

CI 2082 R Taylor

First name:

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Last name:

Taylor

Q1:

New framework - to include an R18 classification.

Q2:

Freedom of choice for the adult and education of game content for parents.

Q3:

Probably, because i) the graphical ability of different platforms differ in their ability to portray realistic images, and ii) the depth of controller input will affect the level of interactivity (e.g. violent actions controlled by direct motion sensor input will be more interactive than button-pressing).

Q4:

No - since parents/guardians or other concerned citizens are not always going to see all game content to register complaints.

Q5:

i) That's the entire point of classification right? ii) Obviously

Q6:

No.

Q7:

Yes

Q8:

Yes

Q9:

No - isn't this basically the same as Q6?

Q10:

No

Q11:

i) The potential of the content to adversely affect one's behaviour, based on scientific evidence.

ii) The potential to traumatise.

Q12:

Parental education.

Q13:

Parental education.

Q14:

Q15:

Always - what a strange question.

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

R18+ is needed. Probably drop the MA15+ classification, such titles should probably go under R18+. Currently, people just order RC'ed games from overseas sites or pirate them.

Q22:

Q23:

Q24:

Content that can be used to increase the negative/destructive behaviour that a person can enact on others, e.g. how to make bombs from readily available materials.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: