

CI 1561 S Evans

First name: Sean

Last name: Evans

Q1:

Yes.

Q2:

Introduce a R 18+ rating for video games.

Provide adults with more information regarding classifications. Make it clear whether they should or should not purchase this content for their children.

Q3:

No. Content classifications should be standardized across all platforms.

Q4:

No. All content should be required to be classified equally.

Q5:

Yes.

Q6:

No. All content should be required to be classified equally.

Q7:

Yes. All content should be required to be classified equally.

Q8:

Yes. This should not however interfere with the recordings (IE: A recording at the start of a album stating what the content has been rated).

Q9:

No. All content should be required to be classified equally.

Q10:

No. All content should be required to be classified equally.

Q11:

Q12:

Age verification.

Q13:

This responsibility should be left with the parents of said children. To better control this, educate parents about safety online.

Q14:

This responsibility should be left with the individual. To better control this, educate the individual about potential consequences of gaining access to said material.

Q15:

Classification markings and warnings should always be displayed externally. (IE: On the case insert of a DVD, video game or album). Consumer advice should be displayed via advertising outlets (TV, radio, leaflets).

Q16:

Government agencies should provide users with all the information they need to make informed choices when purchasing or viewing content. Industry bodies should adhere to guidelines and rules created by Government agencies.

Q17:

The idea sounds good on paper, whether it would be effective and practical is another thing. Sort of like communism. It would have to be means-tested before implementing such a model.

Q18:

TV, Film, Games.

Q19:

Smaller organizations who do not have the means to release their content without subsidization.

Q20:

Yes - the current classifications are understood. What I personally can't understand, is why Australia has not implemented an R 18+ rating for video games yet.

Q21:

Yes. Introduce a R 18+ rating for video games.

Q22:

Use already existing graphics for warnings. Stay consistent with their meanings.

Create new consistent: markings, criteria and guidelines for classifying all types of content.

Q23:

Yes.

Q24:

Nothing. The internet should remain entirely uncensored. There should be tougher penalties for people accessing illegal content and better education of what is considered illegal to view on the internet.

Q25:

No.

Q26:

Yes.

Q27:

Q28:

Yes. It needs to be done, we are light years behind the rest of the world on this issue.

Q29:

Other comments: