

JURY	JURYNAME	KAT. NR.	KATEGORIENAME
BRAND BUILDING + ACTIVATION			
1	BRAND BUILDING + ACTIVATION Integrated	1.2.1.1	Brand Communication > Integrated > Crossmediale Kampagne
		1.2.8.1	Brand Communication > Sonstiges > Sonstiges
		2.1.1.1	Advertising > Integrated > Crossmediale Kampagne
		2.1.8.1	Advertising > Sonstiges > Sonstiges
		12.3.1.1	Innovative Use of Media > Innovative Use of Media > Projekt
2	BRAND BUILDING + ACTIVATION Print	1.2.4.1	Brand Communication > Print Media > Anzeige (einzeln)
		1.2.4.2	Brand Communication > Print Media > Anzeige (Serie)
		1.2.4.3	Brand Communication > Print Media > Plakat (einzeln)
		1.2.4.4	Brand Communication > Print Media > Plakat (Serie)
		1.2.4.5	Brand Communication > Print Media > Broschüre (einzeln)
		1.2.4.6	Brand Communication > Print Media > Broschüre (Serie)
		1.2.4.7	Brand Communication > Print Media > Sonstiges
		2.1.4.1	Advertising > Print Media > Anzeige (einzeln)
		2.1.4.2	Advertising > Print Media > Anzeige (Serie)
		2.1.4.3	Advertising > Print Media > Plakat (einzeln)
		2.1.4.4	Advertising > Print Media > Plakat (Serie)
		2.1.4.5	Advertising > Print Media > Broschüre (einzeln)
		2.1.4.6	Advertising > Print Media > Broschüre (Serie)
		2.1.4.7	Advertising > Print Media > Sonstiges
		1.2.2	SEMESTERARBEITEN > Anzeige
		2.2.2	ABSCHLUSSARBEITEN > Anzeige
		3.2.2	PRAXISARBEITEN > Anzeige
3	BRAND BUILDING + ACTIVATION Out-of-Home/Ambient	1.2.5.1	Brand Communication > Out-of-Home/Ambient Media > Out-of-Home/Ambient Media (einzeln)
		1.2.5.2	Brand Communication > Out-of-Home/Ambient Media > Out-of-Home/Ambient Media (Serie)
		1.2.5.3	Brand Communication > Out-of-Home/Ambient Media > Digital Out-of-Home
		1.2.5.4	Brand Communication > Out-of-Home/Ambient Media > Out-of-Home/Ambient Interactive Media
		1.2.5.5	Brand Communication > Out-of-Home/Ambient Media > Sonstiges
		2.1.5.1	Advertising > Out-of-Home/Ambient Media > Out-of-Home/Ambient Media (einzeln)
		2.1.5.2	Advertising > Out-of-Home/Ambient Media > Out-of-Home/Ambient Media (Serie)
		2.1.5.3	Advertising > Out-of-Home/Ambient Media > Digital Out-of-Home
		2.1.5.4	Advertising > Out-of-Home/Ambient Media > Out-of-Home/Ambient Interactive Media
		2.1.5.5	Advertising > Out-of-Home/Ambient Media > Sonstiges
		1.2.3	SEMESTERARBEITEN > Plakat
		2.2.3	ABSCHLUSSARBEITEN > Plakat
		3.2.3	PRAXISARBEITEN > Plakat
4	BRAND BUILDING + ACTIVATION Mobile/Online	1.2.2.1	Brand Communication > Integrated Online Only > Crossmediale Online-/Social-Media-Kampagne
		1.2.3.1	Brand Communication > Mobile/Online Media > Web-/Microsite
		1.2.3.2	Brand Communication > Mobile/Online Media > App
		1.2.3.3	Brand Communication > Mobile/Online Media > Portal
		1.2.3.4	Brand Communication > Mobile/Online Media > Plattform
		1.2.3.5	Brand Communication > Mobile/Online Media > Display
		1.2.3.6	Brand Communication > Mobile/Online Media > Terminal
		1.2.3.7	Brand Communication > Mobile/Online Media > Sonstiges
		2.1.2.1	Advertising > Integrated Online Only > Crossmediale Online/Social Media Kampagne
		2.1.3.1	Advertising > Mobile/Online Media > Web-/Microsite
		2.1.3.2	Advertising > Mobile/Online Media > App
		2.1.3.3	Advertising > Mobile/Online Media > Portal
		2.1.3.4	Advertising > Mobile/Online Media > Plattform
		2.1.3.5	Advertising > Mobile/Online Media > Display
		2.1.3.6	Advertising > Mobile/Online Media > Terminal
		2.1.3.7	Advertising > Mobile/Online Media > Targeting/Real-time Advertising
		2.1.3.8	Advertising > Mobile/Online Media > Sonstiges
		1.4.4	SEMESTERARBEITEN > Social Media
		2.4.4	ABSCHLUSSARBEITEN > Social Media
		3.4.4	PRAXISARBEITEN > Social Media
5	BRAND BUILDING + ACTIVATION Audio	1.2.6.1	Brand Communication > Audio Media > Radiospot (einzeln)
		1.2.6.2	Brand Communication > Audio Media > Radiospot (Serie)
		1.2.6.3	Brand Communication > Audio Media > Pre-, Mid- und Post-roll Ads
		1.2.6.4	Brand Communication > Audio Media > Podcast/Webcast (einzeln)
		1.2.6.5	Brand Communication > Audio Media > Podcast/Webcast (Serie)
		1.2.6.6	Brand Communication > Audio Media > Sonstiges
		2.1.6.1	Advertising > Audio Media > Radiospot (einzeln)
		2.1.6.2	Advertising > Audio Media > Radiospot (Serie)
		2.1.6.3	Advertising > Audio Media > Pre-, Mid- und Post-roll Ads
		2.1.6.4	Advertising > Audio Media > Podcast/Webcast (einzeln)
		2.1.6.5	Advertising > Audio Media > Podcast/Webcast (Serie)
6	BRAND BUILDING + ACTIVATION Film	1.2.7.1	Brand Communication > TV/Cinema Media > TV-/Kinospot (Einzelspot bis 30 Sekunden)
		1.2.7.2	Brand Communication > TV/Cinema Media > TV-/Kinospot (Einzelspot ab 30 Sekunden)
		1.2.7.3	Brand Communication > TV/Cinema Media > TV-/Kinospot (Serie)
		1.2.7.4	Brand Communication > TV/Cinema Media > Digital Mobile Only (einzeln)
		1.2.7.5	Brand Communication > TV/Cinema Media > Digital Mobile Only (Serie)
		1.2.7.6	Brand Communication > TV/Cinema Media > Digital Pre-roll Ads (einzeln)
		1.2.7.7	Brand Communication > TV/Cinema Media > Digital Pre-roll Ads (Serie)
		1.2.7.8	Brand Communication > TV/Cinema Media > Online-Film (einzeln)
		1.2.7.9	Brand Communication > TV/Cinema Media > Online-Film (Serie)
		1.2.7.10	Brand Communication > TV/Cinema Media > Point-of-Sale-Film

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		1.2.7.11	Brand Communication > TV/Cinema Media > Kurzfilm/Sonderformat		
		1.2.7.12	Brand Communication > TV/Cinema Media > Public-Service-Film		
		1.2.7.13	Brand Communication > TV/Cinema Media > Film für Unternehmensdarstellung		
		1.2.7.14	Brand Communication > TV/Cinema Media > Filmische Dokumentation		
		1.2.7.15	Brand Communication > TV/Cinema Media > Taktischer Film		
		1.2.7.16	Brand Communication > TV/Cinema Media > Sonstiges		
		2.1.7.1	Advertising > TV/Cinema Media > TV-/Kinospot (Einzelspot bis 30 Sekunden)		
		2.1.7.2	Advertising > TV/Cinema Media > TV-/Kinospot (Einzelspot ab 30 Sekunden)		
		2.1.7.3	Advertising > TV/Cinema Media > TV-/Kinospot (Serie)		
		2.1.7.4	Advertising > TV/Cinema Media > Digital Mobile Only (einzeln)		
		2.1.7.5	Advertising > TV/Cinema Media > Digital Mobile Only (Serie)		
		2.1.7.6	Advertising > TV/Cinema Media > Digital Pre-roll Ads (einzeln)		
		2.1.7.7	Advertising > TV/Cinema Media > Digital Pre-roll Ads (Serie)		
		2.1.7.8	Advertising > TV/Cinema Media > Online-Film (einzeln)		
		2.1.7.9	Advertising > TV/Cinema Media > Online-Film (Serie)		
		2.1.7.10	Advertising > TV/Cinema Media > Point-of-Sale-Film		
		2.1.7.11	Advertising > TV/Cinema Media > Kurzfilm/Sonderformat		
		2.1.7.12	Advertising > TV/Cinema Media > Public-Service-Film		
		2.1.7.13	Advertising > TV/Cinema Media > Film für Unternehmensdarstellung		
		2.1.7.14	Advertising > TV/Cinema Media > Filmische Dokumentation		
		2.1.7.15	Advertising > TV/Cinema Media > Taktischer Film		
		2.1.7.16	Advertising > TV/Cinema Media > Sonstiges		
		7	BRAND BUILDING + ACTIVATION Promotion	2.2.1.1	Promotion > B2C Aktionen > B2C Aktion (einzeln)
				2.2.1.2	Promotion > B2C Aktionen > B2C Aktion (Serie)
				2.2.2.1	Promotion > B2C Werbemittel > B2C Werbemittel
				2.2.3.1	Promotion > B2B Aktionen > B2B Aktion (einzeln)
				2.2.3.2	Promotion > B2B Aktionen > B2B Aktion (Serie)
				2.2.4.1	Promotion > B2B Werbemittel > B2B Werbemittel
2.2.5.1	Promotion > User Generated Content > User Generated Content				
2.2.6.1	Promotion > Sonstiges > Sonstiges				
1.2.5	SEMESTERARBEITEN > Promotion				
2.2.5	ABSCHLUSSARBEITEN > Promotion				
3.2.5	PRAXISARBEITEN > Promotion				
8	BRAND BUILDING + ACTIVATION Dialog	1.4.1.1	Brand Dialog > B2B > Mailing/Postsendung		
		1.4.1.2	Brand Dialog > B2B > E-Mail		
		1.4.1.3	Brand Dialog > B2B > Printanzeige		
		1.4.1.4	Brand Dialog > B2B > Crossmediale Kampagne		
		1.4.1.5	Brand Dialog > B2B > Mobile/Online		
		1.4.1.6	Brand Dialog > B2B > Social Media		
		1.4.1.7	Brand Dialog > B2B > Content Marketing		
		1.4.1.8	Brand Dialog > B2B > Broadcast		
		1.4.1.9	Brand Dialog > B2B > Sonstiges		
		1.4.2.1	Brand Dialog > B2C > Mailing/Postsendung		
		1.4.2.2	Brand Dialog > B2C > E-Mail		
		1.4.2.3	Brand Dialog > B2C > Printanzeige		
		1.4.2.4	Brand Dialog > B2C > Crossmediale Kampagne		
		1.4.2.5	Brand Dialog > B2C > Mobile/Online Media		
		1.4.2.6	Brand Dialog > B2C > Social Media		
		1.4.2.7	Brand Dialog > B2C > Content Marketing		
		1.4.2.8	Brand Dialog > B2C > Broadcast		
		1.4.2.9	Brand Dialog > B2C > Sonstiges		
		2.4.1.1	Dialog Activation > B2B > Dialog Crossmediale Kampagne		
		2.4.1.2	Dialog Activation > B2B > Dialog Mailing/Postsendung		
		2.4.1.3	Dialog Activation > B2B > Dialog E-Mail		
		2.4.1.4	Dialog Activation > B2B > Dialog Printanzeige		
		2.4.1.5	Dialog Activation > B2B > Dialog Mobile		
		2.4.1.6	Dialog Activation > B2B > Dialog Online/Social Media		
		2.4.1.7	Dialog Activation > B2B > Dialog Content Marketing		
		2.4.1.8	Dialog Activation > B2B > Dialog Broadcast		
		2.4.1.9	Dialog Activation > B2B > Sonstiges		
		2.4.2.1	Dialog Activation > B2C > Dialog Crossmediale Kampagne		
		2.4.2.2	Dialog Activation > B2C > Dialog Mailing/Postsendung		
		2.4.2.3	Dialog Activation > B2C > Dialog E-Mail		
		2.4.2.4	Dialog Activation > B2C > Dialog Printanzeige		
		2.4.2.5	Dialog Activation > B2C > Dialog Mobile		
		2.4.2.6	Dialog Activation > B2C > Dialog Online/Social Media		
		2.4.2.7	Dialog Activation > B2C > Dialog Content Marketing		
