

CI 232 P Panaretos

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Q1:

improving key elements of the existing framework

Q2:

Instating an 18+ classification and focusing on education within violent video games rather than censoring them altogether. Kids arent dumb. They will get their hands on uncensored versions one way or another.

Q3:

No. God no.

Q4:

not required, but subjected to review and all sales after be affect for that particular product.

Q5:

Q6:

No it shouldn't. However, larger organizations will be subject to multiple classifications around the world and will usually make content accordingly.

Q7:

never.

Q8:

No

Q9:

No

Q10:

No

Q11:

Q12:

Education. Providing the content anyway and education in the negative affects it could have. The requirement of an adult to be present when buying a game in a classification outside of your age.

Q13:

DEFINITELY NOT THROUGH A NATIONAL FILTER!

Q14:

DEFINITELY NOT THROUGH A FILTER EITHER!

Q15:

As often as possible. As long as the seller and buyer are aware then the responsibility is within their hands.

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Yes as long as it is not abused by reinstating a shit new system that is completely ineffective.

Q29:

By polling the public and finding public opinion and ideas regarding the issue and by addressing the market it most affects (THE GAMING PUBLIC) and discussing and accumulating ideas and opinions regarding various methods regarding the content.

Other comments: