

CLASSIFICATION GUIDELINES

All games submitted for judging in the Australian STEM Video Game Challenge must adhere to the following guidelines regarding content and themes.

These guidelines are based on both the Guidelines for the Classification of Computer Games in Australia, as well as the recommendations expressed in the rating categories of the Entertainment Software Rating Board (ESRB).

- 1 All games entered must be suitable for play by all age groups, and must conform to the 'G' rating descriptor as issued by the Australian Classification Board, and the 'E' or 'Everyone' rating descriptor as issued by the Entertainment Software Rating Board**

Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.

http://www.esrb.org/ratings/ratings_guide.aspx



The content is very mild in impact. The G classification is suitable for everyone. G products may contain classifiable elements such as language and themes that are very mild in impact.

<http://www.classification.gov.au/Guidelines/Pages/G.aspx>



- 2 In addition to conforming to the above 'E' and 'G' rating descriptors, all games entered must comply with the following specific expectations with regard to game content:**

i. Violence

Very mild, comical violence is acceptable but any violence depicted in the game must:

- have a low sense of threat or menace,
- contain no use of visible blood or gore,
- be justified by context, and;
- must not be realistic in nature, or imitate any real-life scenario.

ii. Sex

Games shall contain no references (implicit or implied) to sexual activity of any kind.

iii. Language

Games shall contain no profane, crude or coarse language of any kind. This includes colloquial terms, slang terms and profanity

in languages other than English. Games must not contain any content that is defamatory.

Games must not contain any language which is unlawful or which violates laws regarding harassment, discrimination, racial vilification, privacy or contempt.

iv. Drug Use

Games shall contain no references (implicit or implied) to drug use of any kind. Please note that this includes illicit and illegal substances, prescribed drugs and legalized drugs (such as caffeine, nicotine and alcohol).

v. Nudity

Games shall contain no nudity of any kind.

vi. Themes

Games must not endorse, suggest or advocate for any of the following additional themes:

- Gambling (simulated or otherwise)
- Discrimination of any kind
- Illegal activity of any kind
- Impersonation of specific real life people, including public figures.

- 3 Games submitted for judging in the Australian STEM Video Game Challenge:**

- must not contain any intellectual property, including footage, images, artwork, programming or sounds that are not created by the Applicant unless such content is included as part of the Game Engine; and
- must be solely the Applicant's original work and must not be created in collaboration with any other individual or entity

Breaching, or failing to comply with these classification guidelines may result in disqualification of the entry.

In circumstances where these guidelines have been severely breached or ignored, the Australian STEM Video Game Challenge may notify the Parents/ Guardians or listed school contact of the entrant(s) and provide particulars of the offending material.