



## GAME MAKER'S SKETCHBOOK ANNOUNCES 2025 OFFICIAL SELECTIONS

*Celebration of Art in Games Produced by Academy of Interactive Arts & Sciences, iam8bit, and fortyseven communications; Prints Available for Purchase to Benefit Non-Profit AIAS Foundation and Day of the Devs*

June 5, 2025 – LOS ANGELES - Game Maker's Sketchbook, the annual celebration of art and artists in games, produced by the Academy of Interactive Arts & Sciences (AIAS), iam8bit, and fortyseven communications (47), has revealed the official selections for its fourth year. The works of art are now available to view at the Game Maker's Sketchbook [online gallery](#). The selections will also be on view at **Summer Game Fest: Play Days**, from Saturday, June 7 through Monday June 9, 2025, in Los Angeles, CA for those in attendance.

This year's standout selections include artwork from NetEase Games, MachineGames/Bethesda Softworks, MoonHood/Fast Travel Games, Nice Dream/Skybound Games, à la mode games/Akupara Games, Monkey Bread/Spiral Up Games, Night School Studio/Netflix, Cyan Worlds, Inc., Matthias Oberprieler/Mooneye Studios, Unreliable Narrators, Ramage Games/Playstack, and Digital Extremes.

“The artistic skill and creativity on display in this year’s Game Maker’s Sketchbook entries were truly inspiring,” said Meggan Scavio, President of the Academy of Interactive Arts & Sciences. “We’re deeply grateful to our jurors for their time and thoughtful evaluation of such an outstanding body of work. Congratulations to all of this year’s finalists! We’re honored to present their artwork both online and in person at this year’s Summer Game Fest Play Days.”

Fans and supporters may purchase prints through the [iam8bit store](#) for a limited one-month period, starting today and running through July 7th. In addition, to commemorate the fourth anniversary of Game Maker's Sketchbook, art enthusiasts will have the exclusive opportunity to order an original piece by acclaimed artist, Nimit Malavia.

All proceeds go to the AIAS Foundation in its mission to advance an inclusive, interactive entertainment community through collaboration, education, and professional development. AIAS programs that directly benefit include Amplifying New Voices, student scholarships, early-career professional scholarships, and mentorships. A portion of the proceeds from the Nimit Malavia collection will also go to Day of the Devs,

a non-profit with the mission to celebrate the creativity, diversity and magic of video games by giving emerging or underrepresented talent a platform to connect with players.

The comprehensive list of 2025 Game Maker's Sketchbook selections in the categories of Character Art, Curiosities, Environment Art, Iconography, Impact, and Storyboard are:

### **CHARACTER ART CATEGORY**

- **Concept Art**
  - **Game** - *Indiana Jones and the Great Circle*
  - **Artist(s)** - Per Gullarp (*Principal Concept Artist*)
  - **Developer** - MachineGames
  - **Publisher** - Bethesda Softworks
- **Hero Design**
  - **Game** - *Marvel Rivals*
  - **Artist(s)** - Dino, Yuzhen Zhang, Peilin Zhong
  - **Developer** - NetEase Games
  - **Publisher** - NetEase Games
- **Michelle - Character Sheet**
  - **Game** - *Sorry We're Closed*
  - **Artist(s)** - C. Bedford
  - **Developer** - à la mode games
  - **Publisher** - Akupara Games

### **CURIOSITIES**

- **The Craftsman's Heart puppet theatre set**
  - **Game** - *The Midnight Walk*
  - **Artist(s)** - Klaus Lyngelid, Olov Redmalm, Victor Becker
  - **Developer** - MoonHood
  - **Publisher** - Fast Travel Games
- **Merch**
  - **Game** - *Bang Bang Barrage*
  - **Artist(s)** - zhudaoyu
  - **Developer** - Monkey Bread
  - **Publisher** - Spiral Up Games
- **Personality Test Shareables**
  - **Game** - *Black Mirror: Thronglets*
  - **Artist(s)** - Beverly Chen, Ena Kim, Hannah Nicklin
  - **Developer** - Night School Studio
  - **Publisher** - Netflix

