

CI 141 D Gibson

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Q1:

Q2:

Ensure that video game classifying is modified to include a R rating. Gamers aren't just teenagers any more. An increasing proportion of gamers are adults. It is idiotic to treat adults as children and say they cannot play games designed for adults. We are capable of differentiating between a game and the real world

Q3:

Online content by its nature is difficult to classify and even more difficult to enforce. I certainly don't support censorship or internet filtering

Q4:

yes

Q5:

Q6:

Q7:

Q8:

No

Q9:

Yes

Q10:

Q11:

Q12:

Opt in filtering. Or this useful invention called parenting. You can't, and shouldn't, censor the internet.

Q13:

Parenting. It is a parent's responsibility to ensure their child is not exposed to material they find objectionable. If parents are not sufficiently tech savvy then there is a wide variety of 'Net Nanny' programs. Opt in filtering is possible. Opt out or compulsory filtering is not effective and an overreaction. It is not the government's job to parent children.

Q14:

Q15:

If it is only suitable for adults

Q16:

Q17:

Maybe, depends on the specifics and implementation

Q18:

Q19:

material which is small budget and only likely to be used by a small amount of people

Q20:

Refused classification as opposed to illegal is confusing and ambiguous

Q21:

Yes. There needs to be an R rating for video games. The current system does not acknowledge that gamers can be adults and want to play games designed for adults.

Q22:

Q23:

Q24:

Q25:

The whole refused classification thing is confusing. Only child porn and snuff videos (etc) are really that objectionable. It certainly shouldn't go as far as things that are legal but the government finds distasteful- such as abortion.

Q26:

Q27:

Q28:

Q29:

Other comments: