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Q1. Improve existing framework

Q2. Allow video games to be rated as 18+ and have a set of rules in place prohibiting sale to minors.

Q3. No

Q4. Yes

Q5. Defiantly to both questions

Q6. Yes

Q7. No

Q8. Yes

Q9. Yes

Q10. Yes, content viewed in public would need to be classified, whereas content viewed in private doesn't need to be

Q11. The target audience of the designed content

Q12. There would be absolutely no way to control access to online content, if someone wants it they will find a way to get it. As for attempting to control access of certain content because a small population might view something their not meant to sounds like a pretty stupid idea, its like punishing a country for one mans foolishness.

Q13. Keeping an eye on the child while they are online is the best and probably most effective way to control what content they see online.

Q14. Something like this should fall to the parent to stop or correct.

Q15. The content should be required to display classification markings, warnings or consumer advice if the content is inappropriate for children

Q16. the government agencies should classify the content so that people know.  
It is the users responsibility to decide what content they and their family view.

Q17. A third party should be responsible for classifying the content (eg the government) not the industry itself as to remove forms of bias.

Q18. Children and R18+ content as these are obvious to tell

Q19. I don't know

Q20. M15+ MA15+ and AV15+ cause confusion (at least for a few people I know) as they are all 15+

Q21. There needs to be a R18+ category (particularly for games) something should be done with M15, MA15 and AV15+'s as to remove any confusion between what they all refer to.

Q22. I don't know

Q23. Yes it should be consolidated and updated for today's media and content.

Q24. Again, attempting to prohibit online content is a useless endeavor as there will always be a way to get around it.

Q25. No

Q26.

Q27. One with a R18+ rating for video games.

Q28. Yes

Q29.

Other Comments:

With the exception of minors (who should be regulated by their parents/guardians), people should be allowed to choose for THEMSELVES what they wish to watch or play, the classification system should be there to advise people what the content contains rather than banning things that SOME people think is inappropriate for the masses because they personally don't like it.

Besides doing so just causes people who wish to play or watch certain content to import it from other countries so in effect attempting to ban things due to them being too violent or something is completely pointless. On the other end of the scale we get games and movies rated R18+ in other countries in our country for M/MA15+ which in my opinion seems kind of stupid.