

ANNEX A

Quotes from MDA's Film Consultative Panel (FCP) members

"As a father of three teenagers who are gamers, I have many times looked at the covers of games packages but was not able to tell the nature of their content. All I see are life-like models, with graphics so good they look almost real. With such good graphics, the actions are also very real. And with that comes worries for parents like me—how glorified is the violence; is there sex involved?"

The video games classification system is therefore greatly appreciated as it helps parents like me decide if a game is suitable for our children based on the rating stickers. The system is especially helpful to parents who do not have the time to be acquainted with the plethora of games available in the market."

- Dr Jasbir Singh, FCP member, father of three teenagers

"While the virtual world of warlords and other mystical creatures does not appeal to me, it beckons my young ones. As a concerned parent, I can see the benefits of the video games classification system, which protects young gamers from unsuitable content while catering to the interests of mature gamers. The guidelines proposed by MDA are thus relevant and meaningful for the social, familial, as well as gaming landscape in Singapore."

- Ms Cheryl Ng, FCP member, mother to four children aged nine to 17

"I am definitely pleased with the implementation of the video games classification system. The system ensures that our children will not have access to materials that are not suitable for them. At the same time, adult gamers will have access to more choices, including games with more mature themes that were previously disallowed in Singapore. This classification system benefits everyone."

Certainly, our children are increasingly more IT-savvy than in the past. Computer games and video games are now almost part of the children's weekly 'diet' - if not daily. With the wide array of computer/video games available in the market, it has become increasingly important for parents to take a more active role in seeking more information about the content of the games that our children play."

- Ms Anna Leong, FCP member, mother of a 12-year-old

"The introduction of a classification system for video games will allow parents to have a better idea of what kinds of games their children are playing. I see the classification system as an educational initiative to inform society. While the Government can implement a classification system that the industry has to adhere to, ultimately, parents must be the ones to educate their children and pass on wholesome values that will guide them in life. As a gamer, I welcome the classification system as it means more choice for adult gamers. This is definitely a good balance between limiting undesirable media influence on children and giving more choices to adult gamers."

- Mr Ng Yew Hong, FCP member, educator who works with teenagers

ANNEX B

Quotes from video games industry representatives

"As the world's largest developer and publisher of interactive entertainment software, EA supports the MDA's efforts in the development of a video games classification system. More importantly, the new proposal offers consumers a wider choice of media content while still taking into account local values and sensitivities."

- ***Mr Chris Thompson, Vice President and General Manager,
Electronic Arts Asia Pacific***

"Microsoft has been working closely with MDA to promote responsible gaming and we welcome their latest initiative to roll out a video games classification system here. We believe the new system will allow consumers to be more informed about available gaming content, and allow a greater choice of game titles on the shelves. The Xbox 360 console already features the Family Timer to help parents monitor their children's play-time and MDA's classification system should give parents greater peace of mind as gaming becomes more mainstream."

- ***Mr Alan Chou, Regional Marketing Manager of
the Xbox 360 gaming system, Microsoft***

"Parents who are shopping for gaming consoles often share their concerns in choosing the right game for their kids. With the newly introduced video games classification system, it will greatly assist them in making the right choice. This in turn will help raise awareness and interest in the gaming industry."

- ***Mr Chang Seng Hock, General Manager, Sony Singapore,
distributor of Playstation products***

"Maxsoft welcomes MDA's initiative to put in place a video games classification system. We appreciate MDA's efforts in working closely with all the industry players to develop a video games classification system that is simple yet effective, with clear guidelines for registered suppliers. As part of the gaming industry, it is everyone's social responsibility to ensure the suitability of content for consumers of different age groups. With this classification system, consumers will be able to know what they are buying and assess whether the content of the games is suitable for themselves and their families."

- ***Mr Sameer Pandit, Director, Maxsoft Pte Ltd,
official distributor of Nintendo consoles and games in Singapore***