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Q1:

Improve key elements of the existing framework.

Q2:

To inform buyers as to the content with which they're considering to buy. There is no reason not to have an R18 rating in Australia.

Q3:

There is something to be said that a young teenager, of say 13 or 14, could not obtain an R18 rated game from a retail outlet without being accompanied by an adult but they could easily obtain it online. However, they would need access to a credit card which they should haven't at that age and their personal details would need to be validated by the content distributor in the first place before their account with the distributor becomes active

Q4:

All content should be classified

Q5:

No

Q6:

No, it would not make a difference

Q7:

No

Q8:

No

Q9:

No

Q10:

No

Q11:

Q12:

Un-restrict it. Simple. With the introduction of an R18 rating, no content would be restricted or unavailable. Therefore, there would be no reason for anyone to invoke any type of work around to

obtain the content, therefore it won't need to be "controlled" in this context.

Q13:

That's up to parenting, not the Australian Government.

Q14:

Again, parenting.

Q15:

Before purchase. A physical copy in a retail store should have the marking on the product box. Online distributors of content would need to make the markings dominant on their website.

Q16:

The classification board should classify content, and that's it. Industry bodies will display that classification when selling the product or content. It's up to users to decide what they wish to consume. In the matter of younger individuals consuming potentially inappropriate content, that is up to parenting.

Q17:

Q18:

None

Q19:

No

Q20:

None

Q21:

There absolutely needs to be an introduction of R18 for video games. That, or merge MA15+ with R18. Denying (and effectively banning) "R18" games from Australia is a joke. Adults have the right to consume whatever content they wish. On top of that, without an R18 rating for video games, it forces Australian citizens to purchase online or overseas and illegally import the game to Australia, bypassing Australian stores and distributors which can be quite a blow to our economy.

Q22:

Q23:

Q24:

Nothing, apart from the obvious like child pornography

Q25:

NO.

Q26:

No

Q27:

Q28:

Q29:

Introduce an R18 rating for video games

Other comments:

There is nothing new I can bring to the argument of whether Australia should have an R18 rating for video games. But, we absolutely should. As previously stated, not having an R18 rating for games in Australia forces our citizens to go underground and illegally import the games either online or from overseas delivering quite a blow to Australian jobs and distributors of video games, both digital and retail.

That says nothing to the fact that Australia is a free country and adults should not be told they can or cannot consume certain content. Take example a video game by the name of "Left 4 Dead 2" that was refused classification. It was RC'd because of the large amount of violence in the game against infected "zombies". The violence present in this game was not out of the ordinary. It was on or below par with even M15+ rated movies in Australia. Sure, it was not appropriate for anyone below the age of 15, but should adults fall into the same category? Absolutely not.