

CI 1995 G Hart

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Q1:

The ALRC should be focusing on bringing classification of content in line with the already existing film classification guidelines - including creation of an R18+ rating for video games.

Q2:

To provide consumers with an informed choice of the content they are obtaining without needless censorship.

Q3:

No.

Q4:

I believe that this is the most pragmatic way to handle video games considering the vast number of independent applications being created for the low cost market.

Q5:

If the content is specifically aimed at children, it needs to be classified as safe for consumption for children, regardless of platform.

Q6:

No.

Q7:

I think it would be better for the industry to self-classify, then subject to complaint they may need to be submitted for re-classification.

Q8:

No.

Q9:

No.

Q10:

No.

Q11:

Q12:

User contribution voluntary web-browser plugin to allow users to gauge likely impact of content before arriving.

Q13:

Better parenting. To imply that it is somehow the creator's responsibility to ensure that their content isn't viewed by an inappropriate audience is to ignore that it is the parent's responsibility to monitor their children's browsing and to teach them safe web practices.

Q14:

No, again the responsibility lies not with the government, but the parents.

Q15:

Q16:

Q17:

It would be most practical for game publishers to self-classify their games, and to have that reviewed by a government body after complaints are made about inappropriate classification.

Q18:

Q19:

Q20:

I believe that the G through R categories are very well understood by the public and should be applied to all forms of media for parity. I believe that the C rating is somewhat misunderstood by the public and could do with more public explanation.

Q21:

No.

Q22:

Adopt the same guidelines as film across all media.

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: