



INSIDE PEGI **The rating process.**

The first part of a rating is a questionnaire from which the game company declares what the game contains. This can be found [here](#).

After completing the questionnaire, the game company must then provide us with evidence for their answers. For this purpose they are required to send us the following:

- Video footage showing the questionnaire answers
- Video of general gameplay
- All cinematic videos
- A working copy of the game

The video footage is then assessed and analysed to see if there was anything missed or misinterpreted from the questionnaire, before examining the game itself. Typically games we receive are pre-release versions with cheat modes and level-skips so we can explore more of the game in a shorter time.

After completing an examination, if we find something in the videos or game that doesn't match the questionnaire we contact the game company to inform them of a change in the age rating. This also gives them the opportunity to edit parts of the game if they wish to keep a certain rating.

E.g. if the game company needed a 12 rating they could remove any strong bad language.

Lastly the game company is sent a licence that allows them to use the PEGI logos approved for their game. These include the Age and Content descriptors that show why the game got its rating.

The questionnaire contains 35 questions and covers various rating issues including violence, sex, bad language and drugs.

The combination of using a questionnaire and extensive video is essential as it would be extremely difficult to examine every part of a game by only playing the game,

many having up to 40 hours of gameplay!



What if something was missed?

The responsibility lies with the game company to ensure that all pertinent content has been declared. If they fail to do so and a game is given a lower rating than it should have, they could face a fine of up to €500'000. They would also have an illegal product for sale and would have to withdraw it from sale

