in Visual Achievement: Awarded to the game that best exemplifies stunning visuals

WINNER: [Far Cry 4](#) – Ubisoft/Ubisoft Montreal

Excellence in Narrative: Awarded to the title that exemplifies excellence in game narrative

WINNER: [The Wolf Among Us](#) – Telltale Games

Excellence in Design and Direction: Awarded to the title that exemplifies excellence design and direction

WINNER: [Middle-earth: Shadow of Mordor](#) – Warner Bros. Interactive/Monolith Productions

Excellence in SFX: Awarded to the title that exemplifies excellence game sound effects

WINNER: [Alien: Isolation](#) – SEGA/The Creative Assembly

Excellence in Musical Score: Awarded to the title that exemplifies artistic excellence in musical score, and how it is used to progress the narrative of a game

WINNER: [Transistor](#) – Supergiant Games

Excellence in Multiplayer: Awarded to the title that exemplifies excellence in multiplayer gaming

WINNER: [Super Smash Bros. Wii U](#) – Nintendo



Excellence in Convergence: Awarded to the game that best exemplifies excellence in the crossover to other entertainment mediums such as film, music, toys, animation, sports and more

WINNER: [South Park: The Stick of Truth](#) – Ubisoft/Obsidian Entertainment

Most Valuable Character: Awarded to the best game character that left an overwhelming impression

WINNER: Ellie, [The Last of Us: Left Behind](#) – Sony Computer Entertainment/Naughty Dog

Most Valuable Esports Team: Awarded to the professional team that excelled in performance and provided the most valuable impact in its competitive scene(s)

WINNER: [Cloud9](#)

Most Valuable Online Channel: Awarded to the gaming-related channel that consistently entertains and keeps us watching with its humor, stories, special effects and more

WINNER: [Rooster Teeth](#)

Most Valuable Add-On Content: Awarded to the best additional content or DLC that added even more value to a great game making the experience that much better

WINNER: [The Last of Us: Left Behind](#) – Sony Computer Entertainment/Naughty Dog

Most Anticipated Crowdfunded Game: Awarded to the most highly-anticipated crowdfunded game, through such platforms as Kickstarter, Early Access, Indiegogo, that lived up to expectations or has yet to grace our collections

WINNER: [Star Citizen](#) – Cloud Imperium Games

Matthew Crump Cultural Innovation Award: Awarded to the title that most challenges the “norm” of everyday gaming, and offers a culturally innovative view of a game world, character or gameplay

WINNER: [This War of Mine](#) – 11 Bit Studios

Gamer’s Voice Award: Awarded to the favorite game in the Indie Corner as decided exclusively by gamers on the SXSW Gaming Expo floor

WINNER: [Speedrunners](#) – tinyBuild

About SXSW Gaming

[SXSW Gaming](#) is an integral part of the SXSW experience. This diverse and widely popular array of events combines well-loved elements of geek culture with the cross-console video game world. And it all happens in Austin, Texas, a true hotbed for the expanding gaming industry. With the [Gaming Awards](#), panels, a free expo, rocking parties and exceptional demos, no event bridges the gap between industry insiders and the general public quite like SXSW Gaming.

SXSW Gaming 2015 is sponsored by Activision and Twitch.



About SXSW Interactive

The 22nd annual SXSW Interactive Festival returns to Austin from Friday, March 13 through Tuesday, March 17. An incubator of cutting-edge technologies and digital creativity, the 2015 event features five days of compelling [presentations and panels](#) from the brightest minds in emerging technology, scores of exciting networking events hosted by industry leaders and an unbeatable lineup of special programs showcasing the best new websites, video games and startup ideas the community has to offer. From hands-on training to big-picture analysis of the future, SXSW Interactive has become the place to preview the technology of tomorrow today. Join us in March 2015 for the [sessions](#), the [networking](#), the [evening events](#), the 18th Annual [SXSW Interactive Innovation Awards](#), [SXSW Accelerator](#), the [SXSW Gaming Expo](#), the [SXSW Trade Show](#), [SXSW Create](#), the [Digital Creative Job Market](#), cross-industry conversations with attendees from [SXSW Film](#) and [SXSW Music](#), and, most of all, the [unforgettable inspirational experiences](#) that only SXSW can deliver.

SXSW Interactive 2015 is sponsored by Miller Lite, Esurance, AT&T, IFC, Mazda, Monster Energy, McDonald's, Philips, Capital One, Pepsi and The Austin Chronicle.

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