



**Australian Government**  

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**Classification Review Board**

**Review Date: 17 June 2011**  
**23-33 MARY STREET**  
**SURRY HILLS, NSW**

**MEMBERS:** Ms Victoria Rubensohn AM (Convenor)  
Ms Helena Blundell  
Dr Melissa de Zwart

**APPLICANT** Minister for Home Affairs and Justice, the Hon Brendan O'Connor MP

**INTERESTED PARTIES** Ubisoft

**BUSINESS** To review the Classification Board's decision to classify the computer game We Dare PG (Parental Guidance) with consumer advice 'mild sexual references'.

**DECISION AND REASONS FOR DECISION**

**1. Decision**

The Classification Review Board (the Review Board) by unanimous decision determined that the game We Dare should be classified PG (Parental Guidance) with the consumer advice 'mild sexual references'.

**2. Legislative provisions**

The *Classification (Publications, Film and Computer Games) Act 1995* (the Classification Act) governs the classification of computer games and the review of classification decisions. Section 9 provides that computer games are to be classified in accordance with the National Classification Code (the Code) and the *Guidelines for the Classification of Films and Computer Games* (the Guidelines).

Section 11 of the Classification Act requires that the matters to be taken into account in making a decision on the classification of a computer game include:

- (a) the standards of morality, decency and propriety generally accepted by reasonable adults; and
- (b) the literary, artistic or educational merit (if any) of the computer game; and
- (c) the general character of the computer game, including whether it is of a medical, legal or scientific character; and
- (d) the persons or class of persons to or amongst whom it is published or is intended or likely to be published.

Three essential principles underlie the use of the Guidelines, determined under section 12 of the Classification Act:

- the importance of context
- the assessment of impact, and
- the six classifiable elements – themes, violence, sex, language, drug use and nudity.

### **3. Procedure**

A three member panel of the Review Board met on 17 June 2011 in response to the receipt of an application from the Minister dated 2 May 2011 to review the PG classification of the computer game, determined by the Classification Board. Those three members had previously determined that the application was a valid application.

The Review Board was assured that the computer game, the subject of the review application, was the same game as had been classified by the Classification Board.

The Review Board viewed the recorded gameplay and a demonstration of the game on 17 June 2011.

Ben Smith and Jane Dignam, who appeared on behalf of Ubisoft, attended the Review Board to answer any questions that the Board had and to demonstrate live play.

The Review Board then considered the matter.

### **4. Evidence and other material taken into account**

In reaching its decision the Review Board had regard to the following:

- (i) The application for review
- (ii) the computer game, *We Dare*
- (iii) a disc of material provided by the Applicant which depicted the full range of mini games
- (iv) the relevant provisions in the Classification Act, the Code and the Guidelines, and
- (v) the Classification Board's report.

## **5. Synopsis**

We Dare is a party game for the Nintendo Wii.

The game consists of a series of mini games which provide a single player (or a multiple of players up to four) with a variety of tasks. These mini games, which are randomly available to players based on a choice of ‘moods’ (being Enchanting, Naughty, Persuasive, Brainy and Adventurous), include dance moves and activities, which may require interaction with other players. Players accumulate points based upon their success in performing the set tasks. Interspersed in the game are ‘binary’ questions designed to match-make personality types between players.

Players are represented by highly stylised cartoon-like avatars. The mini games cover a range of situations, including:

- ‘Who Dares Wins’, which requires a player to ‘weigh in’ on the balance board, the player then has fifteen seconds to shed as much weight as possible. The avatar reflects the loss of weight by shedding clothes. The player who has lost the most weight wins the game;
- ‘Big Apple’, where two players cooperate hands free, to press the remote with their faces, to simulate eating an apple on screen; and
- ‘Never Let Me Down’, where one player must lie across the knees/legs of another player, and be tilted to achieve a flying effect on the screen, while the remote is pressed to alter speed.

Each mini game has a different theme song or music.

Text boxes, which contain miscellaneous facts about gender differences and interactions, randomly appear whilst a mini game is loading.

## **6. Findings on material questions of fact**

### **(a) Themes –**

There are no classifiable themes in the computer game.

### **(b) Violence –**

There is no violence in the computer game.

### **(c) Language –**

There is no classifiable language in the computer game.

### **(d) Sex –**

The game contains mild sexual references which are discreetly implied and justified by context. There are no sexual references in the interactive game play. There are some sexual references in text boxes which randomly appear while the mini games are loading. Text boxes contain miscellaneous facts about gender differences and interaction. Text boxes contain no interactive elements. There are some sexual

references in some of the song lyrics. The impact of the sexual references in both the text boxes and the song lyrics is no higher than mild.

**(e) Drug Use –**

There is no drug use in the computer game.

**(f) Nudity –**

There is no nudity in the computer game.

**7. Reasons for the decision**

Pursuant to the Guidelines for the Classification of Films and Computer Games, this computer game is classified PG as the impact of the classifiable elements is mild. Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for playing by persons under 15 without guidance from parents or guardians.

**8. Summary**

The Review Board determined that the computer game We Dare is classified PG, with the consumer advice of ‘mild sexual references’, as a game where the classifiable element is sex that is mild in impact.