

CI 179 M Ritchie

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Q1:

Improve key elements by creating a R18+ category.

Q2:

To provide a clear guideline to people as to the appropriateness of game titles.

Q3:

Yes. It is impractical to think the classification system can keep up with technology.

Q4:

Yes.

Q5:

No.

Q6:

No.

Q7:

No.

Q8:

No.

Q9:

No.

Q10:

No.

Q11:

Q12:

Online content should not be restricted to adults. Parents need to supervise their children more when on they are on online.

Q13:

Educate parents as to what options they have, such as software that can be bought and parental controls already installed on game consoles.

Q14:

Enforce penalties to providers who give such material to underage people.

Q15:

At all times so people are advised.

Q16:

Users should be able to access whatever content is appropriate for them. The industry bodies should be able to regulate their own content and the government agencies should only act if complaints have been received.

Q17:

Yes

Q18:

Games.

Q19:

Independent films and games

Q20:

The fact there is a different classification system for gaming as opposed to movies is definately confusing. There should be the same rating system for all types of content to avoid confusion.

Q21:

Yes! The gaming industry is in dire need of a R18+ category. Adults should be able to access appropriate content.

Q22:

Have the same system across formats.

Q23:

Yes.

Q24:

This would be impossible to enforce. Keep the Internet free of censorship.

Q25:

Yes.

Q26:

No.

Q27:

A commonwealth scheme that covers both movies and gaming as equal.

Q28:

Yes.

Q29:

An R18+ rating for gaming is DEFINATELY needed.

Other comments:

As a 34 yea old adult I think it is an insult to me that I can not access gaming content that is designed for adults. Please introduce a R 18+ category for gaming.