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For Immediate Release

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Nominate Your Favorite Video Game for Induction into the The Strong's World Video Game Hall of Fame (2019 Nominations Due by February 28)

ROCHESTER, New York—Do you have a favorite video game that deserves to join icons such as *Pong*, *Pac-Man*, *Super Mario Bros.*, *Tetris*, *The Legend of Zelda*, and *The Oregon Trail* in The Strong's [World Video Game Hall of Fame](http://www.worldvideogamehalloffame.org) (<http://www.worldvideogamehalloffame.org>)? Video game lovers everywhere are urged to submit nominations for induction at [worldvideogamehalloffame.org/nominate](http://www.worldvideogamehalloffame.org/nominate). **Submissions for nominations must be made by Thursday, February 28, 2019.** Finalists will be announced on March 21, 2019, and inductees will be revealed at a special ceremony at [The Strong museum](http://www.museumofplay.org) (<http://www.museumofplay.org>) on May 2, 2019.

The World Video Game Hall of Fame at The Strong was established in 2015 to recognize individual electronic games of all types—arcade, console, computer, handheld, and mobile—that meet the following criteria: icon-status, the game is widely recognized and remembered; longevity, the game is more than a passing fad and has enjoyed popularity over time; geographical reach, the game meets the above criteria across international boundaries; and influence, the game has exerted significant influence on the design and development of other games, on other forms of entertainment, or on popular culture and society in general.

Anyone can nominate a game to the World Video Game Hall of Fame. An internal museum advisory committee comprised of curators, educators, and historians reviews the submitted nominations and determines which games meet the criteria for selection. Final selections are made on the advice of journalists, scholars, and other individuals familiar with the history of video games and their role in society.

[Inductees](http://www.worldvideogamehalloffame.org/games) (<http://www.worldvideogamehalloffame.org/games>) to the World Video Game Hall of Fame are on view on the museum's second floor—*Donkey Kong*, *Doom*, *Final Fantasy VII*, *Grand Theft Auto III*, *Halo: Combat Evolved*, *The Legend of Zelda*, *Madden Football*, *The Oregon Trail*, *Pac-Man*, *Pokemon Red and Green*, *Pong*, *The Sims*, *Sonic the Hedgehog*, *Space Invaders*, *Space War*, *Street Fighter II*, *Super Mario Bros.*, *Tetris*, *Tomb Raider*, and *World of Warcraft*. For more information about the World Video Game Hall of Fame, visit [worldvideogamehalloffame.org](http://www.worldvideogamehalloffame.org).

About The Strong®

The Strong is a highly interactive, collections-based museum devoted to the history and exploration of play. It is one of the largest history museums in the United States and one of the leading museums serving families. The Strong houses the world's largest and most comprehensive collection of historical materials related to play and is home to the International Center for the History of Electronic Games, the [National Toy Hall of Fame](http://www.toyhalloffame.org) (<http://www.toyhalloffame.org>), the World Video Game Hall of Fame, the Brian Sutton-Smith Library and Archives of Play, the Woodbury School, and the *American Journal of Play*. Together, these enable a multifaceted array of research, exhibition, and other interpretive and educational activities that serve a diverse audience of adults, families, children, students, teachers, scholars, collectors, and others around the globe.

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