2025 Awards Map

| +Titanium | | | | | | | |
|---|---|---|---|--|---|--|--|
| Craft | Experience | Engagement | Strategy | Classic | Health | Good | Entertainment |
| Focusing on the artistry, skill, talent and flair required to deliver beautifully executed ideas with the power to cut through and bring the creative idea to life. | Focusing on the powerful brand currency of intelligent customers journeys and immersive experiences - captivating audiences at every touch point. | Celebrating insightful creativity that captivates at every touchpoint. Creating authentic interaction and immersive experiences that engage consumers and impact culture. | Celebrating commercial effectiveness, strategic planning and creative application of solutions to unlock growth and measure impact. | The big creative idea - where work is brought to life through the long-standing yet ever-evolving fundamentals of image, sound and storytelling. | Celebrating creativity in branded communications in this highly innovative but fiercely regulated sector with the unique power to truly change lives. | Going beyond brand purpose to use creative communications to shift culture, create change and positively impact the world. | Celebrating creativity that goes beyond branded communications to create authentic branded entertainment that engages consumers and impacts culture. |
| Design | Brand Experience & Activation | Creative B2B | Creative Effectiveness | Audio and Radio | Health & Wellness | Glass | Entertainment |
| Digital Craft | Creative Business Transformation | Creative Data | Creative Strategy | Film | Pharma | Sustainable Development Goals | Entertainment for Gaming |
| Film Craft | Creative Commerce | Direct | | Outdoor | | | Entertainment for Music |
| Industry Craft | -\cong\cong | IIII Media | | Print & Publishing | | | Entertainment for Sport |
| | Luxury | PR | | | | | |
| | | Social & Creator | | | | | |