

CI 184 P Warren

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Q1:

I think a new framework is necessary given the fast pace of change in the entertainment industry.

Q2:

It should be providing information about the content of media, so that judgements can be made about what to view, or what to let ones children view.

Q3:

The access method or platform should have no relationship to whether content should be classified. The classification should concern purely the content and it's context, not the method of access.

Q4:

I suppose there are some limits to what can be classified, but what classes of content don't need a classification, I dont' know.

Q5:

Q6:

Q7:

I think it should be for consumer advice rather than restriction, although I think anything rated as adult (R18+) should be restricted to adults only.

Q8:

Q9:

Q10:

I think where content is accessed is irrellevant to whether or not it should be classified.

Q11:

If it's likely to contain content that consumers would like to know about in advance of viewing.

Q12:

I would say something similar to liquor licensing laws. An onus on the provider to prove it hasn't sold to minors.

Q13:

By parental supervision and training.

Q14:

Q15:

Q16:

Q17:

Q18:

Q19:

Q20:

I think the current classification categories are Ok, they just need to be applied the same way across different media types.

Q21:

Q22:

Q23:

Q24:

Q25:

I think that's probably a fair assessment

Q26:

I think states should decide which levels of classification are available.

Q27:

Q28:

Q29:

Other comments:

My opinion is that classification should be for information to adults, without restrictions on what adults can purchase or access, and that there needs to be some restrictions on what unsupervised children can access. I believe that classification categories should be consistently applied across all media that requires classification, with the obvious example being that the lack of an R18+ for computer gaming entertainment should be addressed.