

CI 1354 J Atchley

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Q1:

A new framework is necessary, one that provides responsible parents with an R-rating for video games that more accurately informs their decision for their child.

Q2:

Catching up with the reforms established by the rest of the first-world nations, namely with regards to providing adult gamers with the opportunity to purchase and thereby experience and contribute to the creative medium of video games.

Q3:

If the time ever comes when we have virtual reality, this should be treated cautiously. But as video games are more interactive yet distinctly similar to other forms of new media, it is unnecessary to treat them like explosions waiting to happen.

Q4:

Perhaps for reclassification but the classification system serves a prime purpose in letting those who haven't experienced the particular product an understanding of how mature-rated it's content may be.

Q5:

Content for children does need classification.

Q6:

Perhaps.

Q7:

Yes.

Q8:

Yes, since the offensive and morally damaging songs that make it to the radio seem inappropriate.

Q9:

Indeed, the more virulent the content the more important it's classification, but this should never be an excuse to let disturbing content freely flow into our hands if it isn't expected to be popular.

Q10:

Not differently. Both should be classified.

Q11:

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Q12:

Unsure, I am no programmer. However, it would be impinging on the freedom of information if the government blacklisted various Internet sites, regardless of how offensive their content.

Q13:

With more responsible parenting and proper advertising about the parent locks already available on most browsers.

Q14:

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Q15:

I see no reason why not on the cover or the beginning of the Presentation?

Q16:

To accurately inform and recommend, but not to restrict prudishly. Unless we want to turn the same arguments against television, film, and novel?

Q17:

Apple seems to be undertaking this wondrously with their App stores so it's worth researching.

Q18:

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Q19:

Yes, subsidizing Australian developers of all mediums would be an excellent idea. We are lagging behind the UK and USA and something needs up be done since we are missing a substantial piece of the pie.

Q20:

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Q21:

For videogames, I strongly recommend an R classification. This is because our refusal to move with the times is becoming as embarrassing as America's refusal to adopt the metric system.

Q22:

Perhaps letting videogames fall under R ratings as film and tv already do is one door-opener to your proposal?

Q23:

It should be adapted, reconsidered, and restructured, as I have argued.

Q24:

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Q25:

Perhaps.

Q26:

Australia should be united on that it considers appropriate.

Q27:

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Q28:

Perhaps.

Q29:

As I have insisted, providing an R-rating for video games is a progressive way forwards for Australia. Too long we have tarried behind our neighbours, much to the detriment of our international image. If we want to be seen as a realistic option for the international new media businesses, we need to be up to speed with our allies and competitors. This current position, informed by outdated and foolishly prudish advice, needs to be finally put aside and replaced with a mature, logical rating scheme. As things stand, imported games of R rating are entering our country anyway, avoiding the classification system entirely because of how blind and irresponsible our current system betrays itself to be.

Other comments:

Please, for the sake of our international image, financial wellbeing, future in new media, and more informed choices for parents, approve the establishment of an R rating for the video game medium. This is long-overdue and desperately needed. Thank you.