

CI 1877 D Sebestyen

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Q1:

Essentially the easiest / quickest method should be used.

I would expect that improving elements of the existing classification framework should be used - for example a 'R' rating exists for movies so why not use the same rating level for games.

Q2:

Allow ADULTS to get ADULT content while protecting children and minors.

It should also be easy to understand and consistent across all of its applications.

Its application for ONLINE content will be impossible to control and therefore online content needs to be treated differently.

Q3:

NO - all content can be obtained in multiple ways - for example movies can be bought in physical form (DVD/BluRay) or purchased digitally and downloaded. Irrespective of how the movie is purchased (i.e. platform) it should be classified consistently.

Q4:

NO. - all content should be classified to a standard level. If classification only happens due to a complaint then 'some' content may be targeted unjustly. There should be both consistency in the application of the classification scheme as well as the classification standards themselves.

Q5:

Content designed for children should be classified consistently across all media.

Q6:

NO

Q7:

Define 'artworks'?

Q8:

YES

Q9:

NO

Q10:

NO

Q11:

The ability to control it.

Online content is impossible to control. Restricting the mis-use of online content is virtually impossible.

Education of parenting techniques about access to online content would be a better method of managing the restriction of online content inappropriate to children.

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In some cases where appropriate - submission of identification - for example drivers license in ext

Q13:

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Use of a drivers license to be used to ensure that ONLY people who are old enough can access certain adult content. For the different levels of content below Adult content (i.e. 18 or older) then that remains the responsibility of the parents).

Q14:

Drivers license identification at purchase.

Q15:

Potentially BOTH.

Classification Markings should provide enough information, however if ambiguous expand it with consumer advice.

Q16:

Agreed approach

Agreed classification standard

Communication of the standard

Agreed monitoring of the standard

Q17:

unsure - current arrangement seems to work fine with certain media (i.e. movies) but fails with games.

Q18:

Unsure

Q19:

unsure - what is the cost of classification now?

Are there different costs depending on the content?

Q20:

The existing MOVIE classifications are well understood.

The lack of an R rating GAME standard classification causes confusion.

Q21:

R (Adult) Content Rating for GAMES. - Essential

The average age of gamers is well above 18.

Q22:

Apply consistent standards.

Q23:

Possibly YES.

If this creates consistency then YES.

If this provides a R standard for Games then YES

Q24:

NO Content should be prohibited online.

Q25:

NO

Q26:

YES

Q27:

Do not know.

Q28:

Do not know

Q29:

Other comments:

Some immediate fixes to the classification standard should be undertaken well before any long term changes are reviewed. These immediate changes can be implemented quickly and are needed. They are as follows:

(1) Implementation of an ADULT (R) Rating for Games to ADULT GAMERS get access to the games they like. Current some games get refused classification because there is no ADULT (R) rating.