

CI 1481 T Drew

First name: Theo

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Q1:

Yes, I believe a new classification R18+ should be created to better reflect the true nature of video games to buyers.

Q2:

Prevent games with excessive violence and improper material to be fitted in the 16+ category. An R18+ category would not only open a wider market for video games, but also protect children better. In its current form, the classification system for video games is an insult to any adult player such as I am, as the material is often reviewed and denaturalized specifically for it to fit within the 16+ classification. An R18+ classification would allow video game editors to publish the material the audience wants without having such strict limits. Just as pornographic movies classied Restricted 18+, games, which are also a form of cultural media, should have their own category. It is up to the parents and retailers to not provide R18+ material to younger people (so far, the R18+ system for movies seems to work well, there is no reason it shouldn't with games)

Q3:

No. Considering the broadness of the content available of the platforms, restricting the use of a specific platform would impact the gaming industry greatly.

Q4:

The content should be reviewed by the classification committee before entering the market in order to avoid complaints. However, any materiel should be able to be re-assessed if complaints have been filed against it's current classification.

Q5:

No. Games shouldn't be classified according to the age spread they were designed for. They should be classified according to the actual content (references to drugs, violence, sexual references ...) and classified accordingly.

Q6:

Once again, I believe that video games should be strictly classified upon their nature and their content.

Q7:

I believe art fits in deeply within culture. Therefore, artwork should be viewable by all (as restricting it would be denying access to culture). However, I believe artwork could be subject not to restrictions, but recommended audience advice.

Q8:

Just like visual art, I believe music is some form of art. Censorship should be avoided and one should be able to listen to whatever he wishes for cultural reasons. Just like art, I would find it much fairer rather than restricting audiences, to have a notice for recommended audiences, possibly explaining the kind of material the audio track covers.

Q9:

Material should be judged strictly according to its content.

Q10:

I believe that just like pornography or any kind of R18+ movie, a possible future R18+ category for video games should prevent the material from being used anywhere else than at home as it may strike young viewers, Therefore, yes, I believe any kind of R18+ material should only be viewed within one's home. M16+ movies and video games should be able to be viewed or screened in public, however, as for video games, only children aged 16 and up should be able to play the game.

Q11:

Content should be classified and/or restricted if its content promotes any kind of unfair violence (harming civilians), promotes hatred, disrespects any kind of religious belief.

Q12:

Access to 99% of online content should be control-free. However, any kind of website promoting violence or hatred to anyone should be either warned / filtered / restricted by firewall However, I very strongly oppose monitoring people's use of the internet at their homes. Extremist and abusive websites should be blocked nationwide, and one should not be subject to filtering after a monitoring of his internet surfing. Websites should be taken down if they are found by the committee and not after monitoring citizen's use of the net.

Q13:

Internet browsers could include a "safe browsing" feature, which eliminates automatically some content according to age. Else, search providers should be obliged to use similar product to Google's Safe Search system by default (however, allowing the user to disable this filter if requested). Else, a simple warning message at the landing page of potentially inappropriate websites should be compulsory.

Q14:

It is up to retailers to sell their products to the appropriate audience. Sexually explicit magazines could be sealed within transparent plastic to prevent the content being viewed by non-buyers. Covers of such magazines should be viewable by any audience.

Q15:

It should be up to the consumer to realize what they are purchasing. Covers are generally quite explicit. Sealed magazines could however feature a brief description of their content.

Q16:

The government and agencies (video game retailers in the case of video games) should be asked for advice regarding video game classification. A game should always be put up for sale unless its' content is extremist,extremely violent, or fuels hatred. Government agencies should search the web for inappropriate content (as specified above) but should respect the privacy of individual users.

Q17:

The industries should provide what they believe appropriate classification for the content should be. However, government agencies should review the product briefly to decide whether or not what the agency suggested should be applied with strict consideration of content (this is why Australia needs a R18+ category for video games)

Q18:

Content that uses the widespread of religious beliefs of any religion or political ideologies should be considered for classification. References to either religious references or political content should be mentioned on the classification tag.

Q19:

Content should be created with a specific audience in mind. Therefore, subsidies to classified content needn't exist.

Q20:

The video game category M16+ causes confusion and anger among many Y generation young adults. Indeed, with such a classification, content is removed from games to fit an audience of age 16. These young adults are not considered as such and disrespected by this category as material which is perfectly appropriate for any adult is removed for the sake of younger ones (eg: Fallout video games). The video game industry and the population would both benefit from an R18+ game category.

Q21:

There is strong need for a video game R18+ category to avoid content being denaturalized, to protect younger viewers, to promote the video game industry and to acknowledge adult video game players of any age.

Q22:

Deeper analysis of the content (although, it already seems rather complete).

Q23:

Yes. It should include and mention religious content and political ideologies and inspirations to warn the viewer that the opinions expressed in the media are those of specific people.

Q24:

Religious extremism, weapon retailing (unless licensed), pedophilia, racist websites, pages fueling hatred for an individual or a nation, weapon making.

Q25:

Yes.

Q26:

Yes, but rules should be made nation-wide in consideration with local laws. Classification laws should not vary from territory.

Q27:

Q28:

Q29:

By introducing an R18+ category for video games, and by introducing a warning message for recommended audience (not a classification strictly speaking) for cultural media and art (music, visual art, literature etc.)

Other comments: