

'Fallout 3' crowned videogame of the year

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Cover of the video game "Fallout 3." The post-apocalyptic adventure made by Bethesda Softworks, has been crowned Game of the Year at a major gathering of videogame makers in San Francisco.

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The captivating story-driven videogame made by Bethesda Softworks bested blockbuster rivals including notorious "Grand Theft Auto: IV" and zombie shooter "Left 4 Dead" at the 9th annual [Game Developers Choice Awards](#).

"It's the first time we've ever won this award, and to be given it by other

[game](#) developers, with so many amazing games that could have won, well, we're simply overjoyed," Bethesda game director Todd Howard said Thursday.

"It's very special to us."

"[Fallout 3](#)" also won a Best Writing award at Wednesday's ceremony, considered a highlight of the Game Developers Conference (GDC).

Sony-backed "LittleBigPlanet" developed by Media Molecule of Britain ended the evening with the most awards, capturing top spots for game design technology, innovation, and Best Debut Game.

LittleBigPlanet encourages people to create and share games as well as play.

The latest "Prince of Persia" release by hot French videogame maker Ubisoft won a Best Visual Arts category for "hauntingly beautiful" imagery. "God of War: Chains of Olympus" was declared Best Handheld Game.

"The games being recognized here are virtuoso efforts that have truly advanced the state of video games." said GDC content director Meggan Scavio.

"The Game Developers Conference has become the premiere videogame award show because it gives voice to those who understand games better than anyone; the people who make them."

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