

## 2019 NOMINATION FORM



*Honoring the Greatness  
of Video Games and Preserving their Artifacts*

The Board of Directors respectfully requests nominations for candidates to be considered for induction into the International Video Game Hall of Fame Class of 2019.

### CATEGORIES

#### People:

**Golden Age Gamer (1970-1989)** - A Video Game Player whose accomplishments occurred primarily within the era of the 1970's and 1980's.

**1990's Gamer (1990-1999)** - A Video Game Player whose accomplishments occurred primarily within the era of the 1990's.

**2000's Gamer (2000-Present)** - A Video Game Player whose accomplishments occurred primarily within the era of the 2000's.

**Game Developer** - Honoring individuals who have shaped the history of the global electronic gaming industry through their historic game creations or technological innovations.

**Industry Leader** - Honoring individuals who have inspired the growth, vitality, and prosperity of the global electronic gaming industry through their business wisdom and creative vision.

## **Games:**

**Golden Age Game** - Video Game published between 1970-1989

**1990's Era Game** - Video Game published between 1990-1999

**2000's Era Game** - Video Game published between 2000-Present

## **Special Awards:**

**Community Action Award** - Community action changes people's lives for the better, embodies the spirit of hope and improves communities. The recipient of this award has demonstrated their dedication to that purpose.

**Walter Day Lifetime Achievement Award** - This award honors individuals that have served the electronic gaming industry over the course of a long career, enriching the industry with their contributions, strong leadership, and creative vision.

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## **General Criteria**

Gamers: Sportsmanship, Integrity and Skill  
Developers: Body of Work, Innovations  
Leaders: Contributions to the Video Game Industry  
Games: Popularity, Historical Significance  
Community Action: Effecting positive change in their community  
Lifetime Achievement: Long term impact on the video game industry

A Submitter may nominate any number of Nominees to as many categories as they like.

Nominees may be from any country and must be notable Players, Developers, Video Games and Industry leaders.

Nominees may be excluded from consideration based on the IVGHOF Code of Ethics.

The nomination deadline for the Class of 2019 Induction is **April 30th, 2019**

**MAIL** completed forms to:  
International Video Game Hall of Fame  
PO BOX 1831  
Ottumwa, IA 52501

**EMAIL** completed forms to:  
[ivghof@gmail.com](mailto:ivghof@gmail.com)

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>>>Please Type or Clearly Print All Information<<<

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1. Nominee's Name: \_\_\_\_\_

1. Nominee's Category of Achievement(s) for inclusion into the Hall of Fame:

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*(see Category listings earlier in this document.)*

1. For what achievement(s) is the nominee best known? \_\_\_\_\_

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If you can provide information on the nominee, please do so below.

*Street Address* \_\_\_\_\_

*City* \_\_\_\_\_

*State* \_\_\_\_\_ *Zip Code* \_\_\_\_\_ *Country* \_\_\_\_\_

*Email* \_\_\_\_\_

*Phone Number* \_\_\_\_\_

*Affiliation/Association to Nominee:* \_\_\_\_\_

*(example: friend, colleague, student, employee, relative, etc.)*

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**Nomination Submitted by:**

*Name* \_\_\_\_\_

*Email* \_\_\_\_\_

*Phone Number (Optional)* \_\_\_\_\_

1. *Print or Type Name:* \_\_\_\_\_

*Signature of Submitter:* \_\_\_\_\_

*Date:* \_\_\_\_\_