



Application for Classification of a computer game

This form is to be used for an application for classification of a computer game under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (Cth)—referred to below as ‘the Act’.

You must complete all 8 steps of this form, and applicable Attachments (refer to [Step 5](#)).

Step 1: select priority

20 working days after receipt by the Board of a valid application (prescribed classification fee applies).

☐

5 working days after receipt by the Board of a valid application (additional fee of \$420 applies).

☒

Step 2: Modifications, add-ons and National Classification Database check

From 1 July 2015, the law changed regarding modifications, meaning that certain kinds of modifications to already classified games no longer have to be submitted for classification. These modified games can automatically use the classification and consumer advice of the original game.

If your application is for a modified game: you must check the [fact sheet](#) under Industry Resources on the Classification website to see if your modification is one which is covered by the change in the law. Further details about modifications are contained in the [Classification \(Publications, Films and Computer Games\) \(modifications of Computer Games\) Instrument 2015](#).

If your modification is included, then you do not need to proceed with this application.

If your modification is not included or is specifically excluded, then you must proceed with this application.

If you application is for an ‘add-on’ (defined in subsection 5A(2) of the Act (that is, that it generates new elements or additional levels and is contained in a device separate from the original game), then you must proceed with this application.



1. Is your game related to a previously classified computer game? Before answering this question, you should check the [National Classification Database](#).

☒ **Yes:** specify in the table below

☐ **No**

File number	Title	Certificate number
T18/3376	BATTLEFIELD V	281146
T16/2623	BATTLEFIELD 1	271413

2. Is your game part of a series or franchise?

☒ **Yes:** specify the details if different from the details above, or is otherwise unclear

☐ **No—Go to [Step 3](#)**

If you ticked yes above, please provide details if details are different from above or otherwise unclear.

Step 3: Details of the computer game

Details provided here will be listed on the classification certificate for this computer game. Ensure they are accurate; changes after the classification certificate is issued, will incur a fee.

Title: Battlefield 2042

Alternate titles:

Publisher: Electronic Arts

Developer: DICE

Language: ENGLISH

Country of origin: SWEDEN

Year of production: 2021

Platform submitted:

☒ PC

☐ Xbox One

☐ PS4

☐ Wii

☐ 3DS

☐ Other

If you ticked other, please describe the platform submitted:

PS5

Format of the game (nominate all formats supported):

Note: The classification will apply to all formats *unless* the content or impact of the game varies from format to format.

-
- ☒ Flat display
- ☐ Virtual Reality (VR)
- ☐ Augmented Reality (AR)
-

Step 4: Online interactivity

‘Online interactivity’ is a general statement used by the Board which may encompass any or all of the following practices and technologies, in, or related to playing, a game:

- user-to-user communication (eg: texting, or audio or video chat), and media sharing, via social media and networks
- user-generated content
- links to external or third party websites
- exchange or collection of personal information (eg: email address) with or by third parties
- such other opportunities to expand any aspect of the gaming experience to include third party interactions.

1. Does the game have any ‘online interactivity’ (as defined by the Classification Board)?

- ☒ Yes
- ☐ No
-

Specify the details of the online interactivity:

See report.

2. Can the online interactivity change the impact of any of the 6 classifiable elements? (For example, if a player can name a character using coarse language and that character’s name can be viewed online by other player, then this may alter the impact of the classifiable element of language in the game.)

- ☒ Yes
- ☐ No
-

Specify the way/manner in which the online interactivity impacts the classifiable elements:

See report.

3. Does the game have any Virtual Reality (VR) or Augmented Reality (AR) capability?

- ☐ Yes
- ☒ No
-

Describe the VR or AR capability

Step 5: Select an application category

The Assessed Computer Game category is only available to current Authorised Assessors trained by the Classification Branch.

For add-ons, you must supply a copy of the original computer game into which the add-on is capable of generating new elements or additional levels.

Category of computer game requirements

Computer game level 1

Computer game level 1—without gameplay footage (application not assessed by an authorised person).

☐

A copy of the computer game

☐

Prescribed classification **fee \$1,210**

☐

Attachment 1 (detailed written description of gameplay)

☐

Attachment 2 (contentious material statement including the means by which access to it may be gained)

☐

Computer game level 2

Computer game level 2—with gameplay footage (application not assessed by an authorised person).

☒

A copy of the computer game

☒

Prescribed classification **fee \$890**

☒

Attachment 1 (detailed written description of gameplay)

☒

A separate recording of contentious material and standard gameplay.

☒

A separate recording of contentious material and standard gameplay running xxx minutes.

30

Gameplay footage provided demonstrates the highest level of each classifiable element as well as the context within which the elements occur. Also included is representative gameplay which gives a satisfactory overview of the game.

☒

If a VR-enabled game, a list of access codes to contentious material in the game (cheat codes).

☐

Assessed computer game

Assessed computer game—application assessed by an authorised person and recommended as G, PG or M:

☐

A copy of the computer game:

☐

Prescribed classification **fee \$430**:

☐

An authorised assessor's report:

☐**Demonstrated computer game**

Demonstrated computer game—demonstrated provided or requested:

☐

A copy of the computer game:

☐

Prescribed classification **fee \$2,460**:

☐

Attachment 1 (detailed written description of gameplay):

☐

Information and checklist for demonstrating a computer game:

☐**Payment**

Prescribed fee:

\$ 850

Debit fee from balance of my existing classification account:

☒

Charge to credit card:

☐

Charge to this credit card number:

Expiry date:

Cardholder name:

Signature:

Step 6: applicant details

Contact name:

s47F

Organisation:

Electronic Arts

Postal address:

Level 16, Suite 1, 347 Kent Street

Suburb: Sydney

Postcode: NSW

Email: s47F

Telephone: s47F

Mobile:

The classification certificate will be emailed to the email address provided above.

Step 7: certification

I submit a **copy** of the computer game at my own risk and expense.



I am aware that the application for classification is **not valid until** I have supplied the Classification Board with an adequate description of the gameplay and, if applicable, a contentious material statement describing any material likely to cause the computer game to be classified M or higher and how that material may be accessed, or a separate recording of the material.



For **add-ons**, I have supplied a copy of the **original computer game** into which this add-on is capable of generating new elements or additional levels.



Gameplay footage supplied (as applicable) is in an industry standard format, is **free of password protection** and is approximately 30-45 minutes in duration. If more gameplay footage is required to adequately demonstrate the game, a **breakdown of time-codes** for the footage is included.



Gameplay footage supplied (as applicable) has been recorded in a **resolution and data format** that gives satisfactory representation of the visual and audio content and overview of the game.



I have provided the game installation instructions, firmware, passwords and cheat codes (as applicable).



Supplied media has been **tested** to ensure it is in working order.



I understand that if the material supplied is inadequate, additional information may be required and my application may be **delayed**. The computer game may be required to be demonstrated before the Board.



I have the authority to authorise the Classification Branch to debit my, or the company's account for the full value of the classification fee. I acknowledge that the Classification Board has the right to **determine the actual fee** for the application, which may be different to that estimated in this application.



I confirm that the information contained in the application form is not false or misleading in any way.

Signed: (by/on behalf of the Applicant)

Date:

10/08/2021

Name:

s47F

Step 8: return or destruction of material

A submitted game will be destroyed 90 days after a classification decision is made or may be retained for training purposes **unless you nominate otherwise below:**

I will arrange for the submitted game to be returned to me, at my cost, within 90 days of receipt of a valid application.



Contentious material recordings or gameplay will be retained for 12 months after which it will be securely destroyed.

Submitting your application

You may submit your application by either:

Online portal

- <https://portal.classification.gov.au/>
- If you have not set up an account you will need to [register your account information](#) with us.
- [Information for people with disabilities](#).

Post

The Director
Classification Board
Locked Bag 3
HAYMARKET NSW 1240

Courier delivery

The Director
Classification Board
Level 5
23–33 Mary Street
SURRY HILLS NSW 2010

Privacy Notice—*Privacy Act 1988*

The Department of Communications and the Arts is collecting personal information on this form to process an application for classification. This is authorised by s 17(1) of the *Classification (Publications, Films and Computer Games) Act 1995*.

If the personal information of the applicant and/or individual is not provided, the department may not be able to process the application.

The department places some or all of this information on the National Classification Database and gives some or all of this information to the Classification Board and, on review, to the Classification Review Board.

For more information about the Department's privacy practices, including how to access or correct your personal information or make a complaint, see the privacy policy at www.classification.gov.au or contact our Privacy Contact Officer:

Privacy Contact Officer
Department of Communications and the Arts
GPO Box 2154
CANBERRA ACT 2601
Call: 02 6271 1929
Email: clientservice@communications.gov.au

Attachment one—detailed written description of gameplay

Synopsis (including type of game, main aim of game play, storyline, main characters and settings):

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You must answer the following five questions **and** complete the table below by providing the most impactful examples of each classifiable element in the game—see [Guidelines for the Classification of Computer Games 2012](#). If there are no instances of a particular classifiable element, write 'none'.

'Incentives' or 'rewards' may include, but are not limited to: the awarding of additional points; achievement unlocks; new skills or increases in attributes such as strength; making tasks easier to accomplish; accumulating rare forms of game equipment; plot animations and pictures as rewards following an event/action.

Does the game contain **gambling themes and/or elements** (whether real or simulated)?

☐ Yes, provide detailed description in the table below.

☒ No

Does the game contain **references to or depictions of sexual violence or sexualised violence** (refer to definitions in table below)?

☐ Yes, provide detailed description in the table below.

☒ No

Does the game offer any **incentives or rewards relating to sex**?

☐ Yes, provide detailed description in the table below.

☒ No

Does the game contain **drug use related to incentives or rewards**?

☐ Yes, provide detailed description in the table below.

☒ No

Does the game contain **nudity related to incentives or rewards**?

☐ Yes, provide detailed description in the table below.

☒ No

Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

Themes

Themes may include the following kinds of social issues or events: use of alcohol or tobacco; gambling or simulated gambling or gambling references; medical treatments or surgical procedures; crude humour (eg flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (eg hooliganism, abduction, blackmail, robbery, murder, torture, paedophilia); sexual infidelity; abortion; family breakdown; drug and/or alcohol dependency; injury or illness; suicide; death; discrimination; warfare; destruction (of objects/buildings eg by explosion); killing or harming of animals; predatory animal behaviour.

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Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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Violence

Violence is defined as 'acts of violence; the threat or effects of violence'. It includes sexual violence and sexualised violence. Sexual violence is defined as 'sexual assault or aggression in which the victim does not consent'. Sexualised violence means 'where sex and violence are connected in the story, although sexual violence may not necessarily occur'.

Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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Classifiable element	Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.
	<div>s47</div>
<p>Sex</p> <p>Sexual activity is defined as 'matters pertaining to sexual acts, but not limited to sexual intercourse'. It includes sexual references, innuendo and sexualised imagery, including sexualised costumes.</p> <p>Include details of sex related to incentives and rewards, and/or explicit sexual activity or realistic depictions of simulated sexual activity.</p>	

Classifiable element	Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.
Coarse Language Includes words considered to be vulgarities, and those used to curse and swear at others. Such words are considered to be impolite, rude or offensive.	s47

Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

s47

Classifiable element	Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.
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Drug Use Includes visual or verbal references. Include details of drug use related to incentives and rewards, and/or interactive illicit or proscribed drug use, implied or otherwise. Specify whether drug use is interactive.	N/A
Nudity For example, breast, buttock or genital nudity. Include details of nudity related to incentives and rewards.	N/A
Describe the gameplay (including: newly added content in a modified game; how many levels; time for an average player to complete the game; signature moves; multiplayer options; the type of graphics used; cut scenes; depictions or references to sexual violence; presence of simulated gambling content for reward; footage of	s47

Classifiable element	Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the five questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.
real people; sexual activity and/or drug use related to incentives or reward etcetera).	<div>s47</div>

Attachment two—contentious material statement

Refer to online user guidelines for completing this section 'User notes for completing Attachment Two: Contentious material'.

If any part of the computer game is likely to be regarded as containing contentious material (that is, material likely to cause it to be classified M or higher), the application **must** be accompanied by particulars of that material **and** of the means by which access to it may be gained; **or** a separate recording of that material. You must tick **one** of the following boxes.

I have supplied a separate recording of contentious material and typical gameplay:

☒

Duration:

30 minutes

Format:

WMV File

OR Please see completed table below:

☒

OR I have attached a completed Authorised Assessor Report:

☒

OR I have detailed contentious material and the means by which to access it in the written description of gameplay:

☐

OR I do not believe this game contains any contentious material:

☐

Please tick relevant boxes for classifiable elements likely to cause the game to be classified M or higher:

Themes	Violence	Sex	Language	Drug Use	Nudity
Eg: suicide, child abuse, alcoholism, etc.	Eg: is it fantasy, animated, gory, sexual violence?	Eg: verbal or visual references, sex scenes, etc.	Eg: detail all coarse language and its context (is it aggressive?)	Eg: are there verbal references? type of drug used? Etc.	Eg: is it sexualised, naturalistic, incidental? Etc.

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If you have ticked any of the above boxes, please provide details of the contentious material and the means by which access to it may be gained.

[illegible]



Authorised assessor report—classification of computer games

Subsection 17(3) of the *Classification (Publications, Films and Computer Games) Act 1995*

Title of computer game:

Battlefield 2042

Alternate title (if any—e.g. title changes in English; and/or foreign language title):

Platforms:

PC, PS4, PS5, XB1, XBS/X

(e.g. PC, Xbox One, PS4, Nintendo Switch, Nintendo Wii U, Nintendo 3DS, Arcade, other.)

Type of game:

You can tick more than one box.

- ☒ 1st Person Shooter
- ☐ 3rd Person Shooter
- ☐ Action
- ☐ Adventure
- ☐ Augmented Reality (AR)
- ☐ 'Beat 'em Up'
- ☐ Board
- ☐ Brawler
- ☐ Casino/Gambling
- ☐ Classic/console emulator
- ☐ Collecting
- ☐ Combat/'looter shooter'
- ☐ Comedy
- ☐ Driving
- ☐ Dungeon Crawler
- ☐ Educational
- ☐ 'Hack 'n Slash'
- ☐ Horror
- ☐ Music/Karaoke
- ☐ Massively Multiplayer Online (MMO)
- ☐ MMORPG
- ☐ Multiplayer Online Battle Arena (MOBA)
- ☐ Narrative
- ☐ Open world
- ☐ Platformer
- ☐ Puzzle
- ☐ Real-time strategy/tactics
- ☐ Role playing game (RPG)
- ☐ Sandbox
- ☐ Simulation (provide type in 'other' box)
- ☒ Strategy and war
- ☐ Sports
- ☐ Survival
- ☐ Thriller/psychological



Other type of game:

Is your game an **interactive gambling service** (e.g.: online casino-style game, online slot machines, and/or online wagering service)?

Attachments:

Other attachments:

Does the game contain **in-game purchasing**?

If yes, what does it consist of:

Other type of in-game purchasing:

Content likely to be MA 15+ or R 18+:

An Authorised Assessor of Computer Games cannot recommend the likely classification of an MA 15+ or R 18+ game. If a computer game is likely to be classified MA 15+ or R 18+, this report is no longer a valid Authorised Assessor Recommendation, **however, it can still be included as a document** for the purposes of providing a detailed description of gameplay that meets the requirement of sub-section 17(1)(e)(v) and sub-section 17(2) of the *Classification (Publications, Films and Computer Games) Act 1995*.

➔➔ If likely to be MA 15+ or R 18+, please still complete the report in full ➔➔

-
- ☐ Turn-based strategy/tactics
 - ☐ Virtual Reality (VR)
 - ☐ Visual novel
 - ☐ Other
-

-
- ☐ Yes (Do not proceed with this application. Regulated interactive gambling services can only be provided to Australian customers with a licence granted by an Australian state or territory licensing authority—refer to ACMA)
 - ☒ No (continue to complete this form)
-

- ☐ Lyric sheets (for all songs in games)
 - ☐ Screen captures from game if available (printed copies of what the graphics in the game look like)
 - ☐ Player's manual / instruction booklet / walk-through
 - ☐ Copy of any advertising material relevant to the game
 - ☐ Other
-

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-
- ☒ I believe that this computer game may be classified MA 15+ or R 18+.
-



Details about the structure of the game

The questions below are designed to elicit the following details about the structure of the game:

e.g.: Number of levels; time for an average player to complete the game; signature moves; multi-player options; the type of graphics used; cut scenes; depictions or references to sexual violence; presence of simulated **non**-online gambling content.

Incentives' or 'rewards' may include, but are not limited to: the awarding of additional points; achievement unlocks; new skills or increases in attributes such as strength; making tasks easier to accomplish; accumulating rare forms of game equipment; plot animations and pictures as rewards following an event/action.

Synopsis (including game genre, storyline, main characters, places/settings and time period):

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Describe the **main aim** of the game:

Describe all of the **perspectives available** (e.g. 1st person, 3rd person, top-down, isometric, side-scrolling, sniper, etcetera):

Describe the game play (including how many levels, how long it takes to complete an average game, the type of graphics used):



Describe features of the game (including: cut scenes; footage of real people; signature moves; multi-player options; links to online chat software/apps; micro-transactions; simulated or real world gambling):

s47

Does the game have any **Virtual Reality (VR)** or **Augmented Reality (AR)** capability?

If your game includes VR or AR gameplay, describe whether it is optional or a requirement to undertake certain gameplay or mechanics.

Online interactivity

Provide the following details about any online interactivity:

'Online interactivity' is a general statement used by the Board which may encompass any or all of the following practices and technologies, in, or related to playing, a game:

- user-to-user communication (e.g.: texting, or audio or video chat), and media sharing, via social media and networks;
- user-generated content;
- links to external or third party websites;
- exchange or collection of personal information (e.g.: email address) with or by third parties;
- such other opportunities to expand any aspect of the gaming experience to include third party interactions.

Does the game have any 'online interactivity' (as defined by the Classification Board)?

If yes, describe the online interactivity:

Can the online interactivity change the impact of any of the 6 classifiable elements?

(For example, if a player can name a character using coarse language and that character's name can be viewed online by other players, then this may alter the impact of the classifiable element of language in the game.)

s47



If yes, specify the way/manner in which the online interactivity impacts the classifiable elements:

s47

The 6 classifiable elements—answer all

1. Themes

Themes **may** include the following kinds of **social issues or events**: use of alcohol or tobacco; gambling or simulated gambling or gambling references; medical treatments, surgical procedures, or misuse of prescription medication (e.g. painkillers); crude humour (e.g. flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (e.g. hooliganism, abduction, blackmail, robbery, murder, torture, paedophilia); sexual infidelity; abortion; family breakdown; drug and/or alcohol dependency; injury or illness; suicide; death; discrimination; warfare; destruction (of objects/buildings e.g. by explosion); killing or harming of animals; predatory animal behaviour; natural phenomena (e.g. earthquake, tsunami, melting ice caps); historical events.

Not in game:

☐

OR select from below:

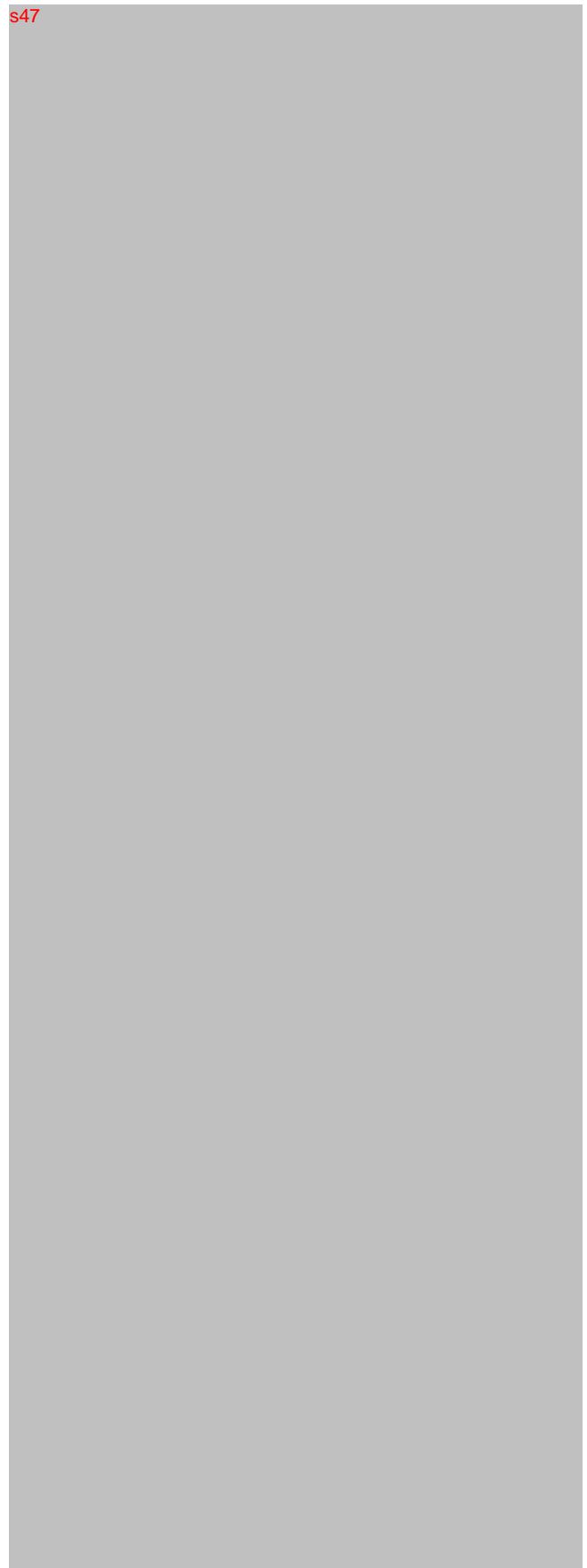
Classification	Classifiable element—themes	Impact test
G (General)	The treatment of themes should have a very low sense of threat or menace, and be justified by context.	s47 Very Mild
PG (Parental Guidance Recommended)	The treatment of themes should generally have a low sense of threat or menace and be justified by context.	Mild
M (Mature)	The treatment of themes may have a moderate sense of threat or menace, if justified by context.	Moderate
MA 15+ (Mature Accompanied)	The treatment of strong themes should be justified by context.	Strong
R 18+ (Restricted)	There are virtually no restrictions on the treatment of themes.	High



Describe the THEMES—give the **most impactful** examples which clearly illustrate all the THEMES at the nominated impact level.

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

s47



Describe the way the THEMES are treated (e.g. in what context are they presented, verbally/visually, as the main focus, incidentally, humorously, without detail, with graphic detail, etcetera)

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

Does the game contain either simulated or real world gambling or other gameplay mechanics which may be likened to gambling?

Provide a detailed description of any gambling elements:

Are the THEMES linked to other classifiable elements? (e.g. such as violence—after an earthquake (a theme), there is mass rioting (violence) in a town and people attack one another):

Describe briefly (write up separately under applicable elements):

Give a summary of reasons as to why you consider the THEMES to be at the impact level chosen:

(You need to justify your assessment—the summary may be in dot-point form.)

s47

2. Violence

Violence is defined as ‘acts of violence; the threat or effects of violence’.

Sexual violence is defined as ‘**sexual assault or aggression**, in which the victim does not consent’.

Sexualised Violence means ‘where sex and violence are connected in the story, although sexual violence may not necessarily occur’.

Sexual assault or aggression may include: the fondling of genitals; masturbation; oral sex; vaginal or anal penetration by a penis, finger or any other object; fondling of breasts; voyeurism; exhibitionism; and exposure to pornography.

Not in game:



OR select from below:

Classification	Classifiable element—violence	Impact test
G (General)	Violence should have only a low sense of threat or menace, and be justified by context. Sexual violence is not permitted.	^{s47} Very Mild
PG (Parental Guidance Recommended)	Violence should be mild and infrequent, and be justified by context. Sexual violence is not permitted.	Mild
M (Mature)	Moderate violence is permitted, if justified by context. Sexual violence should be very limited and justified by context.	Moderate
MA 15+ (Mature Accompanied)	Violence should be justified by context. Sexual violence may be implied, if justified by context.	Strong
R 18+ (Restricted)	Violence is permitted. Sexual violence may be implied, if justified by context.	High



Describe the style of VIOLENCE (there are separate questions below for SEXUAL VIOLENCE)

(e.g. fantasy/horror/science fiction; battle/war-time; martial arts/sports; comedic/slap-stick; explicit/obscured/off-screen).

Give the **most impactful** examples which clearly illustrate the VIOLENCE at the nominated impact level:

- What sort of violence? (e.g. hand-to-hand combat);
- Who or what is involved in the violence (e.g. humans, humanoid aliens, cartoon animals, robots, spacecraft, etcetera);
- What type of weapons are used? (e.g. real or fantasy);
- Is there bloodshed? (Specify type, e.g. spurting, pooling, staining, splatter);
- Are there acts of torture? (Specify); and
- Describe sound effects and whether or not they add to or lessen the impact.

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

Provide access details (e.g. episode/content details and time codes):

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Do **blood or injuries disappear** after a time?

Describe what happens to injuries:

Can you inflict **post-mortem damage**?

Describe the post-mortem damage that can be inflicted:



Does the game contain SEXUAL VIOLENCE or SEXUALISED VIOLENCE? (Refer above for specific definitions) (e.g. explicit or implied action; verbal references):

- ☐ Yes (describe)
☒ No (Go to the last violence question)

Describe the SEXUAL VIOLENCE or SEXUALISED VIOLENCE

n/a

Describe the activity (e.g. is it clearly depicted or obscured? Can the player/character inflict it? Is it moving or in static images? What sounds can you hear? e.g. screaming, whimpering, panting, trousers being unzipped, etcetera);

Explain whether or not sexual violence occurs with sexualised violence, or if the sexualised violence occurs on its own; and
 If the sex and violence are connected, explain how.

Give a summary of reasons as to why you consider the VIOLENCE to be at the impact level chosen:

(You need to justify your assessment—the summary may be in dot-point form.)

s47

3. Sex

Sexual activity is defined as ‘matters pertaining to sexual acts, but not limited to sexual intercourse’. It includes sexual references (may be visual and/or verbal, or sound effects, e.g. gestures or dialogue), as well as innuendo and sexualised imagery.

Sex does NOT include sexual violence—assess under VIOLENCE.

Not in game:



OR select from below:

Classification	Classifiable element—sex	Impact test
G (General)	Sexual activity should be very mild and very discreetly implied, and be justified by context.	<input type="checkbox"/> Very Mild
PG (Parental Guidance Recommended)	Sexual activity should be mild and discreetly implied, and be justified by context.	<input type="checkbox"/> Mild
M (Mature)	Sexual activity should be discreetly implied, if justified by context.	<input type="checkbox"/> Moderate
MA 15+ (Mature Accompanied)	Sexual activity may be implied.	<input type="checkbox"/> Strong
R 18+ (Restricted)	Sexual activity may be realistically simulated. The general rule is: ‘simulation, yes—the real thing, no’.	<input type="checkbox"/> High

The SEX in the game is:

- ☐ Sexual references only
☐ Sexual activity only
☐ Sexual references and sexual activity



Describe the SEXUAL ACTIVITY and/or SEXUAL REFERENCES—give the **most impactful** examples which clearly illustrate the SEXUAL ACTIVITY and/or SEXUAL REFERENCES (e.g. describe the sex scenes—including visuals and sound effects; describe the visual and verbal references). Specify whether the sexual activity is real (e.g. cut-scene of people), simulated or obscured, comedic/slapstick, etcetera.

Include descriptions of sexualised costumes.

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

How is the SEX treated? (e.g. realistic, detailed, humorous, incidental, etcetera).

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

Is the focus of the game or any part of the game on, or about, or involving **prostitution, managing a brothel, or the sex-slave trade**?

Describe the prostitution, how you manage the brothel and any involvement with the sex-slave trade:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game offer any **rewards or incentives relating to SEX**?

Describe (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, players can interact with a prostitute, a madam, or a sex-slave, etcetera):

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game contain explicit sexual activity or realistic depictions of simulated sexual activity?

Describe the activity:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Is the SEX linked to other classifiable elements (e.g. such as coarse language or nudity—'I want to fuck you' i.e. coarse language while a couple is having sex):

-
- ☐ Yes (describe)
☐ No
-

-
- ☐ Yes (describe)
☐ No
-

-
- ☐ Yes (describe)
☐ No
-

-
- ☐ Yes (describe)
☐ No
-



Describe the linkage between the elements:
Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Give a summary of reasons as to why you consider the SEX to be at the impact level chosen:
 (You need to justify your assessment—the summary may be in dot-point form.)

4. Coarse Language

Coarse language includes words considered to be vulgarities, and those used to curse and swear. Such words are considered to be impolite, rude or offensive. It does **not** include blasphemy.

You **must** ensure that you are using the current ***Coarse Language Guide for Use by Authorised Assessors***.

Not in game:

☐

OR select from below:

Classification	Classifiable element—language	Impact test
G (General)	Coarse language should be very mild and infrequent, and be justified by context.	Very Mild
PG (Parental Guidance Recommended)	Coarse language should be mild and infrequent, and be justified by context.	Mild
M (Mature)	Coarse language may be used. Aggressive or strong coarse language should be infrequent, justified by context, and not gratuitous, exploitative or offensive.	Moderate
MA 15+ (Mature Accompanied)	Strong coarse language may be used. Aggressive or very strong coarse language should be infrequent, and not exploitative or offensive.	Strong
R 18+ (Restricted)	There are virtually no restrictions on language.	High



List the COARSE LANGUAGE—give the **most impactful** examples which clearly illustrate the COARSE LANGUAGE at the nominated impact level—specify the words used. Is the coarse language verbal, written, or gestured? Is it contained in song lyrics, etcetera).

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

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How is the LANGUAGE treated (e.g. naturalistic, aggressive, censored (in part or whole, in audio and/or sub-titles), incidental, humorous, 'mouthed' only, etcetera).

Note: If the coarse language has been censored (for e.g. an audio bleep), you must indicate whether or not the person saying the language is front-on to camera **and** whether or not the word can easily be lip-read.

Is the COARSE LANGUAGE linked to other classifiable elements (e.g. sex—I want to fuck you' i.e. a sexual reference):

Describe the linkage between the elements.

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Give a summary of reasons as to why you consider the COARSE LANGUAGE to be at the impact level chosen:

(You need to justify your assessment—the summary may be in dot-point form.)

s47

5. Drug Use

Drug Use is the use of **proscribed (illegal in Australia) drugs**. Proscribed drugs may include: cannabis (marijuana); ecstasy/MDMA (pingers/bikkies/flippers/molly); meth/amphetamine (crystal meth/ice/speed/shabu/glass/shard); cocaine; hallucinogens; heroin; amyl nitrite; anabolic steroids; ayahuasca; GHB (gamma hydroxy butyrate); kava; ketamine; LSD.

Drug use also includes **fictional drugs which mimic the real world drugs listed above and their effects**.

Drug Use includes drug references, which may be visual or verbal. Drug use may include preparation, drug taking, and effects of drug taking. It may also include images e.g. a cannabis leaf on a T-shirt; shisha pipe; bong; foils, spoons, and syringes.

Drug use and drug references do **not** include references to tobacco, caffeine, alcohol or prescription medication. You do not need to disclose tobacco or caffeine use in Australia. Alcohol or prescription medication needs to be assessed under THEMES.

Not in game:



OR select from below:

Classification	Classifiable element—drugs	Impact test
G (General)	Drug use should be implied only very discreetly, and be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Very Mild
PG (Parental Guidance Recommended)	Drug use should be infrequent and justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Mild
M (Mature)	Drug use should be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Moderate
MA 15+ (Mature Accompanied)	Drug use should be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Strong
R 18+ (Restricted)	Drug use is permitted. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use that is detailed and realistic is not permitted.	<input type="checkbox"/> High

The **DRUG USE** in the game is:

- ☐ Drug references only (**no use**)
☐ Drug use activity only
☐ Drug references and drug use activity

Describe the DRUG USE—give the **most impactful** examples which clearly illustrate the DRUG REFERENCES and/or DRUG USE ACTIVITY at the nominated impact level (e.g. specify drug used; paraphernalia depicted; drug effect experienced; etcetera).

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

How is the DRUG USE treated (e.g. is it realistic, incidental, graphic, instructional, visual or verbal? Comedic or sombre in tone? etcetera)
 For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?



Is the focus of the game or any part of the game on, or about, or involving **drug use or drug references** (e.g. managing a cannabis crop, managing a drug cartel/distribution network, using drugs for performance enhancing purposes, using drugs to cheat or swindle? Providing drugs to a sports team?):

- ☐ Yes (describe)
☐ No

Describe:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game offer any rewards or incentives relating to DRUG USE?

- ☐ Yes (describe)
☐ No

Describe how DRUG USE is related to incentives or rewards (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, etcetera):

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game contain interactive illicit or proscribed drug use, implied or otherwise?

- ☐ Yes (describe)
☐ No

Describe any interactive illicit or proscribed drug use, implied or otherwise:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Is the DRUG USE linked to other classifiable elements (e.g. such as violence or themes—there is a scene of a drug deal taking place when an opposing drug cartel shows up and a fight ensues):

- ☐ Yes (describe)
☐ No

Describe the linkage between the elements:

Give a summary of reasons as to why you consider the DRUG USE to be at the impact level chosen:

(You need to justify your assessment—the summary may be in dot-point form.)

6. Nudity

Nudity includes:

- partial (e.g. side female breast exposed)
- full-on (e.g. front or back, male and female)
- may be sexualised, naturalistic or artistic/stylised (e.g. painting).

Nudity does **not** include male nipples or areolas ('moobs'/'man-boobs').



Not in game (or tick box below):



OR select from below:

Classification	Classifiable element—nudity	Impact test
G (General)	Nudity should be infrequent and justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Very Mild
PG (Parental Guidance Recommended)	Nudity should be infrequent and justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Mild
M (Mature)	Nudity should be justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Moderate
MA 15+ (Mature Accompanied)	Nudity should be justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Strong
R 18+ (Restricted)	Nudity is permitted.	<input type="checkbox"/> High

Describe the NUDITY—give the **most impactful** examples which clearly illustrate the NUDITY at the nominated impact level (e.g. full frontal, partial, rear, obscured, male, female, adult/child, etcetera).

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

How is the NUDITY treated (e.g. actual (e.g. cut-scene) or realistic animation or crude animation; sexualised; artistic; incidental; detailed; etcetera). For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

Does the game offer any rewards or incentives relating to NUDITY?

☐ Yes (describe)
☐ No

Describe how NUDITY is related to incentives or rewards (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, etcetera):

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Is the NUDITY linked to other classifiable elements? (e.g. such as sex—there are exposed buttocks or breasts during an act of sexual intercourse):

☐ Yes (describe)
☐ No



Describe the linkage between the elements:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Give a summary of reasons as to why you consider the NUDITY to be at the impact level chosen:

(You need to justify your assessment—the summary may be in dot-point form.)

Assessment of Classification and Consumer Advice

Classification

You **must** tick a box for **each** classifiable element in the table below to provide a summary of your recommendation for games **G**, **PG** and **M**.

The highest classification checked will be your assessment for the game and will generally inform your consumer advice for a game at the **G**, **PG** or **M** level. Any element at MA 15+ or R 18+ means that the game will be assessed by the Board.

	NOT in game	G	PG	M	MA 15+	R 18+
Themes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Violence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Sex	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Language	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Drug use	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nudity	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Consumer advice (CAs)—only complete if you are recommending G, PG or M

You **must** refer to the *General Guidelines for Using Consumer Advice (Film and Games)*.

Use the above table to assist you to recommend consumer advice.

The following summary may assist:

- Use an impact qualifier of very mild (G) or mild (PG), where appropriate.
- For the M classification do **not** use the word 'moderate' in consumer advice. Use the 'mature' qualifier at M for themes, and no qualifier for the other elements, **unless** an exception applies (e.g. 'horror violence').
- Phrases should start with the impact qualifier (if it is used).
- Nudity may include an additional impact qualifier such as 'brief' or 'sexualised'.
- Some other elements may also warrant an additional qualifier, e.g. 'fantasy violence' or 'supernatural themes'.



Remember that the consumer advice will usually **only** match the elements that are present at the highest classification noted above. In some limited cases, it may be appropriate to include consumer advice for content in lower classifications.

Recommended classification and consumer advice for games G, PG and M

Select your recommended classification for the game (e.g. PG):

- ☐ G
☐ PG
☐ M

State your recommended consumer advice for the game (e.g. mild violence and coarse language):

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Declaration

I declare that I have personally played and/or viewed all the material in this application, and have disclosed all classifiable elements, and that my assessment is a true and accurate reflection of the content.

Assessor's name (PRINT):

s47F

Assessor's signature:

Date:

10/08/2021

Applicant details and signature (if different from Assessor)

Name of applicant/applicant company:

Contact name (PRINT):

Date:

Signed by the applicant

Privacy Notice—Privacy Act 1988

The Department of Communications and the Arts is collecting personal information on this form to process an application for classification under the Computer Game Assessor Scheme. This is authorised by s 17(3) of the *Classification (Publications, Films and Computer Games) Act 1995*.

If the personal information of the applicant and/or assessor is not provided, the Department may not be able to process the application.

The department gives some or all of this information to the Classification Board and, on review, to the Classification Review Board.

For more information about our privacy practices, including how to access or correct your personal information or make a complaint, see the privacy policy at www.classification.gov.au or contact our Privacy Contact Officer:

Privacy Contact Officer
Department of Communications and the Arts
GPO Box 2154
CANBERRA ACT 2601

Email: privacy@communications.gov.au.



Application for Classification of a Computer Game

This form is to be used for an application for classification of a computer game under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act).

BATTLEFIELD 2042

Applicant: ELECTRONIC ARTS

Contact: s47F

Phone: s47F

Email: s47F

Details of the computer game

File number TBA

Format: Multi Platform

Title: BATTLEFIELD 2042

Alternate title:

Publisher: ELECTRONIC ARTS

Developer: DICE

Language: English

Country of origin: SWEDEN

Year of production: 2021

Comments: n/a

Priority

Priority: 5 working days after receipt by the Board of a valid application

Category

Does the game have online capability Yes

and/or other connectivity?:

Application type: Computer Game: Level 2

Fees

Prescribed fee: \$1,310.00

Payment method: Existing account balance

Declaration

I declare that:

- I have submitted all material at my own risk and expense.
- I am aware that this application cannot be processed until I have supplied the Classification Board with:
 - a copy of the computer game (upload preferred), and if an add-on, a copy of the original game and add-on
 - an adequate description of the gameplay in English
 - particulars of any contentious material and how it may be accessed (if applicable), or a separate recording of that material
 - if applicable, a completed Authorised Assessor (Computer games) Recommendation report, which satisfies section 17(3) of the Act.
- I understand that the Board has the right to determine the actual fee for the application, which may be different from that estimated in this application.
- I am authorising the department to debit my account, or the company's account, for the full value of the fee.
- The information contained in the application is true and correct and is not false or misleading in any way.
- In the instance that I provide my media on a physical device, I will include a printed copy of the summary PDF by either post or courier.

The Classification Board will destroy the supplied copy of the computer game within 12 months from when an application is made, unless arrangements are made to retrieve the copy within 12 months (physical media items, at your own cost).

By post to:
The Director
Classification Board
**Locked Bag 3,
HAYMARKET NSW 1240**

OR

By courier to:
The Director
Classification Board
**Level 5, 23-33 Mary St
SURRY HILLS NSW 2010**

Privacy Notice – *Privacy Act 1988*

The Department of Communications and the Arts is collecting personal information on this form to process an application for classification. This is authorised by s 17(1) of the *Classification (Publications, Films and Computer Games) Act 1995*.

If the personal information of the applicant and/or individual is not provided, the department may not be able to process the application.

The department places some or all of this information on the National Classification Database and gives some or all of this information to the Classification Board and, on review, to the Classification Review Board.

For more information about the department's privacy practices, including how to access or correct your personal information or make a complaint, see the privacy policy at www.classification.gov.au or contact our Privacy Contact Officer:

Privacy Contact Officer
Department of Communications and the Arts
GPO Box 2154
CANBERRA ACT 2601

Call: 02 6271 1929

Email: privacy@communications.gov.au

s47F

Title: **BATTLEFIELD 2042**Producer(s): **ELECTRONIC ARTS**Director(s): **DICE**Applicant: **ELECTRONIC ARTS****FILMS/COMPUTER GAMES**Classification: **MA 15+**

Consumer Advice: Strong violence, online interactivity and in-game purchases

Classification matrix (films/computer games only)

	None	G	PG	M	MA15+	R18+	
Themes				X			
Violence					X		<input type="checkbox"/> 1(a)
Sex	X						
Language				X			<input type="checkbox"/> 1(b)
Drug Use	X						
Nudity	X						<input type="checkbox"/> 1(c)

Signature:

s47F

Date: 13/8/21

File Number
T21/2108

Panel Member
s47F

Application Type
CG2

Format
MULTI PLATFORM

Duration
0

Version
ORIGINAL

Country
SWEDEN

Language
English

Production Date
2021

Viewing Room
desk

Viewing Date
13/8/21

Title: **BATTLEFIELD 2042**Producer(s): **ELECTRONIC ARTS**Director(s): **DICE**Applicant: **ELECTRONIC ARTS****FILMS/COMPUTER GAMES**Classification: MA15+       **RC**Consumer Advice: Strong violence, online interactivity and in-game purchases.**Classification matrix (films/computer games only)**

Themes	None	G	PG	M	MA15+	R18+	RC
Violence				✓	✓		
Sex	✓						<input type="checkbox"/> 1(a)
Language				✓			<input type="checkbox"/> 1(b)
Drug Use	✓						
Nudity	✓						<input type="checkbox"/> 1(c)

Notes:

1st person shooter - war / strategy**File Number**

T21/2108

Panel Member

s47F

Application Type

CG2

Format

MULTI PLATFORM

Duration

0

Version

ORIGINAL

Country

SWEDEN

Language

English

Production Date

2021

Viewing Roomdesk**Viewing Date**13 / 8 / 21

s47

Signature: s47F

Date: 13 / 8 / 21

s47F

Title: **BATTLEFIELD 2042**Producer(s): **ELECTRONIC ARTS**Director(s): **DICE**Applicant: **ELECTRONIC ARTS****FILMS/COMPUTER GAMES**Classification: MA15+ ☒ G ☒ PG ☒ M ☒ MA15+ ☒ R18+ ☒ X18+ ☒ RCConsumer Advice: Strong violence, online inter-
activity and in-game purchases.**Classification matrix (films/computer games only)**

	None	G	PG	M	MA15+	R18+	RC
Themes				<input checked="" type="checkbox"/>			
Violence					<input checked="" type="checkbox"/>		<input type="checkbox"/> 1(a)
Sex	<input checked="" type="checkbox"/>						
Language				<input checked="" type="checkbox"/>			<input type="checkbox"/> 1(b)
Drug Use	<input checked="" type="checkbox"/>						
Nudity	<input checked="" type="checkbox"/>						<input type="checkbox"/> 1(c)

Notes:

Signature:

Date: 13/8/21

NOTES : - Assessor believes MA15+ or R18+ .

- Online Interactivity & In-game purchases .

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File Number
T21/2108

Panel Member

s47F

Application Type
CG2Format
MULTI PLATFORMDuration
0Version
ORIGINALCountry
SWEDENLanguage
EnglishProduction Date
2021Viewing Room
DESK.Viewing Date
13/8/21



File No: T21/2108

Australian Government
Classification Board

Decision Report

Classification decisions are made in accordance with the *Classification (Publications, Films and Computer Games) Act 1995* (the Act), the National Classification Code and the Classification Guidelines.

Production Details:

Title:	BATTLEFIELD 2042
Alternate titles:	
Publisher:	ELECTRONIC ARTS
Programmer:	DICE
Production Company:	
Year of Production:	2021
Duration:	VARIABLE
Version:	ORIGINAL
Country/ies of origin:	SWEDEN
Language/s:	English
Application type:	CG2
Applicant:	ELECTRONIC ARTS

Dates:

Date application received by the Classification Board: 11 August 2021

Date of decision: 17 August 2021

Decision:

Classification:	MA 15+
Consumer advice:	Strong violence, online interactivity and in-game purchases

Synopsis:

s47

Reasons for the Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Films and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants an MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified MA 15+ as the impact of the classifiable elements is strong. Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

The classifiable element is violence that is strong in playing impact.

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified MA 15+.

VIOLENCE

The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise.

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In the Board's opinion, the impact of the violence exceeds moderate and therefore a classification of MA 15+ with consumer advice of strong violence is warranted.

OTHER MATTERS CONSIDERED OR NOTED

The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains contentious material (whether activated through use of a code or otherwise) that was not brought to the Board's attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

The Board notes that the game contains themes and coarse language that can be accommodated within a lower classification.

Decision:

This computer game is classified MA 15+ with consumer advice of strong violence, online interactivity and in-game purchases.

Names of panel members constituted for decision:

s47F [REDACTED]

Details of opinions (including minority views):

Unanimous

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

Decision signed off by DirectorDate/...../.....

(required for all enforcement applications, commercial RC decisions and non-ISP ACMA RC decisions)



Australian Government

Classification Board

File No: **T21/2108**
 Classification No: **293979**

Attention: s47F
ELECTRONIC ARTS
LEVEL 3 24 YORK STREET
SYDNEY NSW 2000

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title:	BATTLEFIELD 2042
Version:	ORIGINAL
Running time:	VARIABLE
Publisher:	ELECTRONIC ARTS
Programmer:	DICE
Country of origin:	SWEDEN
Classification:	MA 15+
Consumer Advice:	Strong violence, online interactivity and in-game purchases

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the *Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014*. The Determination is available at www.classification.gov.au or by contacting the Classification Branch on (02) 9289 7100.

Certified

s47F

Alison Bickerstaff
 Acting Director

Date: 18 August 2021

TITLE (and Known Alternative Titles)
BATTLEFIELD 2042

CLASSIFICATION: MA 15+

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.

Application - File No:T21/2108

Back To Application Search

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Cover Sheet

Media Label

File Label

Revoke Decision

APPLICATION DETAILS

Status:

Closed

Locked:

Yes

Production:

BATTLEFIELD 2042

Suspended:

No

Applicant:

ELECTRONIC ARTS

Media Type:

Multi Platform

Application Type:

NEW - Computer Game Standard - Level 2

Decision Date:

17/08/2021

Staff Assessor:

No

Authorised Assessor:

No

OTHER APPLICATION DETAILS

PRODUCTION

APPLICANT

MEDIA

ATTACHMENTS

PANEL

DECISION

OUTPUT DOCUMENTS

NOTES

FLAGS

HISTORY

TASKS

Unlock

PANEL MEMBER/S OPINIONS

Panel Member	Opinion Marked	Classification	Consumer Advices
s47F	Yes	MA 15+	<div>Strong violence, online interactivity and in-game purchases</div>
	Yes	MA 15+	<div>Strong violence, online interactivity and in-game purchases</div>
	Yes	MA 15+	<div>Strong violence, online interactivity and in-game purchases</div>

Show page: 1 (Total Records: 3)

Export To ExcelRecords Per Page: 10

DECISION DETAILS

Locked:

Yes

Entered By:

s47F

on 17/08/2021

Signed By:

n 17/08/2021

Decision:

MA 15+

Decision Revoked Date:

Decision Revoked By:

Decision Revoked Reason:

Consumer Advice:

Strong violence, online interactivity and in-game purchases

Synopsis:

s47

Reason For Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Films and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants an MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified MA 15+ as the impact of the classifiable elements is strong. Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

The classifiable element is violence that is strong in playing impact.

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified MA 15+.

VIOLENCE

The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise.

In the Board’s opinion, the impact of the violence exceeds moderate and therefore a classification of MA 15+ with consumer advice of strong violence is warranted.

OTHER MATTERS CONSIDERED OR NOTED

The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains contentious material (whether activated through use of a code or otherwise) that was not brought to the Board’s attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

The Board notes that the game contains themes and coarse language that can be accommodated within a lower classification.

Decision:	This computer game is classified MA 15+ with consumer advice of strong violence, online interactivity and in-game purchases.
Details Of Opinions (Including Minority Opinions):	Unanimous
Voting Details:	
Voting Breakdown:	
Certificate Number:	293979
Certificate Date:	18/08/2021

CLASSIFICATION MATRIX

Classification Matrix	
Themes	M
Violence	MA 15+
Sex	None
Language	M
Drug Use	None
Nudity	None

INFORMATION TO BE PUBLISHED

Summary:
Themes:
Violence:
Sex:
Language:
Drug Use:
Nudity:
Online Interactivity:

HISTORICAL INFORMATION

Sex Decision:
Violence Decision:
Language Decision: