



**Writers Guild of America**  
**Eligibility Criteria for Videogame Writing Award**

To be eligible for entry, games must have been originally released between 12/1/2010 and 11/30/2011; subsequent release dates for different platforms do not qualify. The submission deadline is **5:30p.m. on Thursday, December 1, 2011.**

Work that was not produced under WGA jurisdiction **may be** submitted.

Submitted games **must** have separate credit for writing. Accepted credits include:

- Story (by)
- Story Designer
  - Lead Story Designer
- Written by
- Writer
  - Lead Writer
  - Additional Writing (by)
- Scenario Writer
- Script Writer
- Dialogue (by)
  - Additional Dialogue (by)

Additional credits will be evaluated on a case-by-case basis.

While there is no limit on the number of credited writers a particular game may have, credits **not** specifically tied to videogame writing are **not** acceptable (i.e. Lead Designer, Designed By, Produced By, etc.) User Experience writing credits do not qualify for the WGA Videogame Writing Award.

Writing credits must be verified by their inclusion in the game manual. If writing credits are not printed in the game manual, the publisher must fax or email screenshots of the game's **complete** writing credits directly to Melissa Gage at the WGAW (fax: 323-782-4810, email: [mgage@wga.org](mailto:mgage@wga.org)). Alternate proof of writing credit will be addressed on a case-by-case basis.

If more than one writer is credited (either through a shared "Written By" credit, or through separate acceptable writing credits as described above), all writers will be nominated as a unit. Note: Writers of source material are not eligible for awards consideration.

All submissions must be made in the name of the credited writer(s), and not the game itself. Only one entry form will be evaluated per game. In the case of multiple writers, a submitting writer must serve as the point person and complete a single entry form for consideration. All writers' names must appear in the Final Writing Credit(s) field on the entry form.

Scripts may also be submitted by the developer/publisher of the game, or by writer representatives (e.g., agents, managers, and publicists.) Entries submitted by anyone other than the writer(s) must contain an entry form signed by the submitting writer.

At the time the script is submitted, the credited writer(s) of the game must be, or apply to become, a member of the WGA's Videogame Writers Caucus.

Scripts must be submitted in a reasonable approximation of a standard film or TV script format, and must clearly demonstrate the progression of the story. The submission must represent a linear play-through of the game; it should only contain scenes and dialogue that are critical to telling the story, and must not include multiple beginnings, middles or endings. In the case of multiple story pathways, it is acceptable to choose a single path.

In addition to the script, a story synopsis (1-2 pages) is required. The synopsis should describe the flow of the storyline and serve to clarify the game experience. The synopsis should **not** detail the process of creating the game, or list awards and accomplishments associated with the title.

Submitted scripts should be no longer than 350 pages and printed on 8½ X 11 white paper. Abridged submissions that maintain the integrity of the narrative are acceptable in order to comply with the maximum page limit.

Any script consisting solely of random, in-game dialogue will not be considered.

### **The Judging Procedure**

Preliminary and final judging will be done by panels of volunteer Videogame Writers Caucus and/or Guild members active in the field of videogame writing. Nominations will be based on outstanding achievement. If no script is deemed outstanding, no award will be given for that year. If a script is chosen to receive the award, all credited writers on the game will receive the award.

The five nominated scripts will be retained at The Writers Guild Foundation Shavelson-Webb Library.

### **Where to Send Your Submission**

Please mail your script, synopsis, signed entry form, game manual (or alternate proof of writing credit) to:

Writers Guild of America, West  
Attn: Melissa Gage  
7000 West 3<sup>rd</sup> St.  
Los Angeles, CA 90048

If you have any questions, please contact Melissa Gage at (323) 782-4571 or [mgage@wga.org](mailto:mgage@wga.org).