CI 2268 C Skene

First name: Cameron
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Q1:
The Inquiry should focus on bringing the current computer game classification framework in-line with other forms of media, primarily television and the cinema. I feel that the current classification guidelines for younger age content are sufficient, however it seems illogical that computer games are unable to receive "R 18+" ratings whilst other forms of media are. With a consistent classification system across all forms of media, consumers would be better able to decide