

CI 1853 D Warren

First name: Dave

Last name: Warren

Q1:

A new framework is clearly required - as nearly all other industries have had reviews in some form or another over the past decade, the classification standards for gaming have not kept up with the times. The average age of the gamer is over 30 years old and whilst the developers have kept up with them, our nations laws have, unfortunately, not.

Q2:

The objective should be to have a system that fairly represents the gaming industry but more importantly, the consumers. It is deplorable that gaming developers and fans of gaming are having their experience and life choices hindered by laws that do not accurately reflect the nature of the consumers. The role of sensing children to exposure to adult themes is the role of the parent or guardian with the support of the classification system and must not be the sole responsibility of the law makers and gaming developers.

Q3:

Q4:

No, all content should have some classification, it helps the consumer to make an accurate and informed decision. With that being said and in order to make this whole process fair, Australia needs (not wants but needs) an R18+ classification for gaming.

Q5:

It is almost impossible to say what impact content will have on a person as with an form of media or entertainment - by this reasoning the holy bible should come with an R18+ rating due to its graphic portrayal of violence and its "potential" impact on people that may cause them to go into a zealous rampage.

There already exists, in some form or another, classification methods across all media which are suitably policed and the content contained within these are reflective of what is easily accessible to Children. For instance, free TV has some very strict classification mechanics for what is shown at certain times. Furthermore, I would like to note that even free TV has adult only entertainment, without the price tag, parental participation in choice and retail safeguards of the gaming industry

Q6:

Q7:

Some artworks should not be readily exposed within stores and should have some degree of censorship to avoid children seeing it, however this artwork is a part of the whole experience and, as such, the consumer should be able to easily remove the censoring within the privacy of their own home.

Q8:

For adult content, there should be some form of classification, however much of the music and audio books in my experience does not have anything that would require this form of classification.

Q9:

I think that it should certainly be considered in making the decision to classify something. For instance, if something is only available or will likely only be experienced by a small proportion of Australians then committing resources to classify it seems a superfluous mechanic.

Q10:

Yes. We are an educated and intelligent nation and the decisions and products we purchase for use in the home should be ours to make, without our government making any undue and unfair judgements - our video games should not be watered down or censored for fear of impacting a child, we should trust their parents and guardians to make a suitable decision on their behalf. I am old enough to vote, drink in a bar and go to war for my nation and I feel that I am also educated and responsible enough to make a decision on what I choose to enjoy in my own home, without undue influence from exogenous sources.

From here though, content accessed in public must certainly have some form of classification as the public nature of the content removes the ability of the parent or guardian to make a decision on behalf of a child.

Q11:

Content should be classified on its own merits of what it is. I believe that content must also be classified based on who it is for. For example, a game that is designed for an adult, should be given an adult classification!

Q12:

Parents and guardians

Q13:

Parents and guardians - this is their responsibility.

Q14:

Once again, parents and guardians. In the absence of these adults, it is the store who must appropriately monitor the sale of these magazines - the classification of 18+ is a safeguard that should be policed.

Q15:

When in stores to help people make an informed decision on their purchase.

Q16:

The role of government in the regulation of content is to provide information to help ensure that consumers make an informed decision on their purchase. Industry bodies help to maintain a consistent and high standard of product and users enjoy the end product. In terms of gaming, music, movies and other forms of entertainment - these are a part of our culture and are art. They are designed, in essence, to challenge our minds and think in new ways and just because they aren't in a museum, does not detract from this fact. By censoring and requiring "watered down" versions of products, our nation is diluting our arts and culture in very literal terms.

Q17:

Q18:

Video Games and movies should have a classification due to the fact they both have visuals as well as audio offerings, however these should only be classified in a fair manner and only if they both have

R18+ classifications. These classifications must only be used to provide a guideline to inform consumers, not as a mechanism to censor Australians.

Q19:

Q20:

The existing classification categories are relatively simple to understand, however they do not accurately reflect the changing nature of the Australian culture, our development as a nation, the forward movement we have in terms of knowledge intellect and education or the changing needs of the industry - these must be addressed and an R18+ classification for gaming is needed

Q21:

A gaming classification for R18+ is required. This is a must.

Q22:

Through one consistent guideline

Q23:

Yes, our laws are confusing enough without spreading the criteria across several guidelines, acts and codes.

Q24:

Q25:

Q26:

It is important that everyone is on the same page with classifications - this ensures consistency and a fairer system. This should be promoted through websites and also retail stores that sell products that have been classified.

Q27:

Q28:

Q29:

Other comments:

This is an important issue and one that must be addressed. A fair and consistent classification system is a must and included in that is an R18+ classification for Gaming. It is a simple thing and one that meets our rights to experience things in a manner that we see fit. It is not the responsibility of the system to ensure children do not experience adult content, it is the responsibility of the parent or guardian. I will not as an adult, be censored because of someone else's laziness when it comes to raising their child.