CI 1040 D Scheirich

the users.

First name: Daniel
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Q1:
A new framework for classification
Q2:
To classify all material appropriately. The is means the implementation of an R18+ classification for
video games.
Q3:
Yes, as it would be impractical to classify all digital, online, media.
Q4:
Yes. And, likewise, the content should be considered for declassification if complaints are made against said classification.
Q5:
Only if there is reasonable grounds to support claims of an alleged potential impact, and that the
potential is significant.
Q6:
No.
Q7:
No.
Q8:
A language or adult themes warning would suffice.
Q9:
No.
Q10:
No.
Q11:
Q12:
Education would be the most appropriate measure. Denying access to online content would be
impractical, ineffective and would envoke the potential for abuse of power.
Q13:
By educating parents.
Q14:
No opinion.
Q15:
When it is deemed potentially inappropriate or offensive for any demographic.
Q16:
All parties should work together to ensure the proper levels of regulation. This means transparency on

the part of the government and industry bodies who should seek advice and ultimate approval from

Yes. Government regulations should be clear to industry bodies.
Q18:
Ultimately industry self-classification should be approved by the government. It is difficult to say
whether international industries can accurately gauge Australian standards without the help of a
national body.
Q19:
Q20:
No. Quantitative studies show that a significantly large portion of Australians are unaware that there is
no R18+ classification for video games. Many are unable to understand why and the reasons supplied
seem poor.
Q21:
An R18+ classification must be implemented for video games, and some content that has been
previously refused classification should be placed in this category. Otherwise, the current categories
are relatively sufficient across all media.
Q22:
Q23:
Q24:
Child pornography.
Q25:
No.
Q26:
Yes, by simply informing the states as to why.
Q27:
Q28:
Yes.
Q29:
Other comments:

Q17: