

Submission regarding the review of classification regulations.

Good evening,

I'm writing to you because I believe Australia's classification regulations are not in line with community standards.

Even with the introduction of an R18+ classification for video games it seems that more and more titles are being refused classification. This is often due to quite spurious content and seems to be at odds with the regulations themselves. "We Happy Few" was originally refused classification, but that was successfully appealed.

Many smaller developers would not have the resources for an appeal, and several have chosen to refuse to sell the game to Australians or even bother submitting it for review.

I don't think games should be left only with an R18+ as their maximum classification, they should be permitted to have X18+ classification as well.

The cost of applying for a classification is too high, the cost for an appeal is far too high.

Other countries manage to classify games without resorting to heavy handed regulation, why can't Australia?

Products marketed to adults for consumption in the privacy of their own home that don't harm anyone else should not be harshly regulated at all.

Please consider that many works of art to include books and films, such as A Clockwork Orange have been banned in Australia, or parts of it. These were revolutionary works of art and should not be kept from Australian Citizens.