

Video Games Classification Consultation Response – Public

I have read through all of the proposed options and speaking as a gamer I feel that Option 4: Voluntary Code of the Practice is the best for both the industry and consumers. The current legislation has never been a problem with games ratings, problems have occurred from a lack of understanding or wilful ignorance of either the BBFC or PEGI ratings, both from consumers (especially those buying on behalf of others) and retailers, a situation only made worse by misinformation from certain media groups over both what content is actually included in games and who the games are marketed for.

It is important that the content of games is clear so games are bought by and for those of the appropriate age rating, it's also important to consider that those of 12 and under are the minority of games buyers/players, most are adults over the age of 18. The system should be there to protect and inform everyone, not just a section of the market. I think that education of the existing system would be a far better approach than legislation, if we are fully aware of what the content is then we should be free to choose that content if we wish.