

**Classification of Computer Games &  
Images and Other Legislation  
Amendment Bill 2012  
Submission 001**



November 19, 2012

The Hon Ray Hopper MP  
C/- Research Director  
Legal Affairs & Community Safety Committee  
Parliament House  
George Street  
Brisbane QLD 4000

Dear Mr Hopper,

**Classification of Computer Games and Images and Other Legislation Amendment Bill 2012**

The Interactive Games and Entertainment Association (iGEA) is an industry association representing the business and public policy interests Australian and New Zealand companies in the computer and video game industry. iGEA's members publish, market and/or distribute interactive games and entertainment content and related hardware.

We understand that the Legal Affairs and Community Safety Committee is considering the *Classification of Computer Games and Images and Other Legislation Amendment Bill 2012* (the Bill).

The iGEA supports the introduction of an R18+ classification for computer games and accordingly support the Bill's passing. In particular, we refer to the following reasons that were set out in the House of Representatives Standing Committee on Social Policy and Legal Affairs' Advisory Report on the Commonwealth Classification (Publications, Films and Computer Games) Amendment (R 18+ Computer Games) Bill 2012 tabled on 29 February 2012:

- extensive public consultation on the introduction of an R18+ category of computer games legally restricted to adults has been undertaken since 2009;
- more than 58 000 submissions were received by the Attorney General's Department throughout its public consultation on the topic, and more than 2 000 people were surveyed via telephone polling. 98% of the submissions received supported the introduction of the R18+ classification, and 80% of the telephone poll respondents supported the introduction of the R18+ classification.
- the evidence demonstrates overwhelming support for an R18+ classification for computer games.
- the introduction of an R18+ classification will align the existing classification system for computer games with the system that applies to films.

The iGEA looks forward to assisting each Australian State and Territory, the Classification Board, retailers and the general community with the smooth introduction of the new classification category for computer games.

Kind regards,

Ron Curry  
CEO

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