



GRAC Yearbook 2018 on
**Rating Classification &
Post Management of Game**

(Summary / October, 2018)



Overview of GRAC

1. Establishment Basis and Purposes

Establishment Basis

- Article 16 of 'The Game Industry Promotion Act'

Establishment Purposes

- To ensure the ethics and the public nature of game, to prevent provocation or encouragement of a violence, to protect youth, and to prevent the distribution of illegal game

2. History

- **Apr. 28, 2006** Enactment of 'The Game Industry Promotion Act'
- **Oct. 30, 2006** Launch of Game Rating Board(GRB)
- **Apr. 5, 2011** Revision of 'The Game Industry Promotion Act'
- **Nov. 19, 2011** Launch of the Independent Rating Classification System for open market games that are available to youth through an agreement between GRAC and open market operators.
- **May 22, 2013** Revision of 'The Game Industry Promotion Act'
- **Dec. 23, 2013** Abolition of the GRB and launch of the GRAC
- **May 23, 2014** Launch of the Game Content Rating Board (GCRB) as a private rating classification agency
- **Jun. 9, 2014** Delegation of the GRAC's rating classification task of PC, online, video and console games that are available to youth to the GCRB

3. Major Duties

- Decision on rating classification of game (arcade games, adult games)
- Ascertainment on harmfulness to youth and speculative nature of game



- Post management of classified game including the production and distribution of classified game and confirmation and inspection about provision for normal use of game
- Investigation and research to secure objectivity of rating classification of game
- Operation of an illegal game reporting and reward system to eradicate illegal game
- Corrective action recommendations about illegal game, advertising or PR materials provided through the information and communications network

4. Organizational Status

Committee and Board of Directors (BOD)

※ Committee members become BOD members automatically.

- Number of committee members: 9 <1 chairperson (standing), 8 members (non-standing)>
- Term of office: 3 years
- Member commissioning: Commissioned by the Minister of Culture, Sports and Tourism upon recommendation by the heads of organizations prescribed by Presidential Decree (chairperson elected among the members)

(Qualifications for members) People who engage in the fields of cultural art, cultural industry, youth, law, education, press, and information and communications or in non-profit and non-governmental organizations under the Assistance for Non-Profit, Non-Governmental Organizations Act, and have expertise and experience in the game industry, or with children, or youth (Article 16 (4) of 'The Game Industry Promotion Act')

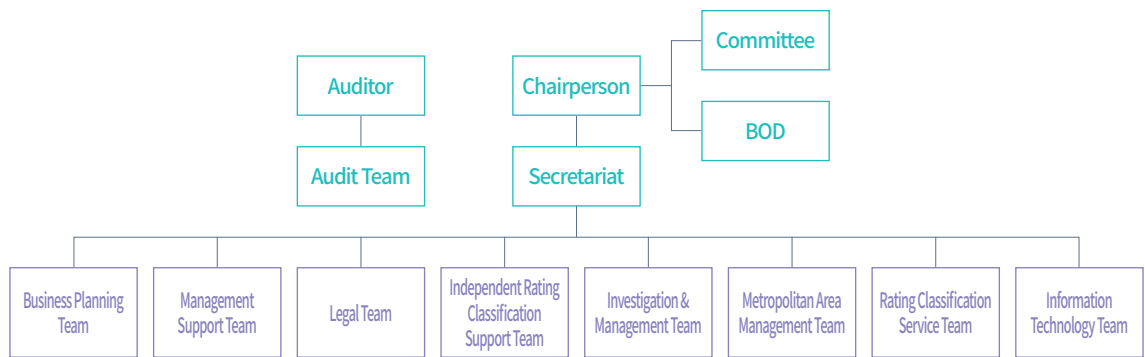
Auditor

- Auditor: 1 person (standing)
- Audit team: Implementation of regular auditing independent of Secretariat

Secretariat

- Secretary general: 1 person (standing)
- Secretariat affiliated teams: 8 teams

Organizational Chart (1 bureau, 9 teams)





Rating Classification and Post Management of Games

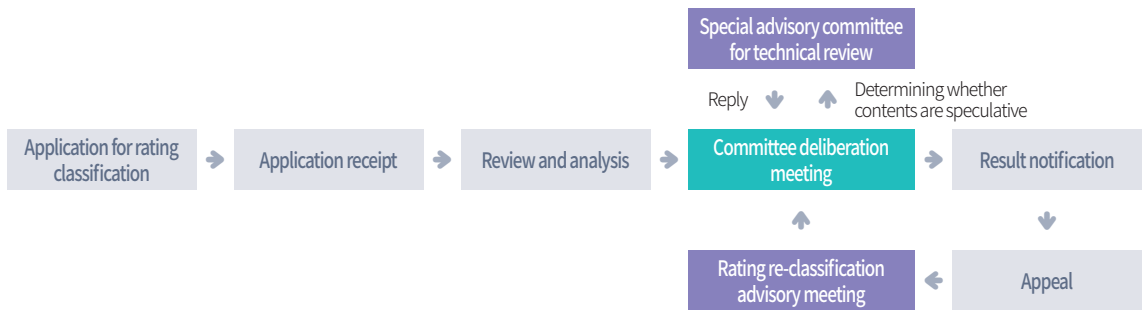
1. Rating Classification of Games

Game Rating Classification Tasks and Procedures

- Current status of Rating classification tasks of game

Platform Rating	Arcade	PC & Online	Video & Console	Mobile
	GRAC	GCRB	GCRB	Open market operators (Google, Apple, etc.)
	Arcade game is not rated '12' & '15'			
	Arcade game is not rated '12' & '15'			
	GRAC			

- GRAC rating classification procedures



Overall Performance in 2017

- In 2017, the number of game rating-classified in Korea reached 579,113, showing a 2.2% increase (12,216 game) from 2016 (566,897 games)
- Open market games which had grown significantly since 2011 increased by 12,033 (2.1%) in 2017 and the total of arcade/PC & online/video & console/mobile game increased to 183 game (8.1%) in 2017 over the previous year.

Current Status of Decisions on Rating Classification of Games 2013~2017

Platforms	Rating Agency	2013	2014	2015	2016	2017
Arcade	GRAC	299	197	337	420	504
PC & Online	GRAC	549	321	192	182	167
	GCRB	-	191	350	181	335
Video & Console	GRAC	454	268	108	117	119
	GCRB	-	195	399	380	400
Mobile	GRAC	445	252	244	219	157
	Open Market Operators	378,225	519,931	513,232	565,398	577,431
Total		379,972	521,355	514,862	566,897	579,113

Detailed Status of Rating Classification by Agency

- In 2017, the GRAC classified ratings reached a total of 947 games, showing an increase of 9 games over the previous year (938 games).
 - In terms of platforms, the majority of the games were arcade, and in terms of age-rating, 'For ALL' was shown to be the highest, and in terms of Genre, Board games with betting elements were shown to be the highest.
- In 2017, the GCRB classified 735 games, registering a increase of 174 games compared to the previous year (561 games).
 - The majority of the game were video & console game, and in terms of accessibility, 'For All' was shown to be the highest, for Genre Action games were found to be majority.



Status of Rating Classification of Game by Agency in 2017

Platform	Arcade	PC & Online		Video & Console		Mobile	Sum
Rating Agency	GRAC	GRAC	GCRB	GRAC	GCRB	GRAC	
For ALL	398	2	186	-	199	19	804
12+	-	-	89	-	34	11	234
15+	-	-	60	-	67	10	137
18+	106	165	-	119	-	117	507
Total	504	167	335	119	400	157	1,682

Status of Rating Classification of Game by Genre in 2017

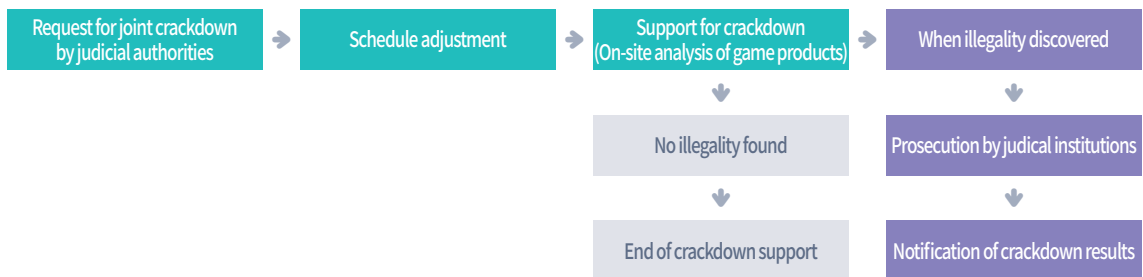
Genre	GRAC	GCRB	Sum
Betting board game	264	0	264
Action	68	147	215
Puzzle	46	51	97
RPG	45	73	118
Adventure	41	96	137
FPS (first person shooter)	71	31	102
Sports	35	53	88
Casual	29	65	94
Simulation	19	48	67
MMORPG	41	12	53
Strategy Simulation	13	24	37
Racing	13	38	51
Board game	37	11	48
Fighting	46	23	69
Flight Shooting	2	24	26
Educational games	7	2	9
etc.	170	37	207
Total	947	735	1,682

2. Post Management of Games

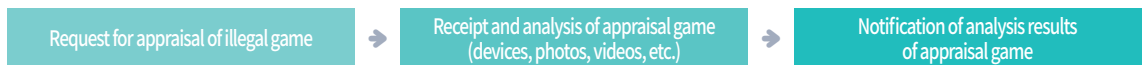
Post Management Process

- Arcade Games

Support process for crackdown on illegal game

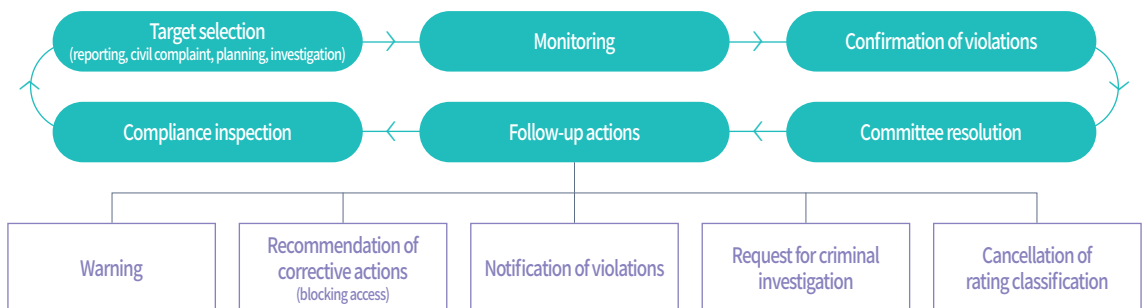


Process for appraisal and analysis of illegal game



- Online and Mobile Games

Support process for crackdown of illegal game





Status of Support of Crackdown on Illegal Game and Countermeasures

- In 2017, the GRAC supported 220 cases of crackdown on illegal game. The police arrested those who had distributed the altered or forged game or seized altered or forged game of 155 cases (70.5%).

Status of GRAC's Support for Crackdown on Illegal Game 2013~2017

Year	No. of crackdowns	No. of crackdown types	No. of crackdown machine
2013	390	518	16,511
2014	415	565	19,692
2015	452	846	14,460
2016	230	269	5,818
2017	220	224	5,945
Total	1,707	2,422	62,426

Status of Game Monitoring and Countermeasures

- In 2017, the GRAC carried out a total of 78,800 cases of online and mobile game monitoring. It took measures for 62,842 cases (79.75%) on its own, sought for corrective actions for 11,547 cases (14.65%), recommended taking corrective actions for 4,392 cases (5.57%), requested criminal investigations for 15 cases (0.02%), and asked for administrative measures for 4 cases (0.01%).

Status of Monitoring and Countermeasures about Illegal Game 2013~2017

Year	Total	Request for Criminal investigation						Request for blocking			Recommendation of corrective actions (blocking access)					sought for corrective actions	asked for administrative measures	The GRAC's own actions		
		Gambling	currency exchange	rating-unclassified game	violation of rating classification	etc.	sum	Gambling	etc.	sum	rating-unclassified game	currency exchange	auto	etc.	sum			A lack of evidence	compliance with laws	sum
2013	56,098	-	-	-	-	3	3	13,490	-	13,490	7	219	110	788	1,124	2,146	3	32,047	7,285	39,332
2014	55,373	-	4	-	-	5	9	-	-	21	5	116	1,854	1,996	1,543	99	44,440	7,286	51,726	
2015	62,287	-	1	15	1	7	24	-	-	22	1	201	2,687	2,911	6,614	13	39,480	13,245	52,725	
2016	53,083	-	2	14	1	23	40	-	-	53	8	728	3,868	4,657	5,074	26	42,491	795	43,286	
2017	78,800	-	-	6	-	9	15	-	-	84	132	719	3,457	4,392	11,547	4	62,828	14	62,842	
Total	305,641	-	7	35	2	47	91	13,490	-	13,490	187	365	1,874	12,654	15,080	26,924	145	221,286	28,625	249,911

Status of Reporting on Illegal Game

- In 2017, the GRAC received a total of 5,019 reports on illegal game.
- A total of 4,375 anonymous reports (87.2%) were filed. The GRAC took measures for 1,996 cases (45.6%) for itself, recommended taking corrective measures for 1,923 cases (44%), requested investigation/crackdown for 244 cases (5.6%), sought for corrective actions for 211 cases (4.8%) and requested administrative measures in 1 case (0.02%).



Status of Reports on Illegal Game and Countermeasures in 2017

Type		Report	measures				
			sought for corrective actions	Recommendation of corrective actions	Request for investigation	The GRAC's own actions	asked for administrative measures
Complaint targets	Online games	3,967	202	1,889	6	1,869	1
	game center	226	-	6	205	15	-
	PC rooms	17	1	-	6	10	-
	distribution	32	1	3	2	26	-
	etc.	133	7	25	25	76	-
	Total	4,375	211	1,923	244	1,996	1
Reporting channels	website	4,283	211	1,920	178	1,973	1
	telephone	87	-	3	61	23	-
	etc.	5	-	-	5	-	-
	Total	4,375	211	1,923	244	1,996	1

- The GRAC received 595 cases for filing reports on illegal game (filing reports in real names) for reward and paid a total of KRW 30.62 million for 112 cases (18.8%).

Status of Received Reports on Illegal Game and Payment of Rewards 2013~2017

Year	Report	Reward payment	amount of KRW
2013	940	92	10,270,000
2014	821	286	16,760,000
2015	499	87	20,310,000
2016	307	137	33,700,000
2017	595	112	30,620,000
Total	3,162	714	111,660,000

