



(For immediate release)

## WINNERS ANNOUNCED: BRITISH ACADEMY GAMES AWARDS

**Uncharted 4 wins Best Game**

**INSIDE wins four BAFTA Awards**

**Overcooked and Firewatch win two BAFTAs each**

**Clash Royale wins AMD eSports Audience Award**

**Brenda Romero presented with Special Award**

London, 6 April 2017: 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 Danny Wallace at Tobacco Dock, London.

**Uncharted 4**, the action adventure game developed by Naughty Dog Studios, won *Best Game*. This is the fifth win for the series, its previous four came in 2010 for *Uncharted 2: Among Thieves*.

**INSIDE**, the puzzle-platformer adventure game, won four BAFTAs: *Artistic Achievement*, *Game Design*, *Narrative* and *Original Property*.

**Overcooked**, the cooking simulation game, won *British Game* and *Family*. **Firewatch**, the first-person mystery adventure game, won *Debut Game* and *Performer* for Cissy Jones.

Another six games were winners on the night. The autobiographical game **That Dragon, Cancer** won for *Game Innovation*. Futuristic sports-action game **Rocket League** won *Evolving Game*. The team-based multiplayer first-person shooter **Overwatch** won the BAFTA for *Multiplayer*. **Pokémon Go**, the location based augmented reality game, won in *Mobile Game*. **The Last Guardian**, the action-adventure game, won the BAFTA for *Audio Achievement*. The mystery adventure game **Virginia** won in *Music*.

The *AMD eSports Audience Award* was won by **Clash Royale**, seeing off competition from *Counter-Strike: Global Offensive*, *Dota 2*, *League of Legends*, *Overwatch* and *Street Fighter V*.

Showcasing the best in games development and design talent, the *BAFTA Ones to Watch Award in association with Dare to be Digital* was won by **Among The Stones**, a 3D platform game created by a team of student developers from Abertay University.

The Special Award was presented to **Brenda Romero** in recognition of her outstanding creative contribution to the industry and for her illustrious career in game design, her advocacy for the art and creative process behind game-making, and her commitment to encouraging the next generation of talent in the industry.

BAFTA's website, [www.bafta.org](http://www.bafta.org), features red carpet highlights, photography and winners' interviews, and dedicated coverage is available on social networks including



Facebook ([/BAFTA](#)), Twitter ([@BAFTAGames](#) / [#BAFTAGames](#)), and [Tumblr](#). The ceremony was streamed live at [Twitch.tv](#).

The British Academy Games Awards are supported by industry partners Electronic Arts, GAME, SEGA, Tencent Games and Ubisoft Entertainment with ME London Hotel 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. Applications are now open for: BAFTA Young Game Designers ([YGD](#)), which gives young people and educators insights into the industry and access to the brightest creative minds in games; [BAFTA Scholarships](#), which enable talented individuals to study a post-graduate course in games; and [BAFTA Breakthrough Brits](#), which supports emerging stars of the games industry.

Applications are now being taken for games memberships of BAFTA:  
[membership.bafta.org](#)

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

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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](#)