



Australian Government
Classification Board
Classification Review Board

Classification Board and Classification Review Board Annual Reports 2025–26



© Commonwealth of Australia 2026

ISSN: 1327-6182 (Print)

ISSN: 2981-8869 (Online)

This Annual Report 2025–26 is protected by copyright.

With the exception of third-party material, the Commonwealth Coat of Arms, and any material contained within which is protected by trademark, all material included in this Annual Report 2025–26 is licensed under a Creative Commons Attribution 4.0 International licence (<http://creativecommons.org/licenses/by/4.0/>).

The CC BY 4.0 AU Licence is a standard form licence agreement that allows you to copy, distribute, transmit and adapt material in this publication provided that you attribute the work. Further details of the relevant licence conditions are available on the Creative Commons website (accessible using the links provided) as is the full legal code for the CC BY 4.0 International licence (<http://creativecommons.org/licenses/by/4.0/legalcode>).

The form of attribution for any permitted use of any materials from this publication (and any material sourced from it) is:

Source: Licences from the Commonwealth of Australia under a Creative Commons Attribution 4.0 International Licence. The Commonwealth of Australia does not necessarily endorse the content of this publication.

Other use

The use of any material from this publication in a way not permitted or otherwise allowed under the *Copyright Act 1968*, may be an infringement of copyright. Where you wish to use the material in a way that is not permitted, you must lodge a request for further authorisation with the Department of Infrastructure, Transport, Regional Development, Communications, Sport and the Arts.

Contact details

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

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

Classification Branch

Department of Infrastructure, Transport, Regional Development, Communications, Sport and the Arts

Level 6, 23–33 Mary Street, Surry Hills, NSW, 2010

Telephone 02 6136 7111

enquiries@classification.gov.au

www.classification.gov.au

Contents

Introduction	6
Overview of the National Classification Scheme	7
Commonwealth	7
The states and territories	8
Corporate overview	9
Administrative arrangements	9
Financial management	9
Risk management	10
Stakeholder engagement	10
Australian classification website	10
External accountability	11
Freedom of information	11
Categories of documents	11
Privacy	12
Reform of the National Classification Scheme	12
Reports by the Auditor-General	13
Commonwealth Ombudsman	13
Part 1 - Classification Board Annual Report 2025-26	14
Director's letter of transmittal	16
Director's overview	17
Introduction	17
Diverse content	17
Keeping classification relevant	18
Consistent classification	19
Informed audiences	20
Modern Board	20
Enforcement	20
The Board's vision	21
Acknowledgement	21
The Classification Board	22
The Board	22
Membership of the Board	22
Appointment terms and conditions	22
Current Board members	23
Temporary Board members	26
Board members who left the Classification Board in 2025-26	28
Work of the Classification Board	29
Overview	29
Accountability	30
Statutory time frames	30
Board management	30
Applications for classification of films, computer games and certain publications	32
Industry self-classification	32
Industry assessor schemes	34
Other functions of the Board	35

Statistics	37
Overview	37
Films	40
Computer games	42
Publications	42
Advertising approvals	42
Advertising assessments	43
Revocations	43
Call-ins	44
Industry self-classification	44
Board quality assurance on classification tool decisions	47
Board quality assurance on accredited classifier decisions	49
Broadcast notices of classification	50
Industry Authorised Assessors Scheme	50
Other functions	50
Decisions	52
Overview	52
Consumer advice	53
Films	54
Games	60
Publications	67
Correspondence	69
Complaints	69
Enquiries and other assistance	69
Part 2 - Classification Review Board Annual Report 2025-26	70
Convenor's letter of transmittal	72
Introduction	73
The Classification Review Board	73
Membership of the Review Board	73
Convenor's overview	75
Classification Review Board profiles	76
Current Review Board members	76
Decisions of the Review Board	79
Review Board meetings	79
Part 3 – Appendices	80
Appendix A: National Classification Code	82
Appendix B: National Classification Scheme Stage 1 reforms	86
Glossary	87
Index	92

Tables

Table 1:	Classification Board size	22
Table 2:	Year-on-year comparison: Board classification decisions	38
Table 3:	Year-on-year comparison: Decisions on films for public exhibition	40
Table 4:	Year-on-year comparison: Decisions on commercial films for sale/hire	41
Table 5:	Year-on-year comparison: Decisions on computer games (including AACG)	42
Table 6:	Year-on-year comparison: Advertising assessments for films and games	43
Table 7:	Year-on-year comparison: IARC Tool decisions by classification	44
Table 8:	Year-on-year comparison: Netflix Tool decisions by classification	45
Table 9:	Year-on-year comparison: Spherex Tool decisions by classification	46
Table 10:	Year-on-year comparison: Amazon Tool decisions by classification	46
Table 11:	Year-on-year comparison: Total Tool checks and revocations	47
Table 12:	Year-on-year comparison: Accredited classifier decisions checked by the Board	49
Table 13:	Enforcement application decisions by agency	51

Figures

Figure 1:	Year-on-year comparison of Board, approved tools and accredited classifier decisions (excluding IARC decisions)	37
Figure 2:	Decisions on films for public exhibition	40
Figure 3:	Decisions on commercial films for sale/hire	41
Figure 4:	Decisions on computer games (including AACG)	42
Figure 5:	IARC Tool decisions	44
Figure 6:	Netflix Tool decisions	45
Figure 7:	Spherex Tool decisions	45
Figure 8:	Amazon Tool decisions	46
Figure 9:	Netflix Tool revocations	48
Figure 10:	Spherex Tool revocations	48
Figure 11:	IARC Tool revocations	48
Figure 12:	Amazon Tool revocations	48
Figure 13:	Accredited classifier decisions	49
Figure 14:	Broadcaster decisions notified to the department by classification	50

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 2025–26 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 Act)**

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 a statutory body that 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 is 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 assist the Boards in making classification decisions. The Guidelines are approved by 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*).

The states and territories

The 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, encompassing approved classification tools including International Age Rating Coalition (IARC) Global Rating Tool (the IARC Tool), 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 2025 – 30 June 2026), classification application revenue totalled \$1,245,640.

This represented a decrease of \$91,525 (7%) compared to the previous year's revenue of \$1,337,165. This was a smaller decrease after a 42% drop in 2024–25.

These decreases were driven primarily by the expansion of industry self-classification under stage 1 reforms. For details see Appendix B “National Classification Scheme Stage 1 reforms” on page 86.

In June 2026, the department published the *Cost Recovery Implementation Statement (CRIS): Classification Regulatory Activities 2025–26 (2025 CRIS)*. The 2025 CRIS was prepared to provide a current account of the regulatory activities and issues relevant to cost recovery arrangements for classification services. Prepared during a period of regulatory reform, the department made the decision to maintain the fee structure set out by the 2018 CRIS while ongoing reforms to the Scheme are settled.

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 10,774,198 page views from 5,613,796 unique users. As part of this, the NCD recorded 1,740,444 page views on classification titles from 807,866 unique users, and 441,604 page views on the latest classification decisions page from 38,429 unique 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* (Crimes Act)
- ▶ *Freedom of Information Act 1982* (FOI Act)
- ▶ *Privacy Act 1988* (Privacy Act)
- ▶ *Public Governance, Performance and Accountability Act 2013* (PGPA Act)
- ▶ *Ombudsman Act 1976* (Ombudsman Act).

Freedom of information

During the reporting period, 23 FOI applications were received seeking access to documents related to the Boards' work.

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

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 Act;
- ▶ the Code;
- ▶ the Classification Guidelines;
- ▶ legislative instruments made under the Classification Act;
- ▶ Annual Reports; and
- ▶ application forms for classification and review services.

Privacy

The Australian Privacy Principles in the Privacy Act set out the requirements for agencies in handling personal information. 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

Email: privacy@infrastructure.gov.au

Reform of the National Classification Scheme

In March 2023, the Australian 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.

Stage 2 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 (suppliers) 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 review of the Guidelines since 1995 and has been 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.

A public consultation process on the concepts put forward by the suppliers took place from March to May 2026. A total of 78 submissions were received through the consultation period from the public, industry, key government and community stakeholders. Feedback received through this process will inform advice to government.

Reports by the Auditor-General

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

Commonwealth Ombudsman

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





01



Classification Board Annual Report 2025–26



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 2025 to 30 June 2026.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'Steven Thomson', with a long horizontal stroke extending to the right.

Steven Thomson
Director
14 September 2026

Director's overview



- ▶ giving parents and caregivers 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 incite or condone violence, particularly sexual violence, and the portrayal of persons in a demeaning manner.

Diverse content

Classification decisions cover films, games and streaming content that are played and watched as part of everyday life in Australia. For 2025, figures show that Australians spent more than \$4.2 billion on gaming,¹ while cinema visits generated nearly \$1 billion at the Australian box office, with more than 54 million cinema tickets sold in Australia.² These figures put cinema admissions at more than double those for live sport in Australia.

Theatrical releases go on to be enjoyed for many years post-release via streaming services and the home entertainment industry, alongside a wealth of additional high-performing content. The longevity of content reinforces the need for accurate and informative classification decisions.

Introduction

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

In the past year, the Board has worked towards the goals set out in our 2025–26 Corporate Plan, achieving a number of key milestones under four strategic goals to help deliver a vision of “confident audiences making informed choices”.

These and all of the Board's other activities throughout the year have worked to uphold several core principles:

- ▶ enabling adults to choose what material they want to consume;

¹ Interactive Games and Entertainment Association (IGEA) (2026), 2025 Australian Video Game Consumer Sales Results, <https://igea.net/2026/06/2025-australian-video-game-consumer-sales-results/>, IGEA, accessed 22 July 2026

² Screen Australia, Cinema Industry Trends (2026), <https://www.screenaustralia.gov.au/insights-and-trends/cinema-industry-trends/box-office/>, Screen Australia, accessed 22 July 2026



Left to right — Mr Steven Thomson, Ms Lauren Monaghan, Ms Evalena Chilas, Ms Guineviere Klevjer, and Ms Maria Cosmidis. Board photography by Penny Clay Photography.

The Board is entrusted to classify most high-profile releases. Films classified by the Board represented 92% of the takings for the top 20 films at the Australian box office in 2025.³

Keeping classification relevant

As part of ongoing reforms to the Scheme, the department engaged an independent supplier to undertake a functional update of the classification Guidelines, informed by research, a targeted survey and public consultation. The Board was pleased to share our view that despite needing minor amendments to meet the growth in digital and online content, online interactions and the emergence of new content sharing platforms, the existing standards are both trusted by the public and broadly fit for purpose.

The Board believes that updates to the classification Guidelines should focus on the harmonisation of film and computer game Guidelines, addressing online interactions and updating the definition of the MA 15+ classification to ensure it is fit for purpose when used online.

Alongside recommending future improvements to classification, in 2025–26, the Board made substantial changes to the classification of thematic content by introducing a simplified list of consumer advice terms. This refinement has given more prominence to issues of community concern, with revised consumer advice terms including 'suicide', 'mental health', 'self-harm' and 'scary scenes', with consumer advice for 'sexual violence' and 'family violence' included under the element of violence.

3 Australian box office from Numero; detailed figures from the Classification Board.



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

Consistent classification

Since the introduction of stage 1 reforms in 2024, the volume of content classified to Board standards has more than doubled.

In 2025–26, there were more than 14,000 decisions made by the Board, accredited classifiers and approved tools (excluding the IARC Tool). More than 10,000 of these decisions were for content only available via streaming services.

As more than two thirds of Australian adults are using paid subscription services at home, it's important that a high level of engagement with the classification system from streaming platforms is maintained. Currently, a number of streamers including Netflix, Amazon Prime and HBO Max classify content to Board standards so Australian viewers can make properly informed choices about the content they watch.

An increasingly important role for the Board is to monitor and provide feedback on the accuracy of industry self-classification decisions, including Amazon, Spherex, Netflix and IARC Tool decisions, and those made by accredited classifiers. This oversight role ensures that the Board's standards are applied consistently across all types of content, making sure that consumers can rely on the accuracy of displayed ratings and related consumer advice.

To improve consistency, in 2025–26 the Board aligned standards across all classification decision-making mechanisms and supported a refresh of online classification training to promote these revised standards. The Board will continue to look for opportunities to improve consistency for consumers into 2026–27 and beyond.

Informed audiences

The Board plays a proactive role in contributing to classification policy and reform. As part of our submission to the Guidelines review in 2025–26, the Board recommended that the definition of the MA 15+ restricted category should be updated to support a fit-for-purpose application in the online environment. The Board suggested this update should consider parental controls as functioning as the online equivalent of parental ‘accompaniment’, which is the key word in the rating’s current definition. In effect, this would align the online world with existing community expectations where a person aged under 15 can view in a cinema, or purchase in a shop, an MA 15+ rated title if accompanied by their parent or guardian.

This targeted update would help Australian consumers make informed choices about what they, and those in their care, watch or play online.

Modern Board

Over the course of the year the Board has responded to the findings of an independent audit of our operational resourcing. As a result, we have introduced a range of performance measures, including new Board utilisation targets. The Board also implemented a panel composition framework to formalise the governance arrangements of classification decisions.

Throughout 2025–26, the Board worked to strengthen our relationship with industry through regular engagement with peak bodies. We also maintained close communication with the department including the Media Reform and Online Safety teams.

Enforcement

While the classification of commercial content represents most of the Board’s work, we continue to work collaboratively with law enforcement agencies and the eSafety Commissioner to classify materials for enforcement and regulatory purposes. The Board are particularly focused on maintaining strong governance and protecting Board member wellbeing, while ensuring an efficient response.

The Board's vision

Cemented by our 2025–26 Corporate Plan, the Board's vision centres around supporting a modernised classification scheme and adapting the standards we use to ensure the Board keeps pace with a rapidly changing media landscape.

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

The Board's ambition is to ensure that Australian audiences can always make informed choices about what they watch, play and read.

Acknowledgement

In presenting this year's Annual Report, I would like to acknowledge the contribution made by outgoing temporary Board member Gayle Peres da Costa.

I would also like to acknowledge the support of the department's Classification Branch 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 are to be appointed as full-time members, and other members may be appointed as a full-time or a part-time member.

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.

Table 1: Classification Board size

	2020–21	2021–22	2022–23	2023–24	2024–25	2025–26
Full-time equivalent members	4.7	5.3	3.8	6	4.6	4.6
Temporary member days	649	905	724	466	91.2	282.2

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 of the IMAX Sydney and National Programming Manager of Dendy Cinemas.

He is a Unit Volunteer at the NSW State Emergency Service (SES) and also volunteers 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 bouldering, writing, 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 southern 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 a Chief Independent Decision Maker for the National Redress Scheme. She sits on the NSW Board of the Nursing and Midwifery Board of Australia, the Medical Council of NSW and the NSW Mental Health Review Tribunal 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 44.6 days as a temporary Board member during 2025–26.



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 production in Sydney and London.

Tamara studied law at the University of New South Wales and has a Master's in International Relations and International Law. She has also been admitted to the Supreme Court of New South Wales. She currently works as a legal researcher.

Tamara worked 74 days as a temporary Board member during 2025–26.



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 131.2 days as a temporary Board member during 2025–26.



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 her work, she has had receptionist and customer service roles, as well as led volunteer teams in creative and event coordination 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 19.8 days as a temporary Board member during 2025–26.



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 12.6 days as a temporary Board member during 2025–26.

Board members who left the Classification Board in 2025–26

Gayle Peres da Costa

Temporary Board member

Gayle was appointed on 25 March 2023 and completed her work with the Board on 27 March 2026, having worked 0 days as a temporary Board Member during 2025–26.

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.

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 objectionable 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 PGPA Act, Board members are officials of the department and therefore subject to Accountable Authority Instructions issued by the department's Secretary (Accountable Authority).

Members are also required to comply with the duties of officials provided in the PGPA Act and the *Public Governance, Performance and Accountability Rule 2014*. This includes the general duties set out in sections 25 to 29 of the PGPA Act, which are the duty of care and diligence, duty to act honestly, in good faith and for a proper purpose, duty in relation to use of position, duty in relation to use of information and the duty to disclose interests.

Statutory time frames

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.

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 access to an Employee Assistance Program, with flexible options for delivery provided, including telephone, in person and group sessions 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 while undertaking this role.

Conflicts of interest

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

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.

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.

Outside employment

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.

Code of Conduct

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 issued by the Minister and to 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 2025–26, the Board held 12 meetings.

Board development days

During 2025–26, the Board held one development day on 20 May 2026. The development day focused on reviewing the Board's achievements under the goals of the 2025–26 Corporate Plan and agreeing on activities for the 2026–27 Plan.

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.

Applications for classification of publications, films and computer games are to be made to the Board in writing.

Section 11 of the Classification Act

Under the Classification Act, the Board must consider the following matters set out in s 11 when making a decision on the classification of a publication, a film or a computer game:

- (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 37) for details of the volume and type of applications considered by the Board during 2025–2026.

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 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 Classification 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 rating 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 Classification 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 Refused Classification (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 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 determine the classification itself.

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 for the additional content from G (General) up to and including R 18+ (Restricted). The Board may accept the recommendation or may vary or reject the recommendation and determine the classification itself.

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. 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 or display 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 films, computer games and publications 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 2025–26, there was one Prohibited Import and Export application, which was refused.

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. The Commissioner may also submit standard and priority applications and seek the advice of the Board on matters relating to classification.

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

Overview

The introduction of stage 1 classification reforms continued to have a significant impact on the volume of content classified for Australian audiences. Over the past three years, the total number of classification decisions of applications (excluding IARC) has increased from 4,157 in 2023–24 prior to the stage 1 reforms, to 10,963 in 2024–25 and 14,007 in 2025–26.

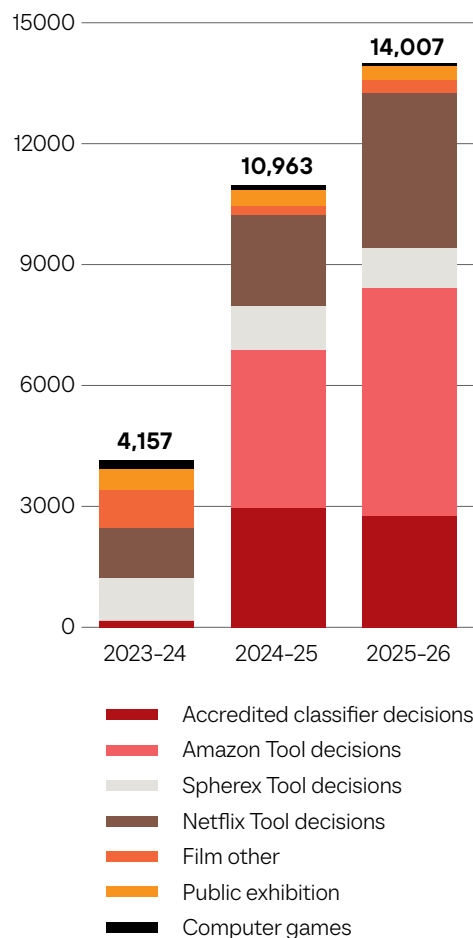
In 2025–26, no decisions exceeded the statutory time limit of 20 days for standard applications and 5 days for priority applications.

Film other, public exhibition and computer games decisions taken by the Board in 2025–26 (746) remained broadly consistent with 2024–25 (751).

Netflix and Amazon continued to increase the amount of content classified by their respective approved tools. When taken together, these two services classified 55% more titles in 2025–26 than 2024–25, ensuring more streaming content than ever has been classified to Board standards for Australian audiences.

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.

Figure 1: Year-on-year comparison of Board, approved tools and accredited classifier decisions (excluding IARC decisions)



Total decisions – Year-on-year comparison

A breakdown of the total decisions in 2025–26 compared with 2024–25 is shown in Table 2.

Table 2: Year-on-year comparison: Board classification decisions

	2024–25 decisions	2025–26 decisions	YOY difference	YOY % difference
Board Classification Decisions by application				
Film (public exhibition/theatrical)	396	355	-41	-10%
Film (sale/hire) – DVD/Blu-ray/online	236	298	62	26%
Film (sale/hire) – ACA	0	1	1	-
Computer games – excluding AACG	116	88	-28	-24%
Computer games – AACG	3	5	2	67%
Publications	12	11	-1	-8%
Serial publication declarations	0	0	0	-
Enforcement – Film	0	9	9	-
Enforcement – Computer game	0	1	1	-
Enforcement – Publications	2	2	0	0%
Advertising assessment of likely classification – Film	25	15	-10	-40%
Advertising assessment of likely classification – Computer games	7	0	-7	-100%
Title change – Film	1	0	-1	-100%
Title change – Computer games	23	18	-5	-22%
SUB-TOTAL				
Board Classification Decisions	821	803	-18	-2%

	2024-25 decisions	2025-26 decisions	YOY difference	YOY % difference
Board Decisions - Other				
Section 87 certificates – Classification Act	1	1	0	0%
Conditional cultural exemptions (section 6H – Classification Act)	7	8	1	14%
Call ins – by Director	0	0	0	-
Revocation of classification	0	0	0	-
Decline to deal further	0	0	0	-
Unclassified	0	0	0	-
SUB-TOTAL Other Board Decisions	8	9	1	13%
Industry Self-Classification Decisions				
Accredited Classifier	2,958	2,755	-203	-7%
Netflix Tool	2,237	3,854	1,617	72%
Spherex Tool	1,110	1,005	-105	-9%
Amazon Tool	3,907	5,647	1,740	45%
IARC Tool	394,619	477,790	83,171	21%
SUB-TOTAL Industry Self-Classification Decisions	404,831	491,051	86,220	21%
TOTAL	405,660	491,863	86,203	21%

Films

Films classified for public exhibition

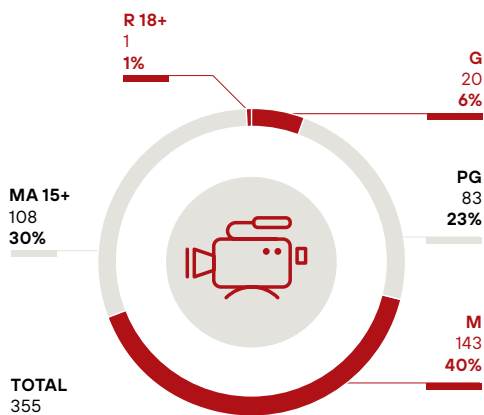
The Board made 355 decisions on applications for the classification of commercial films for public exhibition release, a decrease of 10% from the previous year.

