

# 'Last of Us' wins big at Game Developers Awards

20 March 2014, by Derrik J. Lang



This undated file photo provided by Naughty Dog/Sony Computer Entertainment America shows a scene from the video game, "The Last of Us." It's a battle between large and small at the Game Developers Choice Awards. The big-budget, post-apocalyptic drama "The Last of Us" and the independent voyeuristic coming-of-age story "Gone Home" both lead the awards honoring the best video games of the past year with five nominations each, including video game of the year. (AP Photo/Naughty Dog/Sony Computer Entertainment America, file)

"The Last of Us" won the top honor at the Game Developers Choice Awards.

The gripping post-apocalyptic survival saga created by developer Naughty Dog for the PlayStation 3 picked up the game of the year trophy Wednesday at the 14th annual ceremony honoring the best video games released over the past year. "The Last of Us" also won the awards for best design and narrative.

Irrational Games' slick sky-high shooter "BioShock Infinite" landed the [awards](#) for best audio and visual art, while Lucas Pope's quirky immigration agent simulator "Papers, Please" captured the innovation award and best downloadable [game](#) prize.

Other winners at the Moscone Center ceremony included Rockstar Games' heist romp "Grand Theft Auto V" for best technology and The Fullbright Company's coming-of-age story "Gone Home" for best debut.



This file photo released by Rockstar Games shows a screen shot from the video game, "Grand Theft Auto V." The big-budget, post-apocalyptic drama "The Last of Us" and the independent voyeuristic coming-of-age story "Gone Home" both lead the Game Developers Choice Awards in San Francisco, honoring the best video games of the past year with five nominations each, including video game of the year. Other titles up for the top prize at the Wednesday, March 19, 2014 ceremony include "Grand Theft Auto V," "Tomb Raider" and "Super Mario 3D World." (AP Photo/Rockstar Games, file)



This file photo provided by The Fullbright Company shows a scene from the video game, "Gone Home." It's a battle between large and small at the Game Developers Choice Awards on Wednesday, March 19, 2014 in San Francisco. The big-budget, post-apocalyptic drama "The Last of Us" and the independent voyeuristic coming-of-age story "Gone Home" both lead the awards honoring the best video games of the past year with five nominations each, including video game of the year. (AP Photo/The Fullbright Company, file)

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