		2.4.2.8	Dialog Activation > B2C > Dialog Broadcast		
		2.4.2.9	Dialog Activation > B2C > Sonstiges		
		1.2.4	SEMESTERARBEITEN > Dialogmarketing		
		2.2.4	ABSCHLUSSARBEITEN > Dialogmarketing		
		3.2.4	PRAXISARBEITEN > Dialogmarketing		
9	BRAND BUILDING + ACTIVATION PR	1.3.1.1	Brand PR > Influencer Marketing > Influencer Marketing (Einzelsaktion)		
		1.3.1.2	Brand PR > Influencer Marketing > Influencer Marketing (Serie)		
		1.3.2.1	Brand PR > Crisis Communication > Crisis Communication (Einzelsaktion)		
		1.3.2.2	Brand PR > Crisis Communication > Crisis Communication (Serie)		
		1.3.3.1	Brand PR > Brand Partnership / Sponsoring > Brand Partnership/Sponsoring (Einzelsaktion)		
		1.3.3.2	Brand PR > Brand Partnership / Sponsoring > Brand Partnership/Sponsoring (Serie)		
		1.3.4.1	Brand PR > Employer Branding > Employer Branding (Einzelsaktion)		
		1.3.4.2	Brand PR > Employer Branding > Employer Branding (Serie)		
		1.3.5.1	Brand PR > Branded Content/Entertainment > Publikation		

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		1.3.5.2	Brand PR > Branded Content/Entertainment > Event/Live Experience
		1.3.5.3	Brand PR > Branded Content/Entertainment > Video / Film
		1.3.5.4	Brand PR > Branded Content/Entertainment > Audio
		1.3.5.5	Brand PR > Branded Content/Entertainment > Game
		1.3.5.6	Brand PR > Branded Content/Entertainment > Social Media Activation
		1.3.5.7	Brand PR > Branded Content/Entertainment > Sonstiges
		1.3.6.1	Brand PR > Sonstiges > Sonstiges
		2.3.1.1	PR Activation > Product PR > Product PR (Einzelaktion)
		2.3.1.2	PR Activation > Product PR > Product PR (Serie)
		2.3.2.1	PR Activation > Cause Related Marketing > Cause Related Marketing (Einzelaktion)
		2.3.2.2	PR Activation > Cause Related Marketing > Cause Related Marketing (Serie)
		2.3.3.1	PR Activation > Agenda Surfing > Agenda Surfing
		2.3.4.1	PR Activation > Public Affairs > Public Affairs
		2.3.5.1	PR Activation > Sonstiges > Sonstiges
		DIGITAL EXPERIENCE	
10	DIGITAL EXPERIENCE Digital Products/Services	3.1.1.1	Digital Product/Service > Applications > Web-/Microsite
		3.1.1.2	Digital Product/Service > Applications > App
		3.1.1.3	Digital Product/Service > Applications > Portal
		3.1.1.4	Digital Product/Service > Applications > Plattform
		3.1.1.5	Digital Product/Service > Applications > Digitaler Bericht
		3.1.1.6	Digital Product/Service > Applications > Interactive Out-of-Home
		3.1.1.7	Digital Product/Service > Applications > Terminal
		3.1.1.8	Digital Product/Service > Applications > Targeting/Real-time Advertising
		3.1.1.9	Digital Product/Service > Applications > Sonstiges
		3.1.10.1	Digital Product/Service > Service Design > Customer Experience Online
		3.1.11.1	Digital Product/Service > Sonstiges > Sonstiges
		3.1.2.1	Digital Product/Service > Games > Game
		3.1.3.1	Digital Product/Service > Virtual Reality > VR Experience
		3.1.4.1	Digital Product/Service > Augmented Reality > AR Effect
		3.1.4.2	Digital Product/Service > Augmented Reality > AR Experience
		3.1.5.1	Digital Product/Service > Digitale Installationen > Digitale Installation
		3.1.6.1	Digital Product/Service > E-Commerce > E-Commerce
		3.1.7.1	Digital Product/Service > Content Management > Content Management System
		3.1.8.1	Digital Product/Service > Voice / Conversationals > Voice/Conversational Experience
		3.1.9.1	Digital Product/Service > Internet of Things > Internet of Things Solution
		3.2.1.1	Hardware/Software Systems > Consumer Products > Digital Consumer Product
		3.2.2.1	Hardware/Software Systems > Industrial Products > Digital Industrial Product
		3.2.3.1	Hardware/Software Systems > Sonstiges > Sonstiges
		1.4.1	SEMESTERARBEITEN > Website / Microsite
		1.4.2	SEMESTERARBEITEN > App
		1.4.3	SEMESTERARBEITEN > Mobile Anwendung
		1.4.6	SEMESTERARBEITEN > Gamedesign
		2.4.1	ABSCHLUSSARBEITEN > Website / Microsite
		2.4.2	ABSCHLUSSARBEITEN > App
		2.4.3	ABSCHLUSSARBEITEN > Mobile Anwendung
		2.4.6	ABSCHLUSSARBEITEN > Gamedesign
		3.4.1	PRAXISARBEITEN > Website / Microsite
		3.4.2	PRAXISARBEITEN > App
		3.4.3	PRAXISARBEITEN > Mobile Anwendung
		3.4.6	PRAXISARBEITEN > Gamedesign
11	DIGITAL EXPERIENCE Creative Technology + Craft	3.3.1.1	Digital Craft > Creative Use of UX > UX
		3.3.2.1	Digital Craft > Creative Use of Code > Code
		3.3.3.1	Digital Craft > Creative Use of Data > Data
		3.3.4.1	Digital Craft > Creative Use of Technology > Technology
		3.3.5.1	Digital Craft > Creative Use of AI/Machine Learning > AI/Machine Learning
		3.3.6.1	Digital Craft > Creative Use of Voice > Voice/Conversational Experience
		3.3.7.1	Digital Craft > Sonstiges > Sonstiges
		12.1.1.1	Concept > Concepts > Projekt
		12.2.1.1	Prototype > Prototypes > Projekt
SPATIAL EXPERIENCE			
12	SPATIAL EXPERIENCE Exhibition	4.1.1.1	Exhibition > Exhibition for Brand > Museum/Pavillon
		4.1.1.2	Exhibition > Exhibition for Brand > Ausstellung
		4.1.1.3	Exhibition > Exhibition for Brand > Messeauftritt
		4.1.1.4	Exhibition > Exhibition for Brand > Exponat/Installation
		4.1.1.5	Exhibition > Exhibition for Brand > Räumliche Intervention
		4.1.1.6	Exhibition > Exhibition for Brand > Immersive Welt
		4.1.1.7	Exhibition > Exhibition for Brand > Sonstiges
		4.1.2.1	Exhibition > Exhibition for Subject > Museum/Pavillon
		4.1.2.2	Exhibition > Exhibition for Subject > Ausstellung
		4.1.2.3	Exhibition > Exhibition for Subject > Messeauftritt
		4.1.2.4	Exhibition > Exhibition for Subject > Exponat/Installation
		4.1.2.5	Exhibition > Exhibition for Subject > Räumliche Intervention
		4.1.2.6	Exhibition > Exhibition for Subject > Immersive Welt
		4.1.2.7	Exhibition > Exhibition for Subject > Sonstiges
		4.1.3.1	Exhibition > Hybrid Exhibition for Brand > Museum/Pavillon
		4.1.3.2	Exhibition > Hybrid Exhibition for Brand > Ausstellung
		4.1.3.3	Exhibition > Hybrid Exhibition for Brand > Messeauftritt
		4.1.3.4	Exhibition > Hybrid Exhibition for Brand > Exponat/Installation
		4.1.3.5	Exhibition > Hybrid Exhibition for Brand > Räumliche Intervention
		4.1.3.6	Exhibition > Hybrid Exhibition for Brand > Immersive Welt

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		4.1.3.7	Exhibition > Hybrid Exhibition for Brand > Sonstiges
		4.1.4.1	Exhibition > Hybrid Exhibition for Subject > Museum/Pavillon
		4.1.4.2	Exhibition > Hybrid Exhibition for Subject > Ausstellung
		4.1.4.3	Exhibition > Hybrid Exhibition for Subject > Messeauftritt
		4.1.4.4	Exhibition > Hybrid Exhibition for Subject > Exponat/Installation
		4.1.4.5	Exhibition > Hybrid Exhibition for Subject > Räumliche Intervention
		4.1.4.6	Exhibition > Hybrid Exhibition for Subject > Immersive Welt
		4.1.4.7	Exhibition > Hybrid Exhibition for Subject > Sonstiges
		4.1.5.1	Exhibition > Exhibition Craft > Art Direction / Dramaturgie
		4.1.5.2	Exhibition > Exhibition Craft > Architektur
		4.1.5.3	Exhibition > Exhibition Craft > Rauminszenierung
		4.1.5.4	Exhibition > Exhibition Craft > Mediennutzung
		4.1.5.5	Exhibition > Exhibition Craft > Licht
		4.1.5.6	Exhibition > Exhibition Craft > Partizipation des Publikums
		4.1.5.7	Exhibition > Exhibition Craft > Sonstiges
		4.4.1.1	Corona Cancelled Projects > Exhibition > Projekt
		1.1.2	SEMESTERARBEITEN > Räumliche Inszenierung
		2.1.2	ABSCHLUSSARBEITEN > Räumliche Inszenierung
		3.1.2	PRAXISARBEITEN > Räumliche Inszenierung
13	SPATIAL EXPERIENCE Event	4.2.1.1	Event > Event > Corporate
		4.2.1.2	Event > Event > Employee
		4.2.1.3	Event > Event > Consumer
		4.2.1.4	Event > Event > Public
		4.2.1.5	Event > Event > PR
		4.2.1.6	Event > Event > Promotion
		4.2.1.7	Event > Event > Charity
		4.2.1.8	Event > Event > Bühnenshow
		4.2.1.9	Event > Event > Sponsorenauftritt
		4.2.1.10	Event > Event > Guerilla-Aktion
		4.2.1.11	Event > Event > Sonstiges
		4.2.2.1	Event > Hybrid Event > Corporate
		4.2.2.2	Event > Hybrid Event > Employee
		4.2.2.3	Event > Hybrid Event > Consumer
		4.2.2.4	Event > Hybrid Event > Public
		4.2.2.5	Event > Hybrid Event > PR
		4.2.2.6	Event > Hybrid Event > Promotion
		4.2.2.7	Event > Hybrid Event > Charity
		4.2.2.8	Event > Hybrid Event > Bühnenshow
		4.2.2.9	Event > Hybrid Event > Sponsorenauftritt
		4.2.2.10	Event > Hybrid Event > Guerilla-Aktion
		4.2.2.11	Event > Hybrid Event > Sonstiges
		4.2.3.1	Event > Online Event > Corporate
		4.2.3.2	Event > Online Event > Employee
		4.2.3.3	Event > Online Event > Consumer
		4.2.3.4	Event > Online Event > Public
		4.2.3.5	Event > Online Event > PR
		4.2.3.6	Event > Online Event > Promotion
		4.2.3.7	Event > Online Event > Charity
		4.2.3.8	Event > Online Event > Bühnenshow
		4.2.3.9	Event > Online Event > Sponsorenauftritt
		4.2.3.10	Event > Online Event > Guerilla-Aktion
		4.2.3.11	Event > Online Event > Sonstiges
		4.2.4.1	Event > Event Craft > Art Direction / Dramaturgie
		4.2.4.2	Event > Event Craft > Regie
		4.2.4.3	Event > Event Craft > Rauminszenierung
		4.2.4.4	Event > Event Craft > Mediennutzung
		4.2.4.5	Event > Event Craft > Licht
		4.2.4.6	Event > Event Craft > Partizipation des Publikums
		4.2.4.7	Event > Event Craft > Sonstiges
		4.4.2.1	Corona Cancelled Projects > Event > Projekt
		1.2.7	SEMESTERARBEITEN > Event
		2.2.7	ABSCHLUSSARBEITEN > Event
		3.2.7	PRAXISARBEITEN > Event
14	SPATIAL EXPERIENCE Public Space	4.3.1.1	Public Space > Interior > Corporate
		4.3.1.2	Public Space > Interior > Hospitality
		4.3.1.3	Public Space > Interior > Retail/Shop Space
		4.3.1.4	Public Space > Interior > Sonstiges
		4.3.2.1	Public Space > Urban Design > Outdoor Space
		4.3.2.2	Public Space > Urban Design > Park/Landscape
		4.3.2.3	Public Space > Urban Design > Sonstiges
		4.3.3.1	Public Space > Service Design > Customer Experience
		4.3.3.2	Public Space > Service Design > Sonstiges
		4.4.3.1	Corona Cancelled Projects > Public Space > Projekt
		1.2.6	SEMESTERARBEITEN > Kommunikation im Raum
		2.2.6	ABSCHLUSSARBEITEN > Kommunikation im Raum
		3.2.6	PRAXISARBEITEN > Kommunikation im Raum

JURY	JURYNAME	KAT. NR.	KATEGORIENAME
PUBLISHING			
15	PUBLISHING Editorial	5.1.1.1	Editorial > Magazin > Heft (einzeln)
		5.1.1.2	Editorial > Magazin > Jahrgang (Serie)
		5.1.1.3	Editorial > Magazin > Redesign
		5.1.1.4	Editorial > Magazin > Independent
		5.1.1.5	Editorial > Magazin > Newcomer
		5.1.1.6	Editorial > Magazin > Sonderausgabe
		5.1.1.7	Editorial > Magazin > Cover (einzeln)
		5.1.1.8	Editorial > Magazin > Cover (Serie)
		5.1.1.9	Editorial > Magazin > Strecke (Spread)/Beitrag
		5.1.1.10	Editorial > Magazin > Beilage/Supplement
		5.1.1.11	Editorial > Magazin > Sonstiges
		5.1.2.1	Editorial > Zeitung > Ausgabe (einzeln)
		5.1.2.2	Editorial > Zeitung > Jahrgang (Serie)
		5.1.2.3	Editorial > Zeitung > Titelseite/Cover (einzeln)
		5.1.2.4	Editorial > Zeitung > Titelseite/Cover (Serie)
		5.1.2.5	Editorial > Zeitung > Redesign
		5.1.2.6	Editorial > Zeitung > Beitrag
		5.1.2.7	Editorial > Zeitung > Bericht
		5.1.2.8	Editorial > Zeitung > Sonderausgabe
		5.1.2.9	Editorial > Zeitung > Sonstiges
		5.1.3.1	Editorial > Buch > Buch (fiktional)
		5.1.3.2	Editorial > Buch > Buch (nicht-fiktional)
		5.1.3.3	Editorial > Buch > Schutzumschlag
		5.1.3.4	Editorial > Buch > Katalog
		5.1.3.5	Editorial > Buch > Sonstiges
		5.1.4.1	Editorial > Mobile/Online Media > Portal / Webmagazin / Social Media Magazin
		5.1.4.2	Editorial > Mobile/Online Media > Plattform
		5.1.4.3	Editorial > Mobile/Online Media > Podcast (Ausgabe)
		5.1.4.4	Editorial > Mobile/Online Media > Podcast (Serie)
		5.1.4.5	Editorial > Mobile/Online Media > Vlog/Webcast (Ausgabe)
		5.1.4.6	Editorial > Mobile/Online Media > Vlog/Webcast (Serie)
		5.1.4.7	Editorial > Mobile/Online Media > Dokumentation
		5.1.4.8	Editorial > Mobile/Online Media > Blog
		5.1.4.9	Editorial > Mobile/Online Media > Newsletter
		5.1.4.10	Editorial > Mobile/Online Media > Sonstiges
		5.1.5.1	Editorial > Crossmedia / Special Uses > Crossmedia Publications
		5.1.5.2	Editorial > Crossmedia / Special Uses > Sonstiges
		5.1.6.1	Editorial > Sonstiges > Sonstiges
		1.6.2	SEMESTERARBEITEN > Magazin / Zeitung
		1.6.4	SEMESTERARBEITEN > Beitrag / Artikel / Blog
		2.6.2	ABSCHLUSSARBEITEN > Magazin / Zeitung
		2.6.4	ABSCHLUSSARBEITEN > Beitrag / Artikel / Blog
		3.6.2	PRAXISARBEITEN > Magazin / Zeitung
		3.6.4	PRAXISARBEITEN > Beitrag / Artikel / Blog
16	PUBLISHING Corporate Publishing + Content Marketing	5.2.1.1	Corporate Publishing / Content Marketing > Magazin > Heft (einzeln)
		5.2.1.2	Corporate Publishing / Content Marketing > Magazin > Jahrgang (Serie)
		5.2.1.3	Corporate Publishing / Content Marketing > Magazin > Redesign
		5.2.1.4	Corporate Publishing / Content Marketing > Magazin > Independent
		5.2.1.5	Corporate Publishing / Content Marketing > Magazin > Newcomer
		5.2.1.6	Corporate Publishing / Content Marketing > Magazin > Sonderausgabe
		5.2.1.7	Corporate Publishing / Content Marketing > Magazin > Cover (einzeln)
		5.2.1.8	Corporate Publishing / Content Marketing > Magazin > Cover (Serie)
		5.2.1.9	Corporate Publishing / Content Marketing > Magazin > Strecke (Spread)/Beitrag
		5.2.1.10	Corporate Publishing / Content Marketing > Magazin > Beilage/Supplement
		5.2.1.11	Corporate Publishing / Content Marketing > Magazin > Sonstiges
		5.2.2.1	Corporate Publishing / Content Marketing > Zeitung > Ausgabe (einzeln)
		5.2.2.2	Corporate Publishing / Content Marketing > Zeitung > Jahrgang (Serie)
		5.2.2.3	Corporate Publishing / Content Marketing > Zeitung > Titelseite/Einzelcover
		5.2.2.4	Corporate Publishing / Content Marketing > Zeitung > Cover (Serie)
		5.2.2.5	Corporate Publishing / Content Marketing > Zeitung > Redesign
		5.2.2.6	Corporate Publishing / Content Marketing > Zeitung > Beitrag
		5.2.2.7	Corporate Publishing / Content Marketing > Zeitung > Bericht
		5.2.2.8	Corporate Publishing / Content Marketing > Zeitung > Sonderausgabe
		5.2.2.9	Corporate Publishing / Content Marketing > Zeitung > Sonstiges
		5.2.3.1	Corporate Publishing / Content Marketing > Buch > Buch (fiktional)
		5.2.3.2	Corporate Publishing / Content Marketing > Buch > Buch (nicht-fiktional)
		5.2.3.3	Corporate Publishing / Content Marketing > Buch > Katalog
		5.2.3.4	Corporate Publishing / Content Marketing > Buch > Geschäftsbericht
		5.2.3.5	Corporate Publishing / Content Marketing > Buch > Sonstiges
		5.2.4.1	Corporate Publishing / Content Marketing > Online Media > Portal / Webmagazin / Social Media Magazin
		5.2.4.2	Corporate Publishing / Content Marketing > Online Media > Plattform
		5.2.4.3	Corporate Publishing / Content Marketing > Online Media > Podcast (Ausgabe)
		5.2.4.4	Corporate Publishing / Content Marketing > Online Media > Podcast (Serie)
		5.2.4.5	Corporate Publishing / Content Marketing > Online Media > Vlog/Webcast (Ausgabe)
		5.2.4.6	Corporate Publishing / Content Marketing > Online Media > Vlog/Webcast (Serie)
		5.2.4.7	Corporate Publishing / Content Marketing > Online Media > Dokumentation
		5.2.4.8	Corporate Publishing / Content Marketing > Online Media > Blog
		5.2.4.9	Corporate Publishing / Content Marketing > Online Media > Newsletter
		5.2.4.10	Corporate Publishing / Content Marketing > Online Media > Sonstiges
		5.2.5.1	Corporate Publishing / Content Marketing > Crossmedia / Special Uses > Crossmedia Publications

JURY	JURYNAME	KAT. NR.	KATEGORIENAME
		5.2.5.2	Corporate Publishing / Content Marketing > Crossmedia / Special Uses > Sonstiges
		5.2.6.1	Corporate Publishing / Content Marketing > Sonstiges > Sonstiges
COPY			
17	COPY Copy	6.1.1.1	Commercial > Copy for > Integrated/Crossmedia
		6.1.1.2	Commercial > Copy for > Print Media
		6.1.1.3	Commercial > Copy for > Online/Social Media
		6.1.1.4	Commercial > Copy for > Packaging
		6.1.1.5	Commercial > Copy for > Terminal
		6.1.1.6	Commercial > Copy for > Digital Out of Home
		6.1.1.7	Commercial > Copy for > Sonstiges
		6.2.1.1	Editorial > Copy for > Reportage
		6.2.1.2	Editorial > Copy for > Interview
		6.2.1.3	Editorial > Copy for > Essay
		6.2.1.4	Editorial > Copy for > Kolumne/Kommentar
		6.2.1.5	Editorial > Copy for > Porträt
		6.2.1.6	Editorial > Copy for > Bericht
		6.2.1.7	Editorial > Copy for > Buch
		6.2.1.8	Editorial > Copy for > Blog/Vlog
		6.2.1.9	Editorial > Copy for > Sonstiges
		6.3.1.1	Corporate Publishing / Content Marketing > Copy for > Reportage
		6.3.1.2	Corporate Publishing / Content Marketing > Copy for > Interview
		6.3.1.3	Corporate Publishing / Content Marketing > Copy for > Essay
		6.3.1.4	Corporate Publishing / Content Marketing > Copy for > Kolumne/Kommentar
		6.3.1.5	Corporate Publishing / Content Marketing > Copy for > Porträt
		6.3.1.6	Corporate Publishing / Content Marketing > Copy for > Bericht
		6.3.1.7	Corporate Publishing / Content Marketing > Copy for > Buch
		6.3.1.8	Corporate Publishing / Content Marketing > Copy for > Blog/Vlog
		6.3.1.9	Corporate Publishing / Content Marketing > Copy for > Sonstiges
		6.4.1.1	Storytelling > Storytelling for > Film (Script/Drehbuch)
		6.4.1.2	Storytelling > Storytelling for > Audio (Script)
		6.4.1.3	Storytelling > Storytelling for > Spatial Experience
		6.4.1.4	Storytelling > Storytelling for > User Experience
		6.4.1.5	Storytelling > Storytelling for > Game
		6.4.1.6	Storytelling > Storytelling for > Sonstiges
		1.3.4	SEMESTERARBEITEN > Text
		2.3.4	ABSCHLUSSARBEITEN > Text
		3.3.4	PRAXISARBEITEN > Text
DESIGN			
18	DESIGN Brand Identity/Design + Communication Arts	1.1.1.1	Brand Identity / Brand Design > Unternehmen / Organisation / Institution > Crossmediale Konzeption (Neu)
		1.1.1.2	Brand Identity / Brand Design > Unternehmen / Organisation / Institution > Crossmediale Konzeption (Redesign)
		1.1.2.1	Brand Identity / Brand Design > Produkt / Dienstleistung / Event > Crossmediale Konzeption (Neu)
		1.1.2.2	Brand Identity / Brand Design > Produkt / Dienstleistung / Event > Crossmediale Konzeption (Redesign)
		1.1.3.1	Brand Identity / Brand Design > Franchise > Crossmediale Konzeption (Neu)
		1.1.3.2	Brand Identity / Brand Design > Franchise > Crossmediale Konzeption (Redesign)
		1.1.4.1	Brand Identity / Brand Design > Sonstiges > Sonstiges
		7.1.3.2	Graphic Design > Crossmedia / Special Uses > Logo
		7.1.3.3	Graphic Design > Crossmedia / Special Uses > Key Visual
		11.1.1.1	Mandate > Mandate > Projekt
		11.2.1.1	Independent > Independent > Projekt
		1.1.1	SEMESTERARBEITEN > Design
		1.2.1	SEMESTERARBEITEN > Corporate Design / Identity
		2.1.1	ABSCHLUSSARBEITEN > Design
		2.2.1	ABSCHLUSSARBEITEN > Corporate Design / Identity
		3.1.1	PRAXISARBEITEN > Design
		3.2.1	PRAXISARBEITEN > Corporate Design / Identity
19	DESIGN Graphic + Product + Packaging	7.1.1.1	Graphic Design > Print Media > Plakat (Werbung, Veranstaltung, Kunst, Kultur, ...)
