World's Leading Organization of Audio Professionals in Gaming
Industry Recognizes Accomplishments of Members and Peers
Finalists for the 14th annual Game Audio Network Guild Awards Announced

February 12, 2016, San Francisco, CA. The Game Audio Network Guild (G.A.N.G.), the non-profit organization established to promote excellence in interactive audio, will present the 14th Annual G.A.N.G. Awards Show on Thursday, March 17 during the 2016 Game Developers Conference (GDC). After the open nomination process, the finalists are voted on by the members of the G.A.N.G Advisory Board and sub committees and considered by Board of Directors, featuring the top audio directors, music producers and sound designers in the video game industry. Congratulations to the finalists!

Audio of the Year
Everybody's Gone to the Rapture
Starcraft II: Legacy of the Void
Destiny: The Taken King
Ori and the Blind Forest
Until Dawn
Battlefield: Hardline

Music of the Year
Everybody's Gone to the Rapture
Ori and the Blind Forest
Tearaway Unfolded
Assassin's Creed Syndicate
Star Wars Battlefront

Sound Design of the Year
Star Wars Battlefront
Starcraft II: Legacy of the Void
Destiny: The Taken King
Battlefield Hardline
Everybody's Gone to the Rapture
Just Cause 3

Best Mix
Ori and the Blind Forest
Battlefield Hardline

Star Wars Battlefront
Everybody's Gone to the Rapture
Starcraft II: Legacy of the Void
Rise of the Tomb Raider
Panoramical

Best Original Soundtrack Album
Everybody's Gone to the Rapture
Ori and the Blind Forest
Assassin's Creed Syndicate
Call of Duty: Black Ops III
Star Wars Battlefront

Best Interactive Score
Star Wars Battlefront
Fallout 4
Gathering Sky
Destiny: The Taken King
Everybody's Gone to the Rapture

Best Handheld Audio
Halo: Spartan Strike
Broken Age
Gathering Sky
Honor of Kings
Nova-111

Best Cinematic Cutscene Audio
Star Wars Battlefront
Starcraft II: Legacy of the Void
Ori and the Blind Forest
The Order: 1886
Destiny: The Taken King

Best Dialog
Starcraft II: Legacy of the Void
The Order: 1886
Grim Fandango Remastered
Everybody's Gone to the Rapture
Assassins Creed Syndicate

Best Original Instrumental
Assassin's Creed Syndicate - "The Assassin's Two Step"
Star Wars Battlefront - "Sullust, Born from the Ash and into War"

"The Chosen" - Main Theme from Revelation Online
Ori and the Blind Forest - "Main Theme"
The Order: 1886 - "The Knights' Theme"

Best Original Song: Choral
Everybody's Gone to the Rapture - "The Light We Cast"
The Order: 1886 - "The Knighthood"
Heroes of the Storm - "The Battle Begins"
DOTA 2 - "Reborn"
Bloodborne - "Terror"

Best Original Song: Pop
Killer Instinct: Season 2 - "I'm Back (to Rise!)"
Everybody's Gone to the Rapture - "The Mourning Tree"
Call of Duty: Black Ops III - "Snakeskin Boots"
Sword Coast Legends - "The Path of Destiny"
Devil's Third - "Bleed Out"

Best Game Audio Article, Publication or Broadcast
The Essential Guide to Recording Weapon Sound Effects - Watson Wu
Gathering Sky - Audio Journals 1-3 - Dren McDonald
Sound, Sensation, and Spatialization: A Postmortem of "Fixing Incus"
How to Design Supreme Sci-Fi Weapon Sound Effects
A Sound Effect

Best Audio for an Indie Game
Gathering Sky
SOMA
Broken Age
Prune
Nova-111

Best Sound Design in a Casual / Social Game
Gathering Sky
The League of Explorers: A Hearthstone Adventure
Star Wars Uprising
Spirit Lords
Jiu Long Zhan

Best Music in a Casual / Social Game
Gathering Sky
The League of Explorers: A Hearthstone Adventure
Plants vs. Zombies 2
Prune

Honor of Kings

Best Game Music Cover / Remix
Assassin's Creed Syndicate - "Underground"
Fallout 4: "Vault 111"
Secret of Mana: "Into the Thick of It"
Final Fantasy 7: "Of Cosmos and Seto"
Smooth McGroove Remixed

The awards this year represented open submissions, and selection by special committees committed to a careful listening of all entries in the Global and Individual Music Categories, with additional consideration for the Best Mix category from the Interactive Entertainment Sound Developers branch of G.A.N.G. (IESD).

About The Game Audio Network Guild (G.A.N.G.)

Established by leading audio professionals in the video game industry in 2002, The Game Audio Network Guild (G.A.N.G.) is a non-profit organization established to promote excellence in interactive audio providing information, instruction, resources, guidance and enlightenment not only to its members, but to publishers, developers and listeners throughout the world. G.A.N.G. empowers its members by establishing resources for education and career development, business and technical issues, community, publicity and recognition. For further information on G.A.N.G. visit www.audiogang.org.