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

Classification	2024–25 decisions	2025–26 decisions	% difference
G	25	20	-20%
PG	96	83	-14%
M	147	143	-3%
MA 15+	124	108	-13%
R 18+	4	1	-75%
X 18+	0	0	-
RC	0	0	-
Total	396	355	-10%

As indicated in Figure 2, 69% 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 299 decisions on applications for the classification of commercial films for sale/hire in 2025–26, an increase of 27%.

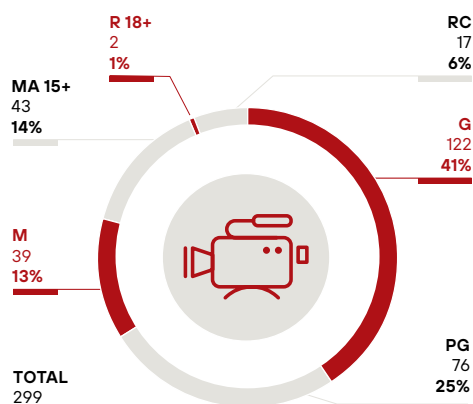
One ACA decision was made during this period.

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

Classification	2024–25 decisions		2025–26 decisions	
	Film Other	ACA	Film Other	ACA
G	59	0	122	0
PG	84	0	76	0
M	57	0	38	1
MA 15+	28	0	43	0
R 18+	5	0	2	0
X 18+	0	0	0	0
RC	3	0	17	0
Total	236	0	298	1

As indicated in Figure 3, 79% 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 G category.

Figure 3: Decisions on commercial films for sale/hire



Computer games

The Board made 93 decisions in 2025–26 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 for a game at the G, PG or M classification levels. The Board is

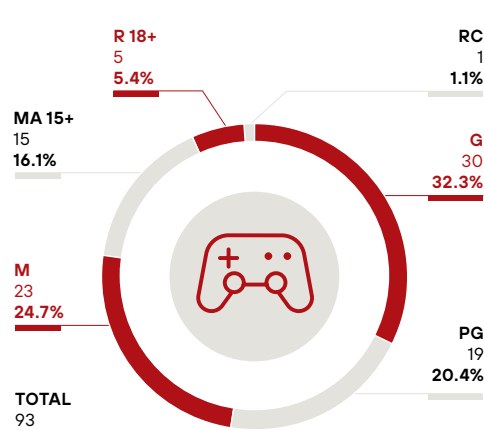
still responsible for the classification of the game, but its decision may be informed by an assessor’s report and recommendation of classification.

As indicated in Figure 4, during the reporting period, 77.4% of computer game classifications were in the advisory categories of G, PG and M, with the highest number of decisions falling in the G and M categories.

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

Classification	2024–25 decisions		2025–26 decisions		2025–26 total
	Computer game	AACG	Computer game	AACG	
G	35	1	28	2	30
PG	34	1	19	0	19
M	27	1	20	3	23
MA 15+	17	0	15	0	15
R 18+	2	0	5	0	5
RC	1	0	1	0	1
Total	116	3	88	5	93

Figure 4: Decisions on computer games (including AACG)



Publications

The Board made 11 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 15 assessments of the likely classification of films and 0 assessments of the likely classification of computer games.

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

Classification	2024–25 decisions		2025–26 decisions		2025 –26 total
	Film Likely Classification	Game Likely Classification	Film Likely Classification	Game Likely Classification	
G	4	3	3	0	3
PG	10	1	5	0	5
M	7	1	3	0	3
MA 15+	4	2	4	0	4
R 18+	0	0	0	0	0
Total	25	7	15	0	15

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 2025–26.

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 477,790 classification decisions, which were published on the NCD. The Board and Delegates checked 3,982 games. Delegates of the Board checked 3,847 IARC decisions, while the Board checked 135. Of the total checks, there were 3,685 revocations (93%), with the NCD updated to reflect the new decisions. Of the 3,685 revocations, 46.5% resulted in a higher classification rating, 10.1% resulted in a lower rating, and 43.4% resulted in a change to the consumer advice only.

The Board issued 134 classification certificates for the sale of physical games.

Figure 5: IARC Tool decisions

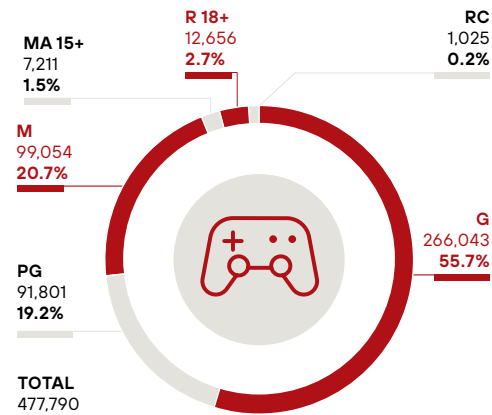


Table 7: Year-on-year comparison: IARC Tool decisions by classification

Classification	2024–25 decisions	2025–26 decisions	% difference
G	201,712	266,043	32%
PG	114,909	91,801	-20%
M	63,735	99,054	55%
MA 15+	6,157	7,211	17%
R 18+	7,501	12,656	69%
RC	605	1,025	69%
Total	394,619	477,790	21%

Netflix Tool

During the period, the Netflix Tool made 3,854 decisions, which were published on the NCD. The Board carried out a general check of all of these decisions, and undertook a thorough check on 34 of them (1%). Of these, the Board revoked 16 (47%) and updated the NCD to reflect the new decisions.

Overall, 6% of the revocations resulted in a higher classification rating, 50% resulted in a lower rating, and 44% resulted in a change to the consumer advice only.

Figure 6: Netflix Tool decisions

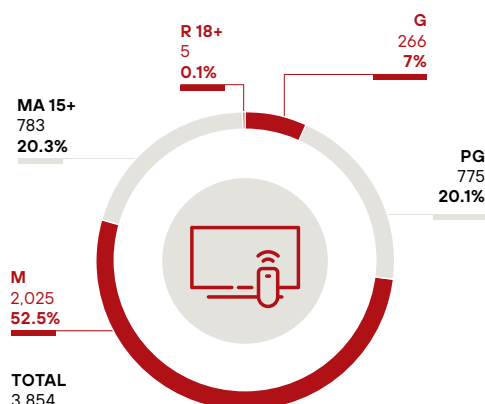


Table 8: Year-on-year comparison: Netflix Tool decisions by classification

Classification	2024–25 decisions	2025–26 decisions	% difference
G	251	266	6%
PG	411	775	89%
M	958	2,025	111%
MA 15+	603	783	30%
R 18+	14	5	-64%
Total	2,237	3,854	72%

Spherex Tool

During the period, the Spherex Tool made 1,005 decisions, which were published on the NCD. This represents a 9% decrease on the number of titles classified in 2024–25. The Board carried out a general check on all of the year's decisions, and undertook a thorough check on 36 of them (4%). Of these, the Board revoked 21 (58%) and updated the NCD to reflect the new decisions.

Overall, 19% of the revocations resulted in a higher classification rating, 29% resulted in a lower classification rating, and 52% resulted in a change to the consumer advice only.

Figure 7: Spherex Tool decisions

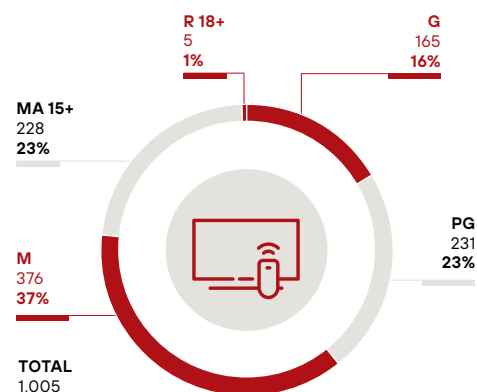


Table 9: Year-on-year comparison: Spherex Tool decisions by classification

Classification	2024–25 decisions	2025–26 decisions	% difference
G	212	165	-22%
PG	224	231	3%
M	461	376	-18%
MA 15+	210	228	9%
R 18+	3	5	67%
Total	1,110	1,005	-9%

Amazon Tool

During the reporting period, the Amazon Tool made 5,647 decisions, which were published on the NCD. This represents a 45% increase on the number of titles classified in 2024–25. The Board carried out a general check on all of the year’s decisions, and undertook a thorough check on 63 of them (1%). Of these, the Board revoked 43 (68%) and updated the NCD to reflect the new decisions.

Overall, 14% of the revocations resulted in a higher classification rating, 39.5% resulted in a lower classification rating, and 46.5% resulted in a change to the consumer advice only.

Figure 8: Amazon Tool decisions

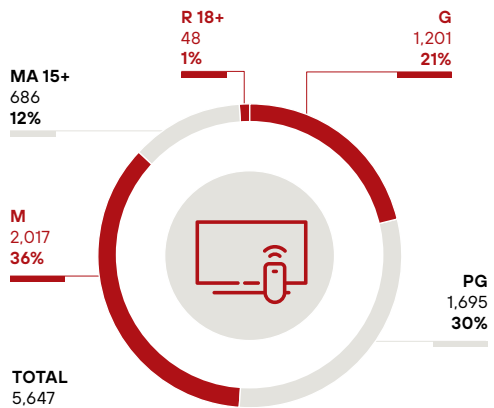


Table 10: Year-on-year comparison: Amazon Tool decisions by classification

Classification	2024–25 decisions	2025–26 decisions	% difference
G	697	1,201	72%
PG	1,131	1,695	50%
M	1,391	2,017	45%
MA 15+	651	686	5%
R 18+	37	48	30%
Total	3,907	5,647	45%

Board quality assurance on classification tool decisions

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 performs 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. Regular feedback is given to tool owners as part of the monitoring process.

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

	2024–25 total	2024–25 number revoked	2025–26 total	2025–26 number revoked	% difference (total number of checks)
IARC checks (Delegated)	4,537	3,775	3,847	3,589	-15%
IARC checks (Board)	84	66	135	96	61%
Netflix checks	46	32	34	16	-26%
Spherex checks	19	11	36	21	89%
Amazon checks	22	7	63	43	186%
Total	4,708	3,891	4,115	3,765	-13%

Figure 9: Netflix Tool revocations

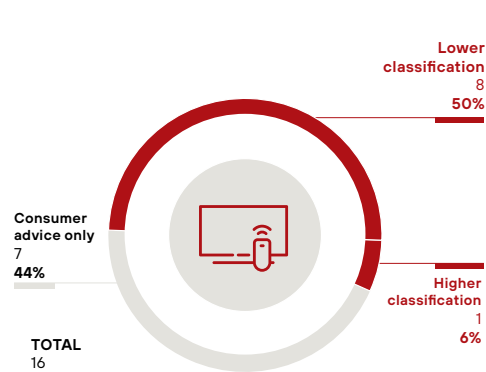


Figure 11: IARC Tool revocations

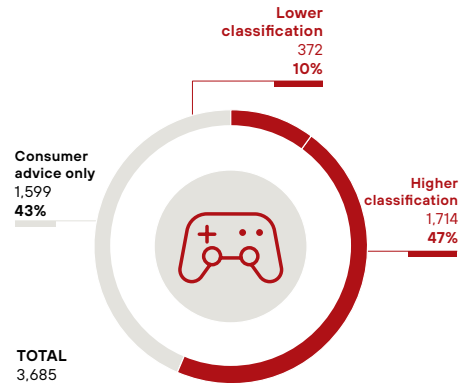


Figure 10: Spherex Tool revocations

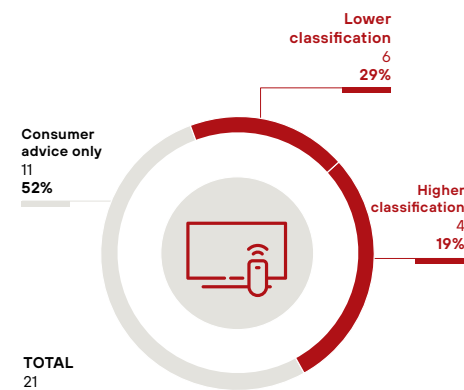
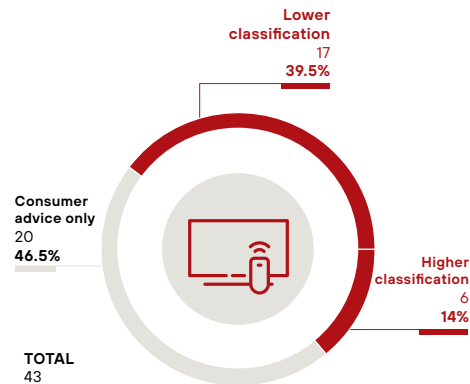


Figure 12: Amazon Tool revocations



Board quality assurance on accredited classifier decisions

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 the 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 all 2,755 accredited classifier decisions. There were 144 thorough checks carried out (5%). Of these, the Board revoked 94 decisions (65%), 39 for classification change and 55 for consumer advice change – and updated the NCD to reflect the new Board decision.

Figure 13: Accredited classifier decisions

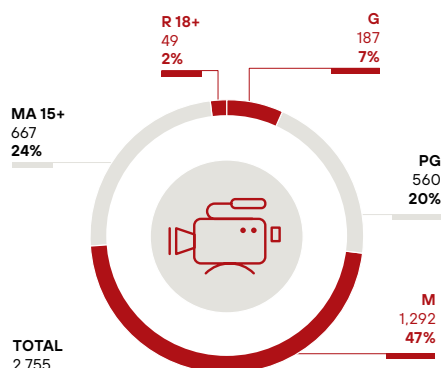
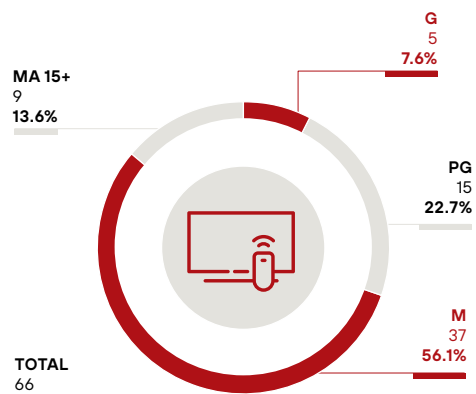


Table 12: Year-on-year comparison: Accredited classifier decisions checked by the Board

	Total number 2024–25	Total number 2025–26	% difference
Accredited classifier decisions	2,958	2,755	-7%
Board checks of decisions finalised	79	144	82%
Accredited classifier decisions unchanged	30	50	67%
Accredited classifier decisions revoked	49	94	92%
Revoked due to classification change	27	39	44%
Revoked due to consumer advice change	22	55	150%

Broadcast notices 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 2025–26, the number of broadcaster decisions decreased from 1,299 in 2024–25 to 66. The high volume in 2024–25 was primarily due to use of the program by Warner Bros. Discovery for the launch of their streaming service HBO Max. For context, prior to the launch of HBO Max, there were 21 deemed decisions in 2023–24.

The Board is not empowered to revoke these decisions, but they can be reviewed by the Review Board. In 2025–26, 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 2025–26, 348 festival events were registered on the classification portal.

During the reporting period, the Director received 8 applications for a waiver or variation to the exemption rules. The Director approved all of these applications.

Enforcement agencies

There were 12 classification decisions for enforcement applications made in the reporting period, comprising 9 films, 2 publications and 1 game.

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 13.

Table 13: Enforcement application decisions by agency

Enforcement agency	Publications	Films	Games	Section 87 certificates	Total documents issued
Australian Border Force	2	9	1	1	13
Total	2	9	1	1	13



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.

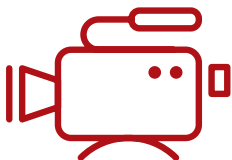
Consumer advice

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.



Films

Read on for edited excerpts of film classification decisions made by the Board during the reporting period.

Some decisions include descriptions of content classified R 18+, which may be offensive to sections of the adult community.



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.

The Scarecrows' Wedding

The Scarecrows' Wedding is a UK animated children's film in which the wedding plans of a scarecrow couple are thrown into disarray when another scarecrow arrives. The film contains themes that have a very low sense of threat and menace and are justified by context.

In an early scene, new scarecrow Reginald inadvertently sets fire to a hay bale when trying to impress Betty. As the flames flicker higher, a family of field mice flee from the bale while Betty rushes to stomp out scattered sparks catching in the grass. When a trapped baby mouse squeaks for help inside the hay bale, Reginald flees the scene in a panic, leaving Betty alone. Betty rescues the mouse but is soon surrounded by a ring of flames. Harry spots the smoke from a distance and races back to the field. Upon arrival, Harry throws a bucketful of water over the flames, fully extinguishing them. When the smoke clears, the pair happily embrace and then get married.

The brief peril and danger caused by the fire warrants a G classification with consumer advice of 'Very mild threat' best describing the most impactful content.

Toy Story 5

In *Toy Story 5*, the fifth entry in the popular series of animated films, the familiar ensemble of characters have their lives disrupted by the arrival of Lilypad, a new tablet device.

The film contains bullying themes that have a very low sense of threat or menace and are justified by context, including scenes of shy young girl Bonnie struggling to make friends and being laughed at and picked on in person and in a group chat.

In one scene, Bonnie is in the car with her mum, going to collect her missing Jessie and Bullseye toys, when she begins receiving messages on her digital tablet. The messages are from other girls who have implicitly seen a shared message about Bonnie's toys and are making fun of her. They include references to Bonnie being a "crybaby", photos of crying babies, and texts indicating laughter ("lol", "hahahaha") in response. Bonnie looks sad. Shortly after, she looks downtrodden and shy at Blaze's door. As the fellow young girl offers her the toys back, Bonnie cowers away, looks down again at the messages and says, "I don't play with toys anymore...". Bonnie is then shown looking at the messages again as tears drop onto the tablet's screen.

While the film contains other very mild thematic content including discreet crude humour and scenes of anthropomorphic toys experiencing abandonment and upset, it is the depictions of light bullying and its impacts on Bonnie throughout the film that warrant specific consumer advice.

The film also contains violence that has a low sense of threat or menace that is justified by context, including a small number of depictions involving shoving, light tussling and a slap.

The film is therefore classified G, with consumer advice of 'Very mild bullying themes and violence'.



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

Material classified PG may contain material that 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.

Wicked: For Good

Wicked: For Good is a US musical film and sequel to the 2024 film *Wicked*. It follows Elphaba, the future Wicked Witch of the West, and her relationship with Glinda, the Good Witch of the North.

The film contains themes, including discrimination, fractured relationships and betrayal, that have a low sense of threat and menace and are justified by context. The film contains infrequent mild violence that is justified by context.

These elements are mitigated by the musical context, the lack of injury and blood detail, and the film's often light-hearted tone. As such, the film can be accommodated within the PG classification.

The film also contains sexual references. In one moment in the film, two characters, Fiyero and Elphaba, are depicted on a bed, kissing, after Fiyero removes Elphaba's coat. The pair are then shown lying in the bed, implicitly post-coital. A shirtless Fiyero's arms are wrapped around Elphaba, who is covered by a blanket. The pair share a romantic moment, as Fiyero promises her

sanctuary in his kingdom to protect her from the Wizard. The implied visual reference to a pre-and-post-coital scene, though brief and discreet, exceeds a very mild impact and as such warrants a PG classification for sexual references.

Overall, the film is classified PG, with consumer advice of 'Mild themes, violence and sexual references'.

Imagine

Imagine is an Australian animated film in which 15-year-old Kim, overwhelmed by social media, is unexpectedly pulled into a surreal, multi-dimensional journey guided by a wise-cracking alien dog named Jeff.

The film contains themes relating to human disconnection, climate change, geo-political crises, technological burn-out and commentary on other social issues that have a low sense of threat and menace and are justified by context. In the narrative of the film, Kim must navigate bizarre landscapes and encounters a cast of eccentric characters—from historical figures to cyborg shamans—to complete a quest for freedom and self-discovery. The journey challenges Kim to confront past traumas, understand the interconnectedness of all life, and embrace the importance of playfulness and connection with nature, ultimately leading to a profound transformation and a newfound appreciation for the fragility and beauty of existence.

In one scene in the film, Jeff and Kim find themselves riding an old Sydney ferry that is perched upon a knitted platypus. They sit with a talking dolphin and a lizard, who discuss the political landscape and the financial models, which have led to the current fiscal state of the country. As they

float around a mutated Sydney Harbour with overgrown buildings and a vine-covered bridge, they discuss whether the earth will have life on it in 6.5 billion years after the sun dies and if humans will exist.

The film warrants a PG classification with consumer advice of 'Mild themes and coarse language'.



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.

One Battle After Another

US auteur Paul Thomas Anderson loosely adapted Thomas Pynchon's novel *Vineland* for 2025's *One Battle After Another*. The winner of Best Picture at the 2026 Oscars, the film is a black comedy drama that follows a washed-up revolutionary and his daughter as they are reluctantly thrust back into the fight to escape a corrupt army officer.

The film contains themes that have a moderate sense of threat and menace and are justified by context. It also contains moderate violence that is justified by context. At times these two elements are inextricably linked. The black comedic treatment and implicit depiction of the themes and violence, including the brief and undetailed post-action blood shown in the film, do not exceed a moderate impact. The overall impact of coarse language

within the context of this film is no higher than moderate and it can therefore be accommodated within the M classification.

The film also contains visual and verbal sexual references that are discreetly implied and justified by context.

The film is therefore classified M with consumer advice of 'Mature themes, violence, coarse language and sexual references'.

