

CI 653 A Tyndale

First name: Adam

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Q1:

yes

Q2:

To standardise media classifications across tv, cinema, videogames and other mediums and give the consumer a better description of content.

Q3:

Unsure, this question is worded poorly...

Q4:

No, all content should be classified evenly, and complaints should be weighed against general consensus.

Q5:

If you want comprehensive answers, these questions should be worded for laymans.

Q6:

Pass

Q7:

Pass

Q8:

Yes

Q9:

No

Q10:

No

Q11:

Pass

Q12:

Leave that to parents and responsible parties in the civilian sectors.

Q13:

Parents paying more attention to what their children are doing online.

Q14:

For children, their parents or guardians should be monitoring it, everyone else should be able to access any pornography they like, THEY'RE ADULTS!

Q15:

At the point of sale and in promotional advertising

Q16:

To classify, but not restrict, media fairly and without social pressure.

Q17:

What?

Q18:

Huh?

Q19:

Next...

Q20:

Video games. The average gamer age is 24, WHY DON'T WE HAVE AN R18 RATING YET?!?!?

Q21:

Yes, the video games industry is no longer just a children's market. a R18 rating should be introduced to allow gamers access to games that are banned or edited for an Australian release.

Q22:

Again, what..?

Q23:

Don't understand this question, but if it get's us a R18 rating then yes

Q24:

Child Pornography, Weapon Schematics, Twitter.

Q25:

I'm giving up here. it's obvious from the convoluted jargon your asking that no serious effort will be made on the R18 games issue, if there were this questionnaire would be understandable to the everyman. it's dissappointing, because not only are the Australian people being deprived of new art but also treated like children who can't decide for themselves about their choice of entertainment. if the politicians would grow up (as all the gamers who started on an NES 25 years ago), they might realise that they are hampering an industry that will soon be bigger than both the movies and music industry, and will only grow as technology becomes more ingrained in our society. VIVA LA GAMERS4CROYDON!!!

Q26:

Q27:

Q28:

Q29:

Other comments:

I think I said everything I wanted to say in the last question I answered...