

CI 2059 T Law

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Q1:

Yes, classification for computer video games should be aligned to that of films and other types of literature.

Q2:

Making sure that we have a R18 rating for video games like the rest of the developed world.

Q3:

No, the actual content should determine how it is classified.

Q4:

No, everything should be classified.

Q5:

Again, everything should be classified.

Q6:

Everything should be classified, it's for the benefit of consumers.

Q7:

It could help, but it shouldn't be too strictly reinforced.

Q8:

There should be a higher rating if it is too offensive. Age identification may be required if someone was to purchase this content.

Q9:

No, it should be judged strictly on the content.

Q10:

It shouldn't.

Q11:

There shouldn't be any external factors. All content should be classified by its own merits.

Q12:

It's very hard. Making sure the user inputs their date of birth before accessing the content is one way, albeit not very bulletproof.

Q13:

Parents need to keep an eye on their children.

Q14:

Shop assistants need to ask for ID.

Q15:

At all times if it can be purchased by a consumer.

Q16:

Q17:

Yes it would, at least it would be interesting to try over a short period of time.

Q18:

Q19:

Q20:

I don't think they're as well as understood as they could be. The lack of a R18 rating for video game causes a lot of confusion I think. We have games under the MA15+ umbrella whereas it will be in the R18 range everywhere else in the world. This needs to change.

Q21:

Yes, a R18 rating for video games that's consistent with the rest of the world. It will ensure that children won't get access to the types of games that aren't suitable for them.

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments:

It's seriously time for a R18 rating for video games. We've had enough feedback to know that an overwhelming amount of the public are supportive of this cause. It's time to stop dodging the issue and make the correct decision.