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## Video game ratings to be overhauled

### Film-style certifications to be introduced

by Amy-Mae Elliott published on 27 March 2008

A film-style ratings system is to be introduced to the video game world. The result of a report following a government-commissioned 6-month study into the effects of digital media on children, with the conclusion that the ratings need to be easier to understand in order to protect kids.

Psychologist Dr Tanya Byron, who carried out the review, has suggested a new rating for games aimed at children aged 12 plus.

Responding to the conclusion drawn by Byron, prime minister Gordon Brown said: "One simple rating, that's the answer. When a child goes onto a video game, we need to make it as safe as possible. It's really difficult for parents as many of us didn't grow up in the computer age and we have to think about the influences on children".

"I think Tanya's idea that one simple classification from the ages of 12 will make a difference. You can't stop people acting illegally, but you can do everything in your power to give parents the information, to give teachers the information. Britain can lead the world on this."

Games currently only have to be passed by classifiers if they have "human sexual activity" or "gross violence" like the recent *Manhunt 2* which made a mockery of the current rating system in the UK.

