

CI 1590 R Barfoot

First name: Ryan

Last name: Barfoot

Q1:

Developing a new framework should definitely be thought about. But in saying that improving key elements of the existing framework could also be a viable option. Australia needs to implement an R 18+ rating for video games. Its been clearly shown that Video Games don't bring out the violent serial killer that used to be considered the case and yet we still haven't followed suit with the other countries that have conducted this research.

Q2:

Monitoring sales to underage children needs to be a priority. Children under the classification rating should not be able to have access to R 18+ games like manhunt. But the average age of a gamer in modern culture is around 30. So why would that not be taken into account when analyzing the classification scheme. Children under 18 only make up a small percentage of sales when referring to video games in this day and age.

Q3:

Yes, there are many online communities like Steam where R 18+ games would be able to be bought, a license ID number or something along those lines proving your age should be used to firmly monitor the content accessible online or on other platforms.

Q4:

No some content is quite clearly not for children under the age of 15. Just as some content is clearly for children ages 5 and up. This should be taken into account when developing the classification system in Australia.

Q5:

The potential impact does not need to affect how the content should be classified. There is no direct link to Video games and violence. Yes there have been several cases relating to video games but never has it related directly to something seen in a video game or they did it because they could on the video game. All cases resulted in psychological problems or other impacting factors which resulted in the final outcome of the individual committing that offense.

Q6:

Yes, the market position should affect the classification. It is clear that the average gamer age has increased dramatically over the past 10 years. Gamers now averaging around the age of 30 clearly indicates that an R rating system needs to implemented to support the potential mass market of the "average gamer."

Q7:

Q8:

Q9:

Q10:

Yes, R 18+ games just like videos should not be allowed to be viewed publicly. Just the same as DVD's.

Q11:

Q12:

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Other comments: