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Q1:

Yes.

Q2:

Ethically and morally add a mature age classification for games.

Q3:

No, because any platform is ascertainable. Thus it is non-issue. Also those platforms which are more general for people who can afford them can easily be using the platform in front of those who can't (e.g. adults using PC's in front of their children).

Q4:

No. All material should be classified

Q5:

The fact it is having a particular impact should mean that there is a need for its classification. Also people should have the ability to access all content, no matter the impact - but be made aware of its impacts/risks.

Q6:

No.

Q7:

Yes.

Q8:

Yes, vulgar or discriminatory/inflaming language should be highlighted.

Q9:

Nope, still needs classification.

Q10:

No. It is still being accessed.

Q11:

Q12:

Rather than controlling, there should be a cataloguing - all online content should be available to everyone, however that which is against the law, or could induce particular consequences should be noted before it is accessed. Flag don't filter.

Q13:

That is a parental control issue and parents should have the ability to block what is inappropriate for minors.

Q14:

Offline content needs to be gained using identification, like getting into a bar or buying cigarettes

Q15:

On the casing, as per current standards, or as a loading page.

Q16:

Q17:

Q18:

Material, who's audience is children.

Q19:

Yes. Should be free.

Q20:

Yes, bar the fact there is no classification for adult material above MA15+ for games

Q21:

Yes, the classification of adult games, for those over the age of 18. Australia has banned more games than countries like China as a whole because it was deemed 'unclassifiable' - rather should just be classified as X rated or such, meaning over the age of 18 or 21.

Q22:

Same Classification symbols directed for same age restriction. e.g. PG = 13+, no matter the material.

Q23:

Yes, and have areas such as classification for computer games aimed at adults be added.

Q24:

Pornography of Minors

Q25:

No. is too large as it includes games which should be allowed onto the marketplace with an adult rating.

Q26:

Yes. Federal level law/jurisdiction.

Q27:

A federal level law.

Q28:

Yes.

Q29:

Other comments: