

Submission for ACMA

Hey, my name is [REDACTED], I am a 28 year-old geophysicist living in Western Australia and I am strongly opposed to current restrictions on the depiction of the use of narcotics within the context of a video game.

This is for several reasons that I will outline below:

There is no evidence that the depiction of the use of real-world narcotics in video-games has any correlation with increased drug abuse.

Regulations on the depiction of drug use in videogames is completely out of step with what is allowed in other forms of media such as literature, tv shows or movies.

Regulations on the depictions of drug use in videogames are out of step with international norms, with Australia being one of the few jurisdictions globally to enforce this restriction.

Such regulations decrease the international opinion of Australia, and reduce its attractiveness as a place to migrate to.

Retroactively refusing classification, as has been done in many cases retroactively makes every possessor of the content in contravention of the law. For example, when DayZ was retroactively refused classification, owners of the game in Western Australia may have unknowingly been accessing refused classification content, which is currently not legal in the state.

Refusing classification is a limiter on the creative freedom and expression of gaming publishers, and forces undue cost and difficulty to comply with the local extremely unusual regulations of media censorship in Australia. This can be seen with patches or censored versions made after release for the games such as DayZ, Fallout 3, the Witcher 2, South Park the Stick of Truth, Saints Row IV, State of Decay and Silent Hill: Homecoming

The current refused classification scheme prevents Australians from playing the game Hotline Miami 2, which is a part of the global cultural heritage.