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Q1:

We need a new framework that will enable games that are released internationally to be able to be released within Australia as they were originally made, instead of forcing developers to remake their games to suit the Australian government.

Q2:

Bringing the classification of games in line with international standards, so as to allow gamers to choose which games they wish to play as their own responsibility, rather than taking the choice out of the hands of adults and leaving it to the whims of an outdated legislature.

Q3:

Technology or platform should not affect classification. The same game is often released on many different platforms, with no content changes. Limiting the use of a single platform would just drive consumers to use other options, or to illegally import the original games for their current consoles.

Q4:

Complaints are important, and should be addressed, but not as a simple knee-jerk reaction to the outrage expressed by those who do not have any functional knowledge of the subject matter and who are relying only on heresay and oversimplification to make their arguments.

Q5:

Content designed for children should be monitored for suitability, of course. However, who decides which content has been designed for children, and which is instead for adults to enjoy? The Left 4 Dead series was heavily censored in the Australian release, but it is not in any way a children's game. The only people affected by the censorship were adults who had the knowledge and abilities in most cases to simply circumvent the restrictions, albeit illegally.

Q6:

No. Smaller developers should have an equal right to distribute their content on the same level as larger companies.

Q7:

If they contain graphic violence or sexual imagery, then there should be warnings available for those who require them. However the artworks should not be banned from the country simply for having content some find objectionable.

Q8:

Yes, warnings about the content of cds are already displayed when large amounts of adult language are present.

Q9:

The content itself should determine the classification, combined with the composition of the intended audience.

Q10:

Classifications should be used to give consumers information about a product, and to restrict the access of minors to some content. Classification should not be used to ban content completely.

Q11:

Q12:

It cannot be done, if people are sufficiently focused upon obtaining their content. Regulations and guidelines can help, and introducing the appropriate classification so as to make content available legally to the intended audience will help to reduce piracy of the content.

Q13:

Parental controls. Parents need to be made aware of their options for restricting access to certain content. It should not be the job of the government to block all content that may offend someone, somewhere, at some unknown time.

Q14:

Requirements for identification to be shown when purchasing the magazines are about the best that can be done. There is literally no way to stop someone from giving a magazine to an underage person in their own home.

Q15:

When the content has been classified in such a way as to have the potential to offend or harm.

Q16:

Q17:

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Other comments: