

CI 1706 D Morris-Oliveros

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Q1:

They should develop a new framework.

Q2:

Modernise the classification scheme, the demographic is no longer 10 year-olds, since the age of the average gamer is 35 years old.

Q3:

No, content exists independent of the platform.

Q4:

No, there will always be content that is totally unsuitable for kids, and that needs to be classified, whether it be through industry self-regulation schemes or otherwise.

Q5:

I believe so.

Q6:

No, content is content, independent of intended audience size.

Q7:

I don't believe it should be enforced across the board.

Artist should be able to submit the work prior to exhibition if they feel that they need classification.

Q8:

Yes. Have you heard some of the lyrics in some popular music?

Q9:

No, content is content, independent of intended audience size or composition.

Q10:

If the content is purely for private consumption, people should be allowed to make up their own minds as adults.

Q11:

We should use MODERN common sense with these matters, the keyword here been "modern".

Q12:

There is no effective way of controlling access to online content. You can penalise users of "prohibited" content, but if people want specific content, they will find a way, creating either a black market for the content, or creating more disgruntled people.

Q13:

Through education to their parents.

Q14:

I think those means work well in its current form.

Q15:

Whenever there is actual warnings or consumer advice to be made, if the content is fit for general consumption, there should not be markings.

Q16:

The government should publish a clear outline of what the ratings systems are, the industry bodies can oversee that it is applied, and users can submit claims if they feel some works do not fit the scheme.

The government should take advice from the industry bodies and users of the content.

Q17:

Very definitely. The industry is an expert in the industry and the government needs to leverage that knowledge.

Q18:

Most content should be industry-classified, but where the industry is in doubt, it should \*always\* be referred to another body.

Q19:

Very definitely, since classification can be a significant cost to indie creators.

Q20:

Not at all. I see kids in MA+ movies, mothers buying MA15 games for their 8-year old kids.

Q21:

R18+ for games. We are adults and can make our own decisions on whether we want to play those games or not. We have that classification for print and movies, why not games?

This category should be independent of existing categories.

Q22:

Having a unified classification scheme is quite important, especially in this age that most content can be regarded as different types of content.

Q23:

Yes

Q24:

Anything that is also prohibited offline, for example, child pornography.

Q25:

No, there needs to be a category for games that adults can enjoy, but is unsuitable for children.

Q26:

There should be one unified scheme.

Q27:

I do not know how to comment on this question.

Q28:

Yes

Q29:

Having the ability to openly debate about it is a great start.

Other comments: