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Q1:

The existing framework is fine but it needs to incorporate video games up to an R18+ rating.

Q2:

Clearer guidelines for parents in terms of games ratings.

Q3:

Q4:

No. All content should be classified.

Q5:

Impact on who? I'm an adult and I am able to make my own decisions. Yes content for children should be classified across all media.

Q6:

No.

Q7:

Yes.

Q8:

Yes.

Q9:

No.

Q10:

No.

Q11:

Q12:

Education. Parental guidance and responsibility.

Q13:

Education. Parental guidance and responsibility.

Q14:

Parental guidance and responsibility.

Q15:

Markings need to be shown at all times.

Q16:

Provide consumers - especially parents - with guidelines.

Q17:

Possibly.

Q18:

Obvious content like PG ratings.

Q19:

Yes.

Q20:

No.

Q21:

Current categories are fine but games need an R18+ category. The existing MA15+ category is not a suitable maximum.

Q22:

Games need an R18+ rating like movies.

Q23:

Yes.

Q24:

Child pornography and any / all material with criminal intent and motivation.

Q25:

No.

Q26:

Q27:

Q28:

Yes.

Q29:

Other comments:

As a parent and an adult gamer, I find it frustrating that some games which I want to play are refused classification. And it's equally frustrating to think that as my child grows up, games that should be rated R18+ are instead being classified as MA15+. Wanting the R18+ classification is not about exploiting any kind of loop-hole for video games of explicit content to be made available to consumers - it's actually about having a classification framework that will allow parents to make informed, educated choices about what games we allow our children to play. The current classification scheme for games makes no sense if, for example, I can guide my child as to what he watches on television and on DVD because separate classifications exist for MA15+ and R18+ films (and music), yet am unable to do this for video games.