

Submission to review of Classification Regulation

1) Are the classification categories for films and computer games still appropriate and useful? If not, how should they change?

- a) There should be no such thing as an unclassifiable game.
- b) Gambling should be a “classifiable element” when real-world currency can be used to gamble in-game. (Or in-game currency can be gambled, where the currency has a real-world equivalent value).
Video Games containing “Loot Box” style systems where real-world currency can be exchanged for gambling tokens for in-game items should be classified as R18+, for the same reason that Poker Machines and Casino’s are 18+ only.
- c) 15+ is an unrealistic age classification. Persons under 15 do not take these classifications seriously because many 15+ games are easily accessible to them.

2b) Do the provisions in the Code, the Films Guidelines or the Computer Games Guidelines relating to ‘violence’ reflect community standards and concerns? Do they need to be changed in any particular classification category or overall?

Violence is so prevalent in video games, that the “Violence” classification event is barely useful. Games like Minecraft, played commonly by children, allow players wielding swords and bows to ‘kill’ both monsters and other players.