WINNERS ANNOUNCED: BRITISH ACADEMY GAMES AWARDS

What Remains of Edith Finch wins Best Game

Hellblade: Senua’s Sacrifice wins five BAFTAs

Two BAFTAs for Super Mario Odyssey

Tim Schafer presented with the Fellowship

London, 12 April 2018: 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 Troxy, London.

What Remains of Edith Finch, the second game from BAFTA-winning developer Giant Sparrow Studios, won Best Game. Giant Sparrow previously won for The Unfinished Swan in the debut game category in 2013.

Hellblade: Senua’s Sacrifice, which explores the titular character’s struggle with mental health issues, won Artistic Achievement, Audio Achievement, British Game, Game Beyond Entertainment and Melina Juergens won in the Performer category for her role as Senua.

Super Mario Odyssey, the 3D platform game from Nintendo, won Game Design and Family.

Another eight games were winners on the night. The hand-drawn story puzzle game, Gorogoa, won Debut Game. Following its win at last year’s awards for Multiplayer, the team-based first-person shooter Overwatch won Evolving Game. Golf Clash, the real-time multiplayer game, won Mobile Game. The Legend of Zelda: Breath of the Wild, the action-adventure game, won the BAFTA for Game Innovation. The role-playing game Divinity: Original Sin 2 won in Multiplayer. Cuphead, the run-and-gun indie game, won in Music. Night in the Woods, the adventure game focusing on exploration, story and character, won the BAFTA for Narrative. The action role-playing game Horizon Zero Dawn won for Original Property.

The Fellowship was presented to Tim Schafer in recognition of his outstanding creative contribution to the industry and for his illustrious career in game design.

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), Twitter (@BAFTAGames / #BAFTAGames), YouTube and Instagram. The ceremony was streamed live across all major social, online and gaming platforms.

The Awards are supported by industry partners Activision Blizzard, Electronic Arts, SEGA Europe Ltd., PlayFusion, Tencent, 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 (BAFTA) is a world-leading independent arts charity that brings the very best work in film, games and television to public attention and supports the growth of creative talent in the UK and internationally. Through its Awards ceremonies and year-round programme of learning events and initiatives – which includes workshops, masterclasses, scholarships, lectures and mentoring schemes in the UK, USA and Asia – BAFTA identifies and celebrates excellence, discovers, inspires and nurtures new talent, and enables learning and creative collaboration. For advice and inspiration from the best creative minds in working in film, games and television, visit www.bafta.org/guru. For more, visit www.bafta.org.