

CI 1381 M Moreland

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Q1:

A new framework is appropriate because 15 year olds should not be playing very violent games that are currently rated adults only in other countries. Moreover adults should be able to play any games and all games should be classified. Currently most games that are not classifiable without censorship are banned because they can't fit into the under 15 age category.

Q2:

To accurately classify all games and allow adults to make their own decisions on what is appropriate for them.

Q3:

No it shouldn't

Q4:

All content should be classified

Q5:

If content is deemed high impact it should be rated adults only and this can vary between media, so should not be automatically applied to all media

Q6:

No, all content should be classified

Q7:

No

Q8:

No

Q9:

No

Q10:

No

Q11:

Q12:

Should not be controlled full stop, it should not be up to the government to decide what is accessible to the general public

Q13:

By their parents

Q14:

The selling entity should be responsible for not selling adult classified material to minors

Q15:

When published

Q16:

Minimal

Q17:

Yes

Q18:

G rated material

Q19:

I don't know how much it costs now - should be a minimal cost to the content provider not a revenue generator for government

Q20:

Yes

Q21:

An Adult only classification over 18

Q22:

Make them consistent across all media currently different for movies and games very confusing

Q23:

Yes

Q24:

None

Q25:

No. Refused classification could be an article on euthenasia

Q26:

Should be consistent

Q27:

Q28:

Yes - but only if it is not censorship, if it is intended to be censorship it must be transparent and have proper independent avenues for appeal and challenge

Q29:

Other comments: