

CI 2109 N Kiely

First name:

Nathan

Last name:

Kiely

Q1:

The framework that exists is a well thoughtout framework and evidently worked for years with film and television programming. The exclusion of an R+18 rating all together is the key element if I had to spesify.

Q2:

To extend the already present national classification system to include video games which would otherwise be excluded all together. In proposing this, its not the intention that video games shoudln't still be embargoed due to the contents, although it should lenieate the system so as the amazing games that have been denied classification in the past can be now released due to the new R+18 classification.

Q3:

A lot of hard work has gone into the production of various video games. Evidently more than others. That said; a game designed for Xbox 360 or PS3 and PC have more advanced coding, design principles, and story than say the Wii, DS or PSP. Not to say these arn't "better" or "worse" but that their more likely to get a lower classification than the 'hardcore' gaming consoles (Xbox, PS, PC).

Q4:

This to me seems like a frivilious suggestion as all games should be classified under their respective fields because this has and does work on many different platforms (i.e film, TV) and without a classification system parents themselves rely on a 'test and trial' system for minors and I myself wouldn't like minors watching films such as Pulp Fiction as them playing games like Left 4 Dead. Although Australia has Pulp Fiction but not the full Left 4 Dead.

Q5:

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Other comments: