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Sony logs 2 vidgame noms

'God of War,' 'Shadow of the Colossus' up for IAA kudos

By [BEN FRITZ](#)

Sony's vidgame division is looking good as the Academy of Interactive Arts & Sciences announced noms for the ninth annual Interactive Achievement Awards.

Two games from Sony Computer Entertainment America -- fantasy actioners "God of War" and "Shadow of the Colossus" -- were nominated for game of the year. Sony was the only publisher with multiple noms in the category.

Also drawing game noms: Activision's WWII shooter "Call of Duty 2," the only sequel honored; Nintendo's quirky "Nintendogs," in which players take care of a dog on the handheld DS console; and Red Octane's rock star simulation game "Guitar Hero," the only game from an indie publisher.

Showing that original concepts most impressed industry peers -- if not necessarily auds -- four of the games in the category were also nominated for innovation in game play. Only different game in the category was Activision's movie studio simulator "The Movies," which replaced "Call of Duty 2" on the list.

Games were nominated in 30 categories, including art, voice work, soundtracks and by genre. Awards will be presented at the Academy of Interactive Arts & Sciences' annual D.I.C.E. summit next month in Las Vegas.

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