

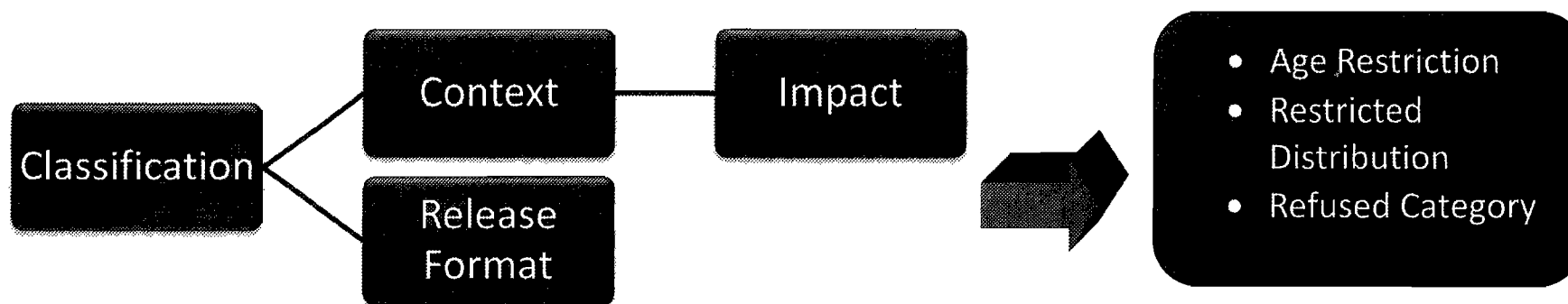
2. Process:

- Consideration of Context, Impact and Release Format is mandatory.
- The Impact must always be considered in light of the context, therefore a higher or lower rating than that indicated by the impact and classification grid if justified by the context

Considerations

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Possible Decisions



IMPACT GRID – GAMES

*Low	**Mild	***Moderate	****Strong	***** Very Strong	*****Extreme
*no noteworthy single or cumulative occurrences of classifiable elements accordingly classifiable elements occur in passing or briefly	**only single occurrences of classifiable elements	***single or cumulative occurrences of classifiable elements and incidental depiction of a classifiable element	****single or cumulative occurrences of classifiable elements	****single or cumulative occurrences of classifiable elements	****Single or cumulative occurrences of classifiable elements
*occurrences of classifiable elements may be highly stylised and not realistic	*occurrences of classifiable elements may be highly stylised and not realistic	*occurrences of classifiable elements are not realistic;	****Occurrences of classifiable elements may be realistic	****Occurrences of classifiable elements may be realistic	****Occurrences of classifiable elements may be realistic
*no details, close-ups or slow motion of nudity, sexual conduct or violence	*no details, close-ups or slow motion of nudity, sexual conduct or violence	*no details, close-ups or slow motion of nudity, sexual conduct or violence	****No details, close-ups or slow motion of nudity, sexual conduct or extreme violence	****May contain details, close-ups or slow motion of classifiable elements	****May contain details, close-ups or slow motion
*no accentuation techniques such as lighting, perspective and resolution	*no accentuation techniques such as lighting, perspective and resolution	*no accentuation techniques such as lighting, perspective and resolution	****No accentuation techniques such as lighting perspective and resolution of nudity, sexual conduct or extreme violence	*****May use accentuation techniques such as lighting and perspective resolution	*****May use accentuation techniques such as lighting and perspective resolution

*Low	**Mild	***Moderate	****Strong	***** Very Strong	*****Extreme
*theme of material is *not threatening and cause no moral harm	*theme of material is *not threatening and cause no moral harm	*Theme of material *may be threatening but cause no moral harm	*Theme of material *may be threatening but cause no moral harm	*Theme of material *may be threatening but cause no moral harm	*****Theme of *****material may be threatening and may cause ethical harm.
*limited occurrences of competitive intensity involving violence and violence occur in third person gameplay	*Occurrences of competitive intensity do not involve realistic and extreme violence and is infrequent or in third person gameplay	*Occurrences of competitive intensity do not involve realistic and extreme violence and is infrequent and may be in first person gameplay	*Occurrences of competitive intensity may involve realistic but not extreme violence and may be in first person gameplay	*****Occurrences of competitive intensity may involve realistic and extreme violence and may be in first person gameplay	*****Occurrences of competitive intensity may involve realistic and extreme violence and may be in first person gameplay
*no use of incentives or rewards for classifiable elements	*no use of incentives or rewards for classifiable elements	***some use of incentives or rewards for classifiable elements but not for nudity and sexual conduct or activity	***some use of incentives or rewards for classifiable elements but not for nudity and sexual conduct or activity	*****some use of incentives or rewards for classifiable elements	*****Use of incentives or rewards for classifiable elements;
*No verbal reference or visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence	*No verbal reference or visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence	***Verbal reference rather than visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence with no noticeable effect	****Verbal reference rather than visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence which may have a noticeable effect	*****Verbal reference and/or visual representation of certain classifiable elements such as sexual activity or conduct, violence but not sexual violence	*****Verbal reference and/or visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence

GAMES - CLASSIFICATIONS

Classifiable FILM	Elements	PG	10	13PG/13	16	18
"B"		Advise	Advise	Advise	Advise	Advise
"D"		NO	NO	NO	NO	**mild
"H"		*Low impact	**Low/Mild	***Moderate	****Strong	*****Very Strong
"L"		NO	Low/Mild	Moderate	Strong	Very Strong
"N"		NO	NO	NO	*Low – no incentives or rewards	***Moderate – no incentives or rewards
"P"		NO	NO	NO	NO	****Strong
"S"		NO (affection yes)	NO (affection yes)	NO (affection yes)	**Mild implied sexual activity – No actual sexual conduct or sexual activity	***Moderate actual or implied – no incentives or rewards
"SV"		NO	NO	NO	NO	NO actual may be implied
"V"		*Low - stylised	*low impact violence in first person gameplay or **mild impact violence in third person gameplay	***Moderate in third person gameplay, low or **mild impact violence in first person gameplay	****Strong - violence in third person gameplay, ***moderate impact violence in first person gameplay	*****Very Strong impact violence in third person gameplay and a ****strong impact in first person gameplay

Photo/pattern sensitivity/Motion Sickness/ Low Frequency Sound	Voluntary Advise	Voluntary Advise	Voluntary Advise	Voluntary Advise	Voluntary Advise
"Imitable Behavior"	Voluntary Advise	*Voluntary Advise – low impact	**Voluntary Advise - mild	***Voluntary Advise - moderate	****Voluntary Advise - strong
"Criminal Techniques"	NO	NO	NO	NO	NO
Competitive Intensity	**Mild – with no or *low impact violence in third person gameplay and first person gameplay	**Mild - provided there is *low impact first person gameplay violence and/or **mild impact third person gameplay violence	***Moderate - in ***moderate impact third person gameplay violence and **mild impact first person gameplay violence.	***Moderate impact in ***strong impact third person gameplay violence and ***moderate impact first person gameplay violence	****Strong impact in ****Very Strong impact third person gameplay violence and ****strong impact first person gameplay violence

Elements	X18 - just for rating purposes	XX – just for rating purposes
"S"	<p>***** Very Strong</p> <p>Explicit sexual conduct between consenting adults (no bona fide story line)</p> <p>May not be linked to incentives or rewards</p>	<p>***** Extreme</p> <p>Explicit sexual conduct which violates or shows disrespect for the right to human dignity of any person</p> <p>Bestiality, incest rape (sexual violence)</p> <p>Conduct or act which is degrading of human</p>

		<p>beings</p> <p>Explicit infliction of sexual or domestic violence</p> <p>Non consensual sex and apparently non-consensual sex due to either party being non compos mentis</p> <p>Depictions and encouragement of Harmful Paraphilia's</p> <p>maybe linked to incentives or rewards</p>
"V"	*****Very Strong	<p>*****Extreme</p> <p>Gratuitous, exploitative or offensive depictions of violence which are excessively frequent prolonged or detailed and cruelty or real violence which are very detailed</p> <p>Conduct or act which is degrading of human beings</p>
"D"	*****Very Strong (not detailed)	<p>*****Extreme</p>

		Detailed instruction or promotion in matters of crime or violence
"H"	***** Very Strong (not detailed)	***** Extreme Conduct or act which is degrading of human beings
"V"	***** Very Strong (not detailed)	***** Extreme Explicit infliction of sexual or domestic violence Explicit visual presentations of extreme violence
"SV"	NO	***** Extreme Explicit infliction of sexual or domestic violence
Criminal Techniques	***** Very Strong (not detailed)	***** Extreme Detailed instruction or promotion in matters of crime or violence

PUBLICATIONS

1. Considerations:

- Current regulations required a critical overview.
- Only publications containing content mentioned in section 16 of the Act is mandated to be classified.
- All other publications may be classified upon request.
- The fact that the FPB does not classify all publications does not mean that compliance is not mandatory – non-compliance is an offence.
- Introduces age categories of 13, 16 and 18 in unrestricted publications, as well as a classification system.
- Classification system is only based on context and impact.
- Introduces a system to measure impact (hopefully more clear) – first determine what is meant by low, , moderate, strong, very Strong and extreme and then apply to the classifiable elements (please see grid's below).
- Please note that classifiable elements with a Very Strong impact generally falls either within the X18 or XX category (Restricted Distribution).

2. Process:

- Consideration of Context and Impact is mandatory in classification of publications.
- The Impact must always be considered in light of the context, therefore a higher or lower rating than that indicated by the impact and classification grid if justified by the context

IMPACT GRID – PUBLICATIONS

*Low	***Moderate	****Strong	*****Very Strong	***** Extreme
no noteworthy single or cumulative occurrences of classifiable elements	single or cumulative occurrences of classifiable elements and incidental depiction of a classifiable element	single or cumulative occurrences of classifiable elements	single or cumulative occurrences of classifiable elements	Single or cumulative occurrences of classifiable elements
No verbal reference or visual representation of certain classifiable elements such as nudity, sexual activity or conduct, sexual violence and violence including details or close-ups of violence, sexual activity or sexual conduct	Verbal reference rather than visual representation of certain classifiable elements such as sexual activity or conduct and violence	May have verbal reference and visual representation of certain classifiable elements such as nudity, sexual activity or conduct and violence	Verbal reference and/or visual representation of certain classifiable elements such as sexual activity or conduct, and violence	Verbal reference and/or visual representation of certain classifiable elements such as sexual activity or conduct, sexual violence and violence
NO	Any verbal reference to sexual violence must be handled discreetly and may not contain any visual representation of sexual violence	Any verbal reference to sexual violence must be handled discreetly and may not contain any visual representation of sexual violence	Any verbal reference to sexual violence must be handled discreetly and may not contain any visual representation of sexual violence	May contain verbal and visual representation of sexual violence
NO	No details or close-ups of nudity, sexual activity and violence	No details or close-ups of nudity, sexual conduct or extreme violence	May contain details and close-ups of classifiable elements	May contain details and close-ups
themes of an adult nature	Themes of an adult nature	Themes of an adult nature	Themes of an adult nature	adult themes may be

*Low	***Moderate	****Strong	*****Very Strong	***** Extreme
should be treated discreetly and not be exploitative and cause no moral harm	should be treated discreetly and not be exploitative and cause no moral harm	should not be exploitative and cause no moral harm	should not be exploitative and cause no moral harm	exploitative and may cause moral harm
Classifiable elements are not gratuitous and exploitative	Classifiable elements are not gratuitous and exploitative	Classifiable elements are not exploitative and gratuitous	Classifiable elements are not exploitative and gratuitous	Classifiable elements are gratuitous and exploitative
No	No visual representations of sexual conduct	May contain visual representations of sexual conduct	May contain visual representations of sexual conduct	May contain visual representations of sexual conduct

PUBLICATIONS - CLASSIFICATIONS

Classifiable Elements	13	16	18	X18	XX
Strong language	*Low	***Moderate	*****High	*****Extreme – no encouragement of sexual violence or paraphilias	*****Extreme
Nudity	*Low	***Moderate	****Strong	Not Applicable	Not Applicable
Prejudiced Language	NO – unless disapproved of	NO – unless disapproved of	***Moderate – provided it is disapproved of	****Strong – provided it is disapproved of	*****Extreme – no incitement of imminent violence or hatred
Sexual Conduct or activity	NO	***Moderate – implied sexual activity but no actual	***Moderate language but no depictions of sexual conduct ****Strong depictions of sexual activity	*****Very Strong	*****Extreme – gratuitous, exploitative or offensive depictions of sexual conduct and paraphilias
Sexual Violence	NO	NO – only of educational value and disapproved of	NO – only of educational value and disapproved of	NO – only of educational value and disapproved of	*****Extreme Explicit infliction of sexual or domestic violence
Violence	*Low	***Moderate	****Strong	*****Very Strong	*****Extreme
Criminal Techniques				*Low	*****Extreme Detailed instruction or promotion in matters of crime or violence
"D"	*Low	*** Moderate	**** Strong	*****Very Strong	*****Extreme Detailed instruction or promotion in matters of crime or violence