

CI 2303 A Peirce

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Q1:

There definitely should be a new framework developed. Whilst the current model is suitable for the existing classifications of games as well as movies, a new framework would allow the ability to include an R18+ classification whilst also setting the guidelines as to what would be considered a refused classification title.

Q2:

To allow consumers to understand specifically what the age ratings are for the game they are considering purchasing.

Q3:

Not at all. This would allow for unclassified games to be accessed via digital means which would theoretically be illegal.

Q4:

No.

Q5:

The impact of content would be like rating Fight Club R for adult themes. If the game is violent, then so be it, but if it has adult themes then rate it so.

Q6:

Not at all. All content should be considered equal.

Q7:

If they are deemed to push the boundaries of the classification guidelines, then yes.

Q8:

Only if the content warrants a classification (eg. American Psycho).

Q9:

The size of the audience for an item should not affect whether they should be classified as all items should be considered equal, regardless of audience size.

Q10:

In the digital age the lines between public and private content has become blurred so all content should be considered equal.

Q11:

None that I can think of.

Q12:

A registration scheme where you have to input your licence or passport number to verify age.

Q13:

As above.

Q14:

I am not sure.

Q15:

When the boundaries of classifications are tested but not exceeded.

Q16:

The government should provide a body to classify materials, an industry body should regulate the classification and a user should notify both parties if an item is deemed to not fit between these areas.

Q17:

Yes. The industry would be able to regulate which content should be flagged as unnecessary or unregulatory.

Q18:

Basic content which obviously fits within the parameters of the appropriate classification (eg. a sports game being rated G).

Q19:

The classification of independent films and games should be subsidised to further allow this content to reach an audience without harming the developer of the material.

Q20:

No, the accessibility of violent material in a MA15+ rating is becoming a joke as there are games in other areas of the world which are marked with an 18+ rating (seen on the Australian copies of the games), yet they are still available to anyone over 15 years of age - a joke.

Q21:

Yes, an R18+ classification for video games.

Q22:

A fully understood classification system that incorporates an R18+ classification for games.

Q23:

Yes.

Q24:

I am not sure.

Q25:

Not at all. It is too broad a classification.

Q26:

Definitely. It is not right that one state may be able to ban material which is available in another state or territory. Either have a universal law or none at all.

Q27:

One that includes an R18+ classification for games.

Q28:

Yes.

Q29:

R18+ classification for games.

Other comments: