

Consultation name

Proposed new mandatory minimum classifications for gambling-like content in computer games

I think simulated gambling should require a minimum classification of MA15+ because it's fake gambling and anyone over 15 should be mature enough to not turn to real gambling when they reach adulthood, but loot boxes that require real world currency where you can win in game items through chance that can cost hundreds of dollars of real world currency should be minimum of RC because it is the same as real world gambling but with no legal age limit, someone under 18 wont be allowed to use the pokies but they can do it online in video games.. Some games with these predatory loot boxes for example are: Counter Strike: Global Offensive, Team Fortress 2 and the up and coming Counter Strike 2 that will release this year. I would recommend that games with loot boxes be refused classification or have the loot boxes removed from the Australian release because turning children into online gambling addicts is wrong.