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The Game Audio Network Guild (G.A.N.G.) Announces the Final Nominees for the 16th Annual G.A.N.G. Awards

G.A.N.G. partners with MAGFest to create a new PEOPLE'S CHOICE AWARD.

Awards show to be held on March 22 during the Game Developers Conference in San Francisco

LOS ANGELES, CA - The Game Audio Network Guild (G.A.N.G.), the non-profit organization dedicated to the advancement and recognition of game audio, is proud to announce the Final Nominees for the 16th Annual G.A.N.G. Awards. Covering 18 categories across all disciplines of game music, sound design and VO, the annual G.A.N.G. Awards has grown to become the industry's leading event recognizing outstanding achievement in the field.

New for the 16th Award Show this year is the "Peoples' **Choice**" award, created in partnership with MAGFest, the largest event for fans of video game music.

"We're excited to partner with MAGFest in the creation of the new "G.A.N.G./MAGFest Peoples' Choice" award," said G.A.N.G. President, Brian Schmidt. "Video game music has some of the most passionate and involved fans of just about any form of entertainment, and we are thrilled to give the video game music fans of MagFest a chance to let their voices be heard at the 2018 G.A.N.G. Awards."

In addition to the Peoples' Choice award, the 2018 event will recognize for the first time outstanding achievement in Virtual Reality Audio.

Voted and judged upon by the game audio industry and members of G.A.N.G., the Nominees represent an array of the best audio in video games from 2017. G.A.N.G. Advisory Committee helped in deciding each of the final nominees which included hundreds of hours of research, listening, watching and playing. Thousands of game audio professionals and students representing over 30 countries have signed up as members of G.A.N.G. since its inception in 2002.

The award show has become an annual tradition, drawing standing room only crowds and has become the centerpiece of the audio track at the Game Developers Conference. The G.A.N.G. Awards will be held March 22, 2018, 7:30 pm at the Moscone Center West Room 2016 in San Francisco, California as part of the Game Developers Conference (GDC).

Below is the complete list of the Final Nominees

Audio of The Year

Cuphead
Hellblade: Senua's Sacrifice
Horizon Zero Dawn
Star Wars™ Battlefront™ II
Uncharted: The Lost Legacy

Music of the Year

Call of Duty: WWII
Horizon Zero Dawn
RiME
So Let Us Melt
Star Wars Battlefront II

Sound Design of the Year

Call of Duty WWII
Halo Wars 2
Hellblade: Senua's Sacrifice
Horizon Zero Dawn
Star Wars™ Battlefront™ II
Uncharted: The Lost Legacy

Best Original Soundtrack Album

Call of Duty: WWII
Horizon Zero Dawn
RiME
Seven - The Days Long Gone
So Let Us Melt

Best Interactive Score

Call of Duty: WWII
Destiny 2
Halo Wars 2
Pyre
Star Wars Battlefront II

Best Cinematic Cutscene Audio

Call of Duty: WW2
Halo Wars 2
Horizon Zero Dawn

Star Wars Battlefront 2
Uncharted: The Lost Legacy

Best Dialog

Destiny 2
Horizon Zero Dawn
Hellblade: Senua's Sacrifice
Uncharted: The Lost Legacy
Wolfenstein II: The New Colossus

Best Original Instrumental

"A Brotherhood of Heroes" (Call of Duty:WWII)
Horizon Zero Dawn
Lontano
Sugarland Shimmy
The Puppet Fiddler

Best Game Audio Article, Publication, or Broadcast

Gamasutra: "Musical Scoring with SFX in Mind for Call of Duty: WWII"
Something Old, Something New: The Musical Influences of Monument Valley 2
Scoring Wolfenstein II with the Baschet sonic sculptures
Yonder: The Cloud Catcher Chronicles: An Audio Development blog in two parts
Steve Pardo: Creating Rock Band VR

Best Music in a Casual/Social Game

Club Penguin Island
Contra Returns
Crusader's Of Light
Gunman Taco Truck
So Let Us Melt

Best Game Music Cover/Remix

"Bernard Electric" (from American Pixels)
Hero of Time
Ovelia & Delita
Witcher 3 - Sword of Destiny
World of Warcraft - Hymn of the Firstborn Son

Best Sound Design in a Casual/Social Game

Contra Returns
Hearthstone Kobolds & Catacombs
So Let Us Melt
Super Beat Sports
The Last Sword

Best Original Song

Die House
Fires of War

Legends Never Die
Hearthstone is Home - Hearthstone
Super Mario Odyssey

Best Original Choral Composition

"Honor and Glory" - Overwatch
Horizon Zero Dawn
Last Rite
Marion (from Outcast :Second Contact)
So Let Us Melt

Best Sound Design for an Indie Game

Divinity: Original Sin 2
Hellblade: Senua's Sacrifice
Monument Valley 2
Paranormal Activity: The Lost Soul
So Let Us Melt

Best Music for an Indie Game

Divinity: Original Sin 2
Gunman Taco Truck
So Let Us Melt
Tiny Barbarian DX
WonderWorlds

Best VR Audio

LA Noire: The VR Case Files
Resident Evil 7: Biohazard
Rock Band VR
Star Wars: Droid Repair Bay
The Invisible Hours