

CI 1372 O Goodson

First name: Oliver

Last name: Goodson

Q1:

I believe the lack of R18+ rating in the video game genre is a significant flaw in the current system. As such, I believe an entirely new system would yield a better result than trying to tack on an 18+ rating to the current system. Either way, an R18+ rating for video games is essential.

Q2:

To effectively and accurately classify material to ensure that people understand the content of the media in question. This will allow them to make informed decisions about the media they consume.

Q3:

Of course not. The platform used to access the content has no bearing on the content itself. If the goal is consistency then the system needs to be consistent across all platforms and genres.

Q4:

I am unsure of the intent of this question. Some content, I will admit, is probably unlikely to need classification but in the interests of consistency and fairness, I do not see the point of classifying only things which are complained about.

Q5:

How does one gauge the "potential impact" of content? This seems entirely too subjective.

Q6:

No. Again, classifying the material based on how many people "might" see it is a guessing game.

Q7:

No. Art should not be classified, in my opinion, unless it is deemed to be of no real artistic value and has been made purely for shock value.

Q8:

I don't see why not. They are a form of content and they are consumed by the public, they should be classified like everything else.

Q9:

No. As stated above, classifying something on the basis of who "might" see it is a guessing game and it makes no sense.

Q10:

No.

Q11:

Content should be classified on a case-by-case basis, I think. I think all media should be subject to some form of classification, for consumer information only, but I do not think content should be censored or banned by the government simply because it does not fit into a category.

Q12:

Censoring the internet simply will not work. You cannot censor the internet. Put up all the firewalls, filters and government departments you want in place and I can promise you, people will get around it.

Q13:

Public education is the only way to do it effectively. Like it or not, kids are smarter than their parents when it comes to computers so all you can do is educate the parents and provide them with suggestions to keep their children from viewing inappropriate content online. Beyond that, parental supervision is pretty well the only option. Children will see what they want to see and it's not easy to stop them.

Q14:

I don't think it can and I don't think it should be.

Q15:

When the classification restricts that content to a certain age group.

Q16:

Q17:

It probably would. The people who make the content know what is in it better than anyone else. Chances are they are targeting their content at a certain market and if they're making adult content, they don't WANT kids seeing it. I think working with the developers of content would be far more beneficial than working against them.

Q18:

Q19:

Absolutely. Just because they can't afford to go through the lengthy classification procedure, does not mean they should be punished for such a thing. It is in the government's best interests to assist in these matters or the content may be released via mechanisms they cannot control (online, for example).

Q20:

None of the classification categories cause confusion, to my knowledge. They are pretty straight forward. I always found the distinction between M15+ and MA15+ a little vague but I think, for the most part, people understand the system.

Q21:

Yes. An R18+ category in video games is needed desperately. It is ridiculous to assume only children play video games these days, video games are a legitimate form of entertainment and many adults play them as well. Refusing classification on adult themed video games at the moment only forces people to obtain the content illegally, hurting the developers, the retailers and the integrity of the classification system.

Q22:

At present, the lack of an R18+ video game category means there is a lack of consistency between the genres. Adding this category will allow for the system to be better homogenized and consistent.

Q23:

Yes, consolidating them all into one set of criteria will clarify the system for consumers.

Q24:

Online access should never be censored. Even if it is, its effectiveness will be less than zero, in that people will SEEK OUT banned content.

Q25:

Not at all. The current "RC" rules are ridiculous. It is basically assuming anyone over 15 does not play video games which is just not true.

Q26:

Yes, all states should use the same system.

Q27:

Q28:

Yes.

Q29:

By adding an R18+ category for video games.

Other comments:

We urgently need an R18+ classification for video games. More games are refused classification in Australia than anywhere else in the world. We're supposed to be a civilized nation. How about we start acting like it.