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Q1:

Improved key elements. The rating structure for dvd's, games, blu-rays, etc is well structured it is not that the system does not work, but rather it is not managed properly. An R18+ needs to be introduced for video games. And parents need to know that R18+ games are the same as any film.

Q2:

Q3:

Yes - and no. the argument for is that; the content of the same film could understandably be rated higher in classification because of the graphical capabilities of the platform. Say for instance for blu-ray to dvd (of the same film) - as we all know blu-ray allows for a higher depth of focus and clear and more detail.

No to this question in regards to the way everything is classified. Everything should be classified using the same system. But it needs to be public knowledge that the same rating system still applies too all.

Q4:

No. All content should be classified and also unrestricted. All content needs to be made available if someone wants to publish it in our country as it is not one persons or even a group of peoples right to decide what I watch it is my own. Though having said that, there needs to be a very clear classification guideline.

Q5:

Yes, Everything across all media needs to fall into classification. - by this I do not include novels, - though the graphic novels I understand. But rather across film and gaming. Everything that games in weather a cartoon or an adult video games needs to fall into a classification.

Q6:

Q7:

Q8:

Too an extent. Like I briefly described earlier with the graphic novels. If there is a touch of 'graphics' in the recording it is not a big deal. Children are exposed too many life situations as they grow up and it should not be made so that every little bit of content is filtered out. But at the same time, children should remain children. - There are sometimes when audio needs too be regulated.

Q9:

Q10:

No. Same content should be available across the board - no altered versions.

Q11:

Q12:

Q13:

It cannot, and it should not. - Yes you could block content by saying need identification to visit this site, but then, I would just want to find a way around it. This is something that parents need too be

made more aware of, and also advised in the use of parental guidance programs that lets them decide on the ratings their children can view.

Q14:

Q15:

This is an interesting, touchy and difficult subject, sometimes? Never? Always? Content always needs to be classified but at the same time it does not need too be shoved in our faces. I would never want too see a classification on a novel and unless it was a serious warning, and I think in someways the same should be the same for magazines and other items of the same nature.

But when it comes too gaming and films, documentaries, television series, everything needs to be classified form G through too R, So much content is released every week and it needs too be managed and regulated correctly.

Q16:

Government agencies should suggest that the content is for certain age groups. Industry bodies need to be aware that warnings need to go onto every game and film. And the other-side is that the manufacturers need to have parent controls on their products, such as dvd and blu-ray players. Users then have the role of regulation what content they decide to watch, and what content their children watch. The problem then also because parents either don't pay close enough attention to the labelling on games and films or that they are too strict, either one can be a serious problem in the child's upbringing.

Q17:

Q18:

Gaming! R18+ Rating system, just like movies. This is important, too also help people understand that games are rated on the same level as films.

Q19:

No everything should be open to classification and this is the same for games. An R18+ system needs to be introduced, this is a fact.

Q20:

Q21:

All categories are fine, but as mentioned earlier an R18+ needs too be introduced for games. This is for three reasons, one is that game companies have to modify games if they would like it released in the countires - this makes it more expensive for gamers to purchase. And the second reason is that I want too be able to play the game as intended with modifications.

But the most important reason above all, is the third one, some games are being allowed into the country which are classified under 'r18' in many other countries but just shoved into the MA genre in Australia. What do you think this means for kids? 1. They are exposed too content earlier on in their childhood. 2. Because parents never see an R18 category in games they think that they are different (rated different) to films. I know this for a fact, having worked in a video store in the past.

Q22:

Nil. All well standardised.

Q23:

Q24:

All content should be open in some form, it is not the governments choice too what we watch, play, visit online, or do in life. It is our own.

Q25:

No.

Q26:

Yes, having the same rules across the board is very important. Makes it easier for developers, and also for everyone in Australia too understand there is a national recognised system that is working.

Q27:

Q28:

Q29:

Other comments:

Thank you for taking the time too read through the information provided too you, by myself. I don't fully understand all the wording in some cases, but I do that, the system needs too make a few small changes. This is not something that I personally think needs to be done, but rather something that must be done, this is a fact. I look forward too seeing this happen.