

CI 1523 D Gommans

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Q1:

Improve key elements of the existing framework. The current system does not provide sufficient classification for mature/high level content in video games.

Q2:

To classify content and allow consumers to make informed choices regarding the content they view or listen to.

To restrict access by children to mature content.

Q3:

No.

Q4:

Q5:

Q6:

Q7:

Q8:

Yes.

Q9:

Q10:

Q11:

Q12:

Content providers should be able to restrict access classified content by request of the account holder, i.e. a parent or guardian.

Q13:

This is a difficult task given the relative anonymity of access to online content. It is totally unreasonable to filter all access to mature classified content for the reason that a child may possibly view\listen to it, therefore the best solution is for content providers to provide opt-in restriction by request, or to provide services offering only content suitable for children.

Q14:

Q15:

Q16:

Q17:

Q18:

Q19:

Q20:

The MA 15+ rating applied to video games to used to classify a wide range of material. Too often is content of a violent\sexual\adult nature given the same rating as much more general content. The current system does not allow parents or guardians a usable reference point when making decisions.

Q21:

The R18+ rating should be extended to video games.

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: