Overview for Prospective Members of
The Academy For Modding Excellence (AME)

Vision & Goals

It is our ***vision*** for the AME's *Golden Dragon Awards* (*GDAs*) to be the gold standard for recognition of excellence in *modding* (the development of user generated adventure "modules" and other custom content) for the Neverwinter Nights and other selected Computer-Based Role-Playing Game (*CRPG*) communities.

The Goals of the Academy for Modding Excellence are to:
- Be a credible body that can recognize and recommend achievements in modding, based on the experience and conduct of its members.
- Highlight excellence in modding for the CRPG communities that it serves.
- Achieve these goals by offering awards for each game determined to be relevant to that game's *modding* community of content creators and players.

Our goals are *not* to:
- Judge the popularity of user generated content in the community at large, as with a ratings system like that on the NWN Vault or Bioware Social Network.
- Individually critique works for the public, as with a "Review Guild."

AME Nominations and Awards Process

- AME ***Awards*** are typically organized by *Game*, *Category* and *Year* (such as *"NWN1 Best Roleplaying Module of 2010"*).
- Each *Award* goes through three phases: *Nominations*, *Finals*, and *Awarded*.
  - In the *Nominations Phase*, members may nominate candidates for the award, and vote to "second" or "not second" other members' nominations.
    - Awards remain in this phase until they qualify for the *finals* by receiving a minimum number of valid nominations (currently 4).
    - Nominations become "valid" by receiving a minimum number of "seconding" or "not seconding" votes from the membership (currently 3).
  - In the *Finals Phase*, members vote on the top three nominations (by ratio of "seconding" to "not seconding" votes) for each award.
    - Awards remain in this phase until they qualify to be *awarded* by receiving a minimum number of finals votes (currently 5).
  - Awards that are still in the nominations phase at the end of the calendar year will be extended into the next, and merged into and awarded as a multi-year award (e.g., *NWN1 Best Roleplaying Module of 2010-2011*).
  - Awards are checked for eligibility to proceed from one phase to the next at the end of each quarter.
- Where applicable, works are considered eligible in an award year if they were first released to the public during, and were in a non-beta version at the end of, that year.
  - Works still in beta at the end of their release year are not eligible for nomination for that year, but *will* be eligible regardless of beta status in following next year.

AME Member Activities

- Members may advance up to one nomination for each award per eligible year.
- Members may vote on nominations. Allowed votes are *seconding*, *not seconding*, *conflict of interest*, and *not tried* (the default if no vote is cast).
- Members may vote on a single finalist in the finals phase for each award.
- Members are encouraged to participate in active and open discussion with other members regarding all aspects of the awards process and activities of the AME.

AME Member Responsibilities

- *There are no assigned categories or minimum workload requirements for AME membership*. Members are encouraged to participate in those awards that they have interest in and time for, *with the following qualifications*:
  - Members who skip an entire cycle year without participating *at all* will have their nomination and awards access rescinded and become *inactive* members.
  - Members who are *inactive* for a year or more without returning to active member status will have their AME membership revoked.
- Members are expected to have tested a work before nominating it, or voting "seconding" or "not seconding" on it in the nominations phase.
- Members are expected to have tested *each* of the three finalists for an award before casting a vote on it in the finals.
- The degree of testing required for the above is left to the member's discretion, but it should be sufficient to make what they consider to be an informed decision.
- Members should recuse themselves from participation (voting *conflict of interest*) in any award that they feel they cannot, for any reason, judge without prejudice.
- AME members are eligible for the Golden Dragon Awards, but *may not nominate themselves, their own work, or work in which they were involved.*
  - Any AME member that is affected as above by another member's nomination *must immediately declare a conflict of interest and refrain from further participation in that award.*

Chairman's/woman's Responsibilities

- Provide leadership on all organisational aspects of the Academy.
- Act as, or delegate the roles of, Spokesperson, Site Admin, and Game Leader(s).
- Cast the deciding vote in the event of a tie in the nominations or finals.
- Be the final arbiter in any decisions or discussions when necessary.

Member Qualifications and General Conduct

- AME members are drawn from the broader community of CRPG players, builders, and reviewers for each game. The main qualifications for membership are:
  - A genuine enthusiasm for the game and modding community that they serve;
  - Experience as a player, builder, or reviewer of modding content for their game;
  - An ability to carry out the AME's mission of giving awards for modding excellence in a responsible and trustworthy manner.
- Members should strive to conduct themselves publicly in a responsible and mature fashion that does not reflect negatively on the AME.

The Current Awards "Portfolio" of the Academy for Modding Excellence

Games:

Neverwinter Nights	(NWN1)	Currently Active
Neverwinter Nights 2	(NWN2)	Currently Active
Dragon Age: Origins	(DA:O)	Currently under consideration to be added

Adventure Module Awards

NWN1 Best Roleplaying Module	NWN2 Best Roleplaying Module
NWN1 Best Storytelling Module	NWN2 Best Storytelling Module
NWN1 Best Action Module	NWN2 Best Action Module
NWN1 Most Replayable Module	NWN2 Most Replayable Module
NWN1 Best P&P Conversion	NWN2 Best P&P Conversion
NWN1 Best Multiplayer Module	NWN2 Best Multiplayer Module

Custom Content Awards

NWN1 Best Custom Content	NWN2 Best Custom Content
NWN1 Best Tileset	NWN2 Best 3D Content

NWN1 & NWN2 Joint Best Sound / Music

Recognition Awards

NWN1 Debut Author	NWN2 Debut Author
NWN1 Veteran Author	NWN2 Veteran Author
NWN1 Community Contribution	NWN2 Community Contribution