

EKICIAT ANANAS

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ategory	Subcategory	Odfy	100		ACO TO	Zece of	tion "	AUC® a	tion of		tion the	196/6 17	3
	A01. Outdoor/Ambient	*	\$	*	*	\$	*	*	*		*		
^{A.} Classic	A02. Print & Publication A03. Film	*	<i>\$</i>	4	*	\$	*	*	*		*		
Creativity	AO3. Film AO4. Audio & Radio	*	\frac{\nabla}{5}	\$	4	*	4	*	*		*		
	A05. Design	*	*	\$	*	\$	*	*	*		*		
	A06. Integrated	*	*	*	*	<i>>></i>	*	*	*		*	>	
	B01. Audio: Best Copywriting			*		*	*	*	*	*	*		
	BO2. Design/Outdoor/Print: Best Art Direction BO3. Design/Outdoor/Print: Best Character Design	>	*		*		*	*	*		*		
	BO4. Design/Outdoor/Print: Best Copywriting	*	1		1		1	1	1		*		
	B05. Design/Outdoor/Print: Best Digital Imaging	*	*		*		*	*	*		*		
	B06. Design/Outdoor/Print: Best Illustration B07. Design/Outdoor/Print: Best Photography	>	>		>		>	>	>		*		
	BO8. Design/Outdoor/Print: Best Typography	1	1		1		1	1	1		*		
	BO9. Design/Outdoor/Print: Best Use Of A.I. (New)	*	*		*		*	*	*		*		
	B10. Digital: Best Art Direction (Excluding Film)	*	*		*		*			1	* *	*	
	B11. Digital: Best Copywriting (Excluding Film) B12. Digital: Best Character Design (Excluding Film)	*	*		4		*			>	* \$	*	
	B13. Digital: Best Digital Imaging (Excluding Film)	*	*		*		*				* \$	*	
	B14. Digital: Best Illustration (Excluding Film)	*	*		*		*				* \$	*	
	B15. Digital: Best Photography (Excluding Film) B16. Digital: Best Typography (Excluding Film)	>	>		>		>				> \$	>	
	B17. Digital: Best Typography (Excluding Film) B17. Digital: Best Motion Graphics Design & Animation (Excluding Fil	n) *	*	*	*		*				* *	*	
	B18. Digital: Best UX/UI	*	*	*			*				* *	*	
O to ft	B19. Digital: Best Data Visualization B20. Digital: Best A.I. Storytelling	*	*	*			*				> >	*	
B. Craft	B20. Digital: Best A.I. Storytelling B21. Digital: Best Innovative Use Of Technology	4	4	1			1				4 4	4	
	B22. Digital: Best Metaverse, New Realities & Emerging Tech	*	*	*			*				* *	*	
	B23. Audio: Best Direction	\$	*			*	*	*	*		*	\$	
	B24. Audio: Best Sound Design & Editing B25. Audio: Best Voice Performance	> \$	*	*		*	*	*	*		*	>> 	
	B26. Audio: Best Original Score	\$	*	*		*	*	*	*		*	\$	
	B27. Audio: Best Song Adaptation	\$	*	*		*	*	*	*		*	1	
	B28. Audio: Best Original Song Soundtrack B29. Audio: Best Sonic Branding	\frac{\gamma}{\sqrt{\sqrt{\gamma}}}	<i>\$</i>	4		4	4	4	4		*	>> \$	
	B30. Audio: Best Use Of Technology	\$	*	*		*	*	*	*		*	\$	
	B31. Film: Best Animation	\$	\$	*			*	*	*		*	<i>\frac{1}{2}</i>	
	B32. Film: Best Cinematography B33. Film: Best Direction	>> <	\$\frac{1}{4}	>			7	7	7			\$\frac{1}{4}	
	B34. Film: Best Editing	\$	\$	1			1	1	1		*	\$	
	B35. Film: Best Production Design	\$	\$	*			*	*	*		*	\$	
	B36. Film: Best Visual Effects And Digital Imaging B37. Film: Best Color Correction/Grading	\$\lambda	>	>			>	>	>		7	<i>>></i>	
	B38. Film: Best Goldr Correction/ Grading B38. Film: Best Makeup & Hairstyling	\$	\$	1			1	1	1		*	\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\	
	B39. Film: Best Casting	\$	\$	*			*	*	*		*	\$	
	B40. Film: Best Use Of Technology B41. Film: Best Low-Budget Film	\$\frac{\frac}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{	*	*			*	*	*		*	\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
	Bin imm boot Low Badgot imm												
	CO1. Creative B2B CO2. Creative Data	>	*	*	*	*	*	*	*		*	<i>></i>	
Creativity	CO3. Media	*	*	1	*	*	1	1	1		*	\$	
In Engagement	CO4. PR	*	*	*	*	*	*	*	*		*		
	CO5. Influencer (New)	>	>	>	>	>	>	>	>		>	\mathcal{V}	
	D01. Audio-Visual Branded Content	*	*	*	*	*	*	*	*		*	\$	
Creativity	DO2. Caming	>	*	*	*	*	*	*	*		*		
In Entertainment	D03. Gaming D04. Sports & Esports	*	4	4	4	4	1	4	4		*	*	
	D05. Innovation	*	*	*	*	*	*	*	*		*	\$	
	E01. Touchpoints & Technology	4	4	4	4	4	4	4	4		«	1	
	E01. Touchpoints & rechnology E02. Brand Experience	4	1	1	*	*	*	*	1		*	\frac{\frac}}}}}}{\frac}}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}}}{\frac}}}}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}	
Creativity	E03. Guerrilla Marketing & Stunts	*	*	*	*	*	*	*	*		*	\$	
In Experience	E04. Sponsorship & Brand Partnership E05. Creative Commerce	>	>	>	>	>	>	>	>		>	\$\frac{1}{3}	
	E03. Creative Commerce E06. Innovation	1	1	1	1	1	1	1	1		*	\$	
			1										
Creativity	F01. Social Post (New) F02. Social Videos (New)	>	\$\frac{1}{5}	*	*		7	*	*		*	>	
In Social (New)	FO2. Social videos (New) FO3. Use Of Influencer In Social (New)	*	*	*	*	*	*	*	*		*	\$	
III Oodidi (New)	F04. Social Activation (New)	*	*	*	*	*	*	*	*		*	\$	
Creativity In Strateg	G01. Creative Effectiveness	*	*				*	*	*	*	*		
& Effectiveness	G02. Creative Strategy	*	*				*	*	*	*	*		
	H01. Corporate Social Responsibility	4	4	4	4	4	4	4	4		*	\$	
4. Creativity							1	1	1		* * * * * * * *	1	
For Good	H02. Non-Profit, Charity, & Government	>									>	<i>></i>	