

CI 127 P Bourke

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Q1:

I believe that new framework needs to be implemented so that video games can be accurately classified to protect young ones from desensitisation and allow adults to choose freely in their chosen forms of entertainment. Too many games are slipping through the cracks of the MA15+ rating and becoming more accessible to those under 18. Notable mentions are the Gears of War and Call of Duty franchises, which consist of not only graphic violence, but also moral problems that should be restricted for adults.

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Q2:

Accurate classification to aid in the protection of young minds while simultaneously providing older players an unrestricted choice in their chosen methods of entertainment, mirroring those of the film industry.

Q3:

If it needs to be, yes. The current platforms hold no need for such a system, however I believe that if a platform exists which is in need of such a rating, the laws should dictate as such.

Q4:

I believe that the job of the classification of games should be done by the classification board only. People should still be encouraged to complain if they believe that there has been an error in judgement by the classification committee, but these complaints should only encourage a reclassification but not dictate what it should be reclassified to.

Q5:

Everything needs a classification. Regardless if it is for children or not. I believe the video game classification should mirror that of the Film industry.

Q6:

Absolutely not.

Such an act would only represent corruption among the board.

Money or power should never affect the decision of a classification

Q7:

The sooner a videogame can be properly assessed and classified, the better. Having said that though, an unfinished game should not be classified.

Q8:

If it is a part of the video game, then yes. Every aspect of the game should be included in the

classification.

Q9:

No. That would be a corruption of the system.

Q10:

No. Everything should be classified. Regardless of destination.

Q11:

Every aspect of the game should be classified. Violence, graphic content, moral issues, horror themes, pornographic themes, etc.

Q12:

By making the main distributors of downloadable content provide ratings and classifications on their sites. Eg Xbox Live, Playstation Network, Steam.

Q13:

Parental Control.

All of these games that are downloaded online require credit card purchases. They need to use mum or dad's credit card to buy the games. If the parent is not present with the transactions, then nothing the government can implement will be of any use.

Q14:

Parental Control. There will always be a way around net nanny software and various other programs implemented. The only way for parents to battle this is to talk with their children and point out what sites are okay to go on and which are not.

Q15:

Classifications, yes. Warnings, if needed, Consumer advice, No.

Q16:

Classification of software.

Q17:

In some cases, yes. But there will be companies that will lower or heighten their rating for commercial reasons, therefore an unbiased organisation is needed.

Q18:

All content.

Q19:

Yes.

Q20:

I believe that most people understand the differences in classification

Q21:

Yes. an 18+ category is needed.

Q22:

The Video Game classification system should mirror the Film industry's.

Q23:

It should be changed.

Q24:

The ones harming or contributing to harming another individual. Eg Child Pornography and Rape Videos.

Q25:

No

Q26:

Yes. Consistency is required.

Q27:

One mirroring that of the film industry's. Supplying entertainment for all ages whilst protecting young ones from violence and moral compromising situations.

Q28:

Yes

Q29:

Allow 18 rating to supply entertainment to adults whilst protecting children.

Other comments: