

CI 1811 J O'Connor

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Q1:

Focus on developing a new framework

Q2:

To acceptably classify all classifiable material and ensure that only users who are unlikely to be affected by the content access to said content

Q3:

No

Q4:

No, all applicable content should be classified, just at a level appropriate if there has been no complaint

Q5:

Yes, yes

Q6:

No, classification should not be affected by the size or reach of the content, only the content itself

Q7:

Yes, this will help to create a more even classification across different product types

Q8:

Yes, this will help to create a more even classification across different product types

Q9:

All content should be classified regardless of audience size

Q10:

All content should be classified regardless of where it is likely to be accessed/used, in some degree content which will likely involve public access may require a hire classification to avoid inappropriate uses.

Q11:

Q12:

Q13:

Q14:

Age restrictions, enforced by those at the point of sale

Q15:

All of the time

Q16:

Q17:

Q18:

Q19:

Q20:

Yes, for the most part, there is some confusion around M, and MA15+, however these are mostly understood

Q21:

Yes, R18+ rating for video games, possibly a higher rating for all content/forms of media which requires some form justification for purchase other than age alone

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments:

A R18+ rating for video games is highly encouraged, this will result in a more clear guideline for those in the rating community, as well allowing a greater level of distinction between various games/levels of intensity within games.