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Contact details

This report can be viewed online at www.classification.gov.au.

If you would like additional information on the report, please contact:

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Introduction

This report includes the Annual Reports of the Classification Board and the Classification Review Board. A copy of this report is available online at **www.classification.gov.au** as are Annual Reports from previous years.

Information about the Classification Board and the Classification Review Board is also available on the Australian Classification website at **www.classification.gov.au**.

The Classification Branch of the Department of Infrastructure, Transport, Regional Development, Communications, Sport and the Arts (the department) provides administrative support to both the Classification Board and the Classification Review Board. Further information about the Classification Branch is available in the department's Annual Report 2024–25 at **www.infrastructure.gov.au**.

Overview of the National Classification Scheme

The National Classification Scheme (the Scheme) is a co-operative scheme established and maintained between the Commonwealth and state and territory governments under the Intergovernmental Agreement on Censorship 1995.

Commonwealth

Classification (Publications, Films and Computer Games) Act 1995 (Cth)

The *Classification (Publications, Films and Computer Games) Act 1995* (Cth) (the Classification Act) provides for a National Classification Code (the Code), Classification Guidelines for films, computer games and publications (the Guidelines), and establishes the Classification Board (the Board) and the Classification Review Board (the Review Board) (collectively, the Boards).

The Board makes decisions about films, computer games and certain publications. The Board is independent from government. The Review Board is a separate independent statutory body responsible for reviewing certain decisions of the Board. The Classification Act requires that, in appointing members of the Boards, regard is given to ensuring that membership is broadly representative of the Australian community.

The Classification Act also sets out:

- ▶ powers and functions of the Boards;
- ▶ criteria for review of classification decisions;
- ▶ powers of the Minister responsible for the administration of the Classification Act to approve classification tools;
- ▶ industry self-classification decision-making with oversight by the Board and schemes that enable industry to assess content and submit classification recommendations to the Board;
- ▶ requirements for applications for classification;
- ▶ rules regarding exemption from classification for certain films, computer games and publications;
- ▶ requirements for advertising of films, computer games and publications;
- ▶ provisions for reclassification;
- ▶ provisions for handling prohibited material in prohibited material areas; and
- ▶ some offence provisions, including offences regarding the unlawful use of markings in relation to goods other than films, computer games or publications.

The Classification Act is available online at www.legislation.gov.au.

There are also a range of determinations, instruments and principles made under the Classification Act available online at www.classification.gov.au or www.legislation.gov.au.

National Classification Code

The Boards must make classification decisions in accordance with the Code, which broadly describes the classification categories. The Code is agreed to by Commonwealth, state and territory ministers with responsibility for classification. The Code is available in Appendix A under “National Classification Code” on page 82.

Classification Guidelines

Along with the Code, the Guidelines are used by the Boards to assist them in making classification decisions. The Guidelines are approved by all ministers with responsibility for classification. There are separate guidelines for publications (the *Guidelines for the Classification of Publications 2005*), films (the *Guidelines for the Classification of Films 2012*), and computer games (the *Guidelines for the Classification of Computer Games 2023*).

States and territories

States and territories are responsible for regulating the sale, exhibition and advertising of classifiable content. Each state and territory has its own Classification Act which sets out how films, publications and computer games shall be sold, hired, exhibited, advertised and demonstrated in that jurisdiction. State and territory Classification Acts also prescribe penalties for classification offences that can be enforced by police or other law enforcement bodies.

Tasmania has reserved the power to reclassify publications, films and computer games already classified by the Board under s 44 of the *Classification (Publications, Films and Computer Games) Enforcement Act 1995 (Tas)*.

Corporate overview

This section outlines the administrative, financial, and governance arrangements supporting the Boards. It also describes the external accountability mechanisms and stakeholder engagement practices that underpin the Boards' operations.

Administrative arrangements

The department is responsible for financial management and the provision of secretariat and administrative support to the Boards. These responsibilities are delivered by the Classification Branch, which also supports the Boards in fulfilling their statutory functions.

Key responsibilities of the Classification Branch include:

- ▶ processing applications submitted to the Boards;
- ▶ providing policy and operational advice to the Minister for Communications on classification matters;
- ▶ offering administrative and secretariat support to the Boards;
- ▶ delivering classification education and training to industry participants and Australian Border Force officers; and
- ▶ administering and monitoring industry self-classification mechanisms, including approved classification tools, accredited classifiers and broadcast television classification notices.

The Boards maintain an effective and collaborative relationship with the department, including both formal and informal engagement. Regular meetings are held between the Director and Convenor of the Boards and the Assistant Secretary, Classification Branch.

Financial management

Classification services are primarily delivered on a cost-recovery basis. The applicable fees are set out in the *Classification (Publications, Films and Computer Games) Regulations 2005*. Fees for reviewing classification decisions operate under a partial cost-recovery model. Funding for classification services is included within the department's broader appropriation.

During the reporting period (1 July 2024 – 30 June 2025), classification application revenue totalled \$1,337,165. This represented a decrease of \$978,210 (42%) compared to the previous year's revenue of \$2,315,375. This decrease was primarily driven by the expansion of industry self-classification under stage 1 reforms.

Risk management

Risk management activities for the Boards are undertaken in line with the department's Risk Management Policy and Framework and Fraud and Corruption Control Plan. The Boards are also supported by relevant operational risk assessments and business continuity planning as required.

Stakeholder engagement

The department and the Board maintain ongoing engagement with a wide range of classification stakeholders, including:

- ▶ state and territory government officials responsible for classification enforcement;
- ▶ peak industry bodies across the publications, films and games sectors;
- ▶ international classification agencies and regulators; and
- ▶ other relevant interest groups and content distributors.

The Board maintains relationships with key industry stakeholders – including streaming services, broadcasters and film distributors, peak bodies, international classification peers and government agencies in law enforcement and online safety. The Board also provides information about its decisions where requested and feedback to industry relating to self-classification.

This engagement supports consistent application of the Guidelines, promotes best practice across the sector, and ensures continued alignment with Board standards.

Australian classification website

The Australian Classification website – **www.classification.gov.au** – serves as a central information platform for the public, industry and law enforcement. The site hosts the National Classification Database (NCD), which provides public access to a range of classification information and records.

The NCD includes:

- ▶ classification ratings and consumer advice;
- ▶ the level of impact assessed across six classifiable elements for films and games;
- ▶ classification decisions for submittable publications; and
- ▶ information on accredited classifier decisions, approved tool decisions and broadcast television notices.

The website also provides educational materials, legislative instruments and downloadable forms to support classification-related activities.

During the reporting year, the website received 4,795,484 page views from 804,475 individual users. As part of this, the NCD recorded 399,842 page views on classification titles from 25,991 users, and 1,237,760 page views on the latest classification decisions page from 433,656 users during the same period.

External accountability

The Boards operate within a comprehensive legislative and governance framework that ensures transparency and accountability. This includes adherence to key Commonwealth legislation such as:

- ▶ *Crimes Act 1914*
- ▶ *Freedom of Information Act 1982*
- ▶ *Privacy Act 1988*
- ▶ *Public Governance, Performance and Accountability Act 2013*
- ▶ *Ombudsman Act 1976.*

Freedom of information

In accordance with s 8 of the *Freedom of Information Act 1982*, this report outlines how individuals may access documents held by or on behalf of the Boards.

During the reporting period, 32 FOI applications were received seeking access to documents related to the Boards' work.

FOI requests should be directed to:

FOI Coordinator

Department of Infrastructure, Transport,
Regional Development, Communications,
Sport and the Arts
GPO Box 2154
Canberra ACT 2601
Tel: +61 2 6136 7111
Email: foi@infrastructure.gov.au

Categories of documents

The department maintains the following categories of documents on behalf of the Boards:

- ▶ classification applications and related submissions; and
- ▶ documentation associated with classification and review decisions.

Publicly accessible documents available at www.classification.gov.au include:

- ▶ the *Classification (Publications, Films and Computer Games) Act 1995*;
- ▶ the National Classification Code;
- ▶ the Classification Guidelines;
- ▶ legislative instruments made under the Classification Act;
- ▶ Annual Reports; and
- ▶ application forms for classification and review services.

Privacy

The department is subject to the *Privacy Act 1988*, including compliance with the Australian Privacy Principles. The department's Privacy Policy outlines how personal information is handled in support of the Boards' functions and is available on the Classification website.

For more information, contact:

Privacy Officer

Department of Infrastructure, Transport,
Regional Development, Communications,
Sport and the Arts
GPO Box 594
Canberra ACT 2601

Reports by the Auditor-General

There were no reports issued by the Auditor-General on the operations of the Boards during the reporting period.

Reform of the National Classification Scheme

In March 2023, the Government announced a two-stage reform process to prioritise immediate improvements to the Scheme.

Following successful implementation of stage 1 reforms in 2024, work is continuing to modernise the Scheme.

Reforms to the Scheme will ensure that it continues to be a trusted and reliable source of information for all Australians to help them make informed choices about the content that they, and those in their care, watch and play.

An 8-week public consultation process between April and May 2024 received 140 submissions and included targeted discussions with the Board and interested industry and community stakeholders. This consultation confirmed earlier findings that the Scheme has not kept pace with community standards or significant changes in the media environment.

As a result, the department engaged the Social Research Centre and Mettlesome to undertake a functional update of the *Guidelines for the Classification of Publications 2005*, *Guidelines for the Classification of Films 2012*, and *Guidelines for the Classification of Computer Games 2023*.

This is the first holistic update of the Guidelines since 1995. It is informed by recommendations from prior reviews of the Scheme, current areas of community concern, best available evidence of harms and further consultation with the community, industry and state and territory governments, who are key partners in the Scheme.

Commonwealth Ombudsman

The Commonwealth Ombudsman did not investigate or make findings in relation to any matters involving the Boards during the reporting period.

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Say I. 'Thank the
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Prabh to her & he
Mila says her. 'C
Mila, says her. 'C

The background of the slide is a solid light blue. On the left side, there is a vertical strip of white space containing faint, handwritten text in a cursive script, which appears to be a quote or a series of notes. The text is mostly illegible due to its faintness and the script used.

Classification Board Annual Report

2024–25



Australian Government
Classification Board

The Hon Anika Wells MP

Minister for Communications and Minister for Sport
Parliament House
CANBERRA ACT 2600

Dear Minister

In accordance with subsection 67(1) of the *Classification (Publications, Films and Computer Games) Act 1995*, I am pleased to submit a report on the management of the administrative affairs of the Board for the period 1 July 2024 to 30 June 2025.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'Steven Thomson', with a horizontal line drawn through it.

Steven Thomson
Director

8 September 2025

Director's overview



Introduction

The Classification Board was established in 1917 as the Commonwealth Film Censorship Board.

In the 108 years since, the role of the Board has evolved to meet the changing nature of technology and audiences. Thirty years ago, in 1995, the passage of the Classification Act saw the Board's function evolve from censorship to focus on classification.

Australia's classification system is about empowering individuals and families to make informed decisions about what entertainment is right for them.

As viewing practices have become ever more fragmented and the volume of available content has exploded, the Board's role has become increasingly important in helping Australians stay informed about the media they choose to watch, play or read.

The Board works to uphold several core principles:

- ▶ enabling adults to choose what material they want to consume;
- ▶ giving families information to help protect minors from material likely to harm or disturb them;
- ▶ protecting the community from potentially offensive unsolicited material;
- ▶ responding to community concerns about depictions that condone or incite violence, particularly sexual violence, and the portrayal of persons in a demeaning manner.

Evolving role of the Board

This year's cover and design theme includes the notes Board members take on blue paper when classifying content, known as *Blues*. While current classification ratings are a well recognised fixture of Australian life, less well-known is the work carried out by the Board to arrive at those ratings.

Hand-written *Blues* have been a part of the Board's work since its foundation, helping Board members record and discuss the most impactful elements they see while classifying. While they still play a key part in the Board making classification decisions, this work is increasingly carried out alongside the monitoring and review of decisions made by industry via accredited classifiers and approved tools.

As the media landscape continues to evolve, so too will the role of the Board. This is likely to include an increased focus on standard setting, monitoring and providing quality assurance for industry decisions alongside classification of content.

Industry self-classification

In September 2024, the then Minister for Communications approved the Amazon Classification Tool for use in Australia.

The Tool has streamlined the process of classifying films, series and episodes available on Amazon's streaming platform by generating ratings and consumer advice in line with Board standards.

The Amazon Tool follows the approval of the Netflix Classification Tool in 2016, the first tool approved for use in Australia. Since then, a significant number of streaming services and online gaming platforms have launched in Australia.

Most recently, for the launch of HBO Max, Warner Brothers Discovery made extensive use of accredited classifiers and 'deemed decisions' (use of broadcaster classification decisions) legislation to efficiently classify a large catalogue of material for Australian audiences.

Left to right — Mr Steven Thomson, Ms Lauren Monaghan, Ms Evalena Chilas, Ms Guineviere Klevjer, Ms Maria Cosmidis and Ms Gayle Peres de Costa.



The Board provides quality assurance on decisions made by people accredited by the department to classify films or computer games and decisions made by the Tools approved by the Minister. This ensures that ever more content is classified in line with Australian standards.

Continuing to work with multinationals to ensure content is classified consistently and appropriately for Australian audiences is a priority for the Board.

The Board is also working with stakeholders from broadcast television to explore opportunities for greater classification consistency across platforms. This timely work will be informed by the government-led review of the Guidelines.

Gambling-like content in video games

In September 2024, the Government changed the way computer games are classified to help parents and carers identify games with gambling-like content. Gambling-like features in games have become more common over the past decade and research shows that there is a link between gambling-like content in games and emotional and mental health impacts, including gambling harms.

Computer games with gambling-like content in the form of loot boxes, mystery crates and random reward systems that can be purchased are now classified M (not recommended for children under 15) and simulated gambling content, such as casino-style games, is automatically R 18+ (restricted to adults 18 years and over).

Left to right — Ms Jennifer Marvello, Mr Dominique Irlinger, Ms Tamara Markus, Ms Hellen Perko and Mr Stephen Walker.



Future ways of working

In the 30 years since the introduction of the Classification Act we have seen radical changes in our media landscape and in audience viewing practices. This pace of change is not likely to abate. The Board is committed to working collaboratively with the department and industry, streaming services, broadcasters and production companies, as well as community stakeholders, to respond to changes and to provide a contemporary and informative classification service.

A collaborative approach will be particularly important as further changes in classification are finalised through the government-led stage 2 classification reforms.

While the way we consume media may change, the Board remains focussed on its core purpose to provide clear, consistent and fair classification decisions that inform and protect the public.

The Board's vision

The Classification Board's vision centres around supporting a modernised classification scheme and adapting the standards we use to ensure we keep pace with a rapidly changing media landscape.

Regardless of the delivery platform – whether in the cinema, at home using a video streaming service or watching broadcast television – the Board is committed to supporting an informative, consistent and efficient classification service.

Our ambition is to ensure that Australian consumers can always make informed choices about what they watch, play and read.

Acknowledgement

In presenting this year's Annual Report, I want to acknowledge my predecessors, including previous Directors and Board members, whose tireless work has helped Australians make informed choices.

In particular, I would like to thank the outgoing Deputy Director, and Acting Director, Tristan Sharp. I would also like to acknowledge the contribution made by outgoing Board members Trent Bartfeld and Raphael Richards.

I am delighted to welcome Dominique Irlinger to the role of Deputy Director and would like to record my appreciation to all Board members for their efforts over the past 12 months as we transitioned to new leadership arrangements.

Finally, I would like to acknowledge the support of the Classification Branch in the department in enabling the day-to-day operations of the Board and industry self-classification.

Steven Thomson

Director
Classification Board

The Classification Board

The Board

The Board is an independent statutory body established under the Classification Act which comprises a Director, a Deputy Director and other members.

The Board classifies films, computer games and certain submittable publications (all of which are defined in the Classification Act).

Membership of the Board

Appointments to the Board are made by the Governor-General, following a recommendation by the Minister. Before making a recommendation, the Classification Act requires that the Minister consult with state and territory ministers

with responsibility for classification. Appointments are made for fixed terms of up to five years and members are eligible for reappointment to serve a statutory maximum term of seven years.

Under s 50 of the Classification Act, the Minister may appoint temporary members of the Board if it is necessary to do so for the efficient dispatch of the Board's business. The Minister has authorised the Director to perform this function for members that have initially been appointed by the Minister.

Section 66 provides that the Minister may appoint a person to act as a member during a vacancy on the Board.

Section 49 of the Classification Act provides that the Director and Deputy Director must be appointed as full-time members.

Table 1: Classification Board size

	2019–20	2020–21	2021–22	2022–23	2023–24	2024–25
Full-time equivalent	6.7	4.7	5.3	3.8	6	4.6
Temporary member days	528	649	905	724	466	91.2

Current Board members



Steven Thomson

Director

APPOINTED: 9 December 2024

APPOINTMENT EXPIRES:

31 December 2026

Steven Thomson has more than 15 years' leadership experience in Federal and State Government and most recently served as Acting Executive Director, People and Corporate Services with the Greater Cities Commission in NSW. Prior to this, he held leadership roles with the Australia Council for the Arts, including Director, Strategy and Planning.

He has represented his local community on Waverley Council's Public Art Committee and as a community representative on Waverley's Heritage Assessment Expert Panel.

Steven holds a Master of Arts in Archaeology and a Bachelor of Arts in Archaeology both from the University of Manchester, United Kingdom.

He lives in Sydney with his wife, two children and whippet Rubin.



Dominique Irlinger

Deputy Director

APPOINTED: 2 May 2025

APPOINTMENT EXPIRES:

31 December 2026

Acting Deputy Director

19 January 2024 – 6 December 2024

10 March 2025 – 1 May 2025

Board Member

APPOINTED: 31 August 2023

Dominique Irlinger has worked in the cinema industry for over 20 years, including as CEO and Operations Manager of the IMAX Sydney, and National Programming Manager of Dendy Cinemas.

He is a volunteer at Hunar, a not-for-profit association engaged in cultural inquiry and its intersections with society, politics, identity, gender and race.

Dominique holds a Master's degree in International Relations and a Bachelor of Arts in History and Literature from La Sorbonne, and has taught French in a Chinese University.

He is also a certified Personal Trainer who loves climbing, bouldering, watching NBA games, rugby union and baking cookies and cakes for his wife and toddler.



Hellen Perko

Board Member

APPOINTED: 31 August 2023

APPOINTMENT EXPIRES:

31 December 2026

Hellen Perko is a Fine Art and Heritage Valuer, with broad career experience in the arts sector, including leadership roles at auction houses and art galleries. She holds a Master of Art Administration from the University of New South Wales and a Bachelor of Arts in Anthropology and Fine Arts from the University of Sydney.

Fluent in both Croatian and Serbian languages, Hellen fosters a deep cultural awareness and a strong connection to non-English-speaking communities.

She finds inspiration in travel, immersing herself in diverse cultures whenever possible. Hellen is the devoted owner of a gentle black and white Border Collie.



Lauren Monaghan

Board Member

APPOINTED: 28 March 2024

APPOINTMENT EXPIRES:

31 December 2026

Lauren Monaghan is a communications specialist whose previous roles span magazine publishing, content marketing and corporate communications across a unique assortment of fields – from agricultural research and development to politics, cooking and the world of parenting. Before joining the Board, Lauren was the Director of Communications and Engagement for the NSW Legislative Council.

Lauren holds a Bachelor of Science in Media and Communications from the University of Sydney. In addition to being a horror movie enthusiast, in her spare time, she enjoys pottering around her garden, where she grows sweet potatoes, macadamia nuts and five different citrus varieties.



Jennifer Marvello

Board member

APPOINTED: 4 April 2022

APPOINTMENT EXPIRES:

31 December 2026

Jennifer Marvello, now retired from full-time employment, lives in the south-western suburbs of Sydney. She holds a Certificate IV Training & Assessment and Certificate IV Government Administration and has trained Customs Officers in drug detection technologies, interpretation of x-ray images, and identification of prohibited imports and exports.

After enjoying many years in human resources, particularly rehabilitation and case management, Jennifer moved to the Commonwealth Attorney-General's Department where she developed and delivered training to industry assessors making classification decisions.

She has been involved in her community as a long-term fundraising chair at Kingsgrove Public School and the Kingsgrove Cricket Club.

Temporary Board members



Maria Cosmidis

DATE OF FIRST APPOINTMENT:
1 August 2022

Maria Cosmidis is an Independent Decision Maker for the National Redress Scheme. She sits on the NSW Board of the Nursing and Midwifery Board of Australia, and the Medical Council of NSW as a community representative.

Maria is from a non-English speaking background and previously served on the SBS Community Advisory Committee and the Advertising Standards Board. She holds a Masters of Management from the University of Technology Sydney, and a Bachelor of Social Work and Bachelor of Arts from the University of Sydney.

Maria worked 4 days as a temporary Board member during 2024–25.



Tamara Markus

DATE OF FIRST APPOINTMENT:
23 March 2023

Tamara Markus has over 10 years' experience in broadcast television, having worked in sales, commissioning and documentary film production in both Sydney and London. She currently works as a legal researcher.

Tamara holds a Juris Doctor from the University of New South Wales and was recently admitted to the Supreme Court of New South Wales. She also holds a Master's degree in International Relations and International Law.

Tamara worked 45 days as a temporary Board member during 2024–25.



Guineviere Klevjer

DATE OF FIRST APPOINTMENT:
18 March 2024

Guineviere Klevjer brings over 15 years' experience in the film and digital media industries, specialising in documentary filmmaking, content analysis and leading production teams.

She holds a Bachelor's degree in Digital Media from the College of Fine Arts, University of New South Wales and has shared her expertise by teaching film and editing at several institutions across Sydney.

Outside of her professional work, Guineviere has two young and hilarious children who keep her entertained and well connected with her community.

Guineviere worked 28.8 days as a temporary Board member during 2024–25.



Evalena Chilas

DATE OF FIRST APPOINTMENT:
18 March 2024

Evalena Chilas is a university student studying Arts and Business at the University of New South Wales, and also works as a Membership Engagement Officer at a trade union.

She has had extensive leadership roles and active voluntary involvement in Greek cultural, university, dance, and artistic groups, such as Pontoxeniteas NSW and UN Youth Australia, and youth advisory roles for Canterbury–Bankstown Council. Evalena was also a recipient of the Order of Australia Association (NSW) Youth Community Service Award, and continues to stay active in her communities.

With this community focus at the core of all of her work, she has had experience leading volunteer teams in creative and event coordination roles and in receptionist and customer service roles. Evalena's creative passions include traditional Greek, hip-hop and contemporary dance, as well as attending her weekly choir and monthly book club.

Evalena worked 8 days as a temporary Board member during 2024–25.



Stephen Walker

DATE OF FIRST APPOINTMENT:
18 March 2024

Stephen Walker has pursued a varied career, starting out as a junior engineer and exploring diverse industries including finance, transport, fire safety infrastructure, and sales. Stephen's qualifications include a Diploma in Finance (Mortgage Broking), a Diploma in Engineering, and a Certificate IV, Training and Assessing.

Stephen is an active life member of his local soccer community and manages two of his childrens' soccer teams. He is also involved in the school community. Stephen has lived and worked locally and abroad, and currently resides in Sydney with his wife and three children, aged between seven and 13.

Stephen worked 5.4 days as a temporary Board member during 2024–25.



Gayle Peres da Costa

DATE OF FIRST APPOINTMENT:
23 March 2023

Gayle Peres da Costa practices as a medical defence lawyer part time, and engages in voluntary work. She migrated to Australia from India as a child, and her four adult children have led her to have a strong involvement in her local community.

Gayle enjoys studying Italian, preferably by immersion method.

Gayle worked 0 days as a temporary Board member during 2024–25.

Board members who left the Classification Board in 2024–25

Tristan Sharp

Full-time Board Member

Tristan was appointed as Deputy Director on 2 May 2022 and completed his work with the Board on 1 May 2025, having served 3 years.

Raphael Richards

Part-time Board Member

Raphael was appointed on 18 April 2016 and completed his work with the Board on 5 December 2024, having served a total of 7 years.

Trent Bartfeld

Part-time Board Member

Trent was appointed on 23 March 2023 and completed his work with the Board on 1 May 2025, having served 2 years and 1 month.

Board management

Wellbeing and duty of care

The Board views a diverse range of material including that which has high impact or content that is unsuitable for public viewing. Board members have on-call access to the Employee Assistance Program, and also have dedicated sessions with a psychologist comprising quarterly one-on-one sessions and an annual group session, as required, based on the impact of content being classified at any time. Board members have regular opportunities to discuss issues and mechanisms for protecting their mental and physical wellbeing during Board meetings and Board Development Days, and daily if necessary, while undertaking this role.

Appointment terms and conditions

The Remuneration Tribunal determines the entitlements of the members of the Board in relation to remuneration, annual leave and official travel. These determinations are available on the Remuneration Tribunal website at www.remtribunal.gov.au.

Conflict of interest, outside employment and Code of Conduct

The Classification Act makes provision for the disclosure of potential conflicts of interest by members of the Board.

The Classification Act provides that full-time members of the Board must not engage in outside employment without the consent of the Minister. This requirement does not apply to service in the Australian Defence Force. Part-time and Temporary Board members may undertake other paid employment

elsewhere. These Board members must disclose such work to the Director who ensures that there is no perceived or actual conflict of interest when they are engaged to classify material. All Board members are required to complete and sign a Conflict of Interest Disclosure annually.

Board members are also required to review and sign their adherence to a Code of Conduct, which specifies that the Board and its members are committed to meeting the statement of expectations outlined by the Minister and that Board members adhere to the Board Code of Conduct. The Board Code of Conduct has been developed using the Australian Public Service Code of Conduct and A Guide to Standards of Conduct for Tribunal Members produced by the Administrative Review Council. It is reviewed and signed off by Board members annually.

Board meetings

During 2024–25, the Board held 18 meetings.

In February 2025, the Board transitioned from fortnightly to monthly Board meetings.

Board development days

During 2024–25, the Board held one development day on 14 May 2025. The development day focussed on corporate planning for the 2025–26 financial year.

Work of the Classification Board

Overview

To make classification decisions, the Board views submitted film content, plays and views computer game content and reads publication content. The Board is a full-time body, with the Review Board convening to review classification decisions on application.

Under the Classification Act, the Director is responsible for ensuring that the business of the Board is conducted in an orderly and efficient way. For that purpose, the Director may give directions as to the arrangement of the business of the Board.

The Director has a range of statutory functions under the Classification Act which include:

- ▶ convening and presiding at Board meetings;
- ▶ determining the constitution of the Board for making decisions;
- ▶ determining how decisions are recorded;
- ▶ calling in publications, films and computer games for classification;
- ▶ determining procedures for the Board; and
- ▶ providing the Minister with the Board's Annual Report.

In addition to the Director's powers in relation to the Board, the Classification Act and a number of related legislative instruments give additional functions and powers to the Director which include, but are not limited to:

- ▶ approving forms for the purpose of the Classification Act;
- ▶ providing certificates and notices of decisions, including evidentiary certificates and certificates for content that is classified by the operation of an approved classification tool;
- ▶ authorising industry assessors;
- ▶ approving training for industry assessors;
- ▶ revoking and replacing decisions made by persons accredited to classify films or computer games;
- ▶ revoking and replacing decisions made by approved classification tools; and
- ▶ modifying, on application, the operation of provisions relating to conditional cultural exemptions.

The Director and Deputy Director of the Board are authorised to grant permission to import or export prohibited or potentially prohibited goods in accordance with the *Customs (Prohibited Imports) Regulations 1956* (the Prohibited Imports Regulations) and the *Customs (Prohibited Exports) Regulations 1958* (the Prohibited Exports Regulations).

Accountability

While acknowledging the independence of its decision-making, it is expected that as a Commonwealth statutory authority, the Board is accountable and operates in a manner that effectively and efficiently serves the Australian community.

The Board performs its statutory functions as part of the Australian Government and is accountable to the Parliament and ultimately the Australian public. The Board reports to the Parliament through its Annual Report, appears at Senate Estimates hearings as required, and contributes to the work of parliamentary committees. The Board is also held to account for its administrative and regulatory actions by the Auditor-General, the Commonwealth Ombudsman, the Administrative Review Tribunal and the courts.

The Board does not have financial delegations and for the purposes of the *Public Governance, Performance and Accountability Act 2013*, Board members are officials of the department and therefore subject to Accountable Authority Instructions issued by the department's Secretary (Accountable Authority).

Remuneration and terms and conditions of the Board members are set by the *Remuneration Tribunal (Remuneration and Allowances for Holders of Full-time Public Office) Determination 2025*, *Remuneration Tribunal (Remuneration and Allowances for Holders of Part-time Public Office) Determination 2025*, the *Remuneration Tribunal (Recreation Leave for Holders of Relevant Offices) Determination 2018* and the *Remuneration Tribunal (Official Travel) Determination 2024*. The Board notes the various determinations of the

department including the department's Enterprise Agreement, and their relevance to Board members.

Consistent with s 64 of the Classification Act, any Board members with a conflict of interest in relation to a matter being considered, or about to be considered by the Board, will disclose the matters giving rise to that conflict to the Director as soon as possible after becoming aware of the conflict. They will not take part in the making of a decision by the Board in relation to the matter unless the Director has agreed. If the conflict is one which involves the Director, the Director will seek the Minister's approval to participate in the decision.

All members (including temporary members) submit annually, or where personal circumstances change, a written declaration of their personal interests and those of their immediate family that could involve a conflict of interest. In line with s 62 of the Classification Act, all full-time members will seek the Minister's approval to engage in paid employment outside of their Board role, including the anticipated time commitment, potential conflicts of interest (real or perceived) and mitigation strategies to address them, including in instances where this has changed from what has previously been approved. Should any approved outside employment present a conflict of interest, or hinder the ability of the member to perform in their role, the affected member will write to the Minister immediately.

Applications for classification of films, computer games and certain publications

The Classification Act requires that, subject to the provision set out in s 9A, publications, films and computer games are to be classified in accordance with the Code and the Guidelines.

Classifications of publications, films and computer games are to be made by the Board in writing on application.

The Classification Act enables the Board to make a broad range of classification decisions. All decisions are made in accordance with the Classification Act, the Code and the Guidelines.

Section 11 of the Classification Act:

Under the Classification Act, the Board must consider the following matters set out in s 11 when classifying content:

11. Matters to be considered in classification

The matters to be considered in making a decision on the classification of a publication, a film or 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 publication, film or computer game; and
- (c) the general character of the publication, film or 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.

National Classification Code

The Board must make classification decisions in accordance with the Code which broadly describes the classification categories. The Code is agreed to by Commonwealth, state and territory ministers with responsibility for classification. The Code is available at Appendix A under "National Classification Code" on page 82.

Classification Guidelines

The Guidelines are used by the Board to assist with applying the criteria in the Code, by describing the classification types and setting out the scope and limits of material suitable for each classification type. The Guidelines are approved by all ministers with responsibility for classification.

See Statistics (page 34) for details of the volume and type of applications considered by the Board during 2024–2025.

Industry self-classification

Approved classification tools

The Classification Act provides for the Minister to approve classification tools to make classification decisions (s 22CA). A condition of approval is that tool decisions are required to be broadly consistent with Board decisions and Australian community standards.

The Board provides advice to tool owners to help them align their tool programming to Board practices.

There are four approved classification tools for use in Australia:

- ▶ the International Age Rating Coalition (IARC) Global Rating Tool (the IARC Tool) which produces classifications for online or mobile computer games;
- ▶ the Netflix Classification Tool (the Netflix Tool) which produces classifications for films available on Netflix Australia;
- ▶ the Spherex Ratings Tool (the Spherex Tool) which produces classifications for films made available by their clients; and
- ▶ the Amazon Classification Tool (the Amazon Tool) which produces classifications for films available on Amazon Prime Video in Australia.

The Classification Act considers decisions made by approved classification tools to be decisions of the Board, and they are published on the NCD (s 22CF). The Board is able to issue an approved classification tool certificate upon application (s 22CG).

The Board can revoke a tool decision if it is of the opinion that it would have given the material a different classification or considers the consumer advice misleading, incorrect or grossly inadequate. If the Board revokes a tool decision, it is required to replace it with a Board decision (s 22CH).

The Board has delegated its powers to revoke an IARC Tool decision and classify a computer game to departmental staff who have received training from the Board (s 59).

The Board and delegates monitor the decisions generated by approved tools to ensure that the classifications and consumer advice generated are broadly

consistent with Board decisions and Australian community standards. The Board has worked closely with the Classification Branch to continuously improve monitoring strategies.

Factors which influence whether a tool decision is selected for checking include if it is the subject of a complaint, contains content of concern to the community or is attracting media attention.

The Board and Branch regularly liaise with tool owners to discuss operational and governance matters.

Accredited classifiers

Section 22M of the Classification Act provides that a person can be accredited by the Secretary of the department as an accredited classifier to make classification decisions for films or computer games. An accredited classifier may not classify content that is likely to be X 18+ or RC.

A person must complete classification training and pass an exam before applying to be accredited to classify content. The training is developed by the department in collaboration with the Board and includes examples to explain Board standards.

Accredited classifiers submit their classification decisions to the department to be published on the NCD.

The Classification Act considers decisions made by an accredited classifier to be a classification decision in its own right and not one made by the Board. The Board can revoke an accredited classifier's decision if it is of the opinion that it would have given the material a different classification or

consumer advice. If the Board revokes an accredited classifier's decision, it is required to replace it with a Board decision (s 22L(4)).

Use of broadcast television classification decisions

The Classification Act provides that a post-classification publisher (PCP) can use a broadcaster's classification decision for a film or TV series published in a non-broadcast format which may include:

- ▶ public exhibition (for example, cinema release, film festivals);
- ▶ online (for example, broadcast on demand, subscription video on demand, transactional video on demand); and
- ▶ home entertainment (for example, DVD, 4K UHD and Blu-ray).

Under the Classification Act, these decisions are deemed to be decisions of the Board. The Board cannot revoke and replace these decisions.

The broadcaster's decision can only be used if the film or TV series:

- ▶ is rated R 18+ or lower;
- ▶ has not been classified under the Classification Act; and
- ▶ has not been modified post-classification.

If the PCP is not an entity licensed under the *Broadcasting Services Act 1992* or the *Australian Broadcasting Corporation Act 1983* or the *Special Broadcasting Service Act 1991*, the classification takes effect at the time the PCP provides notice to the department. The decision will then be published on the NCD.

Industry assessor schemes

Authorised assessors may assess content and make recommendations to the Board. Under the industry assessor schemes, the Board makes the decision, which is informed by the assessor's report.

The Board approves decisions of authorised assessors after checking that they are broadly consistent with Board decisions and Australian community standards.

Applications for classification may be lodged under the following voluntary assessor schemes:

Authorised Assessor Scheme for Computer Games (AACG)

The Director may authorise trained persons to recommend the classification for a computer game.

An authorised assessor may submit an application recommending the classification and consumer advice for a computer game, if the computer game is likely to be classified G (General), PG (Parental Guidance) or M (Mature). The Board may accept the recommendation or may vary or reject the recommendation and itself determine the classification rating and consumer advice.

Additional Content Assessor (ACA) Scheme

The Director may authorise trained persons to assess additional content which accompanies a previously classified or exempt film released for sale or hire. Additional content includes material such as 'making of' documentaries, out-takes, alternative endings and commentaries or

interviews with the director or actors, and does not include television programs, series or computer games.

An authorised assessor may submit an application recommending the classification and consumer advice for the additional content for any classification category from G (General) up to and including R 18+ (Restricted). The Board may accept the recommendation or may vary or reject the recommendation and itself determine the classification rating and consumer advice.

Other functions of the Board

In addition to making classification decisions about films, computer games and certain publications, the Board and its Director perform a number of other functions under the Scheme.

Enforcement agencies

The Board classifies films, computer games and publications submitted by law enforcement agencies, including the Australian Border Force and eSafety. This material is often either high in impact or exceeds what can be accommodated in the Guidelines, requiring content to be classified RC. These classification decisions are often used in enforcement proceedings by the agency involved.

Cultural Exemption Rules— Exemptions to show unclassified content

Under the Conditional Cultural Exemption Rules made under s 6G of the Classification Act, organisers of registered events or approved cultural institutions can self-

assess their eligibility for exemption to exhibit certain unclassified films, computer games and certain publications.

For registered events, event organisers can register their event online and are permitted to screen certain films, computer games or publications. The Conditional Cultural Exemption Rules provide conditions for eligibility as a registered event, including prescribing a limited number of screenings and requiring a notice to be displayed regarding any age restrictions that apply to the material being shown.

Some organisations that conduct activities of an educational, cultural or artistic nature and have a sound reputation may be eligible to become an Approved Cultural Institution (ACI). An ACI is not required to register its events but instead undertakes training provided by the Board. Trained persons then assess certain unclassified material for events held under the auspices of the ACI and must ensure compliance with legislative requirements.

Where the prescribed conditions cannot be met for either registered events or ACIs, an organisation may apply to the Director for a waiver or variation to the exemption rules under s 6H of the Classification Act.

Advertising of Unclassified Films and Computer Games Scheme

The Advertising of Unclassified Films and Computer Games Scheme (the Advertising Scheme) allows for the advertising of unclassified films and computer games under certain conditions. The conditions are prescribed in the *Classification (Advertising of Unclassified Films and Computer Games Scheme) Determination 2009* (the 2009 Determination).

The primary condition is that advertising for unclassified films and computer games must display the message “Check the Classification” (or “CTC” in its shortened form).

For certain forms of advertising, once a film or computer game is classified, the CTC message must be replaced with the classification marking.

Prior to classification, however, trailers and advertisements for unclassified films and games may be advertised with films or games that have already been classified, provided that an assessment of the likely classification of the unclassified film or game has been made, either by the Board, or by a trained advertising assessor. Once this assessment has been made, the ‘commensurate audience’ rule applies. This means that the trailers and advertisements for the unclassified film or game can only be advertised with a feature film or game of the same or higher classification.

The Advertising Scheme contains a number of safeguards and sanctions including the Director having the power to revoke or suspend an assessor’s authorisation, and to prohibit a distributor from advertising their unclassified products for up to three years, in certain circumstances (Part 4 Sanctions of the 2009 Determination).

Permission to import or export objectionable goods

The Prohibited Imports Regulations prescribe classes of goods that must not be imported into Australia. The Prohibited Exports Regulations prescribe classes of goods that must not be exported from Australia.

The Australian Border Force can detain or seize any material that may contravene regulation 4A of the Prohibited Imports Regulations or regulation 3 of the Prohibited Exports Regulations. The criteria in regulation 4A and regulation 3 accord with the RC criteria in both the Classification Act and the Code. The Australian Border Force may apply for classification of items intercepted at the border.

The Director and Deputy Director are authorised under sub-regulation 4A(2A) of the Prohibited Imports Regulations and sub-regulation 3(3) of the Prohibited Exports Regulations to grant requests for permission to import goods to which the Prohibited Imports Regulations apply, or to export goods to which the Prohibited Exports Regulations apply. In 2024-25, there was one Prohibited Import and Export application granted.

Online content

Under the *Online Safety Act 2021* (Online Safety Act), the eSafety Commissioner has enforcement powers in relation to Class 1 content (which is, or would be RC) and Class 2 content (which is, or would be, classified X 18+ or R 18+). Under the Online Safety Act, the eSafety Commissioner may determine the Board’s likely classification of Class 1 and Class 2 content without referral to the Board, noting that the Commissioner may seek the advice of the Board.

Information about decisions of the eSafety Commissioner are available in the eSafety Commissioner’s annual report at www.esafety.gov.au.

Statistics

There are statutory time frames for the making of classification decisions – 20 days for standard applications and 5 days for priority applications.

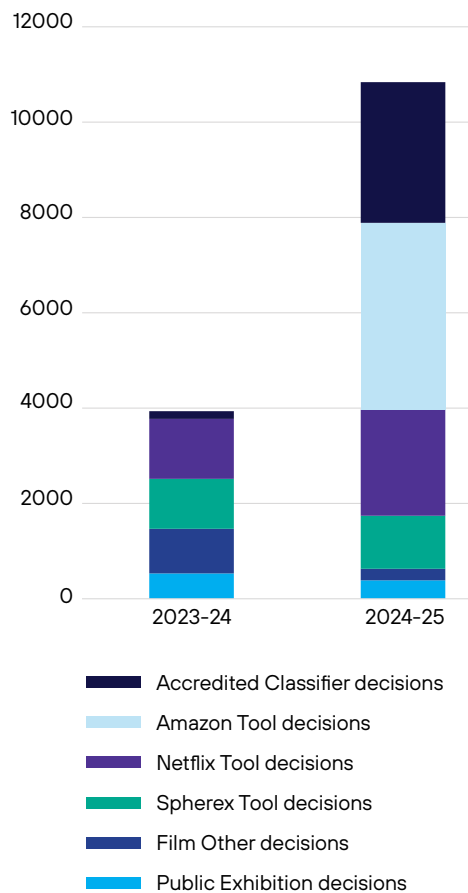
In addition, the Board endeavours to meet a three-day turnaround for public exhibition films.

In 2024-25, one decision exceeded the statutory time limit of 5 days for priority applications due to Board Member illness. The certificate was provided within 12 hours of the statutory deadline and the applicant was refunded the priority application fee.

Overview

The introduction of stage 1 classification reforms had a significant impact on the volume of content classified for Australian audiences. The total number of classification decisions of key application types increased from 3,934 in 2023-24 to 10,844 in 2024-25.

Figure 1: Year-on-year comparison of key Board, Approved Tools and Accredited Classifier decisions



While there was a 57% decrease in decisions taken by the Board in 2024-25 to 829 decisions, the overall impact of the reforms has been the classification of a significant amount of content that was previously sitting outside the classification system. Key drivers of this increase are the use of the approved Amazon Tool for Amazon Prime Video content and the use of accredited classifiers by Warner Brothers Discovery in launching HBO Max in Australia, which saw 1,603 titles classified.

The Board continues to play the critical role of setting the classification standards, providing quality assurance of decisions made by industry and maintaining oversight across all classification decisions.

Total decisions - Year-on-year comparison

A breakdown of the total decisions in 2024-25 compared with 2023-24 is shown in Table 2.

Table 2: Year-on-year comparison: Decisions

	2023-24 decisions	2024-25 decisions	YOY difference	YOY % difference
Board Classification Decisions by application				
Film (public exhibition/theatrical)	545	396	-149	-27%
Film (sale/hire) - DVD/Blu-ray/ online	931	236	-695	-75%
Film (sale/hire) - ATSA	59	0	-59	-100%
Film (sale/hire) - ACA	76	0	-76	-100%
Computer games - excluding AACG	186	116	-70	-38%
Computer games - AACG	37	3	-34	-92%
Publications	3	12	9	300%
Serial publication declarations	2	0	-2	-100%
Enforcement - Film	8	0	-8	-100%
Enforcement - Computer game	0	0	0	0%
Enforcement - Publications	20	2	-18	-90%
Advertising assessment of likely classification - Film	8	25	17	213%
Advertising assessment of likely classification - Computer games	0	7	7	-
Title change - Film	1	1	0	0%
Title change - Computer games	16	23	7	44%
SUB-TOTAL – Board Decisions	1,892	821	-1,071	-57%

	2023–24 decisions	2024–25 decisions	YOY difference	YOY % difference
Board Decisions - Other				
S 87 certificates—Classification Act	28	1	-27	-96%
Conditional cultural exemptions (s 6H—Classification Act)	23	7	-16	-70%
Call-ins by Director	0	0	0	0%
Revocation of classification	0	0	0	0%
Decline to deal further	0	0	0	0%
Unclassified	0	0	0	0%
SUB-TOTAL – Other Board Decisions	51	8	-43	-84%
Industry Self-Classification Decisions				
Accredited Classifier	162	2,958	2,796	1,726%
Netflix tool	1,252	2,237	985	79%
Spherex tool	1,044	1,110	66	6%
Amazon tool	–	3,907	3,907	–
IARC tool	387,560	394,619	7,059	2%
SUB-TOTAL – Industry Self-Classification Decisions	390,018	404,831	14,813	4%
TOTAL	391,961	405,660	13,699	3%

Films

Films classified for public exhibition

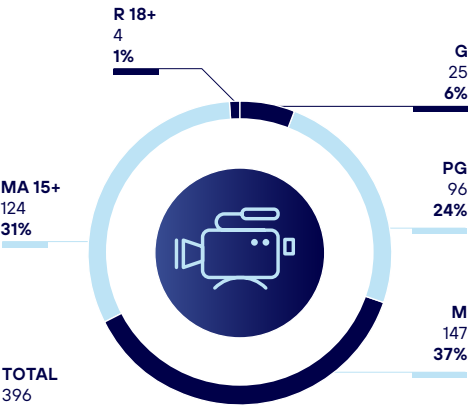
The Board made 396 decisions on applications for the classification of commercial films for public exhibition release, a decrease of 27% from the previous year.

