

CI 312 S Galwey

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Q1:

Improving Key elements, currently there are equivalent ratings in all other forms of media apart from games. All that needs to be done is an addition of an R18+ rating to games to bring it in line with other forms of media.

Q2:

That all media is rated according to its content to be sure that all rated media is age appropriate. For example; Currently games that are rated 18+ in other parts of the world are being rated MA15+ but similar content in other media is still rated 18+ in categories that actually have that rating.

Q3:

No. I believe the standards of what is appropriate for each age group doesn't change regardless of the format.

Q4:

All media types should be correctly classified where possible in the first instance. Although I understand things like iPhone apps may be too many to approach in this manner.

Q5:

Absolutely, everything designed for a child should be checked to make sure it actually is appropriate for the age group intended.

Q6:

No.

Q7:

Yes.

Q8:

Yes.

Q9:

No.

Q10:

No.

Q11:

Unless the content has literally no controversial content an attempt to classify should be made.

Q12:

Optional filters that can be set depending on the age of the user. Adults don't need to be restricted with the exception of illegal acts and should also be given the right to control what their children are allowed access to with recommended ratings below the MA15+ and R18+ restrictions.

Q13:

Filters that can be adjusted for the age of the child.

Q14:

Keeping them behind the counter and restricting them in the same way cigarettes and alcohol is restricted.

Q15:

When the content is unsuitable for ages under 18 so there is a guide for who it is suitable for. Only content that is suitable for everyone should be allowed to go unrated.

Q16:

Industry bodies and government apply the recommendations and restrictions and users use them appropriately to determine if the content is right for them or their children.

Q17:

Yes, so long as the industry uses the ratings appropriately and any complaints about ratings are investigated by the government. Things could be rated much faster and in most cases probably not need any intervention from the government.

Q18:

Casual games, iPhone apps, in fact most media could be rated in this manner the government need only get involved if there is a dispute over whether the rating applied is in fact the correct one.

Q19:

Yes, small independent films, games and anything that the rating may almost eat up the profits of such small cost productions.

Q20:

I believe they are with the exception for games. Many of the MA15+ games probably aren't appropriate for 15 year olds but are squashed into the category because there is no adult rating. I've heard of occasions where one MA game is okay but another is not. If you allow your 15 year old to play a MA15+ game you should be able to feel confident that all games in this rating are appropriate. I don't think this is currently the case. I believe this is a major cause for confusion.

Q21:

R18+ for gaming needs to be added.

Q22:

One system for all media. If I pick up a MA15+ game I expect it to be on the same level as a movie of the same rating. The point of rating is so I have a guideline as to what I am picking up, I shouldn't have to check the media to be sure it meets my expectations based on another form of media.

Q23:

Yes, absolutely.

Q24:

Child porn, murder, rape, actual violence towards animals and human beings.

Q25:

Unsure.

Q26:

Yes, it should be Law that it is consistent.

Q27:

Other than one scheme for all states? I don't know.

Q28:

Yes.

Q29:

Not allowing framework to be held up by single people, this whole debate has been ridiculous and should have been resolved long ago.