

CI 1994 E Olaussen

First name: Ethan

Last name: Olaussen

Q1:

Improve key elements. Use the existing framework to rate all media equally. Games should not be judged separately from movies.

Q2:

Introducing a more balanced rating system for games. There are plenty of games that are "in limbo" that should have a higher rating but are MA15+ so can be accessed by younger people when they should be restricted to adults only (R18+). There are also plenty of games that are refused classification that are deemed "Not appropriate for children" these games are indeed not appropriate for children and should be rated accordingly, so an adult can make a reasoned decision to purchase mature content for themselves.

As well as games being refused classification there are games being classified at a lower rating (MA15+) than the international versions. Games such as "Duke Nukem Forever" and "Just Cause 2" are rated MA15+ in Australia, whereas in New Zealand/America and other regions they are deemed 17+ and 18+.

Q3:

This question might be geared towards something like the "Wii" which is a "family friendly" console. Just because a console is deemed family friendly doesn't mean the games should be rated under stricter guide lines. All media should be judged equally regardless of medium or platform.

Q4:

Regardless of whether or not content has received complaints it should be judged by the same guidelines. No matter how controversial a media is deemed it shouldn't attain a higher rating, it should be judged with the same guidelines as everything else.

Q5:

The potential impact shouldn't really be a contributing factor, it should be judged the same. All content should be classified to some degree, G, PG etc. Implementing a unified rating system for children's toys could be an option.

Q6:

The popularity and market position of content should not be a contributing factor, all media should be judged under the same guidelines regardless of something's market position.

Q7:

Indeed, some artwork may be offensive in some people's eyes, tasteful nudity etc. should harbor a warning so parents don't bring their children along if they so choose etc.

Q8:

They should be judged the same way other media is judged, if they contain profanity, sexual content, drug references etc. then they should carry a mature rating.

Q9:

Regardless of the size of the audience, things should be judged the same way.

Q10:

If the content is in public (shop etc.) and it is deemed adults only it should be kept behind the counter or at least out of reach from children. At home it is the parents responsibility to keep mature content from being accessed. So no it should not effect if it is classified or not.

Q11:

There are no additional things I can think of at this time.

Q12:

It is the parents responsibility to monitor their child's access to online content, not a classification scheme.

Q13:

By their parent's intervention, it is solely their responsibility.

Q14:

It should be kept behind the counter at news agents etc. Or be kept only in sex shops. At home it is a parents responsibility to keep the content away from their children.

Q15:

The majority of content should carry a classification marking, wether it be aimed at children or adults. Adult only games (R18+) could carry a warning on the back stating that these are for adults only and are in no way appropriate for minors.

Q16:

If an industry or large amount of users/consumers deem a rating inappropriate. Such as a game being rated M15+, and the consumer or company feels that is extreme and it should only warrant a PG rating and if their case is solid and has support, the content should be brought up for reclassification with their arguments in mind.

Q17:

The government should work closely with the companies on achieving an appropriate rating. A company should not have to change it's artistic vision due to a restrictive government classification scheme (another reason for an R18+ rating for games) Someone on a ratings board may see content differently to what was intended, so a close relationship with the company can help to come to an appropriate rating.

Q18:

All things should still be classified by the same guidelines, although if something is marketed specifically as porn etc. it should obviously be rated adults only.

Q19:

Small independent movies or games that are unable to fully pay for should certainly be subsidized by the government, Australians shouldn't miss out on content just because the creator can not afford it themselves.

Q20:

The fact that a game containing mild violence, no nudity etc. such as "Halo Reach" is rated the same as a game that contains graphic violence, nudity, sexual references and profanity such as "Duke Nukem Forever" May cause a lot of confusion among consumers. This could easily be rectified by introducing an R18+ rating for games.

Q21:

An obvious new category (as stated many times) would be the introduction of an R18+ rating for games. The huge variation in offensive content contained in MA15+ games is staggering. It would also allow many games refused classification to finally get an appropriate rating.

Q22:

Movies and games should be rated in the same manor, the same colour coded fashion etc. So consumers can easily identify appropriate content across both mediums.

Q23:

They should be consolidated and reformed.

Q24:

Any illegal content should be prohibited, child pornography, drugs etc.

Q25:

Only illegal content like the things stated above should be prohibited.

Q26:

Classification should be identical across all states and territories. The usual newspaper and TV ads should be fine for promotion.

Q27:

An election for a new legislative body would probably be the best course of action. Although the current cooperative scheme does not necessarily have to be replaced, just reformed.

Q28:

Yes, the new legislation should be unified across all states.

Q29:

There should be more distinct guidelines as to what the content is, I'll reference my earlier answer about "Halo Reach" and "Duke Nukem." Many parents would be happy for their children to play Halo, where as I don't think many parents would be to happy about 15 year olds being able to purchase an adults only game such as Duke Nukem Forever.

Other comments: