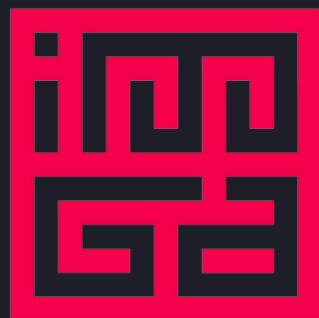


13TH



**INTERNATIONAL  
MOBILE GAMING AWARDS**

**ANNUAL REPORT  
2016-2017**

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# A LETTER FROM THE FOUNDER

*When the IMGA started in 2004,  
we couldn't have imagined how  
globally significant it would become.*

With its long history and unique judging process, the IMGA has discovered and awarded some of the world's most popular titles in their early days, such as Candy Crush Saga and Plants vs. Zombies. It is the only competition that unites the industry by celebrating excellence and innovation in mobile games from around the world.

2016 was a year of growth for the IMGA, with the launch of three new local competitions in Southeast Asia, the Middle East North Africa, and China. And, as a result, the line-up of this year's IMGA Global campaign was unique. For the first time, the IMGA was the result of a worldwide search for quality, innovation and originality in mobile games.

The winners of the new local IMGA editions were guaranteed spots as nominees for the IMGA Global competition. And so, the 159 nominees of the 13th IMGA Global (including 29 unpublished games and 13 VR games) were selected from nearly 3000 submissions, and united our local competitions winners with those selected from our global call for entries.

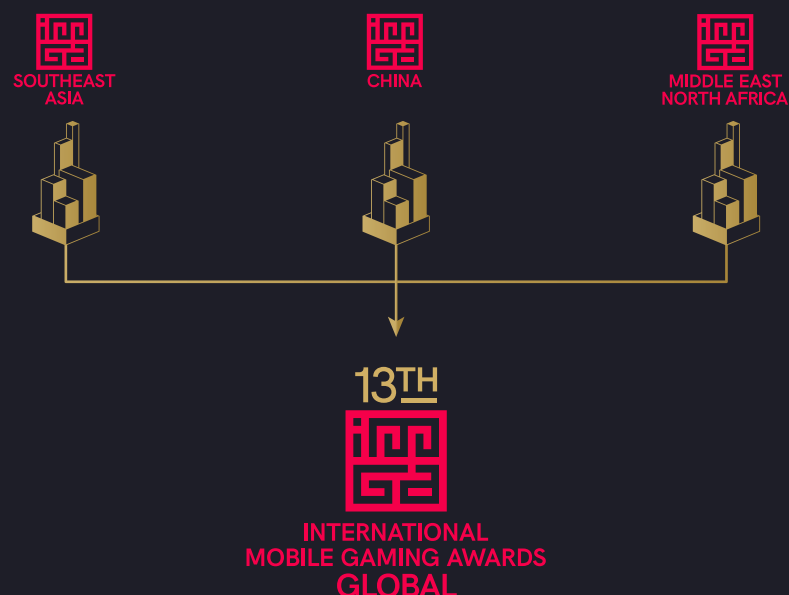


# A LETTER FROM THE FOUNDER

The 13th IMGA Global also introduced a new award: the Game Artist of 2016, which was given to the best game artist or the best art team who worked on an exceptionally beautiful game. The jury for this Award was selected separately and consisted of professionals with specific knowledge in game art and design. Additionally, for the second consecutive year, the IMGA presented an award for the best mobile VR game.

The 13th IMGA Global broke many records set in past years: most games submitted, most press coverage, most social media engagement, and the largest audience ever for our awards ceremony in San Francisco.

We are very thankful to our sponsors and partners who helped us make 2016 such a great success.



*Maarten Noyons*  
IMGA FOUNDER

# WHAT'S NEW?

## OUR PRE-SELECTION SYSTEM

This year, the IMGA team was focused on improving the pre-selection process around the games we receive during the call for entries. Every year the IMGA reaches out to all creators of mobile games to send in their games, and we typically receive around 1000 entries.

Previously, all of these games were played by 15 jury members during two days in order to determine the nominees and the prize categories. We heard our judges' feedbacks: mobile games have become more complex, and require more time to be judged.

To solve this, we created an online preselection tool where 300 experts were invited to each test 20 games. For each game they tested, we asked them to select them IN or OUT of the nominees and to explain their decision. Each game was played by 4 people, and from those results, we were able to determine our nominees.

This new process reduced the number of games from 1000 to 150 for the on-site judges.

JURY PRESELECTION SYSTEM

CONNECTED AS : ALEX BUBB

Disconnected

Welcome to your on line judging space @IMGA Global, we are proud to have you among our judges!  
Here are a few things you need to know before you start:

1. Sometimes you need to pay for one or more games we want you to judge. In most cases we provide a working promo code, but sometimes we don't. In the latter case, please pay for the game yourself and send us a note: we will reimburse you with PayPal.  
2. If one of the games on your list is your game, or if you have a vested interest in one of the games on your list, please send us a note and we will remove that game from your list and provide you with a new title.  
3. It is important that you download and play all the games before giving your judgement. Just watching a video is not enough to judge a game.  
4. For the first time this year the IMGA launches a special prize, called The game artist of 2016. If you think one or more games on your list have particularly good artwork, please check the box game artist of 2016 nominee.  
5. The deadline for judging your games is January 30.  
6. Please make sure to click save after each note/comment. If you leave the page for a few hours without saving, the system might disconnect and lose your work.

I hope you will enjoy the judging and thanks for signing up!

Maurien Noyons

Max 25 items per page: 6

from 1 to 25 6

Enter Email

Connect

Alex Bubb - alex.bubb@gmail.com

1-EGGEGG - THE PLATFORM PUKER

ANDROID / APPLE /

RELEASED

Release date : October 20, 2016

DOWNLOADS / PLATFORMS

+

+

+

Pro Game? No

Working Promo Code:

7DWC7N3W5L

2-EXPLOREPLATE

3-ALZARONCROFT

4-ALZARONCROFT

5-ALZARONCROFT

6-ALZARONCROFT

7-ALZARONCROFT

8-ALZARONCROFT

9-ALZARONCROFT

10-ALZARONCROFT

VOTE AND COMMENTS

Make your choice

0

Leave a comment

NOMINATED FOR THE 'GAME ARTIST AWARD' OF THE 13 TH IMGA ?

0 No 0 Yes

2-NEO TURF MASTERS

ANDROID / APPLE /

RELEASED

Release date : June 29, 2016

DOWNLOADS / PLATFORMS

+

+

+

Pro Game? No

Working Promo Code:

give them a code

VOTE AND COMMENTS

Make your choice

0

Leave a comment

NOMINATED FOR THE 'GAME ARTIST AWARD' OF THE 13 TH IMGA ?

0 No 0 Yes

THE IMGA ANNUAL REPORT 2016-2017 5/27

## IMGA SEA, MENA AND CHINA

The IMGA launched three new local competitions this year, accepting only games that were created in these regions. We followed the same process as our global competition, with a call for entries, an online preselection, nominees announcement, a public vote, an on-site judging session, and a ceremony to announce the winners.



A Big Thank You to our sponsors and partners MDEC and GameVil!

The IMGA Southeast Asia (SEA) ceremony was held in Kuala Lumpur on November 8, 2016. We received 300 game submissions for this competition, and garnered a lot of great feedback from local and international press.



Kudos to Nour Khrais of Maysalward (on the picture, making a selfie) and our sponsor ZAIN.

The IMGA Middle-East North-Africa (MENA) ceremony was held in Amman, Jordan on November 12, 2016. We received 100 game submissions and the support of the local mobile gaming community.



The IMGA China ceremony was held on January 13, 2017 in Shenzhen. 1300 games were submitted for this unique competition which was endorsed by China Mobile, the Chinese operator leader.

Our partner MyGamez made this incredible event happen and brought us the endorsement and support of China Mobile.

## NEW PRIZE: BEST ARTIST OF 2016

At this year's Global competition, we introduced a new prize to celebrate the work of the best visual artists working on mobile games in 2016. The Best Artist of 2016 prize symbolizes professional recognition of exceptional quality as defined by a jury of experts.

Every artist who worked on a mobile game and whose work was entered into the IMGA Global competition was eligible for this prize, which means that the game artist of 2016 was selected from more than 1,000 game development team.



In many instances, several artists will work on the same game. In such cases the lead designer, the producer, or the CEO of the winning company will be responsible for determining who gets the prize. The decision can also be to give the prize to the art team as a whole, or to two or three people on the design team. The award is not by definition linked to one person.

The winner of this first edition was Ben Brudenell, Art Director at NaturalMotion for his work on Dawn of Titans.

## PR AND COMMUNICATIONS

This report aims to highlight the IMGA media coverage during the 13th IMGA Global competition, PR and social media included. All of our communications (press releases, mailings and social media) are structured according to the competition's main steps :

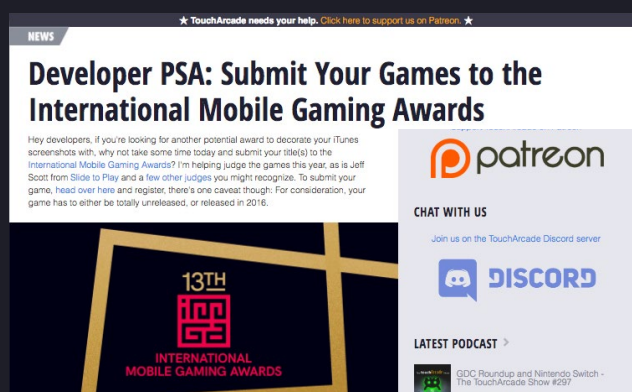
- Call for entries (October)
- Nominees Announcement (February)
- Judging session (February)
- Winners Announcement (February)

### Pr coverage

### Call for entries

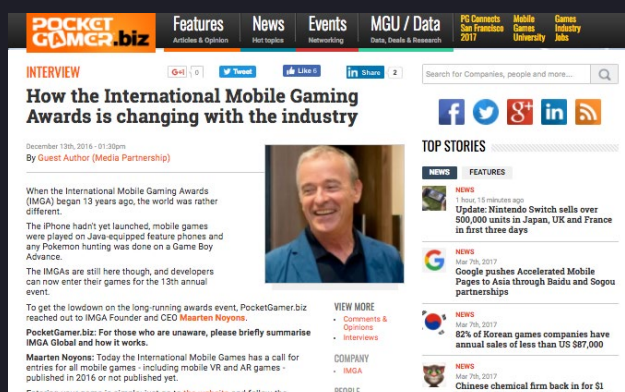
The call for entries opened on September 30, 2016.

Developers, studios and publishers were invited to submit their game online.