		7.1.1.2	Graphic Design > Print Media > Anzeige (Werbung, Veranstaltung, Kunst, Kultur, ...)
		7.1.1.3	Graphic Design > Print Media > Bericht
		7.1.1.4	Graphic Design > Print Media > Buch
		7.1.1.5	Graphic Design > Print Media > Buchcover
		7.1.1.6	Graphic Design > Print Media > Kalender
		7.1.1.7	Graphic Design > Print Media > Collaterals
		7.1.1.8	Graphic Design > Print Media > Broschüre
		7.1.1.9	Graphic Design > Print Media > Print-Produktion
		7.1.1.10	Graphic Design > Print Media > Sonstiges
		7.1.2.1	Graphic Design > Public Space Media > Spatial Experience
		7.1.2.2	Graphic Design > Public Space Media > POS/POP
		7.1.2.3	Graphic Design > Public Space Media > Shop Window
		7.1.2.4	Graphic Design > Public Space Media > Sonstiges
		7.4.1.1	Packaging Design > Packages > Verpackung
		7.4.1.2	Packaging Design > Packages > Promotion-Verpackung/Sonderform
		7.4.1.3	Packaging Design > Packages > Werbemittel
		7.4.1.4	Packaging Design > Packages > Sonstiges
		7.5.1.5	Product Design > Products > Consumer Goods
		7.5.1.6	Product Design > Products > Industrial Goods
		7.5.1.7	Product Design > Products > Werbemittel
		7.5.1.8	Product Design > Products > Sonstiges
20	DESIGN Interface + Motion	7.1.3.1	Graphic Design > Crossmedia / Special Uses > Orientierungssystem/Signaletik
		7.1.3.4	Graphic Design > Crossmedia / Special Uses > Pictogramm/Icon
		7.1.3.5	Graphic Design > Crossmedia / Special Uses > Infografik/Datenvisualisierung

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		7.1.3.6	Graphic Design > Crossmedia / Special Uses > Schrift/Typografie
		7.1.3.7	Graphic Design > Crossmedia / Special Uses > Merchandise
		7.1.3.8	Graphic Design > Crossmedia / Special Uses > Sonstiges
		7.2.1.1	Interface Design > Mobile Interactive Media > Web-/Microsite
		7.2.1.2	Interface Design > Mobile Interactive Media > App
		7.2.1.3	Interface Design > Mobile Interactive Media > Portal
		7.2.1.4	Interface Design > Mobile Interactive Media > Plattform
		7.2.1.5	Interface Design > Mobile Interactive Media > Device Display
		7.2.1.6	Interface Design > Mobile Interactive Media > Sonstiges
		7.2.2.1	Interface Design > Stationary Interactive Media > Terminal
		7.2.2.2	Interface Design > Stationary Interactive Media > Digital Out-of-Home
		7.2.2.3	Interface Design > Stationary Interactive Media > Product Display
		7.2.2.4	Interface Design > Stationary Interactive Media > Sonstiges
		7.3.1.1	Motion Design > Motion Design for > Corporate Design
		7.3.1.2	Motion Design > Motion Design for > Advertising
		7.3.1.3	Motion Design > Motion Design for > TV/Cinema
		7.3.1.4	Motion Design > Motion Design for > App
		7.3.1.5	Motion Design > Motion Design for > Web-/Microsite
		7.3.1.6	Motion Design > Motion Design for > Online/Social Media
		7.3.1.7	Motion Design > Motion Design for > Game
		7.3.1.8	Motion Design > Motion Design for > Data Visualisation
		7.3.1.9	Motion Design > Motion Design for > Digital Out of Home
		7.3.1.10	Motion Design > Motion Design for > Spatial Media
		7.3.1.11	Motion Design > Motion Design for > Sonstiges
		1.2.8	SEMESTERARBEITEN > Produkt / Service
		1.2.9	SEMESTERARBEITEN > Kalender
		1.3.3	SEMESTERARBEITEN > Schriftgestaltung
		1.4.5	SEMESTERARBEITEN > Interface Design
		1.6.1	SEMESTERARBEITEN > Buch
		1.6.3	SEMESTERARBEITEN > Broschüre
		2.2.8	ABSCHLUSSARBEITEN > Produkt / Service
		2.2.9	ABSCHLUSSARBEITEN > Kalender
		2.3.3	ABSCHLUSSARBEITEN > Schriftgestaltung
		2.4.5	ABSCHLUSSARBEITEN > Interface Design
		2.6.1	ABSCHLUSSARBEITEN > Buch
		2.6.3	ABSCHLUSSARBEITEN > Broschüre
		3.2.8	PRAXISARBEITEN > Produkt / Service
		3.2.9	PRAXISARBEITEN > Kalender
		3.3.3	PRAXISARBEITEN > Schriftgestaltung
		3.4.5	PRAXISARBEITEN > Interface Design
		3.6.1	PRAXISARBEITEN > Buch
		3.6.3	PRAXISARBEITEN > Broschüre
IMAGERY			
21	IMAGERY Photography	8.1.1.1	Photography > Photography for > Brand Building
		8.1.1.2	Photography > Photography for > Activation
		8.1.1.3	Photography > Photography for > Spatial Experience
		8.1.1.4	Photography > Photography for > Online/Social Media
		8.1.1.5	Photography > Photography for > Editorial
		8.1.1.6	Photography > Photography for > Corporate Publishing
		8.1.1.7	Photography > Photography for > Freie Arbeit/Eigenwerbung
		8.1.1.8	Photography > Photography for > Sonstiges
		8.3.1.1	Post-production / CGI > Post-production / CGI for Photography > Projekt
		8.3.3.1	Post-production / CGI > Hybrid Post-production / CGI > Projekt
		1.3.1	SEMESTERARBEITEN > Fotografie
		2.3.1	ABSCHLUSSARBEITEN > Fotografie
		3.3.1	PRAXISARBEITEN > Fotografie
22	IMAGERY Illustration	8.2.1.1	Illustration > Illustration for > Brand Building
		8.2.1.2	Illustration > Illustration for > Activation
		8.2.1.3	Illustration > Illustration for > Spatial Experience
		8.2.1.4	Illustration > Illustration for > Online/Social Media
		8.2.1.5	Illustration > Illustration for > Editorial
		8.2.1.6	Illustration > Illustration for > Corporate Publishing
		8.2.1.7	Illustration > Illustration for > Freie Arbeit/Eigenwerbung
		8.2.1.8	Illustration > Illustration for > Sonstiges
		8.3.2.1	Post-production / CGI > Post-production / CGI for Illustration > Projekt
		1.3.2	SEMESTERARBEITEN > Illustration
		2.3.2	ABSCHLUSSARBEITEN > Illustration
		3.3.2	PRAXISARBEITEN > Illustration
AUDIO			
23	AUDIO Radio + Online + Publishing + Craft	9.1.1.1	Radio / Online > Radio/Online Media > Radiospot (einzeln)
		9.1.1.2	Radio / Online > Radio/Online Media > Radiospot (Serie)
		9.1.1.3	Radio / Online > Radio/Online Media > Pre-, Mid- und Post-roll Ads
		9.1.1.4	Radio / Online > Radio/Online Media > Sonstiges
		9.2.1.1	Publishing > Publishing Media > Podcast/Webcast (Ausgabe)
		9.2.1.2	Publishing > Publishing Media > Podcast/Webcast (Serie)
		9.2.1.3	Publishing > Publishing Media > Hörbuch
		9.2.1.4	Publishing > Publishing Media > Sonstiges
