PEGI Express

The Online Rating Tool



PEGI Express is the name of a newly developed version of the PEGI rating system (http://www.pegi.info/en/index/id/33/) that allows games for Windows Phone to get an age rating.

Some things are similar to the classic PEGI system that is used for boxed products and large-scale online titles, but other elements were redesigned to cater specifically to the needs of mobile platform operators and mobile game developers.

For developers and publishers that have never used the PEGI system, there is a short tutorial of the Online Rating Tool below but first, let's have a look at some of the elements of PEGI Express:

What is the same?

• the icons: a consumer, who may or may not already be familiar with the PEGI system, will always see the same set of icons, referring to the minimum recommended age for a game.



• the criteria: the fundamentals for determining the PEGI rating of a game's content will remain in place. For example, whether it appears in a long game for console or in a short game for a mobile device, a specific act of violence will be rated exactly the same in both.

What is different?

- the user interface: PEGI Express is designed to be intuitive and easy to use. Submitting games will only require a very short time. Games with barely or no inappropriate content for children are classified at once. Only as the amount and diversity of potentially inappropriate content increases, a few more questions need to be answered.
- the workflow: PEGI Express uses a post-release audit system to verify ratings of games. The system is designed to cope with a very high volume of ratings required and the need for quick turnover time to match the flexibility of the digital distribution model. It will avoid that the release of a game is delayed but ensures that correct ratings are given. In case an improper rating is given, the game can immediately be relabeled.
- the price: there is no charge, the audit fee will be carried by the Windows Phone platform.

The process of self-classification

This involves four short steps:

- 1. *Submission*: The game is entered into the database with information such as the title name, genre, developer name and locale.
- Terms of use: Developer will need to accept PEGI's conditions of terms of use by clicking a check box.
- 3. Classification: The game is evaluated and classified by filling in a short form questionnaire.
- 4. *Licensing*: The license generated by the system can immediately be downloaded by the developer. The licenses are not country-specific and contain an age classification and content descriptors.

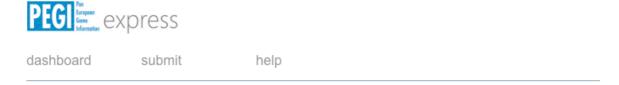
PEGI Express for Windows Phone is scheduled to go live in the Summer of 2011.

Accessing the website

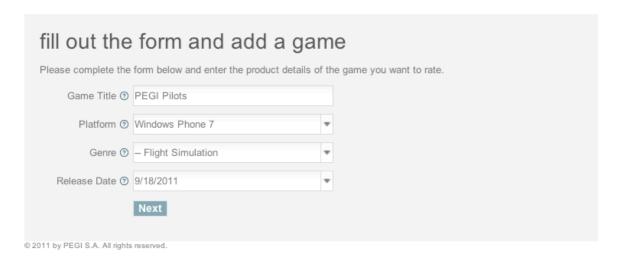
The PEGI Express website can be accessed via http://create.msdn.com as part of the app submission process for Windows Phone. This means that no additional registration is required.

Submitting a game

The form on the first page requires you to enter the title of the game, the platform (Windows Phone 7 by default), the genre and the release date.



Submit

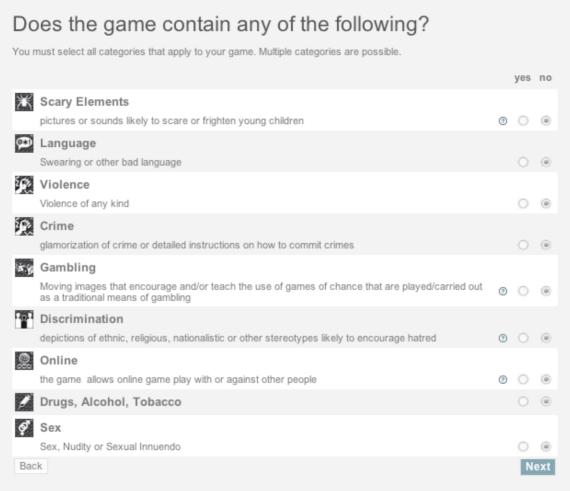


On the following screen, a submitter must tick all categories that apply to the game's content.



dashboard submit help

Rate Game



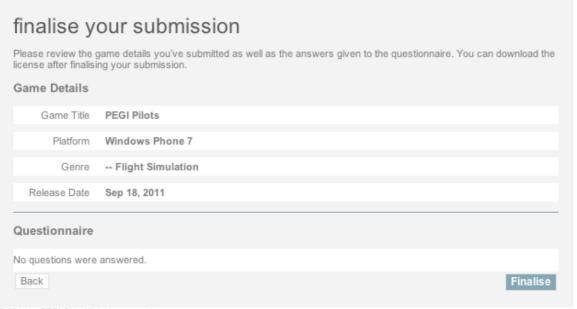
• scenario A: no inappropriate content

If no categories would apply (there is no potentially inappropriate content present in the game) as shown above, the work is already done and the system will only ask you to confirm this:



dashboard submit help

Finalise Game



Once finalised, a license for a PEGI 3 rating will be prepared for download:

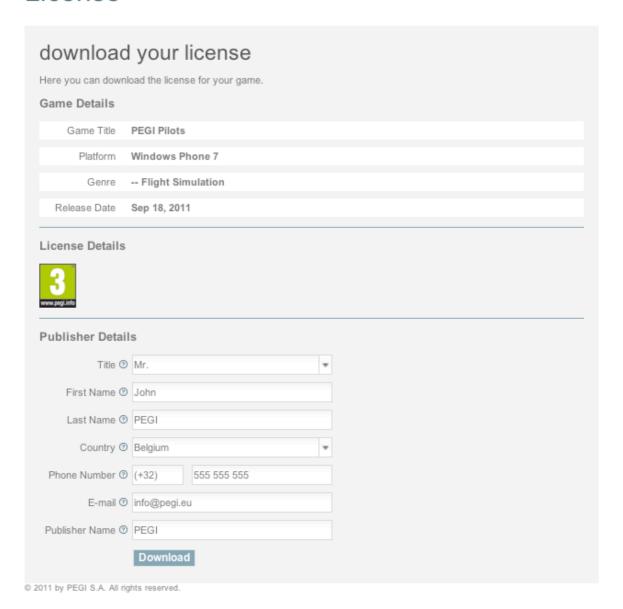


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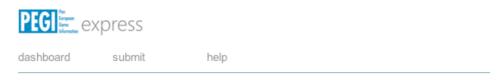
License



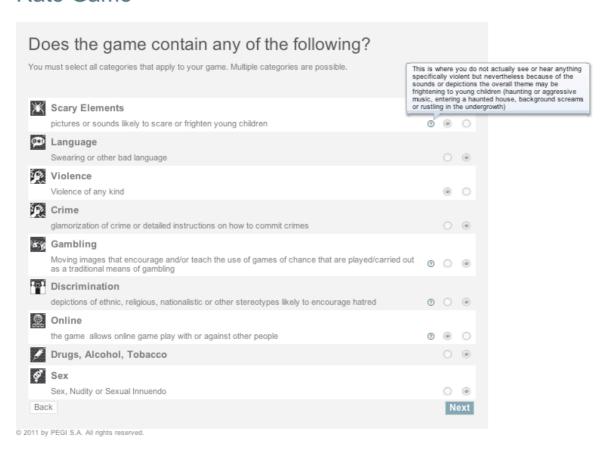
• scenario B: game includes inappropriate content

If certain categories apply, these need to be marked on the rating form. Some of the categories are explained a bit more in detail to avoid confusion.

This game contains scary elements, violence and online gameplay:



Rate Game



Sometimes the rating tool may ask, where necessary, to submit more information about the selected content categories, to finetune their influence on the age rating:

In this case, it is necessary to define the type of violence. The definitions are construed in such a way that they exclude each other, so that only one category can be chosen.



dashboard submit help

Rate Game



Once done, everything is recapped for review and confirmation:

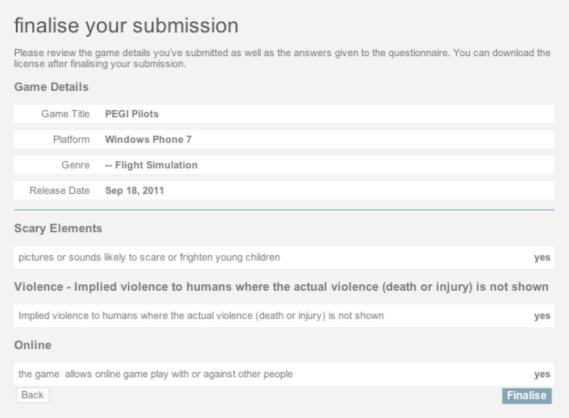


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help

Finalise Game



In this particular case, a license for a 7 rating with content descriptors for Fear, Violence and Online gameplay can be downloaded:



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License

