

## REVIEW OF AUSTRALIAN CLASSIFICATION REGULATION

I'm a 33 year old Male. Born and raised in Australia.

Lived through the agonizing battle to finally see an R rating implemented into classifying video games.

But it feels like it hasn't really done all that much.

And a lot of that, is due to the very outdated classification guidelines that are being used.

They don't really reflect the modern representation of media we have at our disposal now.

I personally find that this is most present when it comes to the classification of Drug elements and to a lesser extent sexual content in video games.

The current guidelines state that any depictions of drug use or sex used as an incentive or reward will see the game refused a classification. Or possibly censored when sold in Australia.

Whether it is depicting real world narcotics, or fictional ones. As seen in video games like STATE OF DECAY, FALLOUT 3, SAINTS ROW 4, the list goes on.

The same drug use found in many adult classified films, yet with no problems there.

The same game sold in many other countries, with no problems there.

So why are Australian adults in need of such hand holding?

There seems to be this theory that because video games are "interactive" it somehow makes the depiction more intense.

But violent games are sold all the time, and there is still no proven link between violent games influencing violent behavior.

As an adult, I can say that this is a very unnecessary restriction in a game designed and sold for adults. Adults being able to make their own choice of whether it is suitable for them and choose to buy it or not. Just like buying alcohol or cigarettes.

The classification should provide the information, and the adult should be free to make the choice. The developers shouldn't need to alter their content due to strange unnecessary restrictions. It should be up to the adult to make their own decision with the information provided on the box.

Perhaps it's time for the guidelines to be altered to reflect the modern media and the audiences that watch it. The ones capable of making their own informed choices.