



INSIDE PEGI Rating violence.

Many things are taken into consideration when rating violence, such as:

- Is the violence towards humans?
- How do the characters physically respond to the violence?
- Is the setting of the violence likely to appeal to younger children?
- Are the recipients 'innocent civilians'?
- Is the violence within the rules of a sport?

Violence in videogames comes in many forms, making it potentially the most challenging field to categorise.

Key factors that influence a rating.

Cartoon childlike settings

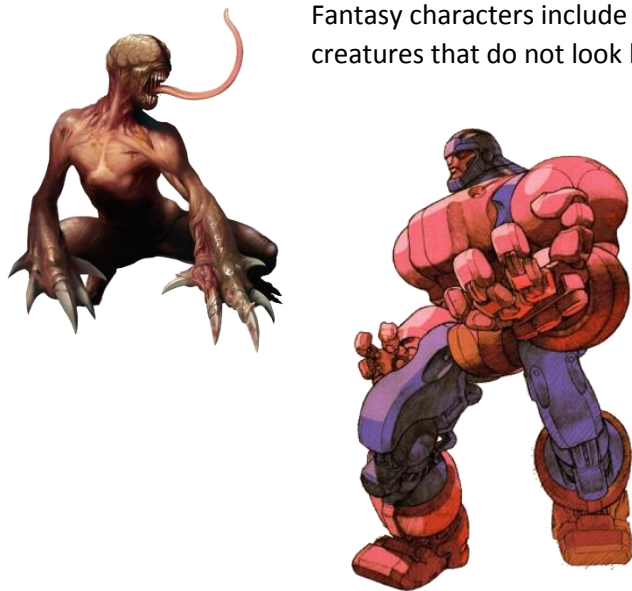
In most cases, if the violence is set in a cartoony, childlike setting, like you would find in popular media for young children (such as Toy Story or Looney tunes) this would put the violence either in the PEGI 3 category, or the PEGI 7 category if there were elements likely to upset younger children.

However the violence must not fall under any of other categories that appear at the higher ages. E.g. large amounts of blood or gore in a cartoon setting would not be allowed at 3 or 7.



Characters

The type of character the violence is directed towards is one of the most influential factors when categorising the violence. In most cases, violence involving characters that look like humans produces a higher rating than if the characters were non-human aka 'fantasy characters'.



Fantasy characters include aliens, robots, monsters, dragons and any other mythical creatures that do not look like humans.

Any character that looks like a human will be treated as one, which includes characters such as zombies.

Example

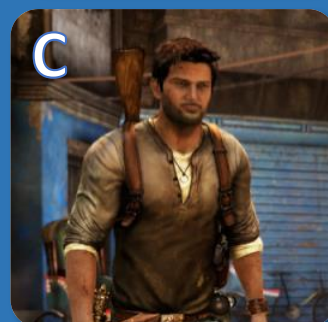
A character has been killed in a game.

If it were A or B it could be rated:

- PEGI 7 if they died unrealistically
- PEGI 12 if they died realistically

If it were C or D it could be rated:

- PEGI 12 if they died unrealistically
- PEGI 16 if they died realistically
- PEGI 18 if they died in a gruesome manner





Realistic vs. Non realistic

The realism of the violence is also an important determining factor of a rating. To determine if the violence is realistic or not we assess whether or not the character's physical reactions are what you would expect to see in real life.



By focusing on this alone and not being influenced by factors such as where the violence takes place (space, medieval times, contemporary settings) or what type of weapon is used (laser gun, medieval axe, shotgun etc.) we can rate games more uniformly over a range of genres and styles.

Non-realistic violence typically is where characters disappear when killed or where there are very little or no physical responses from a character to being attacked. Or conversely where there is an over the top exaggerated response.

Suitable for adults only?

- Sexual violence
- Graphic dismemberment or decapitation
- Torture
- Mass killings of civilians



Some types of realistic violence is only suitable for adults as typically this type of content may create a sense of revulsion to the average viewer. For this reason a PEGI 18 will be given.





Special considerations

There are certain situations where relying on the realism of the violence potentially gives the game a higher rating than necessary. For this reason, new criteria were introduced to allow for a more pragmatic rating system.

These include:

- Sporting violence without blood
- 2D Arcade style violence without blood
- Minor violence (push, slap or trip etc)



Example

Where violence is depicted within the rules of a sport e.g. boxing, provided there is no blood or gore, the game can be rated 12, whereas previously this would have been deemed 'realistic violence to humans' and automatically given a 16.

