

2021 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 2021.

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.

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 2021 Induction is **May 15th, 2021**

MAIL completed forms to:
International Video Game Hall of Fame
501 Waverly Avenue
Ottumwa, IA 52501

EMAIL completed forms to:
ivghof@gmail.com

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

1. Nominee's Name: _____

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

(see Category listings earlier in this document.)

3. For what achievement(s) is the nominee best known? _____

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.)

Nomination Submitted by:

Name _____

Email _____

Phone Number (Optional) _____

1. *Print or Type Name:* _____

Signature of Submitter: _____

Date: _____