

## **CI 2311 P Smith**

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Q1:

I believe the ALRC should focus on developing a new framework for classification to allow an R18+ category video games in Australia.

Q2:

To deliver suitable content to the appropriate consumer bracket.

Q3:

No. The content itself is what should be used to determine a classification.

Q4:

All content should be reviewed and given appropriate classification. If there has been a complaint, another review would be necessary.

Q5:

There should be forewarning for all consumers if content were considered to have potential impact. Give the consumer the choice, that way complaints cannot be made on personal agreement grounds.

Q6:

No.

Q7:

No.

Q8:

With the target audience in mind, perhaps.

Q9:

No.

Q10:

Yes. Perhaps developers could introduce new schemes for public demonstrations, as well as different demonstrations for homes.

Q11:

Who is it targeted at, why is it targeted at them, what is the purpose of the product. From this, a suitable classification should be able to be made.

Q12:

Giving adult controls administration rights over content that can be accessed through the game, both online and locally.

Q13:

By giving parents proper forewarning with the game, whether in the form of leaflets and booklets on the cover and inside the game case, or by signing up for the more mature content by using adult validation via a free call number to redeem a code or something similar.

Q14:

By categorizing the explicit content and governing which areas can and cannot be accessed by minors.

Q15:

All the time.

Q16:

N/A

Q17:

N/A

Q18:

R18+, and make it accessible to the Australian people.

Q19:

No.

Q20:

What causes confusion in the community is the fact that we have not got an R18+ category. The gaming community of Australia strongly pushes for this category.

Q21:

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: