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Q1:

Consistency across different mediums should be enhanced. At the very least we need an R18+ rating for games which is comparable to the R18+ rating for film.

Q2:

Classifications should be primarily informative. Implementation of an R18+ rating for games would enhance the information available for parents as currently it seems that games are being shoehorned in to the MA15+ category which does not provide an accurate indication of the themes and content.

Q3:

Yes, definitely. Content from different platforms may have different criteria for classification and may also be subject to change at such a rate the the current classification process would not be able to keep up.

Q4:

Classification provides a source of information for consumers, I believe there is benefit in most content being classified but the current process can be costly and infeasible for some content. An industry self-classification model would allow classification information to be provided without the associated costs. Complaints could then trigger an assessment of the content to ensure that it meets the appropriate guidelines.

Q5:

Yes, I believe that there are benefits in have this content classified by using a feasible, cost-effective model such as industry self-classification. The classification helps consumers make an informed decision.

Q6:

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Q9:

Q10:

Q11:

If the classification system effectively restricts content through cost or complexity then it is not an effective system.

Q12:

Q13:

Parental supervision, education and consumer products allowing content filtering locally (not internet wide filtering and also not used independently)

Q14:

Q15:

Q16:

Q17:

Yes definitely, more content could be classified thus providing more information to consumers.

Q18:

Q19:

Q20:

The gaming classification of MA15+ causes confusion, due to the lack of an R18+ classification, games that are not appropriate for MA15+ category are made to fit.

Q21:

As a mature gamer (29 years of age), I would expect that clear information is provided about the product content and to do this effectively, an R18+ classification is required.

Q22:

Consistent criteria and guidelines as well as classification levels across different content types needs to be implemented.

Q23:

Q24:

Q25:

Definitely not, the Refused Classification category does not reflect illegal content and therefore should not be prohibited.

Q26:

Q27:

Same rating system across content types.

Allow industries to classify their own content.

Government should be able to review classifications and change if it is determined that it does not fit within the detailed and consistent guidelines provided by the scheme.

Q28:

This would make sense. Consistency across the country would reduce confusion and provide a single framework for industry's to work to.

Q29:

Other comments:

The classification scheme needs to be replaced with a scheme that is compatible with the changed media environment we are now in. As a mature aged gamer (29) I am unable to access content not

deemed unsuitable for 15 year olds due to lack of an R18+ rating. The current classification system is also not cost-effective and has been shown to be indecisive, with a number of Refused Classification ratings being changed to MA15+ at appeal. Industry self-classification using detailed guidelines with a system of government reviews would appear to be the most effective solution.