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February 2, 2006

Imagina 06 Award Winners Announced

Officials have announced the winners of the second annual Imagina Games Awards at an event in Monaco this week, with a mixture of prizes for both game industry professionals and students.



The awards were held as part of the Imagina Festival, which also played host to 150 developers from around Europe during the three day event, with a variety of presentations, game demos and special areas for hardware and middleware vendors. Further information on the event and awards can be found at the [official website](#).

The winners in the four professional categories were as follows:

Best Concept:

Project Rub (aka *Feel the Magic: XY/XX*)
Sonic Team

Best Graphics:

F.E.A.R.
Monolith Studios

Best Technology:

F.E.A.R.
Monolith Studios

Grand Prix:

World of Warcraft
Blizzard

The winners in the two Schools & Universities categories were:

Best Student Graphics:

Le Jardin de Mirabelle
(Stéphanie De Biasio, Emilie Raud, Arnaud Roy, Anaël Seghezzi, Johan Spielmann, Angélique Vergara)
Ecole Nationale du Jeu et des Médias Interactifs Numériques (ENJMIN), France

Student Grand Prix:

La Goutte
(Jérémy Lollieux, Benjamin Lucas, Benoit Prunneaux)
ISART Digital, France

Any individual, either professional or student, was eligible to enter their game for a reward, with the only requirement being that it was completed within the 2005 calendar year.

POSTED: 5.30am PST, 02/02/06 - David Jenkins - [LINK](#)

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