#### TOUCH ARCADE

Developer PSA: Submit Your Games to the International Mobile Gaming Awards.

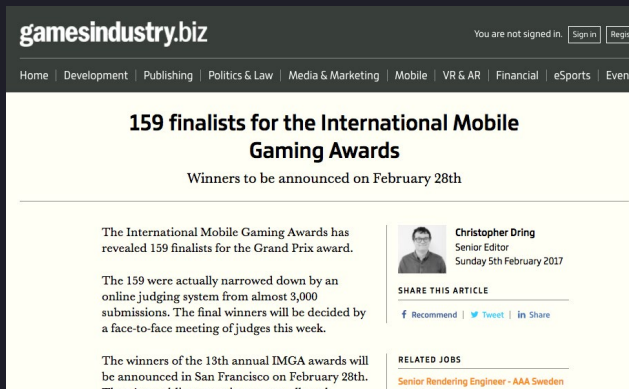


#### PGBIZ.COM

How the International Mobile Gaming Awards is changing with the industry

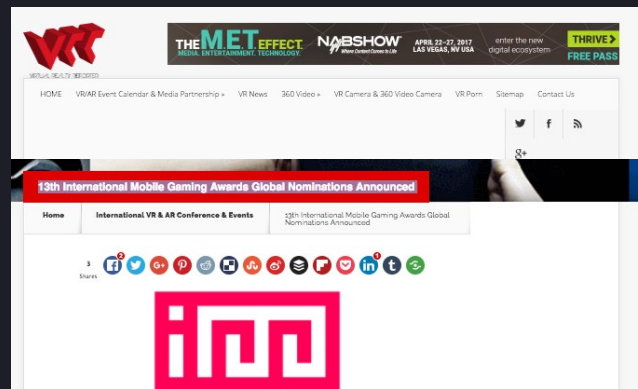
## Nominees

Right after the online judging session was completed in January, we announced the nominated games on February, 2 2016.



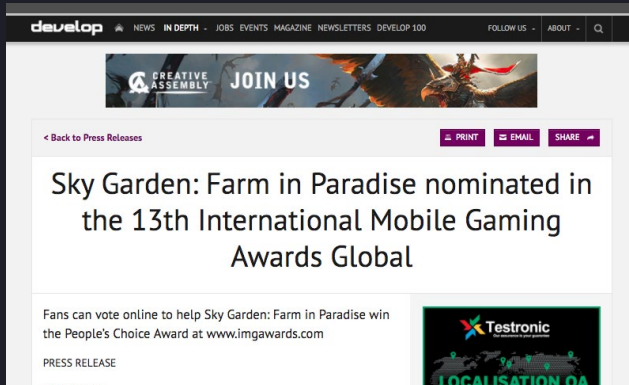
### GAMESINDUSTRY

159 finalists for the International Mobile Gaming Awards



### VRR

13th International Mobile Gaming Awards Global Nominations Announced



### DEVELOP ONLINE

Sky Garden: Farm in Paradise nominated in the 13th International Mobile Gaming Awards Global

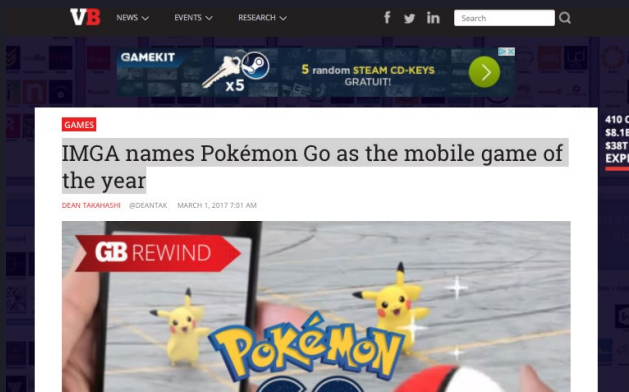


### POCKET GAMER

International Mobile Game Awards Global names 159 finalists

## Winners

The 14 winners were announced on February 28, 2017 in a room packed with the industry's top mobile gaming experts and thought leaders. Almost 800 people joined us this year, breaking the record set by previous IMGA editions.



[VENTURE BEAT](#)

IMGA names Pokémon Go as the mobile game of the year



[PG.BIZ](#)

Pokemon GO takes home the Grand Jury prize at the 13th IMGA Global

## French news

French news talking about the judging session in Marseille.



[LA PROVENCE](#)

Marseille s'immisce au Coeur de la folie des jeux vidéo



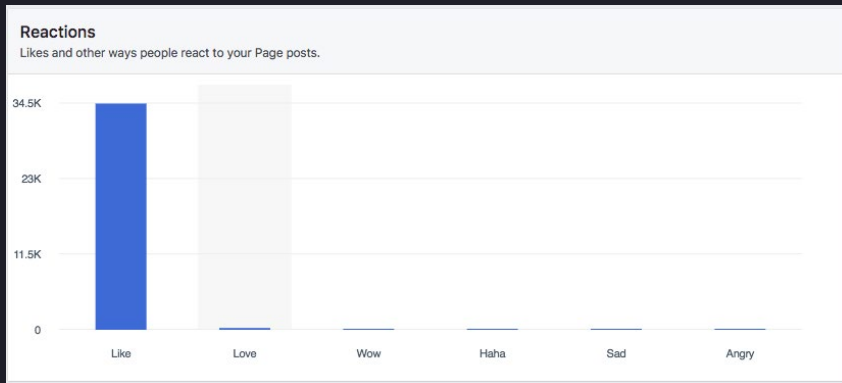
[LA TRIBUNE](#)

Les défis que l'industrie régionale du jeu vidéo doit relever

## Social media

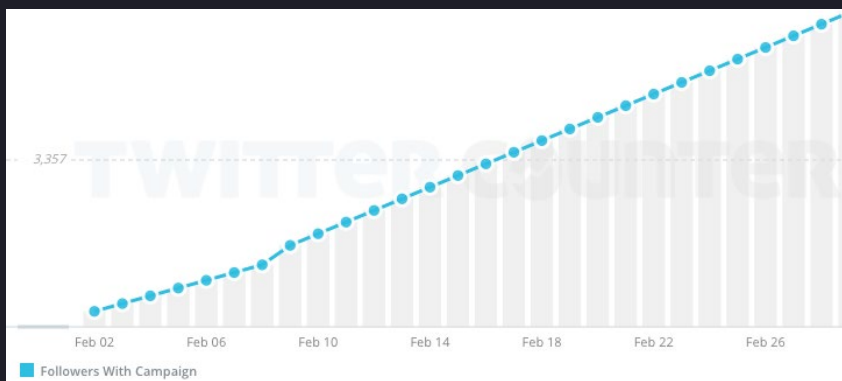
### FACEBOOK

We had a big increase in the number of our Facebook fans and our reach: between October 1st and February 28, we count 34500 reactions and an increase of 400 fans



### TWITTER

Twitter remains the best tool to get in touch with developers. We had a bigger increase compared to last year in the number of our followers, which helped to get more recognition in the developer community. There are now 3400 Twitter users following us. The public voting helped us a lot, and our being active on Twitter (at least five tweets a day, and one article from our website per week) helped us reach these higher numbers.



## Social media

Some examples of communications the nominees posted to call their fans to vote for their games:



And some illustrations coming from the winners:

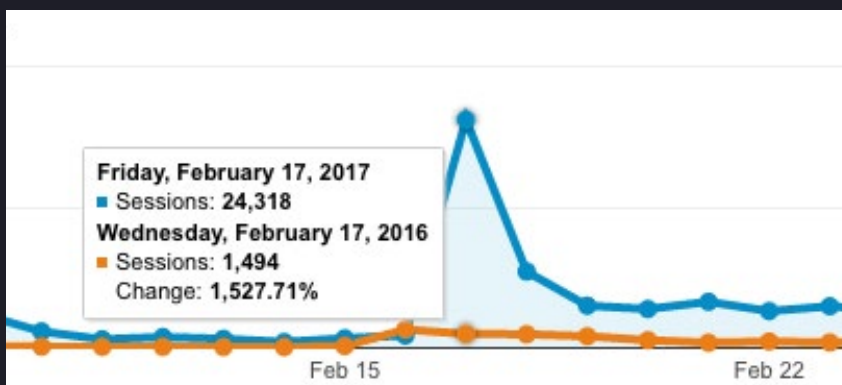


## Online visibility

### TRAFIC

We had a record increase in terms of traffic, especially between the nominees announcement, the public voting and the winners announcement (February 2017): +300% unique visitors & sessions and +262% page views (comparing Feb 2016 with Feb 2017).

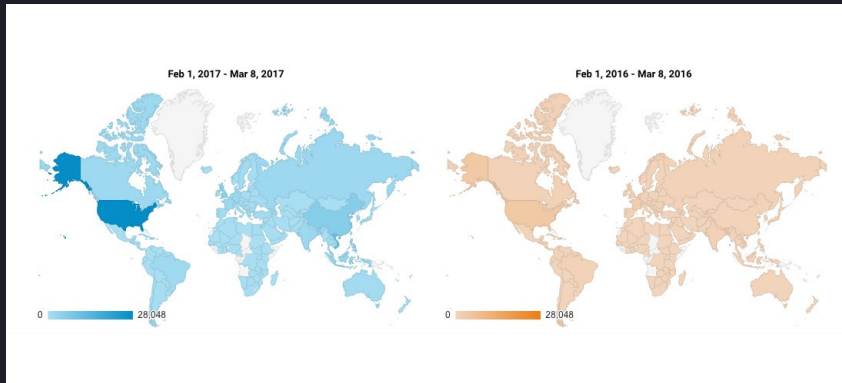
### Nominees announcement



PUBLIC VOTING HELPED A LOT TO BOOST OUR TRAFFIC: WE HAD A DAY (FEBRUARY 17) WITH 24000 SESSIONS.

## LOCATION

We have a very international audience, with developers submitting games from all over the world. The main countries represented in our website traffic changed from last year, as Asian users saw a much greater representation:



USA 28%	TAIWAN 3%
VIETNAM 10%	INDONESIA 3%
CHINA 6%	MALAYSIA 3%
EUROPE 15%	RUSSIA 2%
PHILIPPINES 4%	

## TECHNOLOGY AND DEVICES

We saw a big increase in the number of users using a mobile device to visit our website (70% compared to 40% last year at the same period). We still have around 7% of visitors using a tablet, and now have 25% using a computer to create an account, vote for their favourite game, read our articles etc. The most commonly used device is the iPhone, with 36% of site visits occurring on that device.

# THE 13TH IMGA SPONSORS

IMGA is proud to work with great companies who support the mobile games industry. We would like to thank our sponsors for making our work possible:

## EUROMÉDITERRANÉE

The largest urban renovation and economic development operation in the South of Europe is the founding sponsor for the IMGA. Thanks to Euroméditerranée, the IMGA had another successful, well-organized jury session, giving the jury members from around the world an excellent introduction to the city of Marseille.

## KING

The leading interactive entertainment company for the mobile world, with more than 180 fun titles in 14 languages across web, social and mobile platforms. The IMGA is pleased to be in association with King once again this year.

## ROVIO

This mobile game development studio is best known for creating the Angry Birds franchise.



# THE 13TH IMGA SPONSORS

## SAMSUNG DEVELOPER CONFERENCE

Every year, Samsung Developer Conference shows the latest technologies and future innovations in IoT, Smart Home, VR and more.

## SUPERCELL

A mobile game development company founded in Helsinki, Finland whose credits includes Clash Royale or Clash of Clans.

## TDS

A design company that approaches projects from a total solution point of view, from building new company brands to planning advertisement and promotional events.

## YOUZU

Established in 2009, YOUZU Interactive is a global entertainment company specializing in game development and distribution. In June 2014, YOUZU Interactive was officially listed on the capital market, becoming the first domestic A-share gaming company in China.

# KEY DATES

## SEPTEMBER 30, 2016

The International Mobile Gaming Awards announce their annual Call for Entries.

## DECEMBER 31, 2016

Deadline for entries.

## JANUARY, 2017

One month of online pre-selection by 300 mobile gaming experts.

## FEBRUARY 2, 2017

The IMGA announce 159 nominees, selected out of 1,000 entries from all over the world.

## FEBRUARY 6-7, 2017

On site judging session in Marseille. 14 judges tested the 159 nominated games during two days in Marseille, and selected the winners and categories of the 13th IMGA Global.

## FEBRUARY 28, 2017

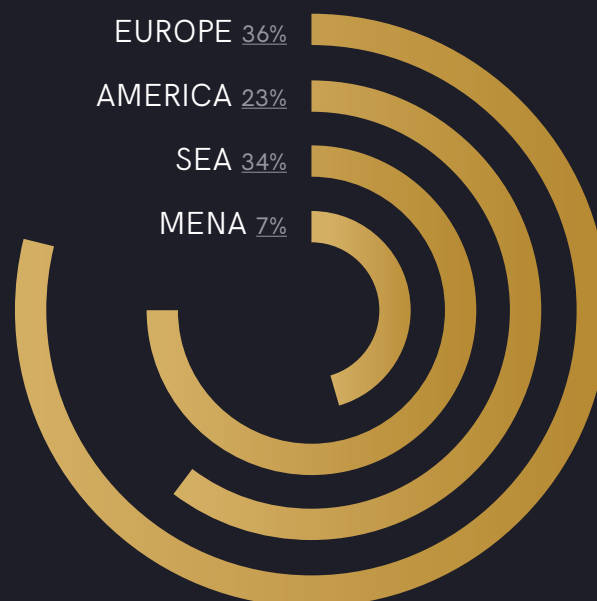
In a crowded 111 Minna Gallery, during the ceremony hosted by Maude Garrett – a noted radio, TV and YouTube personality -- the IMGA announced the 16 winners of the 13th International Mobile Gaming Awards.

# PROVENANCE OF ENTRIES

## ENTRIES

In just three months we received submissions for 987 games. These competed for the 16 awards presented at our 13th IMGA Global ceremony, including one new category: Game Artist of 2016. This new prize honoured a single individual for his or her outstanding art contributions to a game.

For the second consecutive year, we received entries for the best mobile VR game in which 30 VR games competed. We also received submissions for 110 upcoming games.

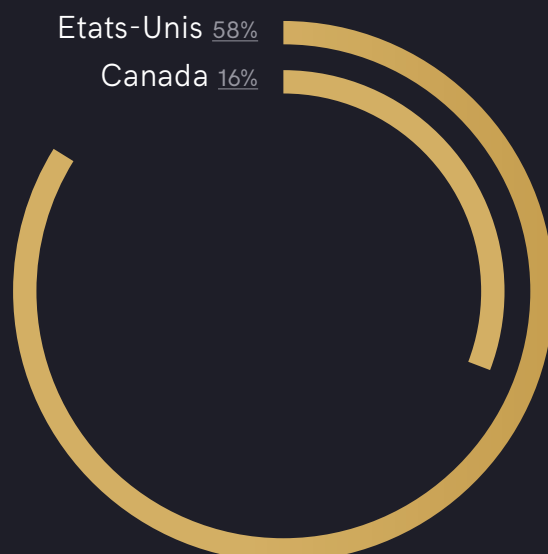


# PROVENANCE OF ENTRIES

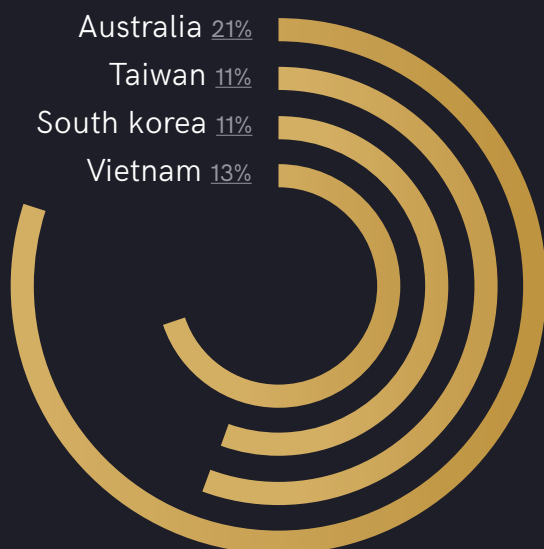
## EUROPE



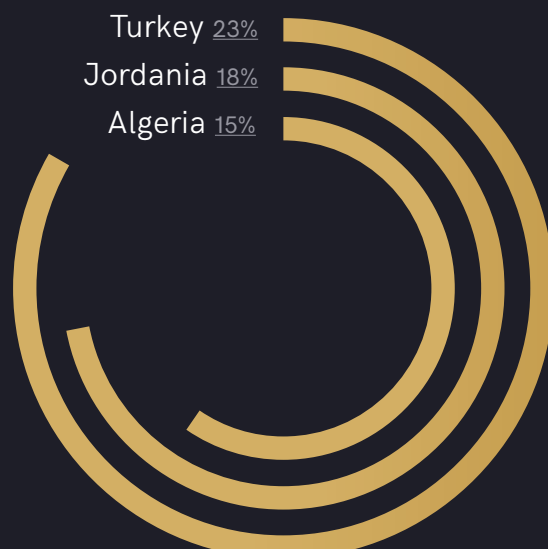
## AMERICA



## ASIE



## MENA



# NOMINEES

After one month of online pre-selection, 159 nominated games were announced. During the month of January, fans of the nominated games were able to vote online for their favourite and select the winner of the People's Choice Award. This year was exceptional: with a total 13,000 votes, the 13th IMGA Global set a new record!

**1979 REVOLUTION:  
A CINEMATIC  
ADVENTURE GAME**

[Navid Khonsari](#)

**ABI**

[Grant & Bert Studios/  
Lilith Games](#)

**BATMAN, THE  
TELLTALE SERIES**

[Telltale Inc](#)

**BATTLE OF POLYTOPIA**

[Midjiwan](#)

**BEAT STOMPER**

[Rocky Hong](#)

**CHEMCAPER: ACT 1 -  
PETTICLES IN PERIL**

[Jens Schottmann](#)

**CONDUCT THIS!**

[Northplay](#)

**COSMIC EXPRESS**

[Alan Hazelden](#)

**CRAP! I'M BROKE: OUT  
OF POCKET**

[Molly Heady-Carroll](#)

**CRYPT OF THE  
NECRODANCER**

[Brace Yourself Games](#)

**DANCING HUT  
(UNRELEASED)**

[Jan Veselý](#)

**DANDARA**

[David Martinez](#)

**DARK DAYS**

[Parralel Studio](#)

**DARK DOT**

[Inzen Studio](#)

**DAWN OF TITANS**

[NaturalMotion](#)

**DAY OF  
THE TENTACLE  
REMASTERED**

[Double Fine Productions, Inc.](#)

**DEUL**

[Dean Day](#)

**DEUS EX GO**

[Nicolas Verge](#)

**DOFUS TOUCH**

[Alex Enklaar](#)

**DRAISINE RALLY**

[Sami Kosonen](#)

**DRAKENLORDS**

[Andres Tallos](#)

**DREAM DEFENSE**

[Keith Morales](#)

**DROP THE WHEELS -  
PHYSICS GAME**

[Wajdi Azar](#)

**DURANGO**

[NEXON Company](#)

**EGG, INC**

[Auxbrain](#)

**EISENHORN: XENOS**

[Pixel Hero Games](#)

**EMBER**

[505 Games](#)

**EMOJI SCREAM**

[Nathan Fouts](#)

**ENIGMATIS 3:  
THE SHADOW OF  
KARKHALA**

[Artifex Mundi](#)

**ENIGMBOX**

[Benoit Freslon](#)

**EQUIZ**

[Ajay Arora](#)

**ERASER**

[Huy Nguyen Tuan](#)

**ESCAPE WITH WORDS**

[Ander Kumm](#)

**F1 2016**

[Codemasters](#)

**FETTY WAP NITRO  
NATION STORIES**

[Keegan Carter](#)

**FIFA MOBILE  
FOOTBALL**

[Electronic Arts](#)

**FINAL SHOT**

[Netmarble Games](#)

**FORGOTTEN KING**

[Jan Hrnjak](#)

**FROSTBOUND**

[Jill Sciulli](#)

**GALAXY ON FIRE 3 -  
MANTICORE**

[Tobias Piwek](#)

**GARDENSCAPES**

[Playrix](#)

**GEAR.CLUB**

[Eden Games Mobile](#)

**GUILD OF  
DUNGEONEERING**

[Gambrinous](#)

# NOMINEES

## HASSLE

[Nikita Sokolov](#)

## KING FIGHT

[Rinz Luo](#)

## LOVE YOU TO BITS

[Alike Studio / Pati.io](#)

## PIRATES GULF

[Mahmoud AlSati](#)

## HATOFUL BOYFRIEND

[Devolver Digital](#)

## KYO - DARK QUEST DEMO

[Imad Eddine Toubal](#)

## MAYHEM

[Ilya Shereshevsky](#)

## PIX HOP

[Abdallah Elsayed](#)

## HIGH NOON REVOLVER

[Mike Reñevo](#)

## LANOTA

[Chun Chuan Tu](#)

## MEKORAMA

[Martin Magni](#)

## POKEMON GO

[Niantic, Inc.](#)

## HOP HOP AWAY

[Hybrid Humans](#)

## LATE SHIFT

[Caroline Feder](#)

## MONODI LITTLE STAR

[Sticky hands inc.](#)

## POLYBLAST

[Game Cooks](#)

## HUMAN RESOURCE MACHINE

[Experimental Gameplay Group](#)

## LEAP OF FATE

[Clever-Plays](#)

## MONSTER CHRONICLES

[Kelvin Koh](#)

## PRISM

[Clint Siu](#)

## HUNTERS GATE

[Josh Tarrant](#)

## LEGACY QUEST

[Socialspiel Entertainment](#)

## MR. CATT

[7QUARK](#)

## PUMPED BMX 3

[Yeah Us!](#)

## I, VIKING

[Tim Dvoskin](#)

## LEGEND OF THE SKYFISH

[Crescent Moon Games](#)

## MR. KNOW IT ALL

[Tarboosh Games](#)

## PUNCH CLUB

[Yulia Vakhrusheva](#)

## IMMORTAL CONQUEST

[Miley Chen](#)

## LEGENDS OF CALLASIA

[Boomzap Entertainment](#)

## MR. ROBOT:1.5.1

[Telltale, Inc](#)

## QURIUS

[Dan Harnett](#)

## NEON CHROME

[10tons Ltd](#)

## QUTOPIA

[The Lost Methods](#)

## INFINITY INC.

[George Kobayakov](#)

## LIFELESS TALES: DEAR CLARIE

[Igor Marcossi](#)

## NONSTOP KNIGHT

[Jon Howard](#)

## REDUNGEON

[Nitrome](#)

## INMIND VR 2 (DAYDREAM)

[Oleg Chumakov](#)

## LINEAGE RED KNIGHTS

[NCSOFT Corporation](#)

## OPERATION DRACULA

[Nabil Bukraa](#)

## REIGNS

[Devolver Digital](#)

## INVISIBLE INC.

[Klei Games](#)

## LIYLA AND THE SHADOWS OF WAR

[Rasheed Abueideh](#)

## ORBITS

[L'amenuiserie](#)

## REPLICA

[Somi Koo](#)

## ISLANDS: NON PLACES

[Carlburton](#)

## LOOTY DUNGEON

[Taco Illuminati](#)

## PAVILION

[Henrik Flink](#)

## RETRO CITY RAMPAGE DX

[Vblank Entertainment Inc.](#)

## ISPY

[Marc Mulcahy](#)

## LOST FRONTIER

[Mika Mobile](#)

## PERCHANG

[BEN MAKE GOOD GAME](#)

## RODEO STAMPEDE

[Fetherweight Games](#)

## JRUMP

[Benjamin Markby](#)

## LOST IN HARMONY

[Anne-Laure Fanise](#)

## PINOUT

[MediocreGames](#)

## ROLL TURTLE

[Kira Fu](#)

# NOMINEES

ROME: TOTAL WAR  
[Feral Interactive](#)

SORCERY! 4  
[inkle Ltd](#)

SWAPTALES: LEON!  
[Charlotte Razon](#)

THINK SHIFT  
[Edmund Ching](#)

ROOFBOT  
[David Fox](#)

SPACE CYCLER  
[Lance Lee](#)

TACTICOOL  
[Alexey Sazonov](#)

THIRTEEN SOULS  
[Bob Choi](#)

ROTANGLE  
[Youness Dradeb](#)

SPACE MARSHALS 2  
[Pixelbite](#)

TAHU BULAT  
[Eldwin Viriya](#)

TOCA HAIR SALON 3  
[Toca Boca](#)

RUSH RALLY 2  
[Stephen Brown /  
Brownmonster Limited](#)

SPELLSOULS DUEL  
OF LEGENDS  
[Nordeus](#)

TEENAGE MUTANT  
NINJA TURTLES:  
LEGENDS  
[Ludia Inc.](#)

TOCA LIFE: VACATION  
[Toca Boca](#)

RUSTY LAKE: ROOTS  
[Robin Ras](#)

STAR TREK TIMELINES  
[Elicia Basoli](#)

TRIGONO  
[Marco Tormento](#)

SAMOROST 3  
[Amanita Design](#)

STAR WARS™:  
FORCE ARENA  
[Netmarble Games Corp](#)

THE ARCSLINGER  
[Richard Robledo](#)

TWOBIT  
[laurent kernel](#)

SARA IS MISSING  
[Jeremy Ooi](#)

STARDRONE VR  
[Alexey Menshikov](#)

THE BIUMBIS  
[Pablo Navajas](#)

URI: THE SPROUT  
OF LOTUS CREEK  
[zhiwei tan](#)

SENS VR  
[charles Ayats](#)

STAY  
[Ignacio Diaz](#)

THE BUG BUTCHER  
[Noodlecake Studios Inc](#)

VIBER EMPERORS  
[Imperia Online](#)

SEVERED  
[Drinkbox Studios](#)

STEAMBURG  
[Mariusz Szytura](#)

THE NIGHT CAFÉ  
[Borrowed Light Studios](#)

WANDS  
[Lisa Le Gresley](#)

SIX!  
[GramGames](#)

STEAMWORLD HEIST  
[Image & Form International AB](#)

THE RABBIT HOLE  
[Pedro Kayatt](#)

WE ARE HEROES  
[JOY Entertainment](#)

SKY DANCER  
[Pine Entertainment](#)

STICK SQUAD  
[Suicide Missions, Mario Boutin](#)

THE SCHEMA  
[Diaa ElHak Guedouari](#)

WONDERGLADE  
[Peter Stahl](#)

SKY GARDEN:  
FARM IN PARADISE  
[Thach Huynh](#)

STRETCH DUNGEON  
[Nitrome](#)

THE SWORDS  
[Lee-Kuo Chen](#)

ZIP ZAP  
[Philipp Sotllenmayer](#)

SLITHER.IO  
[Lowtech Studios](#)

SUPER MARIO RUN  
[Nintendo Co., Ltd.](#)

THE TRAIL  
[Kongregate](#)

SNOWBOARD PARTY  
2 LITE  
[Ratrod Studio Inc.](#)

SUPER STEAMPUFF  
[Shawn Beck](#)

THE WORLD 3: RISE OF  
DEMON  
[Bob Choi](#)

ZOMBIE ANARCHY™:  
STRATEGY, WAR &  
SURVIVAL  
[Gameloft](#)

SOLE  
[Gossamer Games](#)

SWAN SONG:  
FANTASY CHRONICLES  
[Games Labs](#)

THE WRITER: A  
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# THE JURY OF THE 13TH INTERNATIONAL MOBILE GAMING AWARDS:

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CHIEF OF UPLOAD VR

# 2 DAY JUDGING SESSION

Prior to our judging session in Marseilles, 300 mobile gaming experts reviewed all 1000 entries. These experts selected the 159 nominated games that were played and tested by our 14 jury members. The jury members stayed at the Intercontinental in Marseille and met in the same room while judging during the day.

Our local sponsor Euroméditerranée, our partner Primi, and the IMGA organised lunch meetings with French mobile gaming experts and local journalists.



On the first day our 14 judges were divided into seven pairs, each looking at all 159 nominees. For each game the group debated, discussed, awarded a score, and decided whether they believed it should be considered for an award. Judges were also asked to start thinking of the prize categories. One group made of 2 VR experts was in charge of this special category, and helped the other jury members test these games.



After the first day, our judges went out to eat in a nice restaurant where they could continue the conversation and network.

On the second day, after a nice breakfast, the jury members met for the final steps. It was challenging and pretty intense. They first continued playing the games on the list -- some even played until 3am the night before! After this, the debates began. Joony Koo, our chairman, led the discussion and went through the list, game after game to obtain around 10 games per category. Then the judges proceeded to a second round of elimination. Finally, they voted for the best games in each category and we got our winners list!



The Game Artist of 2016 was decided afterwards, online, by game design experts.

# THE CEREMONY IN SAN FRANCISCO



The IMGA ceremony took place at the Minna Gallery on February 28, 2017 and started with a happy hour organized for journalists and nominees.



The ceremony, hosted by Maude Garrett, started at 7pm. Over the course of the next hour, our special guests came to the stage to announce the winners in each category starting with Erik Fackeldey, Senior Director of Business Development, Business France, French Embassy in the USA.



Once the ceremony was over, the party organized in partnership with Youzu was able to kick off. For the 13th IMGA ceremony we were privileged to welcome 800 attendees, twice as many as in previous editions, setting a new record for this 13th edition!



# THE WINNERS

Here is the list of the 13th IMGA Global winners:

## GRAND PRIX

Pokémon GO  
[NIANTIC, USA](#)

## PEOPLE'S CHOICE AWARD

Sky Garden  
[FARM IN PARADISE,](#)  
[VNG GAMES STUDIO, VIETNAM](#)

## JURY'S HONORABLE MENTION

Mekorama  
[Martin Magni, Sweden](#)[SUPERCELL,](#)  
[FINLAND](#)

## EXCELLENCE IN INNOVATION

Human Resource Machine  
[TOMORROW CORPORATION, USA](#)

## BEST MULTIPLAYER GAME

Clash Royale  
[SUPERCELL, FINLAND](#)

## BEST QUICKPLAY GAME

Conduct THIS!  
[NORTHPLAY, DENMARK](#)

## BEST MEANINGFUL PLAY

1979 Revolution: A  
Cinematic Adventure Game  
[INK STORIES, USA](#)

## BEST TECHNICAL ACHIEVEMENT

Dawn of Titans  
[NATURAL MOTION GAMES LTD., UK](#)

## EXCELLENCE IN STORYTELLING

Reigns  
[DEVOLVER DIGITAL, UK](#)

## EXCELLENCE IN GAMEPLAY

Battle of Polytopia  
[MIDJIWAN AB, SWEDEN](#)

## EXCELLENCE IN VISUAL ART

Invisible Inc.  
[KLEI ENTERTAINMENT, CANADA](#)

## EXCELLENCE IN AUDIO

Crypt of the NecroDancer  
[BRACE YOURSELF GAMES,](#)  
[CANADA](#)

## BEST VR GAME

Wands  
[MULTIVRSES AB, SWEDEN](#)

## BEST UPCOMING GAME

Steamburg  
[MARIUSZ SZYPURA, POLAND](#)

## GUILTY PLEASURE

Steppy Pants  
[SUPER ENTERTAINMENT,](#)  
[AUSTRALIA](#)

## GAME ARTIST OF 2016

Ben Brudenell  
[ART DIRECTOR AT NATURAL](#)  
[MOTION](#)

# CONTACT

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