

'Fallout 4' crowned game of the year at DICE Awards

February 19 2016, by Derrick J. Lang



This Dec. 10, 2011 file photo shows game producer Todd Howard onstage at Spike TV's Video Game Awards, in Los Angeles. For the attendees of the D.I.C.E. Summit on Feb. 16-18, 2016, the annual gathering isn't merely only a chance for game industry veterans to schmooze at the poker table. It's also an opportunity to address issues and innovations ranging from gender diversity to virtual reality. "Metal Gear Solid" creator Hideo Kojima and "Fallout" creative director Howard are among the elite developers scheduled to attend this week's 15th annual summit. (AP Photo/Chris Pizzello, File)

"Fallout 4" wasted the competition at the D.I.C.E. Awards.

Bethesda Softworks' role-playing video saga set in a post-apocalyptic Boston won the game of the year prize at the 19th annual awards.

"Fallout 4" was also honored with trophies for outstanding achievement in game direction and as a role-playing game of the year, while its spin-off app "Fallout Shelter" was selected as mobile game of the year.

The D.I.C.E. Awards—which stands for design, innovate, communicate and entertain—honor outstanding achievements in games and are determined by votes from members of the Academy of Interactive Arts and Sciences and the International Game Developers Association.

"The Witcher 3: Wild Hunt," CD Prokjekt Red's sprawling fantasy role-playing sequel, picked up awards for outstanding achievement in story, [technical achievement](#) and game design.

The ethereal platformer "Ori and the Blind Forest" from Moon Studios gathered honors for outstanding achievement in animation, art direction and original music composition.

Psyonix's "Rocket League," the indie title that merges soccer-like gameplay with vehicle combat, scored for sports game of the year, outstanding achievement in online gameplay and the D.I.C.E. Sprite Award, which honors games crafted with limited resources.



In this Dec. 10, 2011 file photo, Todd Howard, of Bethesda Game Studios, accepts the award for game of the year for The Elder Scrolls V: Skyrim at Spike TV's Video Game Awards, in Culver City, Calif. For the attendees of the D.I.C.E. Summit on Feb. 16-18, 2016, the annual gathering isn't merely only a chance for game industry veterans to schmooze at the poker table. It's also an opportunity to address issues and innovations ranging from gender diversity to virtual reality. "Metal Gear Solid" creator Hideo Kojima and "Fallout" creative director Howard are among the elite developers scheduled to attend this week's 15th annual summit. (AP Photo/Chris Pizzello, File)

The multiplayer sci-fi shooter "Star Wars: Battlefront" from Electronic Arts studio DICE earned a pair of trophies for action game of the year and for outstanding achievement in sound design.

Other winners included "Rise of the Tomb Raider" for outstanding achievement in character for Lara Croft, "Super Mario Maker" as family game of the year, "Metal Gear Solid V: The Phantom Pain" as adventure game of the year, "Mortal Kombat X" for fighting game of the year, "Forza Motorsport 6" as racing game of the year, "Helldivers" as handheld game of the year and "Heroes of the Storm" as strategy/simulation [game](#) of the year.

The late Nintendo executive Satoru Iwata was honored with the ceremony's lifetime achievement award, while "Metal Gear Solid" creator Hideo Kojima was inducted into the interactive academy's hall of fame.



An attendee walks near signage at the D.I.C.E. Summit Thursday, Feb. 18, 2016, in Las Vegas. For the attendees of the D.I.C.E. Summit, the annual gathering isn't merely only a chance for game industry veterans to schmooze at the poker table. It's also an opportunity to address issues and innovations ranging from gender diversity to virtual reality. (AP Photo/Ronda Churchill)

The ceremony capped off the three-day D.I.C.E. Summit. The industry gathering featured talks from such luminaries as "Metal Gear" creator Kojima, "Rise of the Tomb Raider" writer Rhianna Pratchett and "Civilization" creator Sid Meier.



In this Dec. 10, 2011 file photo, Japanese game director Hideo Kojima arrives at Spike TV's Video Game Awards in Culver City, Calif. "Metal Gear Solid" creator Kojima and "Pacific Rim" filmmaker Guillermo del Toro are teaming up for a talk at the Academy of Interactive Arts and Science's annual D.I.C.E. Summit on Thursday, Feb. 18, 2016. It marks the pair's first public appearance together since their top-secret video game collaboration "Silent Hills" was shelved by publisher Konami. (AP Photo/Joe Kohen, File)



In this March 5, 2013 file photo, Rhianna Pratchett, writer of "Tomb Raider" and "Rise of the Tomb Raider," arrives for the 2013 British Academy Games Awards at the Hilton hotel in central London. At the 2016 D.I.C.E. Summit which runs Feb. 16-18, 2016, the Academy of Interactive Arts and Sciences is kicking off its annual summit by unveiling an initiative to include more women in the video game industry. While about 44 percent of the gaming population is made up of women, only about 18 percent of game creators identify as female. (Photo by Joel Ryan/Invision/AP, File)



In this July 15, 2008 file photo, Satoru Iwata, President and CEO of Nintendo Co. Ltd., speaks at a news conference where Nintendo unveiled an enhancement for its Wii Remote controller and new games at the E3 Media and Business Summit in Los Angeles. The survival saga "Rise of the Tomb Raider" is leading the D.I.C.E. Awards with 9 nominations, while "The Witcher 3: Wild Hunt" follows closely behind with 8 nods at the Academy of Interactive Arts and Science's annual ceremony on Thursday, Feb. 18, 2016. Iwata, the late president of Nintendo, will be honored with the lifetime achievement award. (AP Photo/Ric Francis, File)



Guillermo del Toro, left, film director at DelToro Films and Hideo Kojima, game designer at Kojima Productions, participate in a panel discussion at the D.I.C.E. Summit Thursday, Feb. 18, 2016, in Las Vegas. (AP Photo/Ronda Churchill)

More information: www.dicesummit.org

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