

To the Department of Infrastructure, Transport, Regional Development and Communications,

At a bare minimum, the system of classification for games would be improved for modern audiences if it were to match the guidelines that film and television use. There are some oddly paternalistic guidelines for ratings for games that involve drugs that don't exist for film/tv shows, especially for games that have an R18+ rating. There's a general assumption on this policy that since the game features illegal drugs or other illicit acts that it is encouraging out endorsing such acts, which isn't the case. With the average age of game players being above the age of 18 these policies make much less sense.

Kind Regards,

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