

# Attachment three—online interactivity

##  Step 4: Online interactivity

***‘Online interactivity’ is*** a general statement used by the Board which may encompass any or all of the following practices and technologies, in, or related to playing, a game:

* user-to-user communication (eg: texting, or audio or video chat), and media sharing, via social media and networks
* user-generated content
* links to external or third party websites
* exchange or collection of personal information (eg: email address) with or by third parties
* such other opportunities to expand any aspect of the gaming experience to include third party interactions.

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| 1. Does the game have any ‘online interactivity’ (as defined by the Classification Board)? | [ ]  Yes[ ]  No |
| Specify the details of the online interactivity: |       |
| **2. Can the online interactivity change the impact of any of the 6 classifiable elements?** (For example, if a player can name a character using coarse language and that character’s name can be viewed online by other player, then this may alter the impact of the classifiable element of language in the game.) | [ ]  Yes[ ]  No |
| Specify the way/manner in which the online interactivity impacts the classifiable elements: |       |
| **3. Does the game have any Virtual Reality (VR) or Augmented Reality (AR) capability?** | [ ]  Yes[ ]  No |
| Describe the VR or AR capability |       |