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GDC Choice Awards

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Half-Life 2 tops GDC Choice Awards

Best Game:

Half-Life 2 (Valve Software/Vivendi Universal Games)

New Studio:

Crytek (Far Cry)

Writing:

Half-Life 2 (Valve Software/Vivendi Universal Games)

Audio:

Halo 2 (Bungie Software/Microsoft Game Studios)

Character Design:

Half-Life 2 (Valve Software/Vivendi Universal Games)

Game Design:

Katamari Damacy (Namco)

Technology:

Half-Life 2 (Valve Software/Vivendi Universal Games)

Visual Arts:

World of Warcraft (Blizzard Entertainment)

Innovation:

Donky Konga (Namco/Nintendo)

I Love Bees (4orty2wo Entertainment/Microsoft Game Studios)

Katamari Damacy (Namco)

[Full list of nominees](#) [2].

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] http://www.gamespot.com/news/2005/03/10/news_6120187.html