

CI 1681 M Richardson

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Q1:

Yes

Q2:

An R18+ rating for video games.

Q3:

No, the platform has no impact on content.

Q4:

Yes

Q5:

No

Q6:

No

Q7:

No

Q8:

No

Q9:

No

Q10:

No

Q11:

None

Q12:

Credit cards

Q13:

Content filters on the accessing computer/device, parental supervision

Q14:

Physical restrictions, height, POS ID checks

Q15:

All the time

Q16:

None. Content should be classified only by the classification body in an impartial, objective manner.

Q17:

No

Q18:

None

Q19:

Classification is imposed by the government, it should be funded by the government. Imposing tariffs on companies/individuals seeking classification is not the solution.

Q20:

Yes, but classification ratings are different across different mediums. MA15+ games contain similar gore to R18+ movies. Ratings should be consistent across mediums.

Q21:

R18 ratings should be available across all states and all mediums.

Q22:

Consistent rules regardless of format, no ratings for interactive/online content where platform developers have little access to control (chat rooms, video conferences, etc)

Q23:

Yes

Q24:

None

Q25:

No.

Q26:

Yes, through federal law.

Q27:

A federal body should manage classification.

Q28:

Yes

Q29:

Less restrictions, less charges to applicants

Other comments:

This survey is poorly worded and makes it difficult to average Australian to express opinions. Many of the questions seem to suggest a deeper understanding of the classification process is required.