

Dr Woodrow Wu

Personal details omitted

BACCHUS MARSH VIC 3340

18 January 2010

Classification Review
Attorney-General's Department
3-5 National Circuit
BARTON ACT 2600

To Whom It May Concern

I believe that the introduction of an R18+ classification category for computer games is appropriate and well overdue.

It would be consistent with the current classification system that is applied to other forms of media entertainment, such as movies.

The assumption that computer gaming is the domain of children, or of adolescent males, is antiquated since the demographic of gamers now includes a significant number of adults aged 30 years and above, as well as females.

To suggest that the interactive nature of computer games makes them more influential should not be an argument against the introduction of an R18+ category. Games rated at this level would only be accessed by the 18+ age group, who as adults must be individually responsible for their own behaviour. There is no point having any form of classification system if it amounts to no more than a coloured sticker on the box. Opposition to the R18+ category implies that adult Australians cannot be trusted to restrict access to any unsuitable material by children.

The lack of an R18+ category in Australia has not prevented children under 18 years from accessing these games from overseas. What it does, however, is deny access to such games by law-abiding adults in Australia.

From an economic view point, Australia has a growing industry in computer entertainment development, which in turn is made viable by a growing pool of adult consumers. If these adult consumers are restricted of free choice, then not only is this industry going to suffer, but Australia and its Government would be seen as non-progressive and out of line with the rest of the world.

Those Australians who grew up with computers in the 70's and 80's, including myself, are all now in their late 20s to 40s. I still enjoy computer entertainment. I also have many other interests in my life, along with the usual adult commitments such as family, relationships, career and community involvement.

I hope that the Australian Government can see that we have adults in Australia who enjoy computer entertainment. This is no longer the domain of children and is an important growth industry which, by restricting R18+ material, hurts only the legitimate adult user.

Yours Sincerely

Dr Woodrow Wu

27 JAN 2010