Table 3: Year-on-year comparison: Decisions on films for public exhibition

Classification	2023-24 decisions	2024-25 decisions	% difference
G	19	25	32%
PG	137	96	-30%
M	225	147	-35%
MA 15+	161	124	-23%
R 18+	3	4	33%
RC	0	0	0%
Total	545	396	-27%

As indicated in Figure 2, 67% of public exhibition film classifications during the year were in the advisory categories of G, PG and M, with the highest number of individual decisions in the M category. This is consistent with the previous year.

Figure 2: Decisions on films for public exhibition



Films classified for sale/hire

The Board made 236 decisions on applications for the classification of commercial films for sale/hire in 2024-25, a decrease of 78%. The reduction in Film Other content classified by the Board has primarily been driven by the shift to industry self-classification via accredited classifiers.

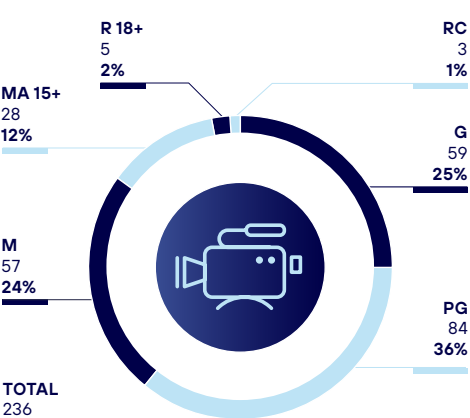
No ACA decisions were made during this period, nor ATSA, which was retired.

Table 4: Year-on-year comparison: Decisions on commercial films classified for sale/hire

Classification	2023-24 decisions			2024-25 decisions		
	Film Other	ACA	ATSA	Film Other	ACA	ATSA
G	115	3	0	59	0	n/a
PG	288	14	9	84	0	n/a
M	298	30	19	57	0	n/a
MA 15+	213	26	31	28	0	n/a
R 18+	17	3	0	5	0	n/a
RC	0	0	0	3	0	n/a
Total	931	76	59	236	0	0

As indicated in Figure 3, 85% of classifications of films for sale/hire during the year were in the advisory categories of G, PG and M, with the highest number of decisions in the PG category.

Figure 3: Decisions on commercial films for sale/hire



Computer games

The Board made 119 decisions in 2024-25 on applications for computer games. The figures include a small number of applications made under the Authorised Assessor for Computer Games (AACG) Scheme. Under this scheme, authorised assessors can make a recommendation about classification and consumer advice for a game at the G, PG or M classification levels. The Board is still responsible for the classification of the game, but its decision

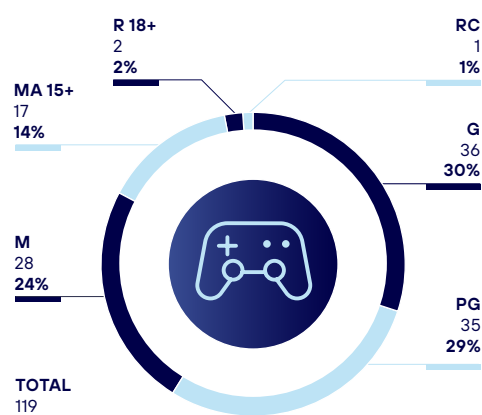
may be informed by an assessor's report and recommendation of classification rating and consumer advice. Like the ACA scheme, the introduction of accredited classifiers has seen these types of applications move there.

83% of computer game classifications during the reporting period were in the advisory categories of G, PG and M, with the highest number of decisions falling in the G and PG categories.

Table 5: Year-on-year comparison: Decisions on computer games (including AACG)

Classification	2023-24 decisions		2024-25 decisions		2024-25 total
	Computer Game	AACG	Computer Game	AACG	
G	59	10	35	1	36
PG	56	13	34	1	35
M	33	13	27	1	28
MA 15+	27	1	17	0	17
R 18+	9	0	2	0	2
RC	2	0	1	0	1
Total	186	37	116	3	119

Figure 4: Decisions on computer games (including AACG)



Publications

The Board made 12 decisions on applications for the classification of a publication. No serial classification declarations were submitted and there were no applications revoked during this reporting period.

Advertising approvals

The Board did not receive any applications for approval of advertisements under s 29 of the Classification Act.

Advertising assessments

The Advertising Scheme for unclassified films and computer games allows advertising subject to conditions set out in the 2009 Determination.

During the reporting period, the Board made 25 assessments of the likely classification of films and 7 assessments of the likely classification of computer games.

Table 6: Year-on-year comparison: Advertising assessments for films and games

Classification	2023-24		2024-25		2024-25 total
	Film Likely Classification	Game Likely Classification	Film Likely Classification	Game Likely Classification	
G	0	0	4	3	7
PG	4	0	10	1	11
M	2	0	7	1	8
MA 15+	2	0	4	2	6
R 18+	0	0	0	0	0
Total	8	0	25	7	32

Revocations

No decision was made to revoke the classification of a film, computer game, publication or serial declaration made by assessments of additional content or authorised assessors (ss 21A, 21AA, 21AC or subs 13(5) respectively of the Classification Act) during this reporting period.

Revocations under approved classification tools and the Accredited Classifier Scheme are discussed in the Approved classification tools and Accredited Classifier Scheme section at page 47.

Call-ins

Under the Classification Act, the Director may call-in, that is, issue a notice to the publisher to submit an unclassified film (s 23A), computer game (s 24), or a submittable publication (s 23) for classification. Similar call-in provisions apply in relation to certain advertisements.

The Director did not call in any films, computer games or submittable publications in 2024–25.

Industry self-classification

Approved classification tools

IARC Tool

The Board and its delegates participate in a global monitoring program for the IARC Tool, along with the other rating authorities who use it. The program uses a risk-based approach to target particular content, including first-person shooter games, blood and gore and simulated gambling. This targeted approach results in a higher rate of changed decisions than those randomly selected, providing Australians with greater protection from potentially harmful content.

During the period, the IARC Tool made 394,619 classification decisions, which were published on the NCD. Delegates checked 4,537 games. Of the total checks (delegates and the Board), there were 3,841 revocations (83%), with the NCD updated to reflect the new decisions. 49% of the 3,841 revocations resulted in a higher classification rating, 8% resulted in a lower rating, and 43% resulted in a change to the consumer advice only.

The Board checked 84 IARC decisions, including issuing 83 classification certificates for the sale of physical games.

Figure 5: IARC Tool decisions

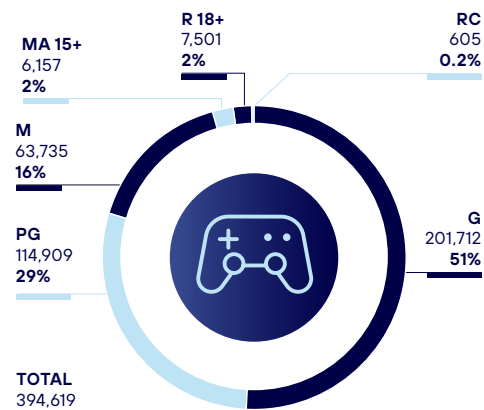


Table 7: Year-on-year comparison: IARC Tool decisions by rating

Classification	2023–24 decisions	2024–25 decisions	% difference
G	197,866	201,712	2%
PG	131,939	114,909	-13%
M	48,146	63,735	32%
MA 15+	7,118	6,157	-14%
R 18+	1,944	7,501	286%
RC	547	605	11%
Total	387,560	394,619	2%

Netflix Tool

During the period, the Netflix Tool made 2,237 decisions, which were published on the NCD. The Board carried out a thorough check of 46 decisions (2%). Of these, the Board revoked 32 (70%), and updated the NCD to reflect the new decisions.

Overall, 6% of revocations resulted in a higher classification rating, 25% resulted in a lower rating, and 69% resulted in a change to the consumer advice only.

Figure 6: Netflix Tool decisions

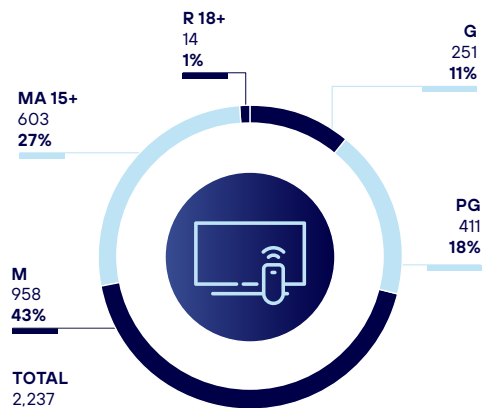


Table 8: Year-on-year comparison: Netflix Tool decisions by classification

Classification	2023–24 decisions	2024-25 decisions	% difference
G	102	251	146%
PG	189	411	117%
M	546	958	75%
MA 15+	403	603	50%
R 18+	12	14	17%
RC	0	0	0%
Total	1,252	2,237	79%

Spherex Tool

During the period, the Spherex Tool made 1,110 decisions, which were published on the NCD. The Board carried out a thorough check of 19 decisions (2%). Of these, the Board revoked 11 (58%) and updated the NCD to reflect the new decisions.

Overall, 18% of the revocations resulted in a higher classification rating, 18% resulted in a lower classification rating, and 64% resulted in a change to the consumer advice only.

Figure 7: Spherex Tool decisions

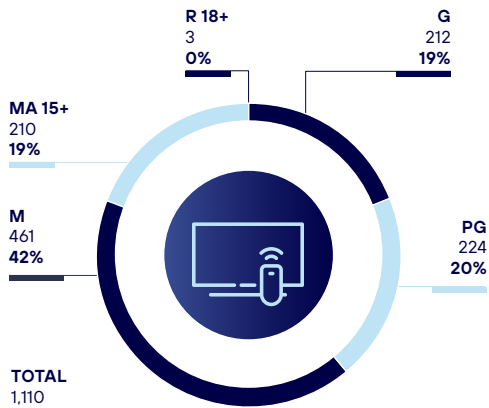


Table 9: Year-on-year comparison: Spherex Tool decisions by classification

Classification	2023-24 decisions	2024-25 decisions	% difference
G	374	212	-43%
PG	188	224	19%
M	369	461	25%
MA 15+	113	210	86%
R 18+	0	3	-
RC	0	0	0%
Total	1,044	1,110	6%

Amazon Tool

The Amazon Tool was approved for use on 4 September 2024 and started submitting decisions on 19 September 2024. During the reporting period, the Amazon Tool made 3,907 decisions, which were published on the NCD. The Board carried out a thorough check of 22 decisions (0.5%). Of these, the Board revoked 7 (32%) and updated the NCD to reflect the new decisions.

Overall, 57% of the revocations resulted in a higher classification rating, 14% resulted in a lower classification rating, and 29% resulted in a change to the consumer advice only.

Figure 8: Amazon Tool decisions

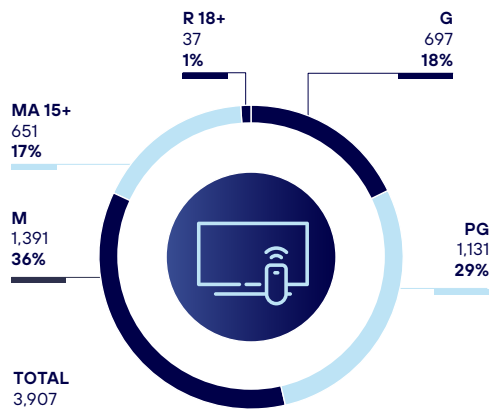


Table 10: Amazon Tool decisions by classification

Classification	2024-25 decisions
G	697
PG	1,131
M	1,391
MA 15+	651
R 18+	37
RC	0
Total	3,907

Board quality assurance – strategic monitoring outcomes

Under s 22CH of the Classification Act, the Board has powers to revoke and replace tool decisions if the Board determines it would have given the content a different classification or consumer advice. The Board monitors tool decisions through checks to ensure they are broadly consistent with Board practices and Australian community standards.

The Board carries out general checks of tool decisions with thorough checks carried out where necessary. Thorough checks are carried out where the Board considers the classification to potentially be incorrect or misleading and in response to complaints, media commentary, or the consumer advice containing content of concern to the Australian community. Feedback is regularly given to tool owners alongside the revocation process.

Table 11: Year-on-year comparison: Total Tool checks and revocations

	2023-24 total	2023-24 number revoked	2024-25 total	2024-25 number revoked	% difference (total number of checks)
IARC checks (Delegated)	5,271	3,855	4,537	3,775	-14%
IARC checks (Board)	55	27	84	66	53%
Netflix checks	54	40	46	32	-15%
Spherex checks	40	25	19	11	-53%
Amazon checks	n/a	n/a	22	7	n/a
Total	5,420	3,947	4,708	3,891	-13%

Figure 9: Netflix Tool revocations

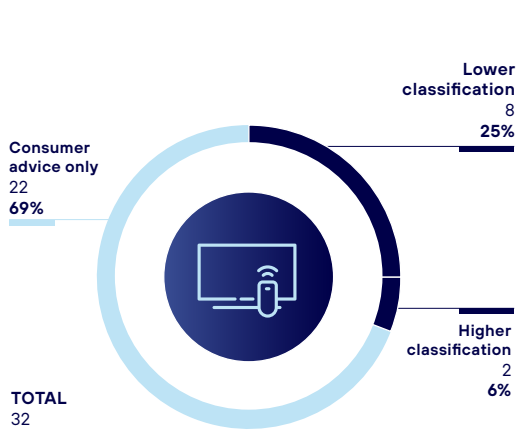


Figure 11: IARC Tool revocations

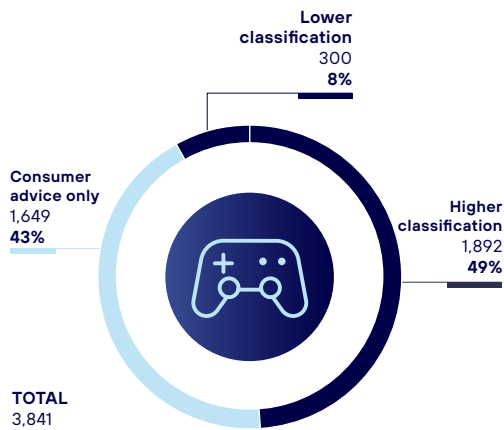


Figure 10: Spherex Tool revocations

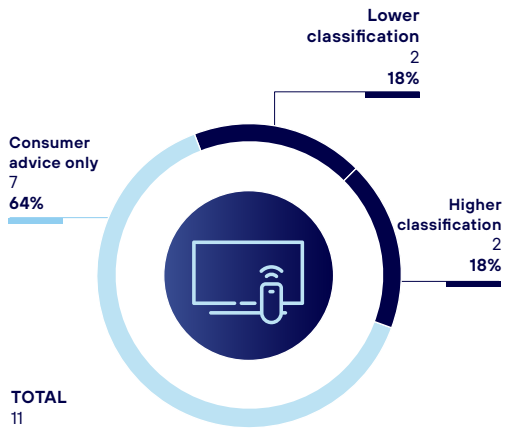
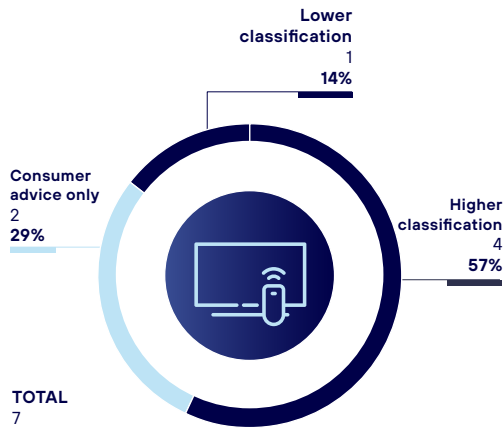
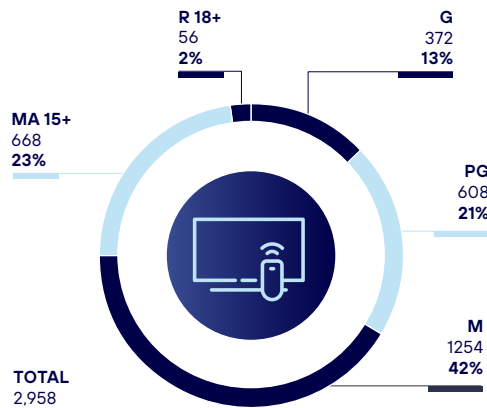


Figure 12: Amazon Tool revocations



Accredited classifier decisions

Figure 13: Accredited classifier decisions



Board quality assurance: strategic monitoring outcomes

The Board monitors the decisions made by accredited classifiers to ensure that decisions are consistent with Board decisions and Australian community standards.

The Board can revoke and replace an accredited classifier’s decision (s 22L) if:

- ▶ a different classification should apply;
- ▶ the decision includes consumer advice not on approved list issued by the Board; or
- ▶ the consumer advice is misleading, incorrect or grossly inadequate.

Prior to revoking a classification, the Director of the Board must give notice in writing to the accredited classifier that states the grounds on which the Board is considering revoking the classification and inviting the accredited classifier to make, within 7 days after receiving the notice, a submission as to why the Board should not revoke. If the Board decides to revoke an accredited classifier’s decision, it is required to replace it with a Board decision (s 22L(4)).

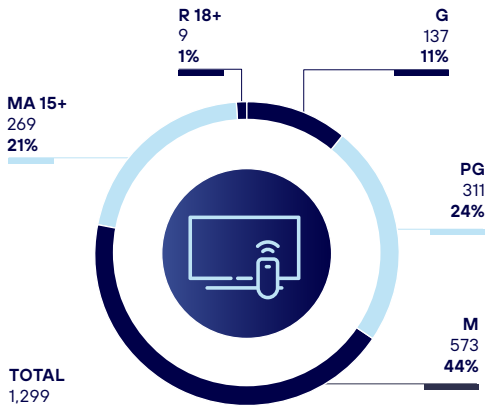
The Board carried out a general check of 2,958 accredited classifier decisions. 79 thorough checks were carried out (3%). Of these, the Board revoked 49 decisions (62%), 27 for classification change and 22 for consumer advice change – and updated the NCD to reflect the new Board decision.

Table 12: Accredited classifier decisions checked by the Board

2024-25 total number	
Accredited classifier decisions	2,958
Board checks of decisions finalised	79
Accredited classifier decisions unchanged	30
Accredited classifier decisions revoked	49
Revoked due to classification change	27
Revoked due to consumer advice change	22

Broadcast notice of classification

Figure 14: Broadcaster decisions notified to the department by classification



Under the Classification Act, these broadcaster decisions are deemed to be decisions of the Board. In 2024-25 the number of broadcaster decisions increased significantly from 21 in 2023-24 to 1,299 in 2024-25. This was primarily due to use of the program by Warner Brothers Discovery in the launch of their streaming service HBO Max.

The Board is not empowered to revoke these decisions and they are reviewable by the Review Board. In 2024-25, no deemed decisions were reviewed by the Review Board.

Industry Authorised Assessors Scheme

A number of existing Industry Authorised Assessors schemes were originally established to enable authorised industry assessors to submit content with a recommendation for classification. Under the schemes, the Board is deemed responsible for the decision, which is informed by the assessor’s report.

While still operational, these schemes have effectively been superseded by the Accredited Classifier Scheme launched as part of the stage 1 classification reforms.

Other functions

Exemptions to show unclassified content

Under the Conditional Cultural Exemption Rules, organisers for events such as film festivals and computer games expos, and for cultural institutions such as art galleries and museums, self-assess their eligibility for exemption to exhibit unclassified films, computer games and certain publications. If they comply with the standard conditions, event organisers can register their event online in the classification portal.

During 2024–25, 319 festival events were registered on the classification portal.

During the reporting period, the Director received 7 applications for a waiver or variation to the exemption rules. Of these, the Director approved all of the applications.

Enforcement agencies

There were 2 classification decisions for enforcement applications made in the reporting period. Both of these were for publications and none were for films or games in 2024–25.

Of these applications, one required an evidentiary certificate to be issued pursuant to s 87 of the Classification Act describing the action taken or not taken, by the Board in relation to a publication, film or computer game. The total number of documents issued was 3.

Table 13: Enforcement application decisions by agency

Enforcement agency	Publications	Films	S 87 certificates	Total documents issued
Australian Border Force	2	0	1	3
Total	2	0	1	3

Decisions

Overview

This section of the Annual Report provides information about the breadth of classification decisions for films, computer games and publications made by the Board during the reporting period.

The decisions referenced are considered noteworthy as they provide insights into the Board’s classification practice and application of the Guidelines.

Classification types

In making a decision, the Board determines a classification for the film, computer game or publication.

The classifications for films in ascending order:

- ▶ G General
- ▶ PG Parental Guidance
- ▶ M Mature
- ▶ MA 15+ Mature Accompanied
- ▶ R 18+ Restricted
- ▶ X 18+ Restricted
- ▶ RC Refused Classification

The classifications for computer games in ascending order:

- ▶ G General
- ▶ PG Parental Guidance
- ▶ M Mature

- ▶ MA 15+ Mature Accompanied
- ▶ R 18+ Restricted
- ▶ RC Refused Classification

The classifications for publications in ascending order:

- ▶ Unrestricted
- ▶ Category 1 Restricted
- ▶ Category 2 Restricted
- ▶ RC Refused Classification

In making a decision, the Board considers 6 classifiable elements.

The classifiable elements for films and computer games are:

- ▶ Themes
- ▶ Violence
- ▶ Sex
- ▶ Language
- ▶ Drug use
- ▶ Nudity

The classifiable elements for publications are:

- ▶ Adult themes
- ▶ Violence
- ▶ Sex
- ▶ Coarse language
- ▶ Drug use
- ▶ Nudity

Context and impact

When the Board makes a classification decision, principles related to context and impact, noted in the Guidelines, must be considered.

The Importance of context

The principle of context assists in determining whether a classifiable element is justified by the storyline or themes. In particular, the way in which social issues are dealt with may require a mature or adult perspective. This means that material that falls into a particular classification category in one context may fall outside it in another.

Assessing impact

There is a hierarchy of impact which relates to each of the classification types. Impact relates to the strength of the effect on the viewer, ranging from very mild impact at G to high impact at R 18+, with mild, moderate and strong impact applied at PG, M and MA 15+ respectively.

The amount of detail shown in the presentation of the classifiable elements is a factor and may mitigate or contribute when determining the impact. Detail relates to the amount of visual/verbal information in the representation of a subject and can include close-ups, repeated visuals/audio, slow motion visuals, resolution, perspective, point of view, size of characters, frequency of depictions and level of realism.

Tone relates to the quality or feel of the material including, but not limited to, its sadness, humour, menace, lightness or seriousness.

Treatment relates to the way in which material is handled or presented. It refers to the artistic handling of a depiction, especially in regard to style. For example, in a realistic treatment, the material may be close to real life and feel authentic, whereas in a stylised treatment, the viewer is conscious of the lack of reality.

The Board notes all of these qualities when viewing content and considers them when making classification decisions.

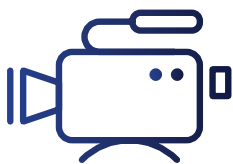
Consumer advice

If a film or computer game is classified by the Board, the Classification Act requires that the Board must determine consumer advice for the classified material. Where the Board classifies a publication Unrestricted, it may determine consumer advice for the publication.

The Board's general practice when providing consumer advice is to indicate the most impactful classifiable element or elements which caused it to receive the designated classification level, so that consumers can make an informed choice as to whether the content is appropriate for themselves or those in their care, including children and young people.

The consumer advice is usually preceded by a descriptor to indicate impact or intensity, with this descriptor generally corresponding to the hierarchy of impact stated in the Guidelines. The default consumer advice for G-rated films and games is 'General' where there is no content which, in the Board's opinion, warrants specific consumer advice.

With the commencement of updated Guidelines used for classifying computer games on 22 September 2024, the Board updated the consumer advice terms used for computer games. The updated Guidelines require minimum mandatory classifications for games containing loot boxes and simulated gambling – these being M and R 18+ respectively. To accommodate thematic content related to gambling that does not meet the definition of simulated gambling, the Board uses consumer advice of gambling themes. This is applicable at any impact level G to R 18+.



Films

The following examples of films are taken from decisions made by the Board during the reporting period.



The impact of the classifiable elements for material classified G should be very mild only.

The G classification is for a general audience. However, it does not necessarily indicate that children will enjoy the film. Some G films contain themes or storylines that do not interest children.

If there are no classifiable elements present, the consumer advice applied by the Board will be General.

Dog Man

Set in the distant future, *Dog Man* is the story of a police officer and his dog who are injured in the line of duty. The two undergo life-saving surgery, attaching the dog's head to the officer's body, creating *Dog Man*. He protects the city from the villainous Petey the Cat and his evil schemes.

The animated film contains themes that have a very low sense of threat or menace. The film also contains violence that has a low sense of threat and/or menace and that is justified by context. The themes and violence are, at times, inextricably linked. In addition to these elements, *Dog Man* contains use of very mild coarse language that is infrequent, and can be accommodated within the G classification. The film was given consumer advice of 'Very mild themes, animated violence and coarse language'.

Mithde

Mithde is an Indian romance film about a young man who chooses to stay in Punjab after school to pursue politics and find his true love, instead of travelling overseas like most students his age. This is an example of a film which demonstrates that a G classification does not necessarily indicate that the film is for children, or that they will enjoy it.

The film contains themes that have a very low sense of threat, menace, and very mild violence, all of which are justified by context. These elements are, at times, inextricably linked.

One scene in the film depicts Raja's grandma lying alone in her courtyard when five men climb up the outside wall and inside the courtyard, threatening her with weapons. Raja appears and faces the men. For about one minute, a slow-motion montage cuts back and forth between Raja fighting these men and ancient times where soldiers practice with weapons in a camp. Each practice movement is replicated in the present, with Raja throwing, deflecting or kicking his opponents away. There is no point of impact depicted, and no blood or injury detail. The camera never captures the two adversaries in the same shot, only one after the other, with the impact of this fight sequence being mitigated by its disjointed depiction. The film was given consumer advice of 'Very mild violence'.



The impact of the classifiable elements for material classified PG should be no higher than 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 viewing by persons under 15 without guidance from parents or guardians.

Superboys Of Malegaon

Superboys Of Malegaon is an Indian comedy-drama which follows a group of friends who decide to make films in their own town, with unexpected consequences on their lives and friendships.

The film contains themes of dysfunctional friendships that have a low sense of threat and are justified by context in a film in which Nasir and his friends start making local parodies of classic Indian films. Throughout the film, their friendships suffer due to initial success and subsequent failure, straining their relationships.

In one particular scene, Farogh, the writer of the group, asks Nasir if they can now make the film Nasir promised, based on Farogh's script. Nasir dismisses the idea, saying that people enjoyed their parody and that they should make another one. Farogh explodes and berates Nasir, saying that his father pays for everything, for his movie parlour, for his film. Nasir stands up and pushes Farogh, who falls backwards over a stool. Farogh retaliates by hitting Nasir, the point of impact obscured by the camera positioned behind Nasir's shoulder. Their friends separate them. The two friends do not speak to each other for another ten or so years. Due to the overall light treatment of thematic material and in particular the focus on the strength of their relationships despite the struggles, the film's themes do not exceed a mild impact. The film was given consumer advice of 'Mild themes and coarse language'.

A Minecraft Movie

The best-selling video game of all time lends the never-ending possibilities of its sandbox world to the film *A Minecraft Movie* – a light-hearted adventure steered by the director of *Napoleon Dynamite* and *Nacho Libre*. The film was a hit in cinemas worldwide, with bizarre and rowdy audience participation an element of its viral success.

The film contains fantasy themes that have a low sense of threat and menace. The film also contains infrequent mild violence that is justified by context. These elements are at times inextricably linked in the film's narrative, as a group of misfits are pulled through an interdimensional portal to a world powered by creation and imagination.

Combining live action and 3D animation, the film contains scenes of human characters battling and evading a range of fantastical creatures, from anthropomorphic pigs to skeletons and zombies, all of which are rendered in block-like Minecraft style. While the sequences are typically comedic and bright in nature, some encounters have a more menacing tone that may frighten young viewers, resulting in consumer advice of 'Mild fantasy violence and coarse language, some scenes may scare young children'.



The impact of the classifiable elements for material classified M should be no higher than moderate.

Material classified M is not recommended for persons under 15 years of age. There are no legal restrictions on access.

I, the Executioner

I, the Executioner is a Korean crime film which serves as a sequel to the 2015 film *Veteran*. It follows Detective Seo Do-cheol and rookie officer Park Sun-woo as they become embroiled in the case of a serial killer who is targeting those who have escaped traditional justice, and is using social media 'previews' to identify his next victims.

The film contains themes relating to murder and vigilante justice that have a moderate sense of threat and menace and are justified by context. The film also contains a number of post-action depictions of implicitly dead bodies with accompanying blood detail, including within the context of police briefings and online news coverage. At times the blood detail includes large pooling, however the impact is minimised by its appearance in still, post-action photographs that are presented on mobile phone and computer screens, or as projections in a briefing room.

The film also contains moderate violence that is justified by context, of both a slapstick and serious nature, as well as drug use and drug references that are moderate in impact. The film's intravenous drug use is implied below screen rather than being explicitly depicted, and because the scene of implied drug preparation is brief and undetailed, it imparts only a moderate impact. The Board gave *I, the Executioner* consumer advice of 'Violence, drug use and coarse language'.

Mickey 17

Mickey 17 is a science-fiction comedy film from Korean director Bong Joon-Ho, following his 2019 hit *Parasite*. *Mickey 17* is a relatively light-hearted story that presents its themes in a fun and comic style, even if the story initially seems dark.

Mickey is an “expendable” on a new space colony. After one Mickey iteration dies, a new body is reprinted, with most of his memories intact, but each has a slightly different personality. Throughout the film he is used as a guinea pig or crash-test dummy for all new experiments and experiences on the space ship and in the new colony.

Most elements present in the film are mitigated by the light, comedic treatment. The film contains science fiction themes that have a moderate sense of threat and are justified by context. The violence depicted is moderate, justified by context, and is mainly shown in post-action visuals. The sexual activity and sexual references are discreet, and also justified by context. There are references to a fictional drug littered throughout, but any use is heavily mitigated by comedy, with coarse language also reaching a moderate level. *Mickey 17* has consumer advice of ‘Science fiction themes, injury detail, violence, sex, coarse language and drug references’.



The impact of material classified MA 15+ should be no higher than strong.

Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

Sinners

Sinners, a success at the box office, shows regular franchise director Ryan Coogler branching out with an original story. The film, set in the 1930s, follows twin brothers who return to their hometown of Clarksdale, Mississippi to start a juke joint. On the night of the grand opening, they are accosted by a group of deceitful vampires.

The film contains at-times chaotic scenes of humans fending off bloodthirsty vampires, the attacks involving biting, stabbing and shooting with plentiful blood bursts, sprays, pumps and pooling. There are related depictions of gory post-action wounding on both human and vampire characters. The combination of horror elements such as jump scares and fantastical kills, with the level of violence in the attacks, warrants the use of ‘Strong horror violence’ in the consumer advice.

Despite a lack of nudity, there is a cumulative impact to the film’s three sex scenes and verbal sexual references that just exceeds what can be accommodated at the M level. The film therefore warrants a classification of MA 15+ for this element and accompanying consumer advice. The film was given consumer advice of ‘Strong horror violence, blood and gore and sex scenes’.

Anora

The story follows a young female sex worker who spontaneously elopes with the son of a Russian oligarch after a wild week of partying and sex. Soon after, the boy's family learns of the wedding and sets out to undo the hasty decision. Winning best picture at the Oscars, *Anora* riffs on the well-known rags-to-riches story as portrayed in films like *Pretty Woman*.

The film's first act contains numerous brief scenes of simulated sexual intercourse and sexualised nudity that are pervasive and feature implied, yet realistic movements. The depiction of breast and buttock nudity is extended and sexualised throughout the film. The film also contains over 434 uses of strong coarse language in its 139-minute duration, warranting an MA 15+ classification for language. The Board gave *Anora* consumer advice of 'Strong frequent coarse language, sex scenes and nudity'.



The impact of material classified R 18+ should not exceed high.

Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be offensive to sections of the adult community.

The Substance

Very few theatrical releases in a calendar year are classified R 18+, and even fewer receive recognition and awards. *The Substance* takes images from classic horror movies of the 80s and introduces a modern twist to tell the story of an ageing actress

who experiments with a mysterious product that triggers the birth of a younger version of herself from her spine. The pair must switch places every seven days, and keep up injections of spinal fluid to ensure the balance. When the younger version begins to want more time for herself, a grotesque transformation begins.

The film contains body horror themes and copious blood and gore. The film also contains bloody violence that is high in viewing impact. These two elements – themes and violence – are at times inextricably linked in the film's narrative. The film therefore received a classification of R 18+, with consumer advice of 'High impact violence, blood and gore' describing the most impactful content.

Damien Leone's Terrifier 3

Damien Leone's Terrifier 3 is a U.S. horror film that continues the story of the sadistic Art the Clown, as he once again faces off with heroine Sienna Shaw. In France, the Classification Committee gave *Terrifier 3* the classification of 'Interdit aux moins de 18 ans' (restricted to 18 and over) – the first time it has been used on a horror film since *Saw 3* in 2006.

In one lengthy scene lasting approximately three minutes, a man's head is scalped and his face skinned. Art takes a box cutter and uses it to slice a line through the top of the man's head as blood pours down his face. The man is then shown in a high-angled close-up as Art uses his hands to begin peeling the skin apart and down, starting to reveal his smooth, bloodied skull. The scene ends as Art rapidly yanks the skin of the man's face down and away, the camera capturing the motion in a front-on close-up that reveals the glossy, blood-covered skull of the man. Some blood pours from

the side of his ruined face, while there is also some smooth flesh remaining that is pulled and stretched, still attached to the now-removed skin.

Owing to the frequent depictions of graphic, explicit violence with accompanying blood and gore, the film's themes and violence impart a high impact. The film therefore warrants a classification of R 18+ with consumer advice of 'Strong horror violence, blood and gore' best describing its most impactful content.



The X 18+ classification applies to films only. It is a special and legally restricted category which contains only sexually explicit material: that is, material which contains real depictions of actual sexual intercourse and other sexual activity between consenting adults. X 18+ films are restricted to adults 18 years and over. These films can only be legally sold or hired in the Australian Capital Territory and parts of the Northern Territory.

Films classified X 18+ can contain real depictions of actual sexual activity between consenting adults, but the classification does not allow violence, sexual violence, sexualised violence or coercion. Nor does it allow consensual depictions which purposefully demean anyone involved in that activity for the enjoyment of viewers.

No commercial films were classified X 18+ during this reporting period.

Refused Classification (RC)

Films that are classified RC cannot be legally sold, hired, advertised or exhibited in Australia. Films will be classified RC if they depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults, to the extent that they should not be classified. Films that describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 years (whether the person is engaged in sexual activity or not), will also be classified RC; as will films that promote, incite or instruct in matters of crime and violence. Films depicting gratuitous, exploitative or offensive depictions of violence with a very high degree of impact, including sexual violence, will also be RC.

No commercial films were classified RC during this reporting period.



Games

The following examples of games are taken from decisions made by the Board during the reporting period.



The impact of the classifiable elements for material classified G should be very mild only.

The G classification is for a general audience. However, it does not necessarily indicate that children will enjoy the computer game. Some G games contain themes, story-lines or game-play that do not interest children.

Dinkum

Dinkum is a simulation open world game in which players start a new life on an island set in Australia.

The player explores the world from an isometric perspective, allowing for top-down, side and rotated views that produce a three-dimensional effect. The graphics are brightly coloured but not detailed. Gameplay commences when the player leaves a gloomy place called South City, where everyone is cold and miserable. During this cut scene, the camera pans across to reveal a series of grey buildings and colourless people aimlessly wandering the streets as it snows. On-screen text eventually appears in the form of a notice asking the player to accompany a non-player character called Fletch to Dinkum, a bright and sunny village set in the lush Australian landscape.

The player is able to hunt animals using primitive weapons, but no prominent effects or graphics are displayed to reflect this ability. The game also contains online interactivity in the form of a multiplayer mode, in which players can hunt with online companions or share materials. *Dinkum*

was given consumer advice of 'Very mild themes and coarse language, online interactivity and chat'.

Carmen Sandiego

Carmen Sandiego is a single-player puzzle adventure game in which Carmen Sandiego, the famous thief from the popular educational mystery game of the 90s, comes back to gather clues, decipher codes, and tackle a variety of mini-games in order to capture VILE agents.

The game contains themes of espionage and cyber-attack that have a very low sense of threat and menace and are justified by context. The game contains violence that has a low sense of threat and menace that is justified by context. Both elements are, at times, inextricably linked within the context of gameplay in which Carmen Sandiego finds agents of VILE around the planet. Each destination comes with a brief history of the location and puzzles to solve.

During gameplay, Carmen is given a limited amount of time to identify the VILE agent using a series of interactive click-based actions. A series of minigames are present in levels which give clues for Carmen to narrow down the agent. Dialogue occurs via text-based boxes at the bottom of the screen while Carmen gathers clues in each location to find out where the VILE agent has gone next. The action is depicted mainly in a static environment with a flickering icon indicating clues or objects to inspect. Carmen can use a target-arrow on screen to shoot a grappling hook, helping her chase VILE agents. *Carmen Sandiego* has consumer advice of 'Very mild themes and violence'.



PG

The impact of the classifiable elements for material classified PG should be no higher than mild.

Material classified PG may contain material which some children may 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.

Atelier Resleriana: The Red Alchemist & the White Guardian

Atelier Resleriana: The Red Alchemist & the White Guardian is a fantasy role-playing game in which the player takes on the role of magical fighters Rias or Slade. The third-person gameplay involves exploring environments and completing quests that include battles with fantastical enemies in order to progress the story. Players can also use alchemy powers to craft potions and other magical items, and help develop the town of Hallfein.

Combat involves magic blasts and the use of weapons such as staffs with bladed tips and whips. The attacks consist of fiery flashes and colourful arcs of light, with the points of impact lacking detail or obscured by the at-times frenetic light blasts. There is no blood or injury detail depicted, and when most enemies are defeated they disappear from the environment in swirls or dots of glowing light. The impact of the game's themes and violence is no higher than mild and it can therefore be accommodated within the PG classification.

Male and female characters appear in swimming costumes – both in cutscenes and during gameplay, including battles. The male character Slade is shown in low-slung black trunks with a chiselled six-pack physique, while female character Rias wears a small and tight black bikini. The bikini top accentuates her cleavage and reveals a slither of skin at the bottom of her breasts. This is an aspect that is at times highlighted by close shots and high and low camera angles over her torso. These examples of sexualised imagery do not exceed a mild impact, warranting a classification of PG and consumer advice of mild sexualised imagery. The full consumer advice for the game is 'Mild fantasy themes, violence and sexualised imagery'.

Gradius Origins

Gradius Origins is a compilation of six arcade-style, 2D shooter games, where the player takes control of a battle spacecraft to defeat a range of enemy ships, biomechanical mutants and other foes.

The 2D, side-scrolling gameplay is set in space, with the player taking control of a fighter spacecraft to defeat a range of enemy ships. The graphics are 16-bit and as such the game's depictions of violence and science fiction environments are highly stylised and lacking any realistic detail. The player traverses open space and biomechanical space fortress locations, firing laser-style weapons, missiles and bullets at enemy targets with accompanying arcade-style sound effects. Impacts typically result in stylised red-and-yellow explosion clouds and, when an enemy target has sustained damage to its 'core', it disappears from the screen in an undetailed large explosion. When the player spacecraft is defeated, the screen freezes

and the words 'Game over' appear. At no time are human or human-like characters depicted piloting the player or enemy crafts.

The highly stylised and science fiction nature of the game's violence and environments, the fact that no human characters are ever seen, and the absence of blood or injury detail allow the game to be accommodated at the PG classification, with consumer advice of 'Mild science fiction themes and violence, online interactivity'.



The impact of the classifiable elements for material classified M should be no higher than moderate.

Material classified M is not recommended for persons under 15 years of age. There are no legal restrictions on access.

King of Meat

King of Meat is an online, co-operative multiplayer dungeon crawler with platforming and action elements. Players can play online with up to three other players in dungeons that contain enemies, traps, puzzles and platforming elements that they will need to overcome to complete the dungeons. The game contains online interactivity and chat as well as in-game purchases.

The narrative is largely a parody of game shows depicted in a colourful cartoon-like art style overlaid with a lively musical soundtrack and excitable commentators. The cutscenes contain several examples of crude humour and sight gags. In one

cutscene that parodies TV sales programs, a dragon wearing a ponytail and an apron is selling swords. A fairy demonstrator flies into the path of a large longsword as the dragon demonstrates its light weight and ease of use, decapitating the fairy with a spray of blood as its head drops to the bench in front of the dragon.

In-game, the violence consists of battling against non-human enemies such as skeletons, trolls, zombies and wizards. Combat uses swords, hammers, crossbows and other medieval weapons in a fantastical, cartoon-like dungeon setting. There are depictions of blood in the background and as part of the environment, as well as brief and unrealistic blood splashes in combat. The comedic tone of both the gameplay and cutscenes and the colourful cartoon-like animation and the upbeat cabaret-style soundtrack, mitigate the impact of the violence, blood effects and injury detail to a moderate impact. The consumer advice is 'Crude humour and violence, online interactivity and chat, in-game purchases'.

EA SPORTS™ College Football 25

EA Sports™ College Football 25 is a 3D, third-person and isometric-view simulation football game in which players can participate in the full contact action of the sport utilising U.S. college teams, conferences and rules. Players compete in NCAA College Football matches, aiming to win either offline or online leagues. During gameplay they can play matches, mini-games, manage contracts, recruit players and deal with the many aspects of a college football program. Alternatively, players can create a college player and play through a college football career, balancing their player's football with education, leadership

and social media. The game contains online interactivity in the form of a multiplayer mode and leagues, text and voice chat, sharing created content and online auctions. The game also contains in-game purchases, including the ability to purchase credits and objects and chance-based in-game purchases of randomised content.

Gambling-like activity in computer games is an acknowledged and growing area of community concern. As the game allows the player to engage in chance-based in-game purchases using in-game and real-world currency, the game's themes warrant an M classification with consumer advice of 'Chance-based and in-game purchases, online interactivity and chat' best describing the most impactful content.



The impact of material classified MA 15+ should be no higher than strong.

Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

The First Berserker: Khazan

The First Berserker: Khazan is a Korean fantasy role-playing game in which the player controls a character from an overhead, third-person perspective and traverses numerous environments, combating creatures and human opponents, collecting items and completing quests in order to gain skill points and equipment.

A stylised animated cutscene depicts a frenetic fight sequence in which Khazan wields a double-sided axe against a throng of reptilian beasts with sharp teeth and skeletal figures. Covered in blood, Khazan swings his axe several times at the heads of a number of creatures causing large sprays of blood to spurt into the air. He is shot in the chest by a fantasy beast wielding a bow and arrow which he charges then slashes using his sword in slow motion, causing a gigantic trail of blood to follow the weapon through the air. A droplet of blood is depicted in close-up hitting a pool of blood on the ground, before the camera pans to a wide-shot across the environment, in which there are numerous slain creatures embedded with bloody spears and blades.

While mitigated by the use of a top-down, occasionally distant perspective, the game's focus on battling monsters and human combatants to navigate environments and complete quests, results in frequent and repetitive bloody violence. The cumulative impact of the violence exceeds moderate, thereby warranting an MA 15+ classification and consumer advice of 'Strong bloody violence'.

Autopsy Simulator

Autopsy Simulator is a first-person simulation game where players take on the role of a practising pathologist, studying case files and conducting autopsies while confronting their own traumatic past. The player takes on the character of Jack Hanman, a mentally-ill pathologist who is taking medication to cope with having accidentally killed his own wife a year earlier. Adjacent to this storyline the practitioner conducts autopsies to find the cause of death of the deceased. These two

storylines intertwine as Jack is unable to keep his hallucinations separate from the autopsies he is conducting.

While the cadaver injury detail is often pronounced, for example there are depictions of a burnt corpse and bodies with severed limbs, the incisions made and the organs inside the bodies remain relatively clean and free of gore. The game's themes and nudity do not exceed a strong impact, due to the limited control the player has in completing autopsies and the game's minimal blood and organ detail. Detailed depictions of mental illness can be accommodated within the MA 15+ classification, as can suicidal behaviour and depictions.

The game warrants a classification of MA 15+, with consumer advice of 'Strong mental health themes, medical procedures, injury detail, nudity and a suicide scene' best describing its most impactful content.



The impact of material classified R 18+ should not exceed high.

Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be offensive to sections of the adult community.

Skydance's Behemoth

Skydance's Behemoth is an action adventure VR game set in the Forsaken Lands where the player character must embark on a quest through four biomes, and battle monstrous behemoths and enemy humans using a variety of weapons.

The game is played entirely from a first-person perspective within a VR environment, using an array of weapons including swords and axes, bow and arrows and grappling hooks. Attacks include depictions of large blood sprays, dismemberment, and decapitations. Players can also inflict post-mortem damage and injury on the corpses of enemies, including the severing of heads and limbs which results in generous blood spray.

The intensity of the violence - heightened by the first-person perspective and immersive VR experience - which includes copious blood detail and dismemberment, as well as the ability to inflict post-mortem damage, imparts a high impact. As such, the Board gave this game consumer advice of 'High impact violence'.

Like a Dragon: Pirate Yakuza in Hawaii

Like a Dragon: Pirate Yakuza in Hawaii is an open world game in which Majima, a notorious ex-yakuza, is shipwrecked on a Pacific island. He is saved by a young boy, Noah. They form a bond and set out on adventures as a pirate crew. Players engage in beat 'em up style battles against other pirates over a legendary treasure. Both first-person and third-person perspective are used at different stages of the gameplay.

Within the game an area called the Bar District has depictions of real-world card tables at which the player can engage in Blackjack and Poker. When a game is in play the table-top is depicted in top-down close-up as hands are dealt and playing decisions are made. The player can purchase chips for betting using in-game currency. The player can opt to bet a low stake, a high stake, view the rules or leave the game. Random cards are dealt and

each player can make their bet. Once the dealer's cards are dealt the player has the option of getting another card, standing, doubling down their bet or surrendering. As the dealer's cards are dealt there is the chance that the player can lose their stake. At no point is real-world currency involved in the game's simulated gambling activities.

This game contains depictions of simulated gambling, for which a mandatory minimum classification of R 18+ is required under the Guidelines. The game also contains violence that is at the upper limit of an MA 15+ classification. For these reasons, the Board assigned the game consumer advice of 'High impact simulated gambling and strong violence'.

Refused Classification (RC)

Computer games that are classified RC cannot be legally sold, hired, advertised or exhibited in Australia. Computer games will be classified RC if they depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults, to the extent that they should not be classified. Computer games that describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 years (whether the person is engaged in sexual activity or not), will also be classified RC; as will computer games that promote, incite or instruct in matters of crime and violence.

In addition, the Guidelines note that certain material will be refused classification if it is not permitted in the R 18+ classification such as:

- ▶ actual sexual violence;
- ▶ implied sexual violence that is visually depicted, interactive, not justified by context or related to incentives and rewards;
- ▶ depictions of simulated sexual activity that are explicit and realistic; and
- ▶ drug use related to incentives and rewards.

During the reporting period, there was one game classified Refused Classification by the Board.



Publications

Only 'submittable publications' must be classified before they can legally be advertised or distributed in Australia.

Section 5 of the Classification Act defines a submittable publication as:

- ▶ an unclassified publication that, having regard to s 9A [Refused Classification for media that advocates terrorist acts] or to the Code and the classification guidelines to the extent that they relate to publications, contains depictions or descriptions that:
 - a) are likely to cause the publication to be classified RC; or

- b) are likely to cause offence to a reasonable adult to the extent that the publication should not be sold or displayed as an unrestricted publication; or
- c) are unsuitable for a minor to see or read.

It is the responsibility of distributors to ensure that they meet classification requirements for publications. The enforcement legislation in some states and territories provides that it is an offence to sell or deliver a submittable publication that has not been classified.

Classifications and Decisions

The *Guidelines for the Classification of Publications 2005* are used by the Board when classifying publications. They explain the different classification categories and the scope and limits of material suitable for each category.

During this reporting period, 12 classification decisions were made in relation to applications for the classification of publications.

Unrestricted



The Unrestricted classification covers a wide range of material. Unrestricted publications may contain classifiable elements such as sex and nudity with some detail, but the impact should not be so strong as to require legal restriction to adults.

A special consideration of the Board in classifying publications is the suitability of covers for public display. There are specific criteria for the assessment of covers which specify that the impact of any descriptions, depictions or references included on covers should be low. This accords with one of the principles of the Code, namely that everyone should be protected from exposure to unsolicited material that they may find offensive. Publications with covers that are not suitable for public display cannot be classified Unrestricted.

Generally, there are no restrictions on the sale or display of Unrestricted publications. However, the Board can apply consumer advice not recommending the publication for readers under 15 years of age.

There were 4 publications classified unrestricted during this reporting period.

Category 1 Restricted



Category 1 Restricted publications may include realistic depictions of nudity, realistic depictions of sexual excitement, and detailed descriptions and simulated or obscured depictions of sexual activity between consenting adults.

Category 1 Restricted publications can only be sold to persons 18 years of age and over, and must be displayed in a sealed wrapper. The Board can impose a further condition that the sealed wrapper is made of opaque material. Category 1 Restricted publications cannot be sold in Queensland.

There were 2 publications classified Category 1 Restricted during this reporting period.

Category 2 Restricted



Category 2 Restricted publications may include realistic depictions of actual sexual activity involving consenting adults.

Category 2 Restricted publications can only be sold to persons 18 years of age and over, and can only be displayed in restricted premises. Category 2 Restricted publications cannot be sold in Queensland.

There were no publications classified Category 2 Restricted during this reporting period.

Refused Classification (RC)

Publications that are classified RC cannot be legally sold, hired, advertised or exhibited in Australia. Publications that describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 years (whether the person is engaged in sexual activity or not), will also be classified RC; as will publications that promote, incite or instruct in matters of crime and violence.

There were 6 publications (excluding Enforcement applications) classified RC during this reporting period.

Correspondence

The Board seeks to reflect current Australian community standards in its decision-making, and feedback from the community is informative and helpful. The Board reviews all correspondence each month with the Director replying to each one.

Complaints

The Board received a relatively small number of complaints about either rating or consumer advice for its classification decisions. 193 complaints were received about decisions this reporting period.

This comprised of 74 complaints for films, 51 for games and 20 for publications. There were 48 complaints received regarding the decisions made by the 4 approved tools with 22 for Netflix, 7 for Spherex, 2 for Amazon and 17 for IARC.

A breakdown of the complaints only by category is as follows:

Board media type/ classification tool	Number received
Films	74
Games	51
Publications	20
Classification Tools	
Netflix Tool	22
Spherex Tool	7
IARC Tool	17
Amazon Tool	2
Total	193

Enquiries and other assistance

An additional 536 enquiries were received via the classification website, ranging from requests for assistance with school projects to complaints about unclassified content.

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and aches and pains,
'How long can I protect
attached?' Say I
when the son reaches
'I was running across
found him, he was
Mila feeding father
bed. Say I was
He is so old. I
him. It is, as
his head, 'I'll
play steps P. for
Coke to M. on
The ones to Saya.
Plesher. Appa
friendly approach.
for cat M. to
The reader his
at for M. to. Breat
Say I was
at money, club, at
'Ya were with me
Say I. 'Thank the
he is so he was
he!
Crying, Saya say I
Mila to her
Mila, sign her.

Classification Review Board Annual Report 2024–25



Australian Government
Classification Review Board

The Hon Anika Wells MP

Minister for Communications and Minister for Sport
Parliament House
CANBERRA ACT 2600

Dear Minister

In accordance with subsection 85(1) of the *Classification (Publications, Films and Computer Games) Act 1995*, I am pleased to submit a report on the management of the administrative affairs of the Classification Review Board for the period 1 July 2024 to 30 June 2025.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'Susan Bush'.

Susan Bush
Convenor

8 September 2025

Introduction

The Classification Review Board

The Review Board is an independent statutory body established to review decisions of the Classification Board, upon application. The Review Board is established under the Classification Act. The Classification Act provides that the Review Board is to consist of a Convenor, a Deputy Convenor and at least three, but no more than eight other members.

The Convenor

The Convenor of the Review Board has a range of statutory functions under the Classification Act which include:

- ▶ managing the administrative affairs of the Review Board;
- ▶ determining the constitution of panels of the Review Board to review decisions;
- ▶ determining how decisions are recorded;
- ▶ arranging the business of the Review Board; and
- ▶ providing the Minister with the Review Board's Annual Report.

In addition to the Convenor's powers in relation to the Review Board, the Classification Act confers a number of additional functions and powers which include:

- ▶ approving forms for the purpose of the Classification Act; and
- ▶ providing certificates and notices of decisions, including evidentiary certificates.

This report includes an overview of the work of the Review Board in 2024–25.

The Review Board received secretariat support from the Classification Branch.

The Review Board

Appointments to the Review Board are made by the Governor-General, following a recommendation by the Minister. Under the Classification Act, the Minister must, before recommending an appointment, consult with state and territory ministers with responsibility for classification. The Classification Act also requires that regard is had to the desirability of ensuring that membership of the Review Board is broadly representative of the Australian community.

Appointments are made for fixed terms of up to five years and members are eligible for reappointment to serve a statutory maximum term of seven years.

Section 84 provides that the Minister may appoint a person to act as a member during a vacancy on the Review Board.

Conditions

The Remuneration Tribunal determines the entitlements of the members of the Review Board in relation to remuneration and official travel. These determinations are available on the Remuneration Tribunal website at www.remtribunal.gov.au.

Conflict of interest

The Classification Act makes provision for the disclosure of potential conflicts of interest by members of the Review Board.

Meetings

The Review Board is a part-time board and convenes only to deal with applications for review.

Convenor's overview



As this marks my final report as Convenor of the Australian Classification Review Board, I wish to offer a considered reflection on the past seven years—a period during which Australia's media landscape has experienced profound transformation.

Globalisation, the proliferation of digital streaming platforms, shifting social attitudes and rapid technological advancements have significantly challenged the enduring frameworks of Australia's classification system. In response, the work of the Classification Review Board has evolved to remain relevant and effective in protecting the public while supporting freedom of expression.

Over this period, several high-profile decisions have demonstrated the system's responsiveness to community expectations and the complex interplay between individual freedoms and societal protections.

Video games and controversial content

Australia has traditionally maintained stricter controls on video games than many comparable jurisdictions. Titles such as *We Happy Few* (2018), *Disco Elysium: The Final Cut* (2021), and *RimWorld* (2022) were initially refused classification due to references to drug use. However, following sustained public discourse and engagement with the gaming industry, these decisions were reconsidered. The Review Board's willingness to consult with stakeholders led to more nuanced assessments of mature themes in interactive content.

Publications and social discourse

Reviews of graphic memoirs and biographical content—including *Rocketman* (2019) and *Gender Queer* (2025) – highlight the Board’s ongoing commitment to contextual decision-making. These works were recognised not only as legitimate contributions to public discourse but also as opportunities to support informed engagement with complex themes, particularly when accompanied by appropriate consumer advice.

Streaming and rapid classification

The evolution of distribution models has presented new challenges to classification timelines. However, reviews such as that of *Gladiator II* (2024), completed swiftly and collaboratively, demonstrate the improved agility of classification processes and a strengthened relationship with industry stakeholders.

Shifting standards and inclusivity

The Board’s decision-making has increasingly reflected contemporary community standards, particularly in relation to depictions of LGBTQIA+ identities, gender diversity and mental health. The introduction of more specific and sensitive consumer advice—for example, around self-harm or trauma—has enabled viewers to make informed decisions while upholding the right of adults to access a broad range of content.

As media content continues to transcend national boundaries and adopt new forms—such as virtual reality, augmented experiences and AI-generated media—the task of classification becomes more intricate. Balancing protection of vulnerable audiences, especially children, with human rights and artistic freedom remains a complex, ongoing responsibility. It requires continuous review, community consultation, and regulatory adaptability. The Review Board’s commitment to transparent, inclusive, and well-reasoned decisions will remain essential in this context.

Acknowledgement

Throughout my tenure, I have been fortunate to work with a committed, principled and thoughtful group of colleagues. I extend my deep gratitude to all current and former members of the Review Board for their readiness to engage in reviews—often at short notice—and for their integrity and insight.

I especially acknowledge the contributions of Deputy Convenor Adam Davy and member Rechelle Leahy. Adam’s calm expertise, sharp intellect and steady humour have made him an exceptional deputy and an invaluable support. Rechelle’s passion, professionalism and warmth have greatly enriched the work of the Board, and I am deeply grateful to both.

I also recognise the contributions of David Toll and Damien Power, whose clarity, composure and commitment have strengthened the integrity of our processes. I thank Stephanie McCaughey, for her vibrant presence and valuable contributions, and I wish her every success in her ongoing creative endeavours.

My sincere thanks go to the Classification Branch staff, whose professionalism and support have underpinned the Review Board's work, and to the Hon. Michelle Rowland MP for her leadership in advancing classification reform. I also extend my congratulations to the Hon. Anika Wells MP on her recent ministerial appointment.

Serving as Convenor of the Classification Review Board has been a great honour and a source of personal pride. I am grateful for the opportunity to contribute to the evolution of a system that seeks to protect, inform, and empower Australian audiences, while supporting a rich and diverse media culture.

Susan Bush

Convenor

Australian Classification Review Board

Classification Review Board profiles

Current Review Board members



Susan Bush
Convenor

APPOINTED: 15 September 2022
APPOINTMENT EXPIRES: 5 December 2025

Acting Convenor
APPOINTED: 1 July 2022

Deputy Convenor
APPOINTED: 7 December 2021

Member

APPOINTED: 6 December 2018

Ms Susan Bush resides in Queensland and is a Freedom of Information Officer, actor and writer. She has an extensive background in the television broadcast and film industries in both Australia and the UK. She holds a Master of Arts from the University of Queensland and a Bachelor of Arts in Communication and Media Studies from Griffith University. She has appeared in numerous television and stage productions, and was awarded Certificate of Highest Achievement (Best Actress)

at the 2014 Australian Screen Industry Network Awards. She is also a licensed private investigator.

Ms Bush is a parent of three children, and an advocate for LGBTQIA+ rights and climate change action.



Adam Davy
Deputy Convenor

APPOINTED: 15 September 2022
APPOINTMENT EXPIRES: 5 December 2025

Acting Deputy Convenor
APPOINTED: 1 July 2022

Member

APPOINTED: 6 December 2018

Mr Adam Davy is a Head of Department at a metropolitan secondary school in Queensland. An experienced educator, he has performed in various expert advisory roles with the Queensland Curriculum and Assessment Authority (QCAA). In his work, he also services the arts and education communities through the development, facilitation, and support of multidisciplinary programs. In 2021, his varied contributions in these fields were recognised by the English Teachers Association of Queensland, who presented Mr Davy with their annual Peter Botsman Award.

Mr Davy has been awarded a double degree (Arts and Education) from Griffith University and a Bachelor of Psychology (Hons) from the University of New England. He is the father of two children, an independent author and a regular gamer.



Rechelle Leahy
Member

APPOINTED: 6 December 2018
APPOINTMENT EXPIRES: 5 December 2025

Rechelle Leahy lives in Armidale NSW, and is CEO of a private Policy Advisory Consultancy and also works as an Employment Facilitator with the Department of Employment and Workplace Relations. She has a record of achievement in delivering strategic outcomes across all levels of Australian Government and in the private sector. Her broad experience is in people management, administration, finance and logistics.

Ms Leahy's qualifications include an Advanced Diploma in Migration Law and Practice from Deakin University, a Certificate in Mediation Practice and a Graduate Certificate Internal Audit. She is also a graduate of Women on Boards and the Commonwealth Bank Regional Scholarship Program.

Ms Leahy serves in a non-executive capacity as a member of the National Rural Women's Coalition, the Australian Gender Equality Council, Local Land Services (Northern Inland) and the ABC Advisory Council.

She is a parent of two children.



David Toll **Member**

APPOINTED: 7 December 2021
APPOINTMENT EXPIRES: 5 December 2025

Mr David Toll lives in Bulli, NSW, and is the owner and director of a mediation, investigation and negotiation business. Prior to this he held senior leadership roles in higher education and emergency services.

His qualifications include a Bachelor of Laws from University of Wollongong and Masters in Business Administration from Edith Cowan University. He also holds a Diploma from the Australian Institute of Company Directors and further qualifications in mediation, negotiation and media studies.

Mr Toll has served on the Board of Triathlon Victoria and as Chair of the Academies of Sport Inc. He enjoys open water swimming and surf ski paddling for recreation and is currently adapting to life with two small grandchildren.



Damien Power **Member**

APPOINTED: 3 February 2023
APPOINTMENT EXPIRES: 5 December 2025

Mr Power has experience in classification, having previously been a member of the Board. He has written interactive online games for the Australian Communications and Media Authority and the Office of the Children's eSafety Commissioner. He is also a film director and is actively involved in his local community through volunteering.

He is a parent of two children.

Board members who left the Classification Review Board in 2024–25

Stephanie McCaughey resigned from her role as a member of the Review Board with effect from 20 January 2025.

Decisions of the Review Board

In the reporting period, the Review Board conducted two reviews. The review of *Gladiator II* was completed within the statutory timeframe. The statutory timeframe was not met for the review of *Gender Queer*, which was remitted to the Review Board following the Federal Court of Australia’s judgment.

Reports for the Review Board’s decisions are published on the Classification website at www.classification.gov.au.

Title	Media	Review applicant	Date of decision	Original classification	Review classification
<i>Gladiator II</i>	Film	PARAMOUNT PICTURES AUSTRALIA PTY LTD	3 Dec 2024	MA 15+	MA 15+
<i>Gender Queer</i>	Publication	Bernard Gaynor	19 April 2025	Unrestricted – M – Not recommended for readers under 15 years	Unrestricted – M – Not recommended for readers under 15 years

Review Board meetings

The Review Board convened twice in 2024-2025.

Complaints

During the period, the Review Board did not receive any complaints about decisions.

Judicial decisions

Aspects of a Review Board decision can be reviewed, on application, by the Federal Court under the *Administrative Decisions (Judicial Review) Act 1977 (Cth)*.

In the reporting period, the Federal Court handed down a judgement for *Gaynor v Minister for Communications* [2024] FCA 1186 in relation to the application for review of the Review Board’s decision of *Gender Queer*.

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'How long can I protect
attached?' Say I
when the son Prabh
'I was running cross
lone him, he's a son
Mila feeding father
bed. Say I will send
He's son. 'You then
him' It's a last time
his hand, 'I'll take
play steps for say
take to me on a
The ones to Saya.
Please. Appa on
breathing approaches.
he can't. The
the reader his voice
at for Mila. Breath
Say I enjoyed last
at money, club, at
'Ya here. at home
Say I. 'Thank the
he's so he was
he!
Crying, Saya say I
Prabh to her
Mila, sign her.



Appendices

Appendix A: National Classification Code

National Classification Code

1 Classification decisions are to give effect, as far as possible, to the following principles:

- 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.

Publications

2 Publications are to be classified in accordance with the following table:

Item	Description of publication	Classification
1	Publications that: <ul style="list-style-type: none">a) describe, depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty, violence or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that they should not be classified; orb) describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 (whether the person is engaged in sexual activity or not); orc) promote, incite or instruct in matters of crime or violence	RC

2	Publications (except RC publications) that:	Category 2 Restricted
	<ul style="list-style-type: none"> a) explicitly depict sexual or sexually related activity between consenting adults in a way that is likely to cause offence to a reasonable adult; or b) depict, describe or express revolting or abhorrent phenomena in a way that is likely to cause offence to a reasonable adult and are unsuitable for a minor to see or read 	
3	Publications (except RC publications and Category 2 Restricted publications) that:	Category 1 Restricted
	<ul style="list-style-type: none"> a) explicitly depict nudity, or describe or impliedly depict sexual or sexually related activity between consenting adults, in a way that is likely to cause offence to a reasonable adult; or b) describe or express in detail violence or sexual activity between consenting adults in a way that is likely to cause offence to a reasonable adult; or c) are unsuitable for a minor to see or read 	
4	All other publications	Unrestricted

Films

3 Films are to be classified in accordance with the following table:

Item	Description of film	Classification
1	Films that:	RC
	<ul style="list-style-type: none"> a) depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty, violence or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that they should not be classified; or b) describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 (whether the person is engaged in sexual activity or not); or c) promote, incite or instruct in matters of crime or violence 	
2	Films (except RC films) that:	X 18+
	<ul style="list-style-type: none"> a) contain real depictions of actual sexual activity between consenting adults in which there is no violence, sexual violence, sexualised violence, coercion, sexually assaultive language, or fetishes or depictions which purposefully demean anyone involved in that activity for the enjoyment of viewers, in a way that is likely to cause offence to a reasonable adult; and b) are unsuitable for a minor to see 	

3	Films (except RC films and X 18+ films) that are unsuitable for a minor to see	R 18+
4	Films (except RC films, X 18+ films and R 18+ films) that depict, express or otherwise deal with sex, violence or coarse language in such a manner as to be unsuitable for viewing by persons under 15	MA 15+
5	Films (except RC films, X 18+ films, R 18+ films and MA 15+ films) that cannot be recommended for viewing by persons who are under 15	M
6	Films (except RC films, X 18+ films, R 18+ films, MA 15+ films and M films) that cannot be recommended for viewing by persons who are under 15 without the guidance of their parents or guardians	PG
7	All other films	G

Computer games

4 Computer games are to be classified in accordance with the following table:

Item	Description of computer game	Classification
1	Computer games that: a) depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty, violence or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that they should not be classified; or b) describe or depict in a way that is likely to cause offence to a reasonable adult, a person who is, or appears to be, a child under 18 (whether the person is engaged in sexual activity or not); or c) promote, incite or instruct in matters of crime or violence	RC
2	Computer games (except RC computer games) that are unsuitable for viewing or playing by a minor	R 18+
3	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	MA 15+
4	Computer games (except RC, R 18+ and MA 15+ computer games) that cannot be recommended for viewing or playing by persons who are under 15	M
5	Computer games (except RC, R 18+, MA 15+ and M computer games) that cannot be recommended for viewing or playing by persons who are under 15 without the guidance of their parents or guardians	PG
6	All other computer games	G

Appendix B: Photo credits and artwork attribution

The Board would like to give special thanks to all those who supplied images to the Classification Board Annual Report 2024–25:

Page(s)	Attribution
15-17, 20-25, 73, 76-78	Penny Clay Photography

Glossary

Term/ abbreviation	Explanation
Accredited classifier	A person who has been approved by the Secretary of the department under s 22M of the Classification Act to make classification decisions. You can use an accredited classifier to classify films and computer games rated G to R 18+ instead of applying to the Board
AACG Scheme	Authorised Assessor Scheme for Computer Games
ACA Scheme	Additional Content Assessor Scheme
Advertising Scheme	Advertising of Unclassified Films and Computer Games Scheme
Call-in	The Director of the Classification Board may call in a publication if they have reasonable grounds to believe it is a submittable publication and that it is being published in an Australian state or territory. They may also call in a film or computer game if they have reasonable grounds to believe it is not exempt and that it is being published in an Australian state or territory
Classifiable elements	The six classifiable elements in a film and a computer game are: themes; violence (including sexual violence); sex; (coarse) language; drug use and nudity. In publications, 'themes' are referred to as 'adult themes' and the remaining five elements are also applied and assessed
Classification Act	<i>Classification (Publications, Films and Computer Games) Act 1995 (Cth)</i>
Classification Board	Statutory body established under the Classification Act. The Board classifies computer games, films and certain publications
Classification Board member	A statutory appointee to the Board established under the Classification Act
Classification Branch	The Classification Branch of the Department of Infrastructure, Transport, Regional Development, Communications, Sport and the Arts. The Classification Branch provides administrative support to the Board and Review Board
Classification guidelines	See Guidelines
Classification tool	A questionnaire, computer program or other interface that allows a person or artificial intelligence to classify content. Industry can use approved tools to classify online films or computer games in Australia, instead of applying to the Classification Board

Term/ abbreviation	Explanation
Classification Review Board	Statutory body established under the Classification Act. The Classification Review Board is a part-time statutory body convened, as required, to review decisions made by the Classification Board
Classification Review Board member	Statutory appointee to the Classification Review Board under the Classification Act
Code	The National Classification Code
Consumer advice	The Classification Board and Classification Review Board determine consumer advice for films, computer games and certain publications. Films classified G, PG, M, MA 15+, R 18+ and X 18+, and computer games classified G, PG, M, MA 15+ and R 18+, must be assigned consumer advice. Consumer advice generally identifies the classifiable elements that have contributed to the classification of the content and indicates the intensity and/or frequency of those elements. The Classification Board and the Classification Review Board may also provide consumer advice to publications classified Unrestricted
Convenor	Member of the Classification Review Board who is responsible for the management of the Classification Review Board's business
Deputy Convenor	Member of the Classification Review Board who may exercise some of the Convenor's powers in the Convenor's absence
Deputy Director	Full-time member of the Classification Board who is the operational manager of that Board and who may exercise some of the Director's powers in the Director's absence
Determined markings	Classification symbols and descriptions as set out in the <i>Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014</i>
Director	Full-time member of the Classification Board responsible for the management of the Classification Board
eSafety Commissioner	The Office of the eSafety Commissioner was established in 2015 with a mandate to co-ordinate and lead the online safety efforts across government, industry and the not-for-profit community. The Office is committed to empowering all Australians to have safer, more positive experiences online
Exempt film	A film exempt from classification requirements as defined by s 6B of the Classification Act
FOI	Freedom of information
Guidelines	Under the Classification Act (s 12) the Minister may, with the agreement of each state and territory, determine guidelines to assist the Board in applying the criteria in the Code. There are separate guidelines for the classification of films, computer games, and publications which may be viewed online at www.legislation.gov.au

Term/ abbreviation	Explanation
Industry assessors	Persons authorised by the Director to make recommendations to the Classification Board on the classification and consumer advice for the ACA Scheme, the AACG Scheme and the Advertising Scheme
National Classification Scheme (the Scheme)	A co-operative Commonwealth, state and territory regulatory scheme for classification of films, computer games and certain publications
National Classification Code (the Code)	A code that sets out how films, computer games and certain publications are to be classified
Notice of classification	A form approved by the Secretary of the department for a post-classification publisher to provide notice of the classification details of a film for the purposes of s6HA of the Classification Act
Prohibited Exports Regulations	<i>Customs (Prohibited Exports) Regulations 1958 (Cth)</i> ; regulation 3 relates to the exportation of 'objectionable goods' (including computer games, computer generated images, films, interactive games and publications)
Prohibited Imports Regulations	<i>Customs (Prohibited Imports) Regulations 1956 (Cth)</i> ; regulation 4A relates to the importation of 'objectionable goods' (including computer games, computer generated images, films, interactive games and publications)
s	Section, for example, s 22CA. Plural form is 'ss', for example, ss 21A, 21AA and 21AC
subs	Subsection, for example, subs 13(5)

Computer games classifications		
Classification	Advisory/Restricted	Impact Level
G	General (advisory category)	Very mild
PG	Parental Guidance (advisory category)	Mild
M	Mature (advisory category)	Moderate
MA 15+	Mature Accompanied (legally restricted category)	Strong
R 18+	Restricted (legally restricted category)	High
RC	Refused Classification	

Term/ abbreviation	Explanation	
Film classifications		
Classification	Advisory/Restricted	Impact Level
G	General (advisory category)	Very mild
PG	Parental Guidance (advisory category)	Mild
M	Mature (advisory category)	Moderate
MA 15+	Mature Accompanied (legally restricted category)	Strong
R 18+	Restricted (legally restricted category)	High
X 18+	Restricted to 18 years and over (contains consensual sexually explicit activity between adults)	
RC	Refused Classification	
Publications classifications		
Unrestricted	Unrestricted	
Category 1 Restricted	Not available to persons under 18 years	
Category 2 Restricted	Not available to persons under 18 years	
RC	Refused Classification	
Serial classification declaration	A declaration issued by the Classification Board on the classification, and any conditions that apply, to issues of a publication periodical for a specified period	
Submittable publication	Defined under the Classification Act (s 5) to mean an unclassified publication containing depictions or descriptions that are likely to cause the publication to be classified RC, or are unsuitable for a minor to see or read, or are likely to cause offence to a reasonable adult to the extent that the publication should not be sold or displayed as an unrestricted publication	

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