



# SPILPRISEN MOTIVATIONS 2024

## GAME OF THE YEAR

With very little hand-holding, the game captivates the player in its strange, yet oddly familiar world. The winning game this year is aesthetically pleasing, like nothing we have seen before - some players might even be freaked out by the weirdly satisfying mix of organic art and dark synthwave soundtrack. Boss fights, worlds within worlds, and mind-bending puzzles are all spun together in the perfect cocoon.

The winner of Game of the year is **Cocoon by Geometric Interactive**

## BEST GAME DESIGN

Crafting a game where everything, from visuals, audio, and level design to a tight and well balanced difficulty curve, is incredibly hard, but it's a feat this year's winner has achieved.

The game tells a story through its mechanics and a world that is polished to perfection. We were blown away by how the game excelled in creating an enticing, atmospheric world and how it made everyone feel capable all the way through, despite progressively harder, mind-bending puzzles.

The winner of Best Game Design is **Cocoon by Geometric Interactive**.

## BEST AUDIO

The jury honors the game's audio for its storytelling and emotional impact. The world feels like a musical, with instruments seamlessly blending into the environment and characters bursting into song. The production reflects passion, humor, and a love for music and sound. Finally, Denmark's cultural heritage is celebrated through authentic 'Danglish' dialogue. Thank you for this award-worthy linguistic masterpiece.

The winner of Best Audio is **Figment 2: Creed Valley by Bedtime Digital Games**.

## BEST DEBUT

We enjoyed each and every game of this year's nominees for all kinds of different reasons like addicting game mechanics, sound and visuals. However, the winner stands out, and the exceptional combination of resource gatherings in the vibrant, warm 3D cozy overland world coupled with immersive automation gameplay, and a cute quest line, keeps us coming back for more.

The winner of Best Debut is **The Magical Mixture Mill by Glowlight**.



## **BEST NARRATIVE**

Video game stories allow us to step into the shoes of a stranger. This year's Best Narrative winner delves deeper, inviting us into the stranger's mind. Using the multidisciplinary art forms that are the strength of our medium: art, gameplay and music, they succeed in transforming abstract and complex personal struggles into a living, breathing world to explore. It's an elegant symphony, offering memorable life lessons for both children and adults – like sometimes, you just have to dance like an idiot!

The winner of Best Narrative is **Figment 2: Creed Valley by Bedtimes Digital Games.**

## **BEST KIDS GAME**

There are some key ingredients that go into making a truly great game for kids - like imaginative game design, captivating art and engaging audio. The winner has all of these in abundance. But the magic ingredient, the one that really makes a kids game come to life, is just plain fun! And what the fun we had playing this game! Laughs when we died, laughs and cheers when we made it through a level. Laughs when we saw what the designers came up with next! Laughs and fun! ...with too many legs!

The winner of Best Kids Game is **What The Car? by Triband.**

## **BEST VISUALS**

For a world that swings between the organic and the mechanic without ever settling, and for creating a visual language that is poetic and otherworldly, this year's winner has a strong and unique art style that inspired the jury and reminds us that we haven't seen everything yet.

The winner of Best Visuals is **Cocoon by Geometric Interactive.**

## **BEST LIVE GAME – PREMIUM GAMES**

Crafting a live game takes more than delivering an engaging and complete experience; it entails continuous learning and innovation with players' desires in mind. This year's winner took their game in a new direction and delivered a challenging yet rewarding experience with its unique take on the game's already popular mechanics and features. This is not just a freelance job, but the culmination of an extraordinary well executed live strategy that spans multiple years.

The winner of Best Live Game: Premium Game is **Hitman Would Of Assassination by IO Interactive!**



## **BEST LIVE GAME – FREE-TO-PLAY**

This year's winner is distinguished by three key factors: Firstly, an outstanding onboarding experience, secondly, a technically impressive pipeline that facilitates the consistent release of high-quality content on a weekly basis. And most notably, an impressive storyline, which skillfully crafts emotional connections to characters in a charming and witty, almost telenovela-like fashion, offering a fresh meta-take on the Match genre.

The winner of Best Live Game: Free-to-Play is **Lily's Garden by Tactile Games.**