

Classification (Publications, Films and Computer Games) (Consumer Advice Terms) Determination 2024

The Classification Board makes the following determination under section 12A of the *Classification (Publications, Films and Computer Games) Act 1995*, pursuant to the resolution on 23 July 2024.

Signed on behalf of the Classification Board by  
Tristan Sharp

Acting Director, Classification Board – 24 July 2024

Contents

1 Name 1

2 Commencement 1

3 Authority 1

4 Definitions 1

5 Consumer advice terms for films—Schedule 1 1

6 Consumer advice terms for computer games—Schedule 2 1

Schedule 1—Consumer Advice Terms for Films 2

1 G – General 2

2 PG – Parental Guidance 2

3 M – Mature 3

4 MA 15+ – Mature Accompanied 4

5 R 18+ – Restricted 5

Schedule 2—Consumer Advice Terms for Computer Games 7

1 G – General 7

2 PG – Parental Guidance 7

3 M – Mature 8

4 MA 15+ – Mature Accompanied 9

5 R 18+ – Restricted 10

6 Online interactivity and in-game purchases 12

1 Name

This instrument is the *Classification (Publications, Films and Computer Games) (Consumer Advice Terms) Determination 2024*.

2 Commencement

This instrument commences the day after the end of the period of 3 months beginning on the day this instrument is registered.

3 Authority

This instrument is made under section 12A of the *Classification (Publications, Films and Computer Games) Act 1995*.

4 Definitions

Note 1: A number of expressions used in this instrument are defined in section 5 of the Act, including the following:

1. classifiable element;
2. classified;
3. Code;
4. film.

Note 2: The expression ***computer game*** is defined in section 5A of the Act.

In this instrument:

***Act*** means the *Classification (Publications, Films and Computer Games) Act 1995*.

***classification guidelines*** means the guidelines determined under section 12 of the Act.

5 Consumer advice terms for films—Schedule 1

For the purposes of paragraph 12A(1)(a) of the Act, the list of consumer advice terms to be used in determining consumer advice for a film is set out in Schedule 1.

6 Consumer advice terms for computer games—Schedule 2

For the purposes of paragraph 12A(1)(a) of the Act, the list of consumer advice terms to be used in determining consumer advice for a computer game is set out in Schedule 2.

Schedule 1—Consumer Advice Terms for Films

Note: See section 5.

1 G – General

The consumer advice terms in table 1 may be applied to films classified “G” in accordance with the Code and the classification guidelines.

| **Table 1—G – General** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| None | General |
| Themes | Very mild themes  Very mild bullying themes  Very mild crude humour  Very mild fantasy themes  Very mild horror themes  Very mild medical procedures  Very mild mental health themes  Very mild predatory animal behaviour  Very mild science fiction themes  Very mild supernatural themes  Some scenes may scare very young children |
| Violence | Very mild violence  Very mild animated violence  Very mild slapstick violence |
| Language | Very mild coarse language |
| Drug use | Very mild drug references |
| Nudity | Very mild nudity |
| Sex | Very mild sexual references |

2 PG – Parental Guidance

The consumer advice terms in table 2 may be applied to films classified “PG” in accordance with the Code and the classification guidelines.

| **Table 2—PG – Parental Guidance** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Mild themes  Mild animal cruelty  Mild bullying themes  Mild crude humour  Mild fantasy themes  Mild horror themes  Mild injury detail  Mild medical procedures  Mild mental health themes  Mild predatory animal behaviour  Mild science fiction themes  Mild suicide references  Mild supernatural themes  Some scenes may scare young children |
| Violence | Mild violence  Mild action violence  Mild animated violence  Mild family violence  Mild fantasy violence  Mild science fiction violence  Mild slapstick violence  Mild sporting violence  Mild supernatural violence |
| Language | Mild coarse language |
| Drug use | Mild drug references  Mild drug use |
| Nudity | Mild nudity |
| Sex | Mild sex scenes  Mild sexual references  Mild sexualised imagery |

3 M – Mature

The consumer advice terms in table 3 may be applied to films classified “M” in accordance with the Code and the classification guidelines.

| **Table 3—M – Mature** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Mature themes  Animal cruelty  Blood and gore  Bullying themes  Crude humour  Fantasy themes  Horror themes  Injury detail  Medical procedures  Mental health themes  Predatory animal behaviour  Self-harm  Sexual themes  Science fiction themes  Suicide references  Suicide scenes  Supernatural themes |
| Violence | Violence  Action violence  Animated violence  Comedic violence  Family violence  Fantasy violence  Horror violence  References to sexual violence  Sexual violence  Science fiction violence  Sporting violence  Supernatural violence |
| Language | Coarse language |
| Drug use | Drug references  Drug use |
| Nudity | Nudity |
| Sex | Sex scenes  Sexual references  Sexualised imagery |

4 MA 15+ – Mature Accompanied

The consumer advice terms in table 4 may be applied to films classified “MA 15+” in accordance with the Code and the classification guidelines.

| **Table 4—MA 15+ – Mature Accompanied** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Strong themes  Strong animal cruelty  Strong blood and gore  Strong bullying themes  Strong crude humour  Strong fantasy themes  Strong horror themes  Strong injury detail  Strong medical procedures  Strong mental health themes  Strong science fiction themes  Strong self-harm  Strong sexual themes  Strong suicide references  Strong suicide scenes  Strong supernatural themes |
| Violence | Strong violence  Strong action violence  Strong animated violence  Strong comedic violence  Strong family violence  Strong fantasy violence  Strong horror violence  Strong science fiction violence  Strong sexual violence  Strong references to sexual violence  Strong sporting violence  Strong supernatural violence |
| Language | Strong coarse language |
| Drug use | Strong drug use  Strong drug references |
| Nudity | Strong nudity |
| Sex | Strong sex scenes  Strong sexual references  Strong sexualised imagery |

5 R 18+ – Restricted

The consumer advice terms in table 5 may be applied to films classified “R 18+” in accordance with the Code and the classification guidelines.

| **Table 5—R 18+ – Restricted** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | High impact themes  High impact animal cruelty  High impact blood and gore  High impact bullying themes  High impact crude humour  High impact fantasy themes  High impact horror themes  High impact injury detail  High impact medical procedures  High impact mental health themes  High impact science fiction themes  High impact self-harm  High impact sexual themes  High impact suicide references  High impact suicide scenes  High impact supernatural themes |
| Violence | High impact violence  High impact action violence  High impact animated violence  High impact comedic violence  High impact family violence  High impact fantasy violence  High impact horror violence  High impact science fiction violence  High impact references to sexual violence  High impact sexual violence  High impact sporting violence  High impact supernatural violence |
| Language | High impact coarse language |
| Drug use | High impact drug use  High impact drug references |
| Nudity | High impact nudity |
| Sex | High impact sex scenes  High impact sexual references  High impact sexualised imagery |

Schedule 2—Consumer Advice Terms for Computer Games

Note: See section 6.

1 G – General

The consumer advice terms in table 1 may be applied to computer games classified “G” in accordance with the Code and the classification guidelines.

| **Table 1—G – General** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| None | General |
| Themes | Very mild themes  Very mild bullying themes  Very mild crude humour  Very mild fantasy themes  Very mild gambling themes  Very mild horror themes  Very mild medical procedures  Very mild mental health themes  Very mild science fiction themes  Very mild supernatural themes |
| Violence | Very mild violence  Very mild fantasy violence  Very mild slapstick violence  Very mild sporting violence  Very mild science fiction violence  Very mild supernatural violence |
| Language | Very mild coarse language |
| Drug use | Very mild drug references |
| Nudity | Very mild nudity |
| Sex | Very mild sexual references  Very mild sexualised imagery |

2 PG – Parental Guidance

The consumer advice terms in table 2 may be applied to computer games classified “PG” in accordance with the Code and the classification guidelines.

| **Table 2—PG – Parental Guidance** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Mild themes  Mild bullying themes  Mild crude humour  Mild fantasy themes  Mild gambling themes  Mild horror themes  Mild injury detail  Mild mental health themes  Mild science fiction themes  Mild suicide references  Mild supernatural themes |
| Violence | Mild violence  Mild action violence  Mild battle violence  Mild family violence  Mild fantasy violence  Mild hunting violence  Mild science fiction violence  Mild slapstick violence  Mild sporting violence  Mild supernatural violence |
| Language | Mild coarse language |
| Drug use | Mild drug references  Mild drug use |
| Nudity | Mild nudity |
| Sex | Mild sexual references  Mild sex scenes  Mild sexualised imagery |

3 M – Mature

The consumer advice terms in table 3 may be applied to computer games classified “M” in accordance with the Code and the classification guidelines.

| **Table 3—M – Mature** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Chance-based in-game purchases  Chance-based and in-game purchases  Mature themes  Blood and gore  Bullying themes  Crude humour  Fantasy themes  Gambling themes  Horror themes  Injury detail  Mental health themes  Science fiction themes  Self-harm  Suicide references  Suicide scenes  Supernatural themes |
| Violence | Violence  Action violence  Battle violence  Comedic violence  Family violence  Fantasy violence  Horror violence  Hunting violence  Science fiction violence  Sporting violence  Supernatural violence |
| Language | Coarse language |
| Drug use | Drug references  Drug use |
| Nudity | Nudity |
| Sex | Sexual references  Sex scenes  Sexualised imagery |

4 MA 15+ – Mature Accompanied

The consumer advice terms in table 4 may be applied to computer games classified “MA 15+” in accordance with the Code and the classification guidelines.

| **Table 4—MA 15+ – Mature Accompanied** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Chance-based in-game purchases  Chance-based and in-game purchases  Strong themes  Strong blood and gore  Strong bullying themes  Strong crude humour  Strong fantasy themes  Strong gambling themes  Strong horror themes  Strong injury detail  Strong mental health themes  Strong science fiction themes  Strong self-harm  Strong suicide references  Strong suicide scenes  Strong supernatural themes |
| Violence | Strong violence  Strong action violence  Strong battle violence  Strong comedic violence  Strong family violence  Strong fantasy violence  Strong horror violence  Strong hunting violence  Strong science fiction violence  Strong sporting violence  Strong supernatural violence |
| Language | Strong coarse language |
| Drug use | Strong drug references  Strong drug use |
| Nudity | Strong nudity |
| Sex | Strong sexual references  Strong sex scenes  Strong sexualised imagery |

5 R 18+ – Restricted

The consumer advice terms in table 5 may be applied to computer games classified “R 18+” in accordance with the Code and the classification guidelines.

| **Table 5—R 18+ – Restricted** | |
| --- | --- |
| **Classifiable Element** | **Consumer Advice** |
| Themes | Chance-based in-game purchases  Chance-based and in-game purchases  High impact themes  High impact blood and gore  High impact bullying themes  High impact crude humour  High impact fantasy themes  High impact gambling themes  High impact horror themes  High impact injury detail  High impact science fiction themes  High impact self-harm  High impact simulated gambling  High impact suicide references  High impact suicide scenes  High impact supernatural themes |
| Violence | High impact violence  High impact references to sexual violence  High impact action violence  High impact battle violence  High impact comedic violence  High impact family violence  High impact fantasy violence  High impact hunting violence  High impact horror violence  High impact science fiction violence  High impact sporting violence  High impact supernatural violence |
| Language | High impact coarse language |
| Drug use | High impact drug references  High impact drug use  High impact interactive drug use |
| Nudity | High impact nudity  High impact nudity related to incentives and rewards |
| Sex | High impact sexual references  High impact sex scenes  High impact sexualised imagery  High impact sexual activity related to incentives and rewards |

6 Online interactivity and in-game purchases

The consumer advice terms in table 6 may be applied to computer games classified “G”, “PG”, “M”, “MA 15+” or “R 18+” in accordance with the Code and the classification guidelines that contain online interactivity or in-game purchases (as applicable).

| **Table 6—Online interactivity and in-game purchases** | |
| --- | --- |
| **Type of Content** | **Consumer Advice** |
| Online interactivity | Online interactivity  Online interactivity and chat |
| In-game purchases | In-game purchases |