

CI 287 C Firgaira

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Q1:

I'd be happy if the existing framework was improved, but perhaps broaden the classifications to accept a greater array of video games.

Q2:

To accurately sort games into the age appropriate categories

Q3:

Classification should be based on the content being viewed, not the platform delivering it. One standard set of classifications accross all platforms should be adequate.

Q4:

No, certainly not, everything should have a classification.

Q5:

How can one assess the potential impact of content? Certainly all children material should be classified accross all media.

Q6:

All material should be classified equally based on content rather than the producer/distributor or audience factors.

Q7:

Yes, certainly..

Q8:

Yes I beleive so.

Q9:

No

Q10:

No, classification should indiciate the material regardless of the access location.

Q11:

None

Q12:

As far as effective goes, obviously blocking websites thoroughly would proove effective; however, it would also have shortfalls of websites being blocked in error which can potentially be detrimental on a

large scale.

Q13:

Parent's play the largest role in their child's actions, these issues are best addressed at home not by a national policy.

Q14:

Perhaps be stored behind the counter just like cigarettes? a form of ID must be shown. Embarrassing as it may be.. it would certainly be better controlled.

Q15:

As soon as the content has been classified it should be presented at any time it is presented to the public eye.

Q16:

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Q17:

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Q18:

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Q19:

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Q20:

Yes, quite clear.

Q21:

No

Q22:

Classifications should be consistent regardless of the media.

Q23:

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Q24:

Malicious content, unlawful activities (ie child pornography, rape, assault, murder) if this was even possible to prohibit..

Q25:

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Q26:

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Q27:

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Q28:

Yes, as if states need to be independant as far as media classification... this should be a national decision.

Q29:

Introduce R rating games, giving responsibility to the community to decide what is appropriate to play as opposed to boycotting numerous games i.e. Mortal Combat from being introduced into Australia.