We, the Conference Committee of the GAMEON'2016 Conference, which was held in Lisbon, Portugal from September 13-15, 2016, hereby declare that after a peer review

Daniel P.O.Wiedemann, Peter Passmore and Magnus Moar

were selected with their paper entitled

Virtual Reality 3rd Person Camera Behavior Modes

As Best Paper of the aforementioned conference

Helena Barbas
GAMEON'2016
General Conference Chair