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ACADEMY OF INTERACTIVE ARTS AND SCIENCES INTRODUCES A NEW ART
SHOWCASE, GAME MAKER'S SKETCHBOOK

*Produced in Collaboration with iam8bit and fortyseven communications,
Game Maker's Sketchbook Will Celebrate Video Game Art*

Submissions Are Now Open

LOS ANGELES - June 2, 2021 - The Academy of Interactive Arts and Sciences (AIAS), dedicated to the advancement and recognition of interactive arts, has launched a new, annual arts showcase to promote and honor a broad spectrum of art by specific artists in video games.

Co-founded by the AIAS, creative production company iam8bit, and communications firm, fortyseven (47), the Game Maker's Sketchbook was born from an industry-wide need and desire to better celebrate the visual arts in games, giving recognition to individuals who contribute incredible visual universes as well as simple joys and lasting impressions in interactive entertainment.

"The recognition of video game art is dramatically underrepresented," said Meggan Scavio, president of the AIAS. "We wanted to create an annual festival that looks across the industry and spotlights all the different aspects of art and visuals that transport us into game worlds, that trigger our imaginations, delight us with their ingenuity, and to celebrate the artists themselves. We're proud to partner with fortyseven and iam8bit to help build this new initiative and platform."

Game Maker's Sketchbook will collect submissions in the categories of Storyboard, Environment Art, Character Art, Iconography, Curiosities, and Impact. Submissions will be open from June 2 - July 1, and the selections will be announced on July 19. Artwork must correspond with a video game title published publicly on or after January 1, 2020.

A jury of esteemed game artists, curators, and representatives from both within the games industry and adjacent sectors, including animation, film, and fine art, will be judging the submissions. This year's jurors include:

- Scott Campbell
- Mariel Cartwright (Future Club)
- Jenova Chen (thatgamecompany)
- William Chyr
- Jon-Paul Dyson (Strong Museum)
- Jorge R. Gutierrez

- James Ham (Insomniac Games)
- Mike Jungbluth (BioWare)
- Tetsuya Mizuguchi (Enhance Experience)
- Maja Moldenhaur (Studio MDHR)
- Jane Ng (Valve)
- Rashad Redic (Brass Lion Entertainment)
- Katie Rice (Warner Bros)
- Cabel Sasser (Panic)
- Cory Schmitz
- Almudena Soria Sancho (Naughty Dog)
- Adam Volker (Flight School)
- Kelly Wallick (Indie MEGABOOTH)
- Jen Zee (Supergiant Games)

The Game Maker's Sketchbook will be an annual exhibition to celebrate artists and will offer a chance for fans to order and buy prints and artifacts online, powered by iam8bit. The Academy will also offer spotlights and conversations with select artists each year through its podcasts and D.I.C.E.-related events.

For more details on submissions and rules, visit www.gamemakerssketchbook.com.