



Information for parents and carers

What new classifications for gambling-like content in video games mean for your family



Short on time? Here's what you need to know:

- New classifications are now in place to help parents and carers identify video games with gambling-like content.
- Research shows links between gambling-like content in video games and problem gambling, emotional and mental health impacts.
- Video games with gambling-like content will now be classified M (not recommended for children under 15) or R18+ (restricted to adults 18 years and over).
- Use classification advice to help choose games that are right for your family – visit classification.gov.au/NewGameRatings for more information.

▶ What's changed

New classifications are now in place to help parents and carers identify video games with gambling-like content.

The Australian Government has changed the way games are classified so that video games with:

- in-game purchases with an element of chance such as paid loot boxes are classified as M (not recommended for children under 15 years of age)
- simulated gaming, such as casino-style games – are legally restricted to adults and classified as R18+ as a minimum.

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



▶ Why this change has happened

Gambling-like content in video games has become more common over the past decade.

Research shows links between gambling-like content in video games and problem gambling, emotional and mental health impacts.

These changes have been made in response to growing evidence as well as community concern.

▶ What you can do

- Check the classification of the video games your children play or want to buy
- Use the classification advice to help choose games that are right for your family
- Set up parental controls to monitor and limit the content your children can access and how much they spend
- Visit classification.gov.au/NewGameRatings for more information.