

CI 335 A Durward

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Q1:

There should be a new classification system, in line with that of the film industry.

Q2:

Fairness in dealing with adults purchasing games, who should be acknowledged. Adults help drive the industry and shouldn't have a form of censorship forced on them.

Q3:

No. The material is the key point.

Q4:

If the content is considered offensive, it should be judged not on whether one individual is offended, because there will always be someone who is offended. The content should be classified on whether the total content requires a certain level of maturity.

Q5:

There should be a broad standard applied all media so there is a level of understanding as to what constitutes the different levels.

Q6:

No. Mass marketing shouldn't affect the classification. It doesn't change the content.

Q7:

I believe so if the artwork is considered controversial or requiring a level of maturity.

Q8:

Yes. Music content shouldn't be banned but should have some levels of controls.

Q9:

No. The content remains the same. The control comes from parents and from people selling the restricted content, same as vendors of alcohol and cigarettes.

Q10:

Home content should be at the discretion of the parent. public content should have measures of controls. there shouldn't be R18+ content in a public area.

Q11:

Adults drive the gaming market, either for purchases for themselves or children. The classifications should reflect the intelligence of the consumer. As an adult, I am mature enough to decide what I should be allowed to access, and what my daughter should. Also, I know for a fact that many adults

that feel slighted by the current bans illegally import the games for sale. The government loses the potential for taxes on these games purchased for the UK, Asia or America.

Q12:

Perhaps providing a drivers licence number or some such control.

Q13:

Parental controls by supervising children and a program that restricts search words

Q14:

The control should lie with the vendors.

Q15:

Similar to what they are now, the R18+ Classifications should be in restricted cabinets. The content should all have the classification printed on the casings.

Q16:

The prosecution of people selling the content outside the law should be prosecuted by the appropriate police force.

Q17:

I think the gaming industry is more savvy than people give it credit for. I think a co-cooperation model would take compromise on both sides, but i think it has the potential to work.

Q18:

Sexual content, in the form of sexually explicit acts, should be an automatic R18+ classification. Also depiction of drug usage.

Q19:

I believe small films should be subsidised. The Australian film industry needs the support of the government to keep small films viable.

Q20:

I believe so. In a broad sense. People understand that hard sexual content and gratuitous drug use should be restricted. I believe there is probably a bit of confusion as what lies between PG and M.

Q21:

I think there are enough classification strategies. There are clear enough.

Q22:

They should be compared against other forms of media to see why the decisions were made.

Q23:

I believe that they should.

Q24:

Depictions of child sex and hate crimes are inappropriate.

Q25:

No.

Q26:

Yes. Otherwise these laws are open to exploitation between borders. Also this is important for clarity.

Q27:

I haven't an opinion on that.

Q28:

Yes. In the interests of streamlining the process and coming bypassing the costs of passing legislation in all the different states and territories.

Q29:

I believe this would be enough.

Other comments:

Please give us gamers whom have grown up with video games the chance to play the games that reflect our levels of maturity.