

CI 1926 A Larrondo

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Q1:

Improving key elements and resolving obvious inconsistencies in the classification of media content across all media, not only video games, and all platforms.

Q2:

Resolving the issues and inconsistencies on the classification of media content of video games across all platforms.

Q3:

No. No matter the technology or platform type, all content should be subject to and abide by the same classification rules and regulations to determine its final classification.

Q4:

No but those cases should obviously be subject to further investigation.

Q5:

Not severely, but should influence or assist in the final classification.

Q6:

It should affect its classification but not affect its sale or its opportunity to reach any and all customer types where ever possible.

Q7:

No. At least not subject to strict classification as to affect the result of ultimate sale performance on the market.

Q8:

Possibly not the same, but similar, to reach the same goal of being classified correctly but reasonably.

Q9:

Not at all.

Q10:

No.

Q11:

Whether banning content completely will affect or influence or even indirectly promoting piracy. The ease of obtaining pirated copies of almost any media across any platform definitely influences consumers when content is banned due to misclassification, or total lack of classification.

Q12:

Age classification of consumers.

Q13:

Increasing the legal age of viewing classified content and having stricter rules as to proving such legal age.

Q14:

Again, increasing the legal age of consumers of the content.

Q15:

At all times

Q16:

All should be able to influence the end result and classification of media under question or that cannot not be determined.

Q17:

Possibly.

Q18:

Any possible

Q19:

No. All content should be subject to the same classification guidelines.

Q20:

The only confusion is the lack of an R18+ rating for video games across all platforms. But all CURRENT classifications are explained and understood fairly well.

Q21:

An R18+ rating for video game content needs to be created. Films can reach an R18+ classification and be restricted to what theatres they are played at and so video games should be no different.

Q22:

Consumers could be made aware of the actual classification process, and at least for content which is somewhat difficult to be classified, be given a chance to be included in the process.

Q23:

Yes but either should not be affected or loss any current classifications rules. Only if to be made stricter.

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: