

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

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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 themesVery mild bullying themesVery mild crude humourVery mild fantasy themesVery mild horror themesVery mild medical proceduresVery mild mental health themes Very mild predatory animal behaviourVery mild science fiction themesVery mild supernatural themesSome scenes may scare very young children |
| Violence | Very mild violenceVery mild animated violenceVery 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 themesMild animal cruelty Mild bullying themes Mild crude humourMild fantasy themesMild horror themesMild injury detailMild medical proceduresMild mental health themesMild predatory animal behaviourMild science fiction themesMild suicide references Mild supernatural themesSome scenes may scare young children |
| Violence | Mild violenceMild action violenceMild animated violenceMild family violenceMild fantasy violenceMild science fiction violenceMild slapstick violenceMild sporting violenceMild supernatural violence |
| Language | Mild coarse language |
| Drug use | Mild drug referencesMild drug use |
| Nudity | Mild nudity |
| Sex | Mild sex scenes Mild sexual referencesMild 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 themesAnimal cruelty Blood and goreBullying themes Crude humourFantasy themesHorror themesInjury detail Medical proceduresMental health themesPredatory animal behaviour Self-harmSexual themesScience fiction themesSuicide referencesSuicide scenesSupernatural themes |
| Violence | ViolenceAction violenceAnimated violenceComedic violenceFamily violenceFantasy violenceHorror violenceReferences to sexual violenceSexual violenceScience fiction violenceSporting violenceSupernatural 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 themesStrong animal crueltyStrong blood and goreStrong bullying themes Strong crude humourStrong fantasy themesStrong horror themesStrong injury detailStrong medical procedures Strong mental health themesStrong science fiction themesStrong self-harm Strong sexual themesStrong suicide references Strong suicide scenesStrong supernatural themes |
| Violence | Strong violenceStrong action violenceStrong animated violenceStrong comedic violenceStrong family violenceStrong fantasy violenceStrong horror violenceStrong science fiction violenceStrong sexual violenceStrong references to sexual violenceStrong sporting violenceStrong supernatural violence |
| Language | Strong coarse language |
| Drug use | Strong drug useStrong drug references |
| Nudity | Strong nudity |
| Sex | Strong sex scenes Strong sexual referencesStrong 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 themesHigh impact animal crueltyHigh impact blood and goreHigh impact bullying themesHigh impact crude humourHigh impact fantasy themesHigh impact horror themesHigh impact injury detailHigh impact medical procedures High impact mental health themes High impact science fiction themesHigh impact self-harmHigh impact sexual themesHigh impact suicide referencesHigh impact suicide scenesHigh impact supernatural themes |
| Violence | High impact violenceHigh impact action violenceHigh impact animated violenceHigh impact comedic violenceHigh impact family violenceHigh impact fantasy violenceHigh impact horror violenceHigh impact science fiction violence High impact references to sexual violenceHigh impact sexual violenceHigh impact sporting violenceHigh impact supernatural violence |
| Language | High impact coarse language |
| Drug use | High impact drug useHigh impact drug references |
| Nudity | High impact nudity |
| Sex | High impact sex scenesHigh 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 themesVery mild bullying themesVery mild crude humourVery mild fantasy themesVery mild gambling themesVery mild horror themesVery mild medical proceduresVery mild mental health themesVery mild science fiction themesVery mild supernatural themes |
| Violence | Very mild violenceVery mild fantasy violenceVery mild slapstick violenceVery mild sporting violence Very mild science fiction violenceVery mild supernatural violence |
| Language | Very mild coarse language |
| Drug use | Very mild drug references |
| Nudity | Very mild nudity |
| Sex | Very mild sexual referencesVery 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 themesMild bullying themesMild crude humourMild fantasy themesMild gambling themesMild horror themesMild injury detail Mild mental health themesMild science fiction themesMild suicide referencesMild supernatural themes |
| Violence | Mild violenceMild action violenceMild battle violenceMild family violenceMild fantasy violenceMild hunting violenceMild science fiction violenceMild slapstick violenceMild sporting violenceMild supernatural violence |
| Language | Mild coarse language |
| Drug use | Mild drug referencesMild drug use |
| Nudity | Mild nudity |
| Sex | Mild sexual referencesMild 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 purchasesChance-based and in-game purchasesMature themesBlood and goreBullying themesCrude humourFantasy themesGambling themesHorror themesInjury detailMental health themesScience fiction themesSelf-harmSuicide referencesSuicide scenesSupernatural themes |
| Violence | ViolenceAction violenceBattle violenceComedic violenceFamily violenceFantasy violenceHorror violenceHunting violenceScience fiction violenceSporting violenceSupernatural violence |
| Language | Coarse language |
| Drug use | Drug references Drug use |
| Nudity | Nudity |
| Sex | Sexual referencesSex scenesSexualised 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 purchasesChance-based and in-game purchasesStrong themesStrong blood and goreStrong bullying themesStrong crude humourStrong fantasy themesStrong gambling themesStrong horror themesStrong injury detailStrong mental health themesStrong science fiction themesStrong self-harmStrong suicide referencesStrong suicide scenesStrong supernatural themes |
| Violence | Strong violenceStrong action violenceStrong battle violenceStrong comedic violenceStrong family violenceStrong fantasy violenceStrong horror violenceStrong hunting violenceStrong science fiction violenceStrong sporting violenceStrong supernatural violence |
| Language | Strong coarse language |
| Drug use | Strong drug referencesStrong drug use |
| Nudity | Strong nudity |
| Sex | Strong sexual referencesStrong sex scenesStrong 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 purchasesChance-based and in-game purchasesHigh impact themesHigh impact blood and goreHigh impact bullying themesHigh impact crude humourHigh impact fantasy themesHigh impact gambling themesHigh impact horror themesHigh impact injury detail High impact science fiction themesHigh impact self-harmHigh impact simulated gamblingHigh impact suicide referencesHigh impact suicide scenesHigh impact supernatural themes |
| Violence | High impact violenceHigh impact references to sexual violenceHigh impact action violenceHigh impact battle violenceHigh impact comedic violenceHigh impact family violenceHigh impact fantasy violenceHigh impact hunting violenceHigh impact horror violenceHigh impact science fiction violenceHigh impact sporting violenceHigh impact supernatural violence |
| Language | High impact coarse language |
| Drug use | High impact drug referencesHigh impact drug use High impact interactive drug use |
| Nudity | High impact nudityHigh impact nudity related to incentives and rewards |
| Sex | High impact sexual referencesHigh impact sex scenesHigh impact sexualised imageryHigh 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 interactivityOnline interactivity and chat |
| In-game purchases | In-game purchases |