New game classifications start

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COMPUTER games will fall under the same classification as films after a bill was passed in the Senate today.

Senator Judith Troeth (LP, Vic) said people were largely unaware of the current classifications of computer and television games, but knew about film ratings, and the new legislation would help families when it came to choosing appropriate material.

But Senator Brian Harradine (IND, Tas) said the entire classification system was deficient, especially for computer games, where stronger classifications were needed to help stem violent acts in the community.

"The film classification system is flawed and because the nature of computer games is such that they are repetitive and reinforce actions," Senator Harradine told parliament.

"It is often the repetitive nature of computer games which can reinforce violent actions, and we have enough violence in the place without more."

The process of rating the games would not be altered, but restricted games would be re-classified to 18 plus and X plus with G, PG and M unchanged.

AAP