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Q1:

It seems like a functional classification system is already in place, but some content is considered such that it can't be rated, rather than everything getting a rating regardless. Given that, I think that the existing framework should be used, and improved if necessary

Q2:

To rate all media (specifically video/tv/music/games) and to not refuse classification to media that isn't otherwise illegal. This would allow all people to make properly informed choices about the products they were interested in.

Q3:

No, the platform shouldn't matter. If the content is, for example, for adults, then it's always going to be for adults

Q4:

Perhaps. I'm not against content being unclassified if the lack of a classification doesn't prevent the content from being accessed/purchased.

Q5:

Potential impact is important, but taking that into account would be a very slippery slope, as people would start trying to think of all the potential (yet very unlikely) ways that content could influence someone. I think content should be rated for what it is, not what some people might take away from it.

Q6:

Probably not

Q7:

Sure. You can't properly avoid showing something to people if you don't first know who shouldn't be looking at it.

Q8:

possibly, though it seems people are generally not very worried about music and audio books etc, so if we can avoid needing to classify them, it's probably best to do so until a need arises.

Q9:

probably not

Q10:

I don't think so

Q11:

Q12:

Probably making it available via legitimate channels. People, in general, will tend not to avoid the legitimate channels if they are easy to use and they don't feel they are getting a bad deal

Q13:

Q14:

Assuming there are already laws against selling to minors, then I don't see that it needs to be better controlled than it already is

Q15:

Q16:

Q17:

Q18:

Q19:

only if the classification became a mandatory cost for the content. If the content could (realistically) get away with not being classified (and not have that negatively effect them) then subsidising probably wouldn't be required in all cases

Q20:

I think they are understood reasonably well

Q21:

There needs to be an 18+ or equivalent category for computer games (and any other type of content that doesn't have such a category). The majority of people who play computer/console games are adults, so they shouldn't be prevented from accessing content just to avoid keeping it out of the hands of children

Q22:

agree on the appearance of the various classification categories, and then place the appropriate logo on content

Q23:

probably, as long as any special considerations are given for those media formats that might possibly require it

Q24:

Only illegal content. If it's not illegal then an adult has has the right to choose to access it if they want.

Q25:

No. In the case of computer/console games it is used to prevent the sale of games that would be fine for adults, simply so that children cannot access them. This is both unfair and inconsistent when compared to certain other media types.

Q26:

I think it makes sense to have the whole country using the same system. Promotion could be done in the same way it is now, as that seems to be working fine.

Q27:

Q28:

Q29:

Other comments: