

CI 2286 S Corletto

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Q1:

Develop new framework.

Q2:

Implimenting an R18+ rating for video games.

Q3:

no. the content should be granted classification across platforms, regardless of media.

Q4:

All content should be classified, regardless of if complaints are sent in or not.

Q5:

Yes, the potential impact of content should be taken into consideration. And child-safe content should be classified across all media.

Q6:

all content should be classified regardless.

Q7:

No, art work should not be classified or restricted, and judgement left towards individual curators if it is appropriate to be exhibited.

Q8:

Audio books and podcasts should have some classification, but songs should not.

Q9:

no,

Q10:

yes

Q11:

n/a

Q12:

classification ratings and methods, such as signing up to websites, including adding age, to access age-restricted content.

Q13:

parental controls on individual computers and aforementioned age-sign up protocols.

Q14:

hidden out of public eye

Q15:

all the time.

Q16:

adding classifications and monitoring that they are being upheld by distributors in restricting purchase of inappropriate content to minors.

Q17:

yes

Q18:

excessive violence and adult themes.

Q19:

yes, independant productions of film and games, etc should be subsidised.

Q20:

they could all use some slightly clearer clarification.

Q21:

R18+ needs to be added in the classification of video games.

Q22:

just make them more consistant across media.

Q23:

yes

Q24:

anything illegal (child pornography, bestialty, etc)

Q25:

not always

Q26:

through promotion campaigns.

Q27:

a new and better one.

Q28:

yes.

Q29:

R18+ rating for video games.

Other comments: