

CI 304 S Heard

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Q1:

I don't think the framework needs a complete overhaul, just an addition of an adult classification for the interactive media.

Q2:

I think that for one, it's absolutely essential for an adult classification to be in place. And secondly, a more consistent method of evaluating the rating of games. Examples in the past are there in significant quantity for anyone that cares to look back. The violence and themes in the call of duty: modern warfare single player campaigns are a good example. Personally, I wouldn't deem this appropriate for someone under the age of 17 to play, yet, because an MA15+ rating is the highest we have, we have minors playing a game that is perhaps best left to those with the age and maturity to handle the content. More recently, Dead Island received a MA15+ classification here in Australia (it was given a 18+ rating in the UK). However, some time before that, a very similar game called Left for Dead 2 was denied classification because of it's violent content. Both are zombie games, both contain graphic violence and dismemberment, yet we have this inconsistency.

Q3:

Not at all. I don't think anyone can say with any certainty that more children play console games, or that more adults play on a computer. The content is what's important, and what should be assessed for classification.

Q4:

I don't believe so. It's important that classifications are there in the first place. It helps people make a decision about purchasing a game, whether that be a parent buying it for their children, or an adult gamer with preferences that may not include violence or adult themes.

Q5:

I think that the current rating system for movies is quite appropriate and capable of indicating whether something is suitable for children. There doesn't need to be another set of ratings or another organization to indicate or decide whether something is specifically designed for children.

Q6:

This isn't a question of "should we do this because if we do, more money will flow into this industry". This is about a fundamental flaw in our classification framework for interactive media. There is no adult classification, yet only a very small handful of games are denied classification here as a result. Overseas however, there are many games that receive an adult classification that are awarded a MA15+ rating here, enabling minors to play content many others have judged inappropriate.

Q7:

Q8:

I don't think visual media's G, PG, M, MA15, and R ratings are appropriate for books (audio or otherwise) or music.

Q9:

No. Make a set of rules and stick to them. In the past, this has obviously been difficult, because the people responsible for classifying materials have had to use a broken rating system. It puts everything out of balance when you can only judge interactive media acceptable if it's appropriate for a 15 year old.

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Other comments: