Children, Technology and Gambling Policy

November 2013

On 18 November South Australian Premier, the Hon. Jay Weatherill MP, announced the South Australian Government's Children, Technology and Gambling Policy. Through the policy, the State Government will launch a children and gambling website and 'Watch List' of popular gambling-like apps. Additionally, the South Australian Government will introduce new laws requiring the South Australian Classification Council to assess simulated gambling content when it classifies games. The policy will also provide an opportunity for local app developers, technology companies and digital entrepreneurs to network and create mechanisms for minimising the exposure of children to gambling-like games.

This Policy builds on a number of initiatives conducted by the State Government in recent years, including a Student Cyber Safety Summit and a Cyber Safety Conference for schools, grants to support cyber safety projects in schools and the 'Keeping Safe' child protection curriculum. Funding was also announced in the 2013-14 State Budget for the South Australian Police to form a dedicated team to deal with Internet child exploitation.

The Policy is available here.

The Premier's Media Release on the policy is available here.

Further information is available on the Gambling is No Game website.

Children, Technology and Gambling Policy

The South Australian Government will introduce a number of measures reduce the exposure of South Australian children to gambling-like games. These include:

1. The introduction of new laws allowing classifications, such as MA15+, to be applied to games that contain simulated gambling.
2. The creation of an online Watch List of popular online games and apps that contain gambling simulation to inform parents about games of concern.
3. The establishment of an 'Unleashed' competition for the local technology industry to develop a tool that gives parents advice about minimising simulated gambling risks.
4. A push by the South Australian Government for a national approach to the classification of games that include simulated gambling.
5. The launch of a public awareness campaign to give parents, children and people who work with children the information they need to make informed decisions about children's access to simulated gambling games.

Watch List

The South Australian Government will create Australia's first online Watch List, where parents will be able review which games and apps children should avoid because of their simulated gambling content.

The Watch List will be part of a new State Government-supported website, developed by the [Australian Council on Children and the Media](#), that will publish reviews by qualified child development professionals on the age appropriateness of up to 400 popular apps from early 2014.

The site will also support an online forum for parents and interested community members to submit reviews and suggest apps that should be reviewed for addition to the Watch List and refer apps of concern to the South Australian Classification Council for classification.

Classification of games

The South Australian Labor Government will also introduce a bill into State Parliament to amend the [Classification (Publications, Films and Computers Games) Act 1995](#).

Through the Bill, the [South Australian Classification Council](#) will be required to assess simulated gambling content when it classifies games, using ratings such as MA15+ or R18+. The changes will make it an offence to provide or advertise games with these ratings without a system that restricts access by people below the relevant age.

The new classification laws will be promoted and put into operation through a self-regulatory model. This will enable game providers and developers to:

- choose to limit simulated gambling in their games in line with the standards;
- restrict access to more risky simulated gambling games based on age; and
- provide consumer advice that warns of simulated gambling content in games.

Providers and developers who do not self-regulate may be required to submit their games for classification, enabling enforcement action to be instigated.

New Unleashed Challenge

The Policy also includes an opportunity for app developers, local technology companies and digital entrepreneurs to develop a resource to help parents minimise their children's exposure to simulated gambling risks.

The challenge will be modelled on the 2013 [Unleashed open data initiative](#), and will encourage web and app developers and entrepreneurs to collaborate to create new ways of using technology to support parents to minimise risks for their children.

Further information

The full Children, Technology and Gambling Policy Booklet can be accessed [here](#).