### **ENVIRONMENT ART**

- **The Great Gold Dome**
  - **Game** - *Riven*
  - **Artist(s)** - Jeremiah Castro, Lance VerMeer
  - **Developer** - Cyan Worlds, Inc.
  - **Publisher** - Cyan Worlds, Inc.
- **Sailing**
  - **Game** - *IKUMA The Frozen Compass*

- **Artist(s)** - Matthias Oberprieler
  - **Developer** - Mooneye Studios
  - **Publisher** - Mooneye Studios
- **Scene Concept Design**
  - **Game** - Marvel Rivals
  - **Artist(s)** - Dino, Kaidi Lv, Xufeng Xie, Pengxian Wang
  - **Developer** - NetEase Games
  - **Publisher** - NetEase Games

## ICONOGRAPHY

- **Ability Icons**
  - **Game** - Eighth Era
  - **Artist(s)** - Evgeny Kobylkin
  - **Developer** - Perfect Day Games
  - **Publisher** - Nice Gang
- **Codex Icons**
  - **Game** - Two Falls (Nishu Takuatshina)
  - **Artist(s)** - Tara Miller, Laurent Gaumer
  - **Developer** - Unreliable Narrators
  - **Publisher** - Unreliable Narrators
- **Gui Design**
  - **Game** - Marvel Rivals
  - **Artist(s)** - Dino, Tian Zhang, Ciying Weng, Jingji Xie
  - **Developer** - NetEase Games
  - **Publisher** - NetEase Games

## IMPACT

- **Maxine - PvP Arena Mode**
  - **Game** - Eighth Era
  - **Artist(s)** - Emanuele Pavarotti
  - **Developer** - Perfect Day Games
  - **Publisher** - Nice Gang
- **Key Art**
  - **Game** - One Move Away
  - **Artist(s)** - Remi Gourrierec, Michel Donzé, Alex Flynn
  - **Developer** - Ramage Games
  - **Publisher** - Playstack
- **“Dinner” Key Art**
  - **Game** - Goodbye Universe
  - **Artist(s)** - Daniel Beaulieu
  - **Developer** - Nice Dream
  - **Publisher** - Skybound Games

## STORYBOARD

- **Reveal trailer storyboard**
  - **Game** - The Midnight Walk
  - **Artist(s)** - Olov Redmalm
  - **Developer** - MoonHood

- **Publisher** - *Fast Travel Games*
- **Chapter 2 visual script storyboard**
  - **Game** - *The Midnight Walk*
  - **Artist(s)** - *Olov Redmalm*
  - **Developer** - *MoonHood*
  - **Publisher** - *Fast Travel Games*
- **THE HEX - Beatboards**
  - **Game** - *Warframe: 1999*
  - **Artist(s)** - *Production Company: THE LINE, Director: Venla Linna, Producer: Tom Kay, Beatboards: Julien Perron*
  - **Developer** - *Digital Extremes*
  - **Publisher** - *Digital Extremes*

Game Maker's Sketchbook entries were reviewed by jury panels comprising esteemed game artists, curators, and representatives from both within the games industry and adjacent sectors, including animation, film, and fine art. This year's panel of jurists included:

- Adam Volker (Soft Rain Games)
- Almudena Soria Sancho (Wildflower Interactive)
- Cory Schmitz (Designer)
- Jon-Paul Dyson (Strong Museum)
- Jorge R. Gutierrez (Netflix Animation)
- James Ham (Insomniac Games)
- Jane Ng (Gardens)
- Katie Rice (Warner Bros.)
- Kelly Wallick (1Up Ventures)
- Maja Moldenhaur (Studio MDHR)
- Mariel Cartwright (Second Dinner)
- Mike Jungbluth (Compulsion Games)
- Rashad Redic (Brass Lion Entertainment)
- Scott Campbell (Illustrator/Art Director)
- Yuichiro Tanabe (thatgamecompany)