Wuthering Heights

Wuthering Heights is a US romantic drama film based on the novel by Emily Brontë. It is a passionate and tumultuous love story set against the backdrop of the Yorkshire moors, exploring the intense and destructive relationship between Heathcliff and Catherine. They form a deep connection, which spirals into obsession, revenge and lost love.

The film's themes have a moderate sense of threat or menace and are justified by context. The depiction of thematic content – including a public execution with an involuntary bodily response, consensual power dynamics, and postmortem blood pooling – remains at the upper end of a moderate impact level. As such, the film's themes are consistent with an M classification with consumer advice of 'Mature' themes best describing the most impactful content for this element.

While the film contains several sex scenes, they are implied rather than explicit, feature no nudity, and are presented without detail, being underscored by slow, romantic music that reinforces a restrained and emotive tone. Such scenes can be accommodated at the M level.

The film also contains use of coarse language that is moderate in impact. It includes infrequent use of aggressive or strong coarse language that is justified by context.

For these reasons, the film is classified M with consumer advice of 'Mature themes, sex scenes and coarse language'.



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.

Bugonia

Bugonia continues director Yorgos Lanthimos's run of films with absurd premises that are often violently realised. In this film, two conspiracy theorists kidnap the CEO of a major company, who they suspect of being an alien.

The film contains strong themes, including depictions of suicide and injury detail that are justified by context within a dark comedy narrative. The level of blood and injury depicted warrants an MA 15+ classification. In one scene, a man implicitly shoots himself while the camera focuses on a woman being splattered with blood. A short while later, his body is shown face-down on the ground in a pooling of blood. Further blood is depicted on the floor, featuring chunks of what is implicitly brain matter. In another scene, a bomb goes off in an implicit accident. In slow motion, a

man's long hair is shown trailing behind his severed head as it flies through the air and comedically hits a woman in the face.

The film also contains violence that exceeds a moderate impact, owing to the level of blood and injury in one specific scene, and due to the cumulative impact of other scenes of violence, such as a sequence in which a character is electrocuted in an 'alien test'.

Bugonia therefore warrants an MA 15+ classification with consumer advice of 'Strong violence, injury detail, coarse language and a suicide scene' best describing its most impactful content.

28 Years Later: The Bone Temple

28 Years Later: The Bone Temple is a US/UK horror film that is a continuation of 2025's *28 Years Later*. The story revolves around the societal fallout after the Rage Virus – a zombie infection has ravaged the world.

In *The Bone Temple*, a young boy, Spike, is forced to join a sadistic group of youths for post-apocalyptic survival, while an eccentric former doctor, Dr Kelson, forms an unusual relationship with one of the infected.

The film contains strong themes that are justified by context, including horror themes relating to zombie-like infected characters, and scenes of threat between human characters, with accompanying strong blood and injury detail. The film also contains violence that is strong in impact and justified by context.

In one scene, a lone man is hunting in the quiet woods when, in a sudden jump scare, a naked infected woman runs out from the trees. The man is chased by a group of the infected, the scene punctuated by tense music and the growling yells of his pursuers. He stumbles to the ground and scrambles back as the hulking 'alpha' of the infected group, Samson, strides forward and pulls him to his feet. In a shot from over Samson's shoulder, he digs his fingers into the man's eyes, with the detail obscured by the positioning of his hand. The man continues screaming as, in a profile view, Samson forcefully pulls his head upwards and off, dragging the spinal column out with it. The action is punctuated by a wet sound and blood drips from the head and briefly spurts from the body, though the detail of the severance point is obscured by the collar of the man's jacket.

The film therefore warrants an MA 15+ classification with consumer advice of 'Strong themes, violence and coarse language'. Consumer advice for 'strong themes' has been used to encapsulate the breadth of the film's thematic content, including its horror themes, scenes of cruelty and threat, and blood and injury detail unrelated to violence.



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.

Dhurandhar: The Revenge

Dhurandhar: The Revenge is an Indian action film that follows Jaskirat, who is tasked with going undercover in the Pakistani criminal underworld to be spared an Indian jail sentence after he brutally avenged his sisters' kidnapping and sexual assault. The film contains multiple prolonged scenes with graphic close-up injury detail, blood, decapitation, limb dismemberment and torture.

In one scene, Jaskirat drives a jeep through a crowded street, Uzair sitting on top holding a bloody cleaver with captured politician Arshad tied to the bonnet, heavily wounded and non-responsive to the village onlookers. Coming to a stop, Uzair grabs Arshad by the hair as he groans. In a close-up, Uzair brings the cleaver down into Arshad's throat as blood spurts from a visible neck gash. Arshad writhes, his head jerking and his legs kicking and jolting. Uzair continues hacking at the man's neck as blood spurts and gushes from the wound. Uzair then begins to make sawing motions until Arshad's head is completely disconnected from his body, with bone and flesh visible at the neck wound. Uzair holds the head up to the crowd. Uzair begins talking to the decapitated head and hits it again with the weapon.

The prolonged scenes of violence with close-up injury detail, decapitation, limb dismemberment, torture and blood exceed what can be accommodated at MA 15+. Therefore, the film warrants an R 18+ rating with consumer advice of 'High impact violence' best describing the 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

Read on for edited excerpts of game classification 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, storylines or gameplay that do not interest children.

Bluey's Quest for The Gold Pen

Bluey's Quest for the Gold Pen is a story-driven adventure game, which follows Bluey and her sister Bingo as they explore imaginary hand-drawn worlds.

The game contains no classifiable elements and therefore warrants a G classification. The G classification is for a general audience. The game contains no online interactivity or in-game purchases.

When Bandit steals Bluey's gold pen at the dining table, Bluey and Bingo delve into a fantastical imaginary adventure game to retrieve it. The game consists of multiple levels where the pair must explore and puzzle solve, collecting lollies and other

objects to bring back to their mum, Chilli, to continue to the next level. Bluey uses her magical wand to move objects and crush boulders to complete the quests, while Bingo, aka 'Bingoose', lays eggs to overcome other obstacles.

Due to the absence of any classifiable elements, the consumer advice for this G-rated game is 'General'.

MotoGP26

MotoGP26 is a motorcycle racing game based on the MotoGP World Championship. The aim of the game is to win motorcycle races and improve times in time-trial events.

The races are located on various circuits around the world with riders based on their real counterparts. At times, riders can fall off their motorcycles and tumble on the track, but the rider immediately remounts without any injury and continues to race. Gameplay can be from a first or third-person perspective, and the player can choose between different modes of play, including single-player racing and career mode.

The game contains no classifiable elements. It contains online interactivity and chat, as well as in-game purchases. The game therefore warrants a G level of classification with consumer advice of 'General, online interactivity and chat, in-game purchases'.



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.

Monster Hunter Stories 3: Twisted Reflection

Monster Hunter Stories 3: Twisted Reflection is a turn-based role-playing game in which players assume the role of a Rathalos Rider in the Kingdom of Azuria, where they must save the Kingdom from collapse. Played from a third-person perspective, players defeat monsters with a variety of weapons, special attacks and items. Gameplay involves riding a variety of monsters, traversing the open world, solving puzzles and discovering items. The game contains online interactivity and in-game purchases in the form of downloadable content.

The game contains themes that have a low sense of threat and menace and are justified by context. The game also contains infrequent mild violence that is justified by context. The two elements are, at times, inextricably linked.

Players bond with their monsters, collecting eggs, hatching, training, and customising using a 'gene system' to enhance their abilities and elemental traits. The game contains exploration and quests, which

includes open area traversal, environmental puzzles and optional side quests. The combat is highly stylised, with flashes of light depicting weapon slashes and bursts of yellow light indicating impact. Players engage in structured battles using tactical commands and elemental combat such as ice and fire attacks. They appear as ice breath and frosty bursts leaving frost trails and sharp icicle and snow bursts. Fire attacks appear as flames and fire bursts. The body of the enemy disappears immediately from the environment. No blood or injury detail is depicted.

The fantasy themes and stylised violence do not exceed a mild impact and warrant a PG classification with consumer advice of 'Mild fantasy themes and violence, online interactivity and in-game purchases'.

Park Ranger Simulator

Park Ranger Simulator is a simulation game where the player takes on the role of a park ranger managing an American-style national park. Depicted in first- and third-person perspectives, gameplay involves driving across the park and undertaking tasks from cleaning up rubbish and repairing fences, to putting out burgeoning bushfires and hunting deer. The game contains online interactivity in the form of multiplayer mode. There is no chat functionality. The game does not contain any in-game purchases.

The game contains themes that have a low sense of threat or menace and are justified by context. One of the tasks in the game is to earn a hunting licence. The assignment text on screen reads: "A hunting licence is included with the Ranger position, but you must demonstrate your ability to

responsibly use it. Purchase a hunting rifle and ammunition, then head into the forest to hunt down your first prey."

In accepting the task, the player uses in-game currency to purchase the gun and ammunition and drives into the forest. The words, "Hunt a deer stag" appear on screen as the correct location is reached. A first-person view then shows the player character's hands holding the rifle in front of them as they search for a target. When the target is near, the view switches to a close-up through the rifle scope, with the player aiming the crosshairs over the animal. As the gun is fired with a flash and a bang, the view rapidly zooms back out to show the gun in the player character's hands. Any impact on the animal is obscured by this movement.

The depiction of this hunting activity does not exceed a mild impact owing to the absence of any blood or injury detail, the obscuring of the moment of impact, and the context in which the hunting occurs, with the player completing realistic steps in American park ranger duties. A classification of PG is therefore appropriate, with consumer advice of 'Mild themes, online interactivity' best describing the game's most impactful content and indicating its online multiplayer mode.



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.

007 First Light

007 First Light is a third-person action-adventure game set across the globe where the player controls the young James Bond as he experiences the world of international crime and espionage. The narrative follows the young James as he undertakes missions to earn his licence to kill using a combination of hand-to-hand combat, stealth takedowns and weapons-based combat. The game contains online interactivity via leaderboards and in-game purchases.

Gameplay involves third-person exploration and fighting, with players engaging in stealth work and battles against enemies using a variety of weapons and gadgets. At one point, the edges of the screen take on a red hue when James is punched. Gunfire is represented through brief flashes and grey smoke, with only minimal post-action blood detail. During a fight in a warehouse with James, a character is impaled by a trident and shown slumped forward, though no blood or visible injury detail is depicted. The game also contains action sequences including chase scenes and explosions, depicted without any injury or blood detail.

The game also includes M-level coarse language.

The game's violence and coarse language impart a moderate impact, warranting a classification of M, with consumer advice of 'Violence and coarse language, online interactivity and in-game purchases' best describing the most impactful content.

Mixtape

Mixtape is a single-player, narrative-adventure game set on the last day that three best friends are able to spend time

together - Stacey Rockford, Cassandra Morino ("Cass") and Van Slater. The game follows them as they hang out, reminisce and prepare for their final party. The game is predominately played in third-person perspective however a few scenes can be played in first-person perspective. The game contains no online interactivity or in-game purchases.

The game contains themes that have a moderate sense of threat and menace and are justified by context. Within the game, alcohol is a recurring theme and is often referred to both verbally and visually. One chapter takes place in a video store, where the player controls Slater. He appears to be inebriated as his vision is distorted and his movement inconsistent. If the player stops moving, Slater will tumble slightly. The screen shows a distortion effect in the whole scene. Players can choose to "zoom" to first-person or leave the camera over the shoulder. Slater's thoughts can be heard, "We gotta walk back cause I ain't driving". In the store, the player can walk Slater into shelves with videos or snacks, which fall off. It is not depicted how Slater got drunk before this scene. There is interactive alcohol use during the party at the end of the game, where it is possible for the player to pick up cans and drink them, seemingly without limit. This is optional and there is no effect on the character or on-screen, regardless of how many drinks are consumed. A trophy unlocks if all food and drinks at the party are consumed.

The game contains sexual references that are discreetly implied, justified by context and unrelated to incentives and rewards. Sexual references and innuendo are made in dialogue in a light-hearted, humorous or goofy way. There are no depictions or

graphic descriptions of sexual activity in the game. In a cutscene, the trio talk about a "porn stash".

Mixtape also contains M-level coarse language as well as the use of milder coarse language. The game is therefore classified M with consumer advice of 'Mature themes, sexual references and coarse language'.



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.

Ghost of Yōtei

Ghost of Yōtei is an open-world third-person action-adventure game that is a standalone sequel to *Ghost of Tsushima*. The player takes the role of Atsu, a wandering warrior who has returned to her old home of Ezo to exact revenge on a gang called the Yōtei Six. The player travels across Ezo meeting different characters who teach Atsu how to use new weapons and techniques to give her an advantage in battle. The game does not contain online interactivity or in-game purchases.

The game contains strong themes that are justified by context. The game also contains violence that is strong in impact and justified by context. The elements of themes and violence are inextricably linked throughout the game.

Weapons most frequently used include swords, spears, bows and firearms and other objects and methods (such as fire), which are used to kill enemies with accompanying copious blood bursts and sprays, and some injury detail. Accompanying sound effects can also be heard such as swords clashing, wet squelchy fleshy sounds, gunshots, explosions and screams.

The majority of the action is from a third-person perspective, but certain attacks, such as dismemberment and decapitation, allow players to use the camera function for a close-up tracking shot. At one point, Atsu's blade slices through the air, severing her opponent's head cleanly. An arc of blood with some pulsing follows. Using the camera function, a tracking shot positions itself above the severed neck with some indistinct red tissue visible. The camera then shifts its focus to the severed head, with the same depiction of indistinct tissue. In another attack, the enemy's arm is severed with a sword, resulting in a blood burst. The camera shifts to a close-up of the stump, where indistinct tissue is visible. The severed arm remains in view from a distance before the zoom-in effect draws attention to its details.

Owing to its strongly depicted themes and violence, the game is classified MA 15+ with consumer advice of 'Strong themes and violence'.

Baby Steps

Baby Steps is a third-person exploration game with fantasy elements, in which the player controls the individual leg movements of Nate – a clumsy man in an unfamiliar world, who is heavily implied to be under the influence of drugs. The game contains no online interactivity or in-game purchases.

The game contains nudity that is strong in impact and justified by context, and that is unrelated to incentives and rewards. During Nate's adventures, he encounters a number of human/animal hybrid characters, who have donkey heads but human-like bodies. All male, the creatures wear shirts but no pants, which leaves their penises and scrotums on display during humorous cutscenes and gameplay. The genitals gently sway as the characters move.

Owing to its at-times extended scenes of genital nudity, the game warrants an MA 15+ classification with consumer advice of 'Strong 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.

Resident Evil Requiem

Resident Evil Requiem is a survival horror game in which players control Grace Ashcroft as she investigates a hotel linked to her mother's murder and a series of unusual deaths. Played in first- and third-person, the game contains exploration, stealth techniques and combat with zombies, horrific creatures and hostile groups. The game does not contain online interactivity. The game contains in-game purchases.

The elements of themes and violence are inextricably linked in the form of horror imagery and depictions of violence in the context of a survival horror game.

There are frequent and prolonged sequences of violence in which the player confronts a range of mutated and hostile enemies using various weapons including guns, chainsaws, swords, machetes and flame throwers as well as improvised weapons. The game contains close-up and graphic acts of violence throughout, such as sequences of impalement including by a chainsaw, eliciting a very large blood spray and resulting in bisection and dismemberment. These acts are accompanied by copious blood detail.

Other acts of graphic violence include a beheading with an axe and the forceful crushing of a head, which triggers a bloody explosion and visible disembowelment. Throughout the game large amounts of bright red viscera including intestines, brain matter and internal organs are visible. The bodies of the killed zombie-like creatures remain in the environment. Death is implied by a red screen, including blood spatter on the screen, and the words "Game Over". Post-mortem damage is also possible, including severing off limbs and body parts.

The horror themes, including the visceral depictions of creatures, blood and gore, as well as the graphic violence, including copious blood and injury detail and post-mortem damage, impart an impact which is high, warranting an R 18+ classification with consumer advice of 'High impact horror violence, blood and gore, in-game purchases'.

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 RC 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.

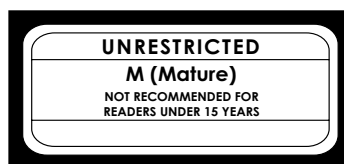
It is the responsibility of distributors to ensure that they meet classification requirements for publications. The enforcement legislation in some states and territories provides that it is an offence to sell or deliver a submittable publication that has not been classified.

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, 13 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 was one publication 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 8 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 and responds to all correspondence received.

Complaints

The Board received a relatively small number of complaints about either rating or consumer advice for classification decisions. A total of 153 complaints were received about decisions this reporting period.

A breakdown of the complaints is as follows:

Classification Board	Number received
Films	53
Games	24
Publications	1
Total	78

Self-Classification	Number received
Netflix Tool	9
Spherex Tool	1
IARC Tool	29
Amazon Tool	5
Accredited Classifier	31
Total	75

Enquiries and other assistance

An additional 277 enquiries were received via the classification website. These ranged from requests for assistance with school projects to complaints about unclassified content.



02



Classification Review Board Annual Report 2025–26



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 2025 to 30 June 2026. My appointment as Convenor commenced on 6 December 2025. The following report provides an account of the Board's affairs for the entire reporting period.

Yours sincerely,

A handwritten signature in blue ink, appearing to read 'Alice Yan'.

Alice Yan
Convenor
14 September 2026

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 2025–26.

The Review Board received secretariat support from the Classification Branch.

Membership of 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.

Conflicts 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



The past year has affirmed the enduring importance of an independent evidence-based classification system in an increasingly complex media environment. Having been appointed as Convenor of the Classification Review Board in December 2025, I have observed both the continuing value of Australia's classification framework and the pace of change in the media landscape.

The Classification Review Board performs a vital role in Australia's classification framework. As an independent merits review body, the Review Board is required to consider questions at the intersection of law and community standards. These questions are becoming increasingly complex. I am committed to leading a Review Board that is ready to engage thoughtfully with difficult and contested questions.

Classification has always required sound judgement. Today, that judgement is being tested in novel ways. Artificial intelligence is reshaping how content is created, distributed, and consumed. The increasing sophistication of AI-generated text,

images, and audio has begun to challenge traditional assumptions about authorship and authenticity. These developments do not diminish the relevance of classification. Rather, they reinforce the need for rigorous principled decision-making that is prepared to confidently engage with new forms of media.

During my tenure, the Review Board considered matters that reflected both the diversity of contemporary media and the dynamic ways in which content is produced and distributed. In the face of new technologies, the Review Board's responsibility remains unwavering: to deliver decisions that are supported by evidence, reasoned analysis, and careful consideration of community standards.

Public confidence is fundamental to the classification system. That confidence is sustained not only through coherent decisions, but also through the integrity of the review process itself. The Review Board's commitment to independence and transparency underpins every proceeding.

I thank my fellow Review Board members for their professionalism and commitment. Their contribution enables the Review Board to continue delivering decisions that are transparent, principled, and responsive to the community that we serve.

Alice Yan
Convenor

Australian Classification Review Board

Classification Review Board profiles

Current Review Board members



Alice Yan
Convenor

APPOINTED:
6 December 2025

APPOINTMENT EXPIRES:
31 December 2027

Alice Yan is a dual qualified lawyer, admitted in both Australia, and England and Wales. She has worked across the world and advised on prominent policy frameworks – including in London, Frankfurt, New York, and Tokyo. A respected senior executive leader in the public sector, Alice has a track record of designing ambitious new legal and governance frameworks to drive positive change.



Damien Power
Deputy Convenor

APPOINTED:
6 December 2025

APPOINTMENT EXPIRES:
31 December 2027

Member

APPOINTED:
3 February 2023

APPOINTMENT EXPIRED:
5 December 2025

Damien Power has experience in classification, having previously been a member of the Classification 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.



Bonnie Cooney
Member

APPOINTED:

6 December 2025

APPOINTMENT EXPIRES:

31 December 2027

Bonnie Cooney is a senior legal and regulatory professional with experience spanning government, private practice and corporate environments. She has extensive experience leading regulatory investigations, litigation and dispute resolution in Australia and internationally including in the United Kingdom, United States, Switzerland, Russia and Cambodia. Bonnie is currently a Director at the Australian Competition and Consumer Commission (ACCC) where she leads consumer protection investigations and enforcement actions.

Bonnie holds a Bachelor of Laws and Legal Practice (hons), a Bachelor of Arts with a major in Film Studies from Flinders University and has further qualifications in investigations and mediation.



Brook Hely
Member

APPOINTED:

6 December 2025

APPOINTMENT EXPIRES:

31 December 2027

Brook Hely is currently a part-time Member of the Victorian Civil and Administrative Tribunal, a Sessional Member for the Mental Health Tribunal (VIC), an Arbitration Consultant at the Workplace Injury Commission (VIC), and Teaching Associate at the Faculty of Medicine at Monash University. He is a former Member of the Classification Review Board and has held several volunteer roles, including as a Member of the Council to Homeless Persons.



Wendy Jasper
Member

APPOINTED:
6 December 2025

APPOINTMENT EXPIRES:
31 December 2027

Wendy Jasper lives in Melbourne, Victoria. She is a member of the City of Melbourne Disability Advisory Committee and has held multiple local government advisory roles, including grant assessment and economic development. She is an award-winning entrepreneur, a startup business coach with Royal Melbourne Institute of Technology (RMIT) Activator and has created community programs to support small businesses, especially those from underrepresented groups. Her early career was in live-to-air media production.

Wendy has postgraduate education in both Applied Small Business Start-up and Cultural Leadership, with undergraduate qualifications in Media Production and Communications alongside Art and Creativity. She is currently undertaking a Graduate Certificate in Design for Health and Wellbeing at the University of Melbourne, focused on visual and aesthetic inclusion for neurodivergent adults. She has lived experience of disability and is a mother of three.



Matthew Salgo
Member

APPOINTED:
6 December 2025

APPOINTMENT EXPIRES:
31 December 2027

Matthew Salgo is a lawyer who currently works as the General Counsel for the Australian children's entertainment group 'The Wiggles', where he also serves as company secretary. Prior to working at The Wiggles, Matthew practised as a solicitor at Baker McKenzie, where he predominantly worked in intellectual property, technology, communications and media law. He is a member of the Communications and Media Law Association's Young Lawyers Committee.

Matthew holds a Bachelor of Laws and a Bachelor of Science (Advanced) (Honours) from the University of Sydney.

**Board members who left the
Classification Review Board in
2025–26**

The appointments of the former Convenor, Susan Bush, former Deputy Convenor, Adam Davy, and members Rechelle Leahy and David Toll expired on 5 December 2025.

Decisions of the Review Board

In the reporting period, the Review Board conducted four reviews. All reviews were completed within the statutory timeframe.

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

Title	Media	Review applicant	Date of original decision	Original classification	Date of review classification	Review classification
eSafety INV-2025-05226	Film	X Corp	11 September 2025	RC – Refused Classification	5 December 2025	R 18+ <i>High impact violence, blood and injury detail, distressing scenes</i>
eSafety INV-2025-05224	Film	X Corp	11 September 2025	RC – Refused Classification	5 December 2025	R 18+ <i>High impact violence, blood and injury detail, distressing scenes</i>
eSafety INV-2025-05242	Film	X Corp	16 September 2025	RC – Refused Classification	5 December 2025	R 18+ <i>High impact violence, distressing scenes</i>
eSafety INV-2026-01286	Film	X Corp	19 February 2026	RC – Refused Classification	25 May 2026	RC – Refused Classification

Review Board meetings

The Review Board convened twice in 2025–2026.

Complaints

The Review Board received 3 complaints about a historical decision in the reporting period.

All were for the computer game *Manhunt*, which was classified Refused Classification (RC) by the Classification Review Board in 2004.

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).

On 22 June 2026, X Corp lodged an application for judicial review of the Review Board’s RC (Refused Classification) decision of eSafety INV-2026-01286. The decision concerns a film recorded on a mobile phone in the immediate aftermath of the 14 December 2025 Bondi shooting.



03



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: 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; 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	Publications (except RC publications) that: 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	Category 2 Restricted
3	Publications (except RC publications and Category 2 Restricted publications) that: 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	Category 1 Restricted
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: 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	Films (except RC films) that: 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	X 18+
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: National Classification Scheme Stage 1 reforms

On 29 March 2023, the Australian Government announced a two-stage process to reform the Scheme.

The *Classification (Publications, Films and Computer Games) Amendment (Industry Self-Classification and Other Measures) Act 2024* commenced on 14 March 2024 to enact the first stage of classification reform. The legislation expanded options for industry to self-classify content, removing the need for content that has been classified by broadcasters to be re-classified by the Classification Board, and expanding classification exemptions for low-risk cultural content to promote community access.

Stage 1 reforms also included the introduction of mandatory minimum classifications of R 18+ for computer games containing simulated gambling, and M for computer games containing in-game purchases linked to elements of chance. These updates contained in the *Guidelines for the Classification of Computer Games 2023* came into effect on 22 September 2024.

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. Industry 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</i> (Cth)
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

Term/ abbreviation	Explanation
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
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 2025</i>
Director	Full-time member of the Classification Board responsible for the management of the Classification Board

Term/ abbreviation	Explanation
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
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</i> (Cth); 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</i> (Cth); 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)

Term/ abbreviation	Explanation	
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	
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	

Term/ abbreviation	Explanation
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

Index

007 First Light 63
 28 Years Later 58
 28 Years Later: The Bone Temple 58
 2018 CRIS 10
 2025 CRIS 10

A

Accountable Authority 30
 Accredited Classifier Scheme 50
 Accredited classifiers 33, 87
 administration and monitoring of 9, 19
 checked decisions 49
 complaints 69
 consumer advice changes 33, 49
 decisions of 33, 37, 39, 48–9
 requirements to be accredited 33
 review of decisions 33
 revocation of decisions 33, 48–9
 training 9, 33
 Additional Content Assessor (ACA) Scheme 34–5, 43
 administrative arrangements 6, 9, 21, 73, 87
Administrative Decisions (Judicial Review) Act 1977 (Cth) 79
 Administrative Review Council
 A Guide to Standards of Conduct for Tribunal Members 31
 Administrative Review Tribunal 30
 advertising approvals 42
 advertising assessments 38, 43
 Advertising of Unclassified Films and Computer Games Scheme 35–6, 43
 AI-generated media 75
 Amazon Classification Tool 19, 33
 checks 46, 47
 complaints 69
 consumer advice changes only 46, 48
 decisions 37, 39, 46
 increase in content classified 37, 46
 revocations 46, 47, 48
 approved classification tools 32, 88
 approved classification tool certificate 33
 Board checks 33
 Board decisions, consistent with 32
 community standards, reflecting 32, 33
 complaints 33
 condition of approval of 32
 consistency across platforms 19
 consistent with Board decisions and community standards 33
 consumer advice checks 19, 33, 44, 45, 46, 47, 48, 49
 current approved tools 33
 decisions of 33, 44–6
 feedback 19, 33, 47
 media commentary 33
 monitoring and checking decisions of 19, 32, 33, 47
 publication of decisions 33
 review of decisions 44, 45, 46, 47
 revocation of decisions 33
 Approved Cultural Institution (ACI) 35
 APS Code of Conduct 31
 assessor and classifier training 29, 33
 Auditor-General 30
 reports 13
 Australian Border Force 35

application for classification 35, 36, 51
detention or seizure of prohibited goods 36

education and training 9

Australian Broadcasting Corporations Act 1983 34

Australian Classification website 10

Australian Privacy Principles 12

Authorised Assessor Scheme for Computer Games (AACG) 34, 37, 42, 43

Authorised assessors 34

B

Baby Steps 65

Bluey's Quest for the Gold Pen 60–1

broadcast notices of classification 34, 50, 89

decisions 34, 50

monitoring of 9

post-classification publisher (PCP), use of 34

reviewable by Classification Review

Board 50

Broadcasting Services Act 1992 34

Bugonia 57–8

Bush, Susan 78

C

call-ins 39, 44, 87

Category 1 restricted 68, 83, 90

Category 2 restricted 68, 83, 90

'Check the Classification' (CTC) message 36

Chilas, Evalena 18, 27

cinema visits, amount Australians spent on 17

Class 1 36

Class 2 36

classifiable elements in the Guidelines 87
computer games 52, 87

films 52, 87

publications 53, 87

classification

consistency 19

decisions of applications, number 37

relevant, keeping 18

Classification (Advertising of Unclassified Films and Computer Games Scheme) Determination 2009 35, 36, 43

Classification Board

accountability 30

administrative arrangements 6, 9

annual report 8, 30

appointments 22

Board composition 22

categories of documents 11

classification portal 50

Code of Conduct 31

complaints 69

conditions 22

conflict of interest 31

consumer advice 18, 33

Corporate Plan 2025–26 17

correspondence 69

decisions 19, 37, 38, 52–3

Deputy Director 22, 23

development days 31

Director see Director of

Classification Board

engagement with industry 10

enquiries 69

establishment 7, 22

external accountability 11

feedback 10

financial management 9–10

full-time members 22

functions 7, 29, 30, 35–6

independence 7, 22

liaison with Department 10

Media Reform team 20

- meetings 31
- member profiles 23–8
- members who left in 2025–26 28
- membership 7, 22
- Online Safety team 20
- outside employment 31
- principles 17
- quality assurance 37, 47
- remuneration 22
- risk management 10
- self-classification decisions,
 - role as to 19
 - size 22
- stakeholder engagement 10
- standards 33, 37
- statistics 37–51
- temporary members 22, 26–8
- term limit, statutory 22
- vision 21
- website 6, 10
- wellbeing and duty of care 30
- Classification Branch 87
 - administrative support 6, 9, 21, 73, 87
 - education and training delivery 9
 - functions 9
 - monitoring approved tool decisions 9, 33
 - revocation of IARC Tool decisions 33
- classification decisions 52–68
 - context 53
 - impact, assessing 53
 - number made 2025–26 19, 37
 - overview 37
 - time limits for 30, 37
- Classification Guidelines 8, 32 see also
 - by name
 - classifiable elements in 52–3
 - review of 12
- classification markings 8, 88
- Classification portal 50
- Classification (Publications Films and Computer Games) Act 1995 (Cth)* 72
 - overview 7–8, 16
 - section 11 matters to be taken into account 32
 - section 87 certificates 39, 51
- Classification (Publications Films and Computer Games) Amendment (Industry Self-Classification and Other Measures) Act 2024 (Cth)*
 - commencement 86
- Classification (Publications, Films and Computer Games) Enforcement Act 1995 (Tas)* 8
- Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2025* 88
- Classification (Publications, Films and Computer Games) Regulations 2005 (Cth)* 9
- Classification Review Board
 - administrative arrangements 6, 9, 73
 - appointments 73
 - broadcast notices of classification, review 50
 - categories of documents 11
 - complaints 79
 - conflicts of interest 31, 74
 - Convenor 73, 88
 - decisions 79
 - Deputy Convenor 73, 88
 - establishment 7, 73
 - external accountability 11
 - fixed term appointments 73
 - functions 7
 - independence 73
 - judicial decisions 79
 - meetings 74, 79
 - member profiles 76–8
 - members who left 2025–26 78
 - membership 7, 73–4

- remuneration 74
- risk management 10
- stakeholder engagement 10
- website 10, 79
- classifiers, accredited *see* Accredited Classifiers
- Accredited Classifiers
- Code of Conduct 31
- 'commensurate audience' rule 36
- community standards 32, 33, 34, 47, 48, 69
- complaints
 - Classification Board 69
 - Classification Review Board 79
- computer games
 - advertising assessments 38, 43
 - Advertising of Unclassified Films and Computer Games Scheme 35–6, 43
 - applications for classification 32
 - Authorised Assessor Scheme for Computer Games (AACG) 34, 37, 42
 - classifiable elements in 52, 60, 61, 62
 - classification certificates for the sale of 44
 - classifications for 52, 85, 90
 - complaints 69
 - consumer advice 53, 61, 62, 63, 64, 65
 - decisions 37, 42, 60–6
 - first-person shooter games 44
 - G (General) classification 42, 60–1, 85
 - Games Guidelines 8, 12
 - in-game purchases 61, 63, 65, 86
 - M (Mature) classification 42, 62–4, 85
 - MA 15+ classification 42, 64–5, 85
 - minimum M classification where in-game purchases linked to chance 86
 - minimum R 18+ classification where simulated gambling 86
 - PG (Parental Guidance) classification 2, 61–2, 85
 - R 18+ classification 42, 65–6, 85, 86
 - RC (Refused Classification) 42, 66, 85
 - simulated gambling 44, 86
 - title changes 38
- Conditional Cultural Exemption
 - decisions 39
 - Rules 35, 50
- conflict of interest disclosure 31, 74
- consumer advice 53–4, 88
 - Accredited Classifier decisions, changes 49
 - Amazon Tool, changes 46, 48
 - approved classification tool decisions 44, 45, 46, 48
 - computer games 53
 - descriptor 53
 - films 53
 - IARC Tool, changes 44, 48
 - Netflix Tool, changes 45, 48
 - publications 68
 - Spherex Tool, changes 45, 48
 - terms, revised list 18
- context
 - assessing impact 53
 - impact and 53
 - principle 53
- Convenor of the Classification Review Board 73, 88
 - functions 73
 - letter of transmittal 72
 - overview 75
 - powers 73
- Cooney, Bonnie 77
- Corporate Plan 2025–26 (Classification Board) 17, 21, 31
- Cosmidis, Maria 18, 26
- Cost Recovery Implementation Statement (CRIS): Classification Regulatory Activities 2025–2026* (2025 CRIS) 10
- Crimes Act 1914* 11
- Customs (Prohibited Exports) Regulations 1956* 29, 36, 89
- Customs (Prohibited Imports) Regulations 1958* 29, 36, 89

D

Davy, Adam 78

deemed decisions 50

Department of Infrastructure, Transport,
Regional Development, Communications
and the Arts

administrative arrangements 6

Annual Report 6

FOI Coordinator 11

liaison with Boards 10

stakeholder engagement 10

website 6

Dhurandhar: The Revenge 59

Director of Classification Board 22, 23, 88

conflict of interest 31

Deputy Director 22, 23, 29, 88

letter of transmittal 16

overview 17–21

permission to import/export prohibited
goods 29, 36

powers 29

role 29

statutory functions 29

E

Employee Assistance Program 30

enforcement agencies 8, 20, 35, 51

enforcement applications 35, 51

decisions by agency 51

enforcement decisions 38, 51

enquiries 69

eSafety Commissioner 20, 36, 89

exemptions from classification 7, 50, 86

Conditional Cultural Exemption Rule 35

decisions 39, 50

modification of provisions relating to 29

waiver or variation, applications for
35, 50

external accountability 11

F

Federal Court of Australia 79

fees 9–10

films

additional content 34–5

advertising assessments 38, 43

Advertising of Unclassified Films and
Computer Games Scheme 35–6, 43

applications for classification 38, 40, 41

classifiable elements 52, 54, 55, 56

classifications for 52, 84, 90

complaints 69

consumer advice 53, 54, 55, 56, 57,
58, 59

decisions 37, 38, 41, 54–60

exempt 89

Films Guidelines 8, 12

G (General) classification 41, 54–5, 84

M (Mature) classification 41, 56–7, 84

MA 15+ classification 41, 57–8, 84

PG (Parental Guidance) classification
41, 55–6, 84

public exhibition classification 34, 37,
38, 40

R 18+ classification 41, 59, 84

RC (Refused Classification) 41, 60, 84

sale/hire classification 41

title changes 38

trailers 35–6

X 18+ classification 41, 59, 84

Fraud and Corruption Control Plan 10

freedom of information 11

Freedom of Information Act 1982 11

funding 9

G

- G (General) classification
 - accredited classifier decisions 49
 - Amazon Tool 46
 - broadcast notices of classification 50
 - classifiable elements for films 54
 - computer games 42, 60–1, 90
 - consumer advice 54
 - films 41, 54–5, 84, 90
 - films for public exhibition 40
 - IARC Tool 44
 - Netflix Tool 45
 - Spherex Tool 45–6
- gaming, amount Australians spent on 17
- Ghost of Yōtei* 64
- glossary 87–91
- Guidelines for the Classification of Computer Games 2023* 8
 - commencement 86
 - mandatory minimum classifications 86
 - minimum M classification where in-game purchases linked to chance 86
 - minimum R 18+ classification where simulated gambling 86
 - review of 12
- Guidelines for the Classification of Films 2012* 8
 - review of 12
- Guidelines for the Classification of Publications 2005* 8, 67
 - review of 12

H

- HBO Max 50
- Hely, Brook 77

I

- Imagine* 56
- impact, assessing 53
 - context and 53
 - hierarchy of 53
- industry assessor schemes 34, 50
 - decisions 34
- industry assessors 29, 89
- industry self-classification 32–4
 - monitoring and checking decisions 19
 - streaming services 19
- Intergovernmental Agreement on Censorship 1995* 7
- International Age Rating Coalition (IARC)
- Global Rating Tool 19, 33
 - administration and monitoring of 9, 19
 - checked decisions (Board) 44, 47
 - checked decisions (delegated) 44, 47
 - complaints 69
 - consumer advice, changes 44, 48
 - decisions 39, 44
 - global monitoring program 44
 - revocations 44, 47, 48
- Irlinger, Dominique 19, 23

J

- Jasper, Wendy 78
- judicial decisions 79

K

- Klevjer, Guineviere 18, 27

L

- Leahy, Rechelle 78
- legislation
 - Commonwealth 7–8
 - states and territories 8
- letters of transmittal
 - Classification Board 16
 - Classification Review Board 72

M

- M (Mature) classification
 - accredited classifier decisions 49
 - Amazon Tool 46
 - broadcast notices of classification 50
 - classifiable elements for films 56
 - computer games 42, 62–4, 90
 - films 41, 56–7, 84, 90
 - films for public exhibition 40
 - IARC Tool 44
 - Netflix Tool 45
 - Spherex Tool 45–6
- MA 15+ classification 20
 - accredited classifier decisions 49
 - Amazon Tool 46
 - broadcast notices of classification 50
 - computer games 42, 64–5, 90
 - films 41, 57–8, 84, 90
 - films for public exhibition 40
 - IARC Tool 44
 - Netflix Tool 45
 - Spherex Tool 45–6
- Manhunt* 79
- Markus, Tamara 19, 26
- Marvello, Jennifer 19, 25
- meetings
 - Classification Board 31
 - Classification Review Board 74, 79
- Mettlesome 12
- Minister for Communications 9
- Mixtape* 63–4
- Monaghan, Lauren 18, 24
- Monster Hunter Stories 3: Twisted Reflection* 61–2
- MotoGP26* 61

N

- National Classification Code* 7, 8, 32, 67, 82–5, 89
- National Classification Database (NCD) 10–11
 - publication of decisions on 33, 34
 - website 10
- National Classification Scheme 7–8, 89
 - reforms 10, 12, 37, 86
- Netflix Classification Tool 19, 33
 - checks 45, 47
 - complaints 69
 - consumer advice changes 45, 48
 - decisions 37, 39, 45
 - decisions by classification 45
 - increase in content classified 37
 - revocations 45, 47, 48

O

- Ombudsman, Commonwealth 13, 30
- Ombudsman Act 1976 11
- One Battle After Another* 56–7
- online content, regulation of 36
- Online Safety Act 2021* (Cth) 36

P

- Park Ranger Simulator* 62
- Penny Clay Photography 18
- Peres da Costa, Gayle 21, 28
- Perko, Hellen 19, 24
- PG (Parental Guidance) classification
 - accredited classifier decisions 49
 - Amazon Tool 46
 - broadcast notices of classification 50
 - classifiable elements for films 55
 - computer games 42, 90
 - films 41, 55–6, 84, 90
 - films for public exhibition 40
 - IARC Tool 44

Netflix Tool 45

Spherex Tool 45–6

Power, Damien 76

privacy 12

Privacy Act 1988 11

prohibited goods 36

Australian Border Force, detention or seizure of 36

permission to import or export 29, 36

public exhibition decisions 34, 37, 38, 40

time frame 30

Public Governance, Performance and Accountability Act 2013 (PGPA Act) 11, 30

Public Governance, Performance and Accountability Rule 2014 30

publications

applications for classification 67

Category 1 restricted 68, 83

Category 2 restricted 68, 83

classifiable elements in 53

classifications for 52, 67–8, 83, 90

complaints 69

consumer advice 68

covers for public display 67–8

decisions 38, 42, 67, 68

Publications Guidelines 8, 12, 67

RC (Refused Classification) 67, 68, 83

serial classification declaration 38, 42,

90

serial publication decisions 38

submittable 67, 91

unclassified submittable publications 67

Unrestricted classification 67–8, 83

Q

quality assurance 37

accredited classifier decisions, on 48–9

classification tool decisions, on 47

Queensland, Category 1 and 2 Restricted publications 68

R

R 18+ classification

accredited classifier decisions 49

Amazon Tool 46

computer games 42, 65–6, 90

films 41, 59, 90

films for public exhibition 40

IARC Tool 44

Netflix Tool 45

Spherex Tool 45–6

RC (Refused Classification)

computer games 42, 90

films 40, 41, 60, 84, 90

IARC Tool 44

publications 67, 68, 83, 90

Resident Evil Requiem 65–6

Restricted classifications see Category 1

restricted; Category 2 restricted

revenue 9

revocation 39

accredited classifier decisions 48–9

additional content assessor decisions

43

Amazon Tool decisions 46, 47

authorised assessors 43

classification tool decisions 43, 47

IARC Tool decisions 44, 47

Netflix Tool decisions 45, 47

risk management 10

Risk Management Policy and Framework 10

S

Salgo, Matthew 78

The Scarecrows' Wedding 54

self-classification, industry 32–4

expansion 10

feedback, providing 19

monitoring 19

self-classification decisions

approved classification tools, by 39, 44–6

classification tools see approved

classification tools

monitoring and checking decisions of 19, 32, 33, 47

serial classification declaration 42, 90

Social Research Centre 12

Special Broadcasting Service Act 1991 34

Spherex Classification Tool 19, 33

checked decisions 45, 47

complaints 69

consumer advice changes 45, 48

decisions 37, 39, 45–6

revocations 45, 47, 48

stakeholder engagement 10

states and territories 10

classification legislation 8

statistics

Classification Board 37

streaming services

Australians use of 19

classification decisions for content 19

increase in content classified 37

self-classification decisions 19

T

Tasmania, classification legislation 8

Thomson, Steven 18, 23

Director's overview 17–21

letter of transmittal 16

time limits for decisions 30, 37

title changes 38

Toll, David 78

Toy Story 5 54–5

training of Accredited Classifiers 9, 33

U

unclassified material

advertising assessments 38, 43

Classification (Advertising of Unclassified Films and Computer Games Scheme) Determination 2009 35, 36, 43

complaints 69

exemptions to show 50

submittable publications 67

Unrestricted classification

publications 67–8, 83, 90

V

violence 17, 82

classifiable element, as 52, 53, 87

consumer advice for 18

W

Walker, Stephen 19, 28

Warner Brothers Discovery 50

website 10–11, 69

wellbeing 20, 30

Wells, the Hon Anika 16, 72

Wicked 55

Wicked: For Good 55–6

Wuthering Heights 57

X

X Corp 79

X 18+ classification 33, 36, 59

films 40, 41, 52, 59, 84, 90

Y

Yan, Alice 72

Convenor's overview 75

profile 76



Classification Branch

Department of Infrastructure, Transport,
Regional Development, Communications, Sport
and the Arts

Postal Address:

Level 6, 23–33 Mary Street
Surry Hills NSW 2010

Telephone +61 2 6136 7111

www.classification.gov.au

