

24th Japan Media Arts Festival Call For Entry

Category: [Multiple Disciplines](#)

Deadline: September 4, 2020

Website: graphiccompetitions.com



The **Japan Media Arts Festival** is a comprehensive festival of *Media Arts* that honors outstanding works in four main divisions:

â€¢ **Art** - Works of art created with new media and digital technologies. Interactive art, media installations, video works, graphic art (*digital illustration, digital photography, computer graphics, etc.*), web-based works, media performances, etc.

â€¢ **Entertainment** - Works for entertainment created with digital technologies. Games (*video games, online games, etc.*), video works (*music videos, advertising videos, special effects videos, etc.*), gadgets, electronics, websites, application software, etc.

â€¢ **Animation** - Animated feature films, animated short films, animated series, etc.

â€¢ **Manga** - Comics published in book form, comics published in a magazine (including works still being serialized), comics published online (*for computer or mobile*), self-published comics, etc.

Works must be completed or released between *October 5, 2019* and *September 4, 2020*. It is possible to submit a work that has been completed in the past but renewed or updated and freshly completed or released during this time frame.

The copyright to award-winning works remains with the entrant.

There is no entry fee.

Eligibility

Entries are accepted from across the globe from professional, amateur, independent and commercial sources.

Prize

For each division, a Grand Prize, Excellence Awards, Social Impact Award, New Face Awards, and U-18 Award will be awarded.

â€¢ Grand Prize: **1,000,000 Japanese Yen** (*approx. 9,380 USD*)

â€¢ Excellence Award: 500,000 Japanese Yen

â€¢ Social Impact Award: 500,000 Japanese Yen

â€¢ New Face Award: 300,000 Japanese Yen

â€¢ U-18 Award: Certificate
