



# New mandatory classifications for gambling-like content in video games

From 22 September 2024, the Australian Government is changing the classifications for video games containing gambling-like content.

## Why is it needed?

Over the last decade, gambling-like content in video games has increased. This includes:

- in-game purchases with an element of chance, such as paid loot boxes. These are mystery items players can use real money to buy without knowing what they'll receive.
- simulated gambling including casino-style games.

Research commissioned by the Australian Government has found links between gambling-like content in video games and problem gambling, and psychological and emotional harm. You can read the research report at [classification.gov.au/about-us/research-and-publications](https://classification.gov.au/about-us/research-and-publications).

In response to growing community concern for the harm gambling-like content can cause to children, the Australian Government has changed the way that video games are classified.



## What will change?

Video games containing in-game purchases with an element of chance (such as loot boxes) will be classified at a minimum M (not recommended for children under 15 years of age).

Video games containing simulated gambling, such as social casino games, will be legally restricted to adults, and classified R 18+ (Restricted to adults 18 years and over).

These changes will apply to video games on computers, gaming consoles, phones and tablets.

Once the new measures are in place, consumer advice for new video games will change to:

- “High impact simulated gambling” – for video games containing simulated gambling.
- “Gambling themes” – for video games content which may resemble gambling but doesn't meet the threshold definition for simulated gambling.



## Existing game classifications

Video games that have been classified before 22 September will generally not be reclassified unless they are updated with new content that causes them to require reclassification. While older video games may not carry the new classification ratings, gambling-like content may be highlighted in the consumer advice (the words that appear with a classification rating and which tell you about the content in the game). Parents and carers who are concerned about gambling-like content are encouraged to look out for consumer advice of “chance-based in-game purchases” or “simulated gambling” on older video games to help make informed choices about the video games children in their care play.



## Where can I go for more information?

Video games classifications can be found on online gaming storefronts, digital downloads and video game packaging.

You can also find the classification and consumer advice about specific games on the [Classification website](https://classification.gov.au).

Video games with gambling-like content will include consumer advice related to simulated gambling, chance-based in-game purchases or gambling themes.

Find out more at [classification.gov.au](https://classification.gov.au)

