NSW TO INTRODUCE R18+ COMPUTER GAME RATING

Legislation to introduce a new classification regime for computer games was passed by the NSW Parliament today.

Attorney General Greg Smith SC, said changes to the classification of computer games would introduce an R18+ rating and tighten the existing MA 15+ rating.

“This is a victory for adult gamers and a victory for parents who want to protect their children from computer games with unsuitable content,” Mr Smith said.

The Classification (Publications, Films and Computer Games) Enforcement Amendment (R18+ Computer Games) Bill 2012 will implement a national regime to bring the rules for computer games into line with films.

“Many parents are rightfully concerned that some games rated R18+ in other countries carry an MA 15+ rating in Australia,” Mr Smith said.

“Some MA 15+ games may now be reclassified as R18+ if they contain material that is not suitable for teenagers under 18.”

“Minors should be protected from material that is likely to harm or disturb them.”

Mr Smith said the reforms would not dilute the Refused Classification category. “Even at an R18+ level, actual sexual violence will not be permitted, nor will implied depictions if they are interactive, not justified by context or related to incentives or rewards.”

In July last year, Federal and State Attorneys General agreed to introduce an R18+ rating for computer games. After extensive negotiations, the NSW and Federal Attorneys General have reached agreement on guidelines for the classification of computer games.

New federal guidelines on the classification of computer games will come into effect from 1 January 2013.

Under the new state law, it will become an offence to sell an R18+ computer game to a minor.
More than 98 per cent of submissions to a 2009 Federal Government discussion paper supported an adult rating for computer games. In 2010, a national phone survey found 80 per cent of Australians supported the rating.