

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. They are enjoyed by parents, children, teens and seniors alike, so it's frustrating to learn that Australia is *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 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)*

Full Name: SCOTT QUINNEY

Email:

Gender: Male

Address:

Postcode: 3032

State: Vic

Country of Residence: AUSTRALIA

Age range:

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

Do you play computer or video games?

- Yes
- No

How frequently do you play?

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

How long do you play in an average session?

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