

My suggestion for R18 rating guidelines for computer games should be more in line with the R18 guidelines for Films, of which I have attached both documents and the Commonwealth Classification (Publications, Films and Computer Games) Act 1995 for reference.

Under the R18 Guidelines for computer games have in my view have extra unnecessary language and guides that in my view cause this frequency of refused classification for games then it does for films which is more distilled and simplified. i now will use these guideline that will highlight the discrepancies to make my point.

First is Violence Guideline for the R18 for computer games compared to films. For games Violence is permitted. High impact violence that is, in context, frequently gratuitous, exploitative and offensive to a reasonable adult will not be permitted . Actual sexual violence is not permitted. Implied sexual violence that is visually depicted, interactive, not justified by context or related to incentives or rewards is not permitted. Compared to films Violence is permitted. Sexual violence may be implied, if justified by context.

Now in the computer game guidelines i find the extra language and elaborated definition purposefully in bad faith when we see directly to the guideline that exist for film, especially when we consider that within nearly all games we are only dealing with artistic depictions. The R18 guidelines for sex for computer games compared to films are especially disingenuous they are , Depictions of actual sexual activity are not permitted. Depictions of simulated sexual activity may be permitted. Depictions of simulated sexual activity that are explicit and realistic are not permitted, compared to film guidelines of, Sexual activity may be realistically simulated. The general rule is "simulation, yes - the real thing, no".. When you see the former compared to the latter we are immediately struck with what are obvious contradictions, the next set of guidelines are for Drug use for computer games as follows Drug use is permitted. Drug use related to incentives and rewards is not permitted. Interactive illicit or proscribed drug use that is detailed and realistic is not permitted.

Now the problem we run into is by the very nature of games are built around the idea of incentives and rewards to progress gameplay so if we have said item X that heals so you progress further and reward us with either compilation or some sort of progression. One more major problem around all of this for the guidelines is there is no reasoning for this added language and definition for computer game compared to films. So i ask you to raise the idea or seek to amend this guideline in relation of the R18 rating for video games. Thank you for having the time to read this and i hope you can pursue this issue and i would like hear back from you

Another issue is the idea that games have a large level of personal involvement, high degrees of interactivity, and decision-making in games sets them apart from other media. Game users are given more control of the particulars of the story, and the immersive experience is consequently more impactful than passive forms, like film and television this leads some to believe different mediums should be held to different classification standards I strongly disagree with this idea that different forms of media should have different classification standards as this an overt form of censorship and only serves to hold back the creator/artist