

CI 1331 J Pisani

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Q1:

A new classification framework should be developed.

Q2:

The new framework must equally rate all types of media on their content. Nothing legal should be refused classification.

Q3:

No.

Q4:

No.

Q5:

All media not containing illegal content should be classified. Children's content should be classified equally across all media,

Q6:

No. Media should be classified on it's content.

Q7:

Yes.

Q8:

Yes.

Q9:

No. Media should be classified on it's content.

Q10:

No. Media should be classified on it's content.

Q11:

Media should be classified on it's content. Any media not containing illegal content such as child pronography should be classified. Only things with illegal content should be refused classification.

Q12:

Do not restrict online content at all.

Q13:

Parenting. Letting parents and guardians know that children can be exposed to adult content, and making sure that they properly supervise or instruct their child or children when they are online.

Q14:

By enforcing laws which prohibit the sale of such content to underage people.

Q15:

On advertisements, and on the item itself

Q16:

Enforcing laws which prohibit the sale of adult content to children, educating parents and guardians about content.

Q17:

If industries have standards of what content can be present in certain classification brackets, then they can make their content more appropriate for their target audience.

Q18:

Pornography is obviously made for specific audience, and can easily be classified as restricted to adults 18 years or older by the industry.

Q19:

None.

Q20:

Yes.

Q21:

R18+ and X18+ ratings for video games.

Q22:

Use the classification markings currently used for films, for all types of media.

Q23:

No. New criteria should be made. Content that was previously RC and that fits under the new criteria should be allowed.

Q24:

Child pornography.

Q25:

No. The version of the video game "Left 4 Dead 2" that was made available to the rest of the world online was RC in Australia; instead, the Australian online version was heavily filtered. The game should not have been RC.

Q26:

Yes. National standards should be in place for all states/territories.

Q27:

A national standard.

Q28:

Yes. If the national standard is unreasonable.

Q29:

Allow adult content of both violent and sexual nature to be present in video games, but restricted to adults.

Other comments:

The average age of a gamer in Australia is 30 years old. These responsible adult gamers should not be missing out on games they want to play, just because they feature adult content.