

CI 500 J Booth

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Q1:

Develop new framework, the current system is broken.

Q2:

To give the ratings a more distinct set of guidelines, and to also bring rating decisions in line with other countries (Games rated R18+ in USA being rated M15+ in Australia, for example)

Q3:

No, several studies such as "Internet Fantasy Violence: A Test of Aggression in an Online Game" have shown that differing levels of interactivity have little to no affect on impact to the participant.

Q4:

No, all should be classified to help parents make decisions of what products are responsible for their children.

Q5:

No, see answer to Q3.

Q6:

The market size of a particular product has lead to some apparent change in ratings, which needs to be addressed.

Q7:

No

Q8:

No

Q9:

No

Q10:

No

Q11:

Q12:

Warnings for material that may be unsuitable for children over a certain age, but no blocking or censorship of such material without consent of Parents or Guardians.

Q13:

Better education about using internet services in schools and ad campaigns.

Q14:

Password protection and parental supervision

Q15:

At all times

Q16:

Suggestions of ratings for content, but no restrictions with the exception to explicitly violent or sexual material.

Q17:

Perhaps for the electronic entertainment industry where rating for each title is hard due to relative length when compared to films or music.

Q18:

Electronic entertainment

Q19:

In the case of independent and locally produced content

Q20:

No, the difference between MA and M are not distinct

Q21:

Yes, an R18 rating for videogames and lower the age of M to 13

Q22:

Give games and movies similar ratings.

Q23:

No

Q24:

Child Pornography

Q25:

Yes

Q26:

Yes, the system of giving different states different laws in regards to classification is confusing and should be abolished.

Q27:

Q28:

Yes

Q29:

Other comments: