

CI 1023 R Rawlins

First name: Ruby

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Q1:

The existing framework needs to be improved by including the R18+ rating for video games.

Q2:

Freedom of artistic expression whilst also giving real and valid warning labels to anything unsuitable to children of a certain age or people of a certain mindset (ie can't stand gore in a fictional setting)

Q3:

No, because all forms of media, whether interactive or not should only need to be classified to protect children under 18. An adult deserves to be treated like an adult, and would understand what an R rated movie or video game entails.

Q4:

I don't think so. Content is mostly standard, for example graphic sex scenes, or a certain level of realism in gore. Complaints should give reason for the ALRC to reconsider content's classification, but not be the primary method, and should only be used as I said, to \*consider\* it.

Q5:

Q6:

No.

Q7:

Not classified exactly, but warnings should be given for those who can't handle free expression, or for their children.

Q8:

Yes, but it isn't as necessary as other forms of media specified earlier.

Q9:

No.

Q10:

No, both should be classified equally.

Q11:

If it influences the minds of young children. Religion should probably have warning labels.

Q12:

Don't sell it to minors, just like you don't sell alcohol to minors. If they work around it, which they inevitably will once they're coming to age, you can't be blamed for that really.

Q13:

I don't think it can. Parental controls are crude, but I suppose they work until the child learns how to avoid them.

Q14:

Not have them at the front if every newsagency you see? Put them in the back like with restricted videos in videostores.

Q15:

If it can affect the viewer's attitude towards ethics negatively. Again, why religion should be classified.

Q16:

The government should classify things and then step back. Industry bodies should express themselves freely, and also understand their market shrinks if they release restricted materials. Users should enjoy the content and produce feedback for both industries and the government bodies to work with.

Q17:

Yes. Communication is key.

Q18:

Violence, sex scenes, general death, and language.

Q19:

I'm not sure I understand the question. Why should anyone pay for classification?

Q20:

Strong "Themes" is a pretty silly one if you ask me.

Q21:

Possibly include a list of violence ones specifically made for videogames. Also probably sexual ones relating specifically to videogames.

Q22:

Q23:

Q24:

I'd like to say illegal sexual behaviour and real footage of murder/manslaughter. I wouldn't want the government trying to block those things though, as they'd inevitably block safe sites that are caught in filters.

Q25:

Q26:

Yes. Tell the states to shut up and implement proper classifications nationwide.

Q27:

Q28:

Q29:

Other comments: