

Dear Minister,

I strongly believe the Australian National Classification Scheme needs to change to include an R18+ classification for computer and video games.

Adults make up a majority of the gaming population (the latest Interactive Australia report cites the average Australian gamer is 30 years old) and interactive gaming is clearly no longer child's play. Games are enjoyed by parents, children, teens and seniors alike, so it's frustrating to learn that Australia is the *only* developed nation without an R18+ classification for games.

Concerns that games should be treated differently from film given its interactive nature and negative impact on children are unfounded. An adult classification means the content is just that – for adults and parents are more than able to manage their child's access to unsuitable content.

I strongly believe an R18+ classification ensures consistent classification categories for both film and computer games and sends a clear message to parents that the game material is unsuitable for minors.

Also, as consumers already access illegal copies of R18+ games online or elsewhere, it would be more effective if adult games were legally available so age restrictions can be fully enforced. Australia needs to amend the current classification system to let adults play adult games.

Add your own message (*Optional*):

**Mandatory fields- Please fill out the details below**

Full Name: Ryan Semmler

Email:

Gender: Male

Address:

Postcode: 2830

State: NSW

Country of Residence: Australia

Do you play computer or video games?

- Yes  
 No

How frequently do you play?

- Daily  
 Weekly  
 Fortnightly  
 Monthly  
 Other \_\_\_\_\_

Age range:

- Under 18  
 18-24  
 25-34  
 35-44  
 45-54  
 55-64  
 65+

How long do you play in an average session?

- 0-15 minutes  
 15-30 minutes  
 30-60 minutes  
 1-2 hours  
 2+ hours