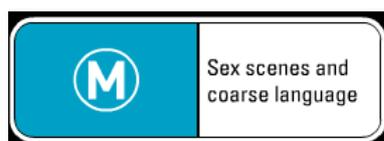




Information for teachers—showing films and playing computer games in schools

This information sheet is provided to help teachers choose content that is appropriate for their students. Teachers should check their school or departmental policy for viewing films and playing computer games.

Classifications and consumer advice



Generally films and computer games are required to be classified before they can be sold, hired, exhibited or demonstrated. You can check the classification of a film or computer game on the national classification database via www.classification.gov.au.

Classification markings displayed on films and computer games include the classification and the consumer advice. The consumer advice gives an indication of the content with the highest impact. The classifiable elements are: themes, violence, sex, language, drug use and nudity.

For films and computer games classified after June 2012, the classification database includes a matrix that shows the classifiable elements which the film or computer game contains and their impact level.

	None	Very mild impact	Mild impact	Moderate impact	Strong impact	High impact
Themes			✓			
Violence			✓			
Language				✓		
Drug use			✓			
Nudity	✓					
Sex				✓		

Films and computer games exempt from classification

Some films and computer games are exempt from classification if they are mild in content (would be G or PG if classified) and fall within certain categories. Some of the categories include:

- **Educational**
A film or software whose main purpose is for training instruction or reference, as a manual, a lesson an encyclopaedia or a guide.
- **Current affairs**
A film wholly comprising news reports or information about, or analysis of current issues or events of public interest or importance.



- **Scientific**
A film or software for use pursuant to a branch of knowledge conducted on objective principles involving the systemised observation of, and experiment with phenomena.
- **Sporting**
A film wholly comprising a documentary record of a sporting event.
- **Musical**
A film wholly comprising a musical presentation.
- **Religious**
A film wholly comprising a documentary record of a religious event or activity.
- **Community/cultural**
A film wholly comprising a documentary record of a community or cultural activity or event.

Classification categories

Advisory classifications	G, PG and M
 General	The content is <u>very mild</u> in impact. G films and computer games are for general viewing.
 Parental guidance recommended	The content is <u>mild</u> in impact. PG films and computer games contain material that a parent or carer might need to explain to younger children.
 Recommended for mature audiences	The content is <u>moderate</u> in impact. M films and computer games are not recommended for people aged under 15.

Age restricted classifications	MA 15+ and R 18+
 Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian	The content is <u>strong</u> in impact. People under 15 must be accompanied by a parent or adult guardian to hire or buy these films or games or to see these films in a cinema*. These games cannot be demonstrated in a public place. A guardian is a person who is exercising “parental control” over the person under 15 years of age. The guardian must be 18 years or over.
 Restricted to 18 and over	The content is <u>high</u> in impact. People under 18 are not permitted to buy or hire these films or games or to see these films in a cinema. These games cannot be demonstrated in a public place.

More information

For more information about the National Classification Scheme or to check the classification of a film or computer game visit www.classification.gov.au or contact (02) 9289 7100 or cls@classification.gov.au.

* In Queensland, the minor must be accompanied by an adult aged 18 or over.