		9.2.2.1	Publishing > Podcast/Webcast Ads > Audio Ad
		9.2.2.2	Publishing > Podcast/Webcast Ads > Sponsorship
		9.2.2.3	Publishing > Podcast/Webcast Ads > Branded Content

JURY	JURYNAME	KAT. NR.	KATEGORIENAME
		9.2.2.4	Publishing > Podcast/Webcast Ads > Sonstiges
		9.6.1.1	Audio Craft > Audio Craft > Regie
		9.6.1.2	Audio Craft > Audio Craft > Audio Engineering
		9.6.1.3	Audio Craft > Audio Craft > Casting
		9.6.1.4	Audio Craft > Audio Craft > Sonstiges
		1.5.2	SEMESTERARBEITEN > Audio (Funkspot / Soundlogo / Originalkomposition)
		2.5.2	ABSCHLUSSARBEITEN > Audio (Funkspot / Soundlogo / Originalkomposition)
		3.5.2	PRAXISARBEITEN > Audio (Funkspot / Soundlogo / Originalkomposition)
24	AUDIO Audio Design + Music	9.3.1.1	Audio Design > Audio Design > for Film
		9.3.1.2	Audio Design > Audio Design > for User Experience
		9.3.1.3	Audio Design > Audio Design > for Spatial Experience
		9.3.1.4	Audio Design > Audio Design > for Online/Social Media
		9.3.1.5	Audio Design > Audio Design > for Motion Design
		9.3.1.6	Audio Design > Audio Design > Audio Design for Brands / Corporate Sound Concept
		9.3.1.7	Audio Design > Audio Design > Audio Logo
		9.3.1.8	Audio Design > Audio Design > Sonstiges
		9.4.1.1	Music > Music > Composition
		9.4.1.2	Music > Music > Adaption
		9.4.1.3	Music > Music > Pick
		9.4.1.4	Music > Music > Brand Partnership
		9.4.1.5	Music > Music > for User Experience
		9.4.1.6	Music > Music > for Spatial Experience
		9.4.1.7	Music > Music > for Online/Social Media
		9.4.1.8	Music > Music > for Motion Design
		9.4.1.9	Music > Music > Sonstiges
		9.5.1.1	Audio Design and Music > Overall Audio Piece > Projekt
FILM			
25	FILM TV/Cinema	10.1.1.1	Live Action Film > Film for TV/Cinema > TV-Kinospot (Einzelspot bis 30 Sekunden)
		10.1.1.2	Live Action Film > Film for TV/Cinema > TV/Kinospot (Einzelspot ab 30 Sekunden)
		10.1.1.3	Live Action Film > Film for TV/Cinema > TV/Kinospot (Serie)
26	FILM Mobile/Online	10.1.2.1	Live Action Film > Film for Mobile/Online Media > Digital Mobile Only (einzeln)
		10.1.2.2	Live Action Film > Film for Mobile/Online Media > Digital Mobile Only (Serie)
		10.1.2.3	Live Action Film > Film for Mobile/Online Media > Digital Pre-roll Ad (einzeln)
		10.1.2.4	Live Action Film > Film for Mobile/Online Media > Digital Pre-roll Ad (Serie)
		10.1.2.5	Live Action Film > Film for Mobile/Online Media > Online-Film (einzeln)
		10.1.2.6	Live Action Film > Film for Mobile/Online Media > Online-Film (Serie)
27	FILM Publishing + Spatial Experience	10.1.3.1	Live Action Film > Music Video > Music Video
		10.1.4.1	Live Action Film > Film for Publishing > Film für Unternehmensdarstellung
		10.1.4.2	Live Action Film > Film for Publishing > Dokumentation
		10.1.4.3	Live Action Film > Film for Publishing > Public-Service-Film
		10.1.4.4	Live Action Film > Film for Publishing > Vlog/Webcast (Ausgabe)
		10.1.4.5	Live Action Film > Film for Publishing > Vlog/Webcast (Serie)
		10.1.5.1	Live Action Film > Sonstiges > Kurzfilm/Sonderformat
		10.1.5.2	Live Action Film > Sonstiges > Taktischer Film
		10.1.5.3	Live Action Film > Sonstiges > Film für Spatial Experience
		10.1.5.4	Live Action Film > Sonstiges > Film für Point-of-Sale
		10.1.5.5	Live Action Film > Sonstiges > Sonstiges
		1.5.1	SEMESTERARBEITEN > Film (Werbe- / Kurz- / Onlinefilm)
		2.5.1	ABSCHLUSSARBEITEN > Film (Werbe- / Kurz- / Onlinefilm)
		3.5.1	PRAXISARBEITEN > Film (Werbe- / Kurz- / Onlinefilm)
28	FILM Craft	10.1.6.1	Live Action Film > Film Craft > Regie
		10.1.6.2	Live Action Film > Film Craft > Kamera
		10.1.6.3	Live Action Film > Film Craft > Schnitt
		10.1.6.4	Live Action Film > Film Craft > Casting
		10.1.6.5	Live Action Film > Film Craft > Postproduction/CGI/VFX
		10.1.6.6	Live Action Film > Film Craft > Set/Production Design
		10.1.6.7	Live Action Film > Film Craft > Sonstiges
29	FILM Animation	10.2.1.1	Animated Film > Animation for TV/Cinema > TV-Kinospot (Einzelspot bis 30 Sekunden)
		10.2.1.2	Animated Film > Animation for TV/Cinema > TV/Kinospot (Einzelspot ab 30 Sekunden)
		10.2.1.3	Animated Film > Animation for TV/Cinema > TV/Kinospot (Serie)
		10.2.2.1	Animated Film > Animation for Mobile/Online Media > Digital Mobile Only (einzeln)
		10.2.2.2	Animated Film > Animation for Mobile/Online Media > Digital Mobile Only (Serie)
		10.2.2.3	Animated Film > Animation for Mobile/Online Media > Digital Pre-roll Ad (einzeln)
		10.2.2.4	Animated Film > Animation for Mobile/Online Media > Digital Pre-roll Ad (Serie)
		10.2.2.5	Animated Film > Animation for Mobile/Online Media > Online-Film (einzeln)
		10.2.2.6	Animated Film > Animation for Mobile/Online Media > Online-Film (Serie)
		10.2.3.1	Animated Film > Music Video > Music Video
		10.2.4.1	Animated Film > Animation for Publishing > Film für Unternehmensdarstellung
		10.2.4.2	Animated Film > Animation for Publishing > Dokumentation
		10.2.4.3	Animated Film > Animation for Publishing > Public-Service-Film
		10.2.4.4	Animated Film > Animation for Publishing > Vlog/Webcast (Ausgabe)
		10.2.4.5	Animated Film > Animation for Publishing > Vlog/Webcast (Serie)
		10.2.5.1	Animated Film > Sonstiges > Kurzfilm/Sonderformat
		10.2.5.2	Animated Film > Sonstiges > Taktischer Film
		10.2.5.3	Animated Film > Sonstiges > Film für Spatial Experience
		10.2.5.4	Animated Film > Sonstiges > Film für Point-of-Sale
		10.2.5.5	Animated Film > Sonstiges > Sonstiges
		10.2.6.1	Animated Film > Animation Craft > Regie
		10.2.6.2	Animated Film > Animation Craft > Character Development
		10.2.6.3	Animated Film > Animation Craft > Background Design
		10.2.6.4	Animated Film > Animation Craft > Postproduction/CGI/VFX

JURY	JURYNAME	KAT. NR.	KATEGORIENAME
		10.2.6.5	Animated Film > Animation Craft > Sonstiges
		1.3.5	SEMESTERARBEITEN > Animation
		2.3.5	ABSCHLUSSARBEITEN > Animation
		3.3.5	PRAXISARBEITEN > Animation