

CI 1041 A Rye

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Q1:

A new framework. The current framework is broken and inaccurate due to the lack of an R18+ rating. Start fresh, I say!

Q2:

To classify games accurately and without any bias.

Q3:

No.

Q4:

Yes. This frees up time for the classification board, allowing them to give more thorough, accurate ratings.

Q5:

Q6:

Q7:

No. Artworks should never be classified. Let the parents decide that, if they're young children want to play said artworks.

Q8:

Q9:

No.

Q10:

Q11:

Q12:

Don't try classify online content. Kids already have access to anything they want on the Internet. It's the parents' job to supervise their child's online activity.

Q13:

By teaching parents about the dangers of online. Some older parents don't understand the impact of such technologies, and might be uninformed. Perhaps a PSA of some kind to help spread awareness?

Q14:

Again, that should be up to parents, if they want to keep those things away from their children.

Q15:

Q16:

Government and industries should be there to advise, rather than control. Let ratings for all things be advisory, rather than controlling. It should be up to the users (or the parents of users) to decide whether content is appropriate or not.

Q17:

Q18:

Q19:

Q20:

Q21:

I find the M rating confusing. Is it suitable for kids or not? It's a vague middleground, and I think we need something more straightforward, like, for example, the US's "PG13".

Q22:

Video games should receive the same classifications as movies, specifically, the R18 rating.

Q23:

Yes!

Q24:

None. All online content should be free to access by anyone. If certain things are illegal yet still free to access, like in the case of child pornography, leave them free to access and continue to use them as bait for sex offenders. Prohibiting such materials will never work, people will always find a way around.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: