

CI 806 J Van winderden

First name: Johan

Last name: van Wingerden

Q1:

Needs much improving. Video games that should easily fall under the 'R18+' banner are far too often given MA15+ ratings.

With no R18+ and a far too lenient MA15+ we get mature adults not being able to enjoy a piece of interactive medium that the rest of the developed world can enjoy as free people, and we have kids allowed to purchase and play games which are obviously unsuitable.

Q2:

Obviously an R18+ rating for games should be in place. Without it ratings are almost random, with a game almost being banned because it has morphine in it (you know that drug we use in hospitals all the time?) while some tasteless garbage that has you doing nothing but punch people's heads off gets through the classification system without being touched. Yes there are plenty of stupid, violent, immature games out there that could only be enjoyed by teenagers but so is the case for every entertainment medium. There are also plenty of mature, intelligent and beautiful games out there as well but far too often they are banned because they deal with mature themes in a mature way. And according to our current classification system games are still only for children, despite studies that prove that the average age of the Australian gamer is 30.

Q3:

Q4:

Q5:

Q6:

Q7:

Q8:

Q9:

Q10:

Q11:

Q12:

Q13:

Give out free Net Nannies. To be honest I think parents need to exert much more control over what their children do and stop hassling everyone else to do the parenting for them.

Q14:

Better parenting.

Q15:

Always. As a free people we should be able to choose what we watch, read or play but it's nice to know what you're getting.

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

No need for two 15+ ratings. Here's a rough framework of what I think would work brilliantly in terms of classifying all our available media. Everyone(General), 12+(Parental Guidance Recommended), 15+(Teen and older, recommended), 18+(Restricted to 18 and over) and maybe another more extreme category, something that fits easily within the current R18+ but is bumped up because of its potential to offend some mature adults. Like AO(Restricted to 18 and over with advisory against potentially offensive material).

Q22:

The above framework would cover that.

Q23:

Q24:

There's always going to be some really bad things online, that's the price we pay for having nearly every piece of available information at our fingertips. I think people should be punished for doing what constitutes as illegal, whether on the internet or not. Trying to censor the internet is beyond a horrible idea. Anyone who wants to access the bad stuff will find a way around it and the only people who will pay the price are the normal people who are just trying to use the internet for perfectly innocent reasons. And where does it stop? Will christians be able to get websites discussing any alternatives to their belief banned? Because it IS offensive to them. The beginning of censorship is the end of personal freedom. When books were first coming about they were protested against for screwing with the innocent, common man's mind by giving him far more information than he could possibly handle! Sound familiar? A similar thing happened with comics, music and movies. Now we have the same type of ignorant, bored, forceful and scared people lobbying against games and the internet. Who can blame them? It's human nature to be afraid of what you don't understand. But for those of us who do and are ready to embrace the future why are we being held back? If you don't want your kids to play video games don't let them. That's your responsibility as a parent. Should we inconvenience everyone and take away their cars because children could potentially drive one and kill themselves or others? No, we as responsible, mature adults need to stop our children from doing these things and explaining to them why. It's pretty simple really.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: