

CI 1384 O Barrett

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Q1:

Improving key elements.

Q2:

Providing an 18+ classification for adult video games.

Q3:

Yes. Mobile games should not be classified unless complaints are made about them for excessive violence/sexual themes.

Q4:

Yes, as mentioned above.

Q5:

Yes.

Q6:

Yes. Small game developers (such as myself) do not have the time and resources to navigate classification laws, especially when games can now so easily be made available worldwide.

Q7:

No.

Q8:

No.

Q9:

Yes.

Q10:

Yes.

Q11:

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Q12:

A good solution would be to provide software that will provide guidance on content downloaded to tablet/mobile devices.

Access to online content can never be controlled by anyone, unless the user wants it to be.

Q13:

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Q14:

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Q15:

On packages, and before the content begins if possible.

Q16:

Providing suggestions as to the suitability of various media.

Q17:

I believe so.

Q18:

Video games.

Q19:

Any independent work.

Q20:

Yes.

Q21:

Yes, an 18+ rating for video games.

Q22:

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Q23:

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Q24:

Nothing.

Q25:

No.

Q26:

Yes. National guidelines for classification.

Q27:

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Q28:

Yes.

Q29:

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Other comments: