



# Australian Government

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## Classification Review Board

18 November 2013

23-33 MARY STREET  
SURRY HILLS, NSW

**MEMBERS:** Mr Peter Attard  
Dr Melissa de Zwart  
Ms Fiona Jolly

**APPLICANT** Minister for Justice as requested by the South Australian  
Attorney-General

**INTERESTED  
PARTIES** IGEA, ACCM and Australian Family Association  
(WA Branch) (AFA)

**BUSINESS** To review the Classification Board's (the Board) decision to  
classify the computer game *Alien Rage* with the classification  
MA 15+ and consumer advice 'Strong violence, gaming  
experience may change online'.

### DECISION AND REASONS FOR DECISION

#### 1. Decision

The Classification Review Board (the Review Board) unanimously classified the computer game *Alien Rage* MA 15+, with the consumer advice 'Strong violence, Gaming experience may change online'.

#### 2. Legislative provisions

The *Classification (Publications, Films and Computer Games) Act 1995* (Cth) (the Classification Act) governs the classification of computer games and the review of classification decisions.

#### *The Review Board*

Part 5 of the Classification Act outlines the provisions relevant to the Review Board and its procedures.

Section 42(1) of the Classification Act sets out the persons who may apply for review of a decision:

- (a) the Minister
- (b) the applicant for classification of the computer game, or the likely classification of the computer game under section 33
- (c) the publisher of the computer game, or
- (d) a person aggrieved by the decision.

Section 42(2) provides that if a participating Minister asks the Minister, in writing, to apply for a review of a decision, the Minister must do so.

Section 43 sets out the conditions regarding the manner and form of applications for review, including time limits. Under section 44, the Review Board must deal with an application for review in the same way that the Board deals with an application for classification of a computer game.

#### *Classification of Computer Games under the Classification Act*

Section 9, subject to Section 9A, provides that computer games are to be classified in accordance with the National Classification Code (the Code) and the classification guidelines. Section 9A states that a computer game that advocates the doing of a terrorist act must be classified RC.

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.

#### *The National Classification Code*

Relevantly, the Computer Games Table of the Code under paragraph 3 provides that:

Computer games (except RC and R 18+ computer games) that depict, express or otherwise deal with sex, violence or coarse language in such a manner as to be unsuitable for viewing or playing by persons under 15 are to be classified MA 15+.

The Code also sets out various principles to which classification decisions should give effect, as far as possible:

- (a) adults should be able to read, hear, see and play what they want;
- (b) minors should be protected from material likely to harm or disturb them;
- (c) everyone should be protected from exposure to unsolicited material that they find offensive;
- (d) the need to take account of community concerns about:

- (i) depictions that condone or incite violence, particularly sexual violence; and
- (ii) the portrayal of persons in a demeaning manner.

### *The Guidelines*

Three essential principles underlie the use of the *Guidelines for the Classification of Computer Games 2012* (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.

A further consideration in classifying computer games is interactivity. Due to the interactive nature of computer games and the active repetitive involvement of the participant, as a general rule computer games may have a higher impact than similarly themed depictions of the classifiable elements in film, and therefore greater potential for harm or detriment, particularly to minors.

### **3. Procedure**

Three members of the Review Board met on Monday 18 November 2013 in response to the receipt of an application from the Minister on 7 November 2013 to conduct the review of the computer game *Alien Rage*, which had previously been classified MA 15+ by the Classification Board. The Review Board determined that the application was a valid application.

The Review Board was provided a written submission from IGEA, ACCM and AFA.

The Review Board received an oral submission from Ron Curry and Joshua Cavaleri from IGEA.

The Review Board received an oral submission over the phone from Professor Elizabeth Handsley, Chair of the ACCM, on behalf of the ACCM. The Review Board also considered a supplementary written submission from Professor Handsley on behalf of the ACCM.

The Review Board viewed recorded gameplay footage.

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 Minister's application for review
- (ii) IGEA's written and oral submissions
- (iii) ACCM's written and oral submissions
- (iv) AFA's written submissions
- (v) the computer game, *Alien Rage*

- (vi) the relevant provisions in the Classification Act, the Code and the Guidelines, and
- (vii) the Classification Board's report.

## **5. Background**

The Review Board noted the Board's decision report of *Alien Rage*.

## **6. Synopsis**

*Alien Rage* is a first-person shooter for the PC in which the player assumes the role of an elite commando on a mission to reclaim a mining rig from a hostile alien race, Vorus. The game has online multiplayer capability for up to 16 players and contains 14 levels with 8 alien bosses.

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

The Review Board found that the computer game contains aspects or scenes of importance under various classifiable elements:

- (a) Themes – There were no classifiable themes in the game.
- (b) Violence – The game depicts violence from a first person perspective towards alien enemies who appear as armoured robotic humanoids, featuring a variety of weapons, including pistols, shotguns, grenades, rocket launchers and missiles. Violence occurs largely in the mid distance. Although frequent, depictions of injury and blood are unrealistic and lacking anatomical detail. Injury results in fluorescent blood bursts, which disappear. The player can kill unarmed humanoid characters, also resulting in fluorescent blood spurts. There are also scenes depicting dead humans and human remains in pools of blood. Again these bodies lack realistic detail and the player cannot inflict post mortem damage on such remains.  
  
The impact of this element is no higher than strong and can be accommodated at the MA 15+ level.
- (c) Sex – There was no sex in the game.
- (d) Language – The game contained coarse language that can be accommodated at a lower classification.
- (e) Drug Use – There was no drug use in the game.
- (f) Nudity – There was no nudity in the game.

## **8. Reasons for the decision**

The Review Board unanimously decided that the impact of the classifiable elements is no higher than strong and can be accommodated within the MA 15+ classification.

The Review Board considered that as an alien themed first-person shooter, the violence is justified by context.

The Review Board considered that the violence is strong in that it involves frequent depictions of killing aliens. The Review Board considered however that the violence depicted in the game is unrealistic (for the reasons outlined above i.e. inflicted on aliens, results in fluorescent splatter, bodies disappear post mortem).

The Review Board therefore considered that the impact of the violence is no higher than strong.

## **9. Summary**

The Review Board decided that the computer game should be classified MA 15+.