



WINNERS ANNOUNCED: BRITISH ACADEMY GAMES AWARDS

Fallout 4 wins Best Game

Everybody's Gone to the Rapture, Her Story and Rocket League each win three BAFTAs

SMITE wins AMD eSports Audience Award

John Carmack presented with Fellowship

London, 7 April 2016: The British Academy of Film and Television Arts (BAFTA) has announced the winners of tonight's British Academy Games Awards, which celebrated the very best in games of the past year. The ceremony was hosted by Dara O'Briain at Tobacco Dock, London where presenters included Benjamin O'Mahoney, Ali A, Julia Hardy, Syndicate Project, Amy Williams, Greg Rice and Paul Chaloner.

Fallout 4 – the action role-playing game developed by Bethesda Game Studios – won *Best Game*. This is the first win for the series which has been BAFTA nominated six times.

Everybody's Gone to the Rapture, the story-based game that takes place in a small English village whose inhabitants have mysteriously disappeared, took home three BAFTAs: *Audio Achievement*, *Performer* for Merle Dandridge as Kate Collins, and *Music* for the haunting score composed by Jessica Curry.

Sam Barlow collected three awards for **Her Story**, a novel piece of interactive fiction. The game is Barlow's first project as an independent developer and won in the *Debut Game*, *Game Innovation* and *Mobile & Handheld* categories.

Futuristic sports-action game **Rocket League** fought off strong competition across three categories to win BAFTAs for *Family Game*, *Multiplayer* and *Sport*.

Anime-inspired **Ori and the Blind Forest** won the BAFTA for *Artistic Achievement*. **Batman: Arkham Knight**, the fourth installment in the multi-BAFTA-winning Batman: Arkham series, collected the award for *British Game*, while the Gothic-inspired action role-playing game, **Bloodborne**, won the *Game Design* category.

Interactive survival horror title **Until Dawn** picked up the BAFTA for *Original Property*, while **Prison Architect**, a construction and management sim where the player takes control of their own prison, won the *Persistent Game* award. The BAFTA for *Story* was won by **Life is Strange**, an episodic adventure that set out to revolutionise story-based choice and consequence games.

The *AMD eSports Audience Award* was won by **SMITE**, seeing off competition from Call of Duty: Black Ops 3, Counter-Strike: Global Offensive, Dota 2, Hearthstone: Heroes of Warcraft and League of Legends.

Showcasing the best in young games development and design talent, the *BAFTA Ones to Watch Award in association with Dare to be Digital* was won by **SUNDOWN**, a multiplayer stealth game created by a team of student developers from the US.

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The Fellowship, the highest accolade the Academy can bestow, was presented to **John Carmack**, a leading figure within computer and game engineering and one of the pioneers of 3D graphics, for his outstanding and exceptional creative contribution to the industry.

The ceremony was streamed live at [Twitch.tv](https://www.twitch.tv). BAFTA's website, www.bafta.org, features red carpet highlights, photography and winners' interviews, and dedicated coverage is available on social networks including Facebook ([/BAFTA](https://www.facebook.com/BAFTA)), Twitter ([@BAFTAGames](https://twitter.com/BAFTAGames) / [#BAFTAGames](https://www.tumblr.com/BAFTAGames)), and [Tumblr](https://www.tumblr.com).

The British Academy Games Awards is supported by industry partners Electronic Arts, SEGA Europe Ltd. and Ubisoft, with ME London by ME Hotels as the official hotel partner.

BAFTA curates a year-round global programme of events and initiatives that support the games industry. This includes developer talks, showcases, debates, scholarships and networking, as well as the flagship Games Lecture by an inspirational practitioner. BAFTA Young Game Designers (YGD) gives young people and educators insights into the industry and access to the brightest creative minds in games. Applications are now open for [YGD](#), and for [Breakthrough Brits in partnership with Burberry](#), which showcases up-and-coming games talent.

Applications are now being taken for games memberships of BAFTA:
membership.bafta.org

Registration for the British Academy Games Awards in 2017 is now open:
<http://awards.bafta.org/entry#games>

-- A FULL LIST OF ALL THE WINNERS ACCOMPANIES THIS RELEASE --

For free event photography, video, transcripts, logos and more visit
www.bafta.org/press/games

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About BAFTA

The British Academy of Film and Television Arts is an independent charity that supports, develops and promotes the art forms of the moving image by identifying and rewarding excellence, inspiring practitioners and benefiting the public. In addition to its Awards ceremonies, BAFTA has a year-round programme of learning events and initiatives – featuring workshops, masterclasses, scholarships, lectures and mentoring schemes – in the UK, USA and Asia; it offers unique access to the world's most inspiring talent and connects with a global audience of all ages and backgrounds. BAFTA relies on income from membership subscriptions, individual donations, trusts, foundations and corporate partnerships to support its ongoing outreach work. To access the best creative minds in film, television and games production, visit www.bafta.org/guru For more, visit www.bafta.org