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Q1:

A new framework is needed, and needs to be based on current film and television classification frameworks. There are definitely some video games that should not be played by minors, but the line of reasoning that these games will fall into the hands of children simply isn't useful anymore; games are a mature medium and should be respected as such by the government and children alike.

Q2:

To establish a R18+ rating to prevent minors from purchasing games not suited for them, and allow mature players to enjoy mature content.

Q3:

Video games are no doubt more immersive than other mediums, which is even more reason for an R18+ classification. The influence of violence in banned games like Mortal Kombat (2011) is however much stronger in violent films like the R18+ classified Saw film series, surely showing that content classification structures for video games is flawed.

Q4:

Content should be classified. A complaint by a party is not grounds for any classification or reclassification.

Q5:

Classification structures should be in line with each other, and the impact of the content should be taken into account for children as well as adults.

Q6:

How well a product sells is completely irrelevant to how it's content should be classified.

Q7:

Yes.

Q8:

Parental advisory labels are an efficient way to inform parents of mature content.

Q9:

A product should be classified for it's content.

Q10:

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Q11:

Consumer maturity should be taken into account in the classification of all artworks, only the most grotesque works should be refused classification, eg. Snuff films.

Q12:

The current structures in place provide a good system of consumer guidelines, any further methods of controlling access would be unfair censorship.

Q13:

By providing better consumer information and guidelines to parents; it is not the government's role to play mother and father for Australia's youth.

Q14:

Current methods used are effective enough to discourage the selling of this content to minors, people who abuse this system do so at their own peril, whatever that may be.

Q15:

Current movie, tv and game displaying markings are adequate.

Q16:

All should participate in the democratic shaping of classification and regulatory guidelines, and better understand each others point of view to get the best system for Australian citizens.

Q17:

Regulatory models should not be influenced by industry, those that wish to participate in the classification of content and its development as a regulatory method of controlling content access should do so as individual citizens.

Q18:

Industry should have no influence on classification, only individual citizens.

Q19:

Classification should not be an expensive process.

Q20:

Having no R18+ classification puts pressure on publishers to meet the MA15+ restrictions, and leads to confusion when some games are banned, while others with similar content are allowed. Obviously an R18+ rating is needed to allow for mature content to be played by only gamers.

Q21:

an R18+ classification for video games is desperately needed, as the current MA15+ rating is not sufficient in any way, shape or form.

Q22:

By aiming for consistent classification structures across all mediums.

Q23:

Consistency is all that is needed, consolidation is not particularly necessary.

Q24:

Current restrictions on the publication and distribution of things like child porn and snuff films are satisfactory, any other restrictions would be questionable.

Q25:

Considering RC is the category 2011 video game Mortal Kombat is in, I would strongly suggest that RC may be somewhat flawed.

Q26:

Federal laws should apply for all states

Q27:

That would require a 3000 word essay, and a lot of scrolling.

Q28:

Definitely.

Q29:

A mature Adam should be allowed to eat the forbidden fruit if it does not become his obsession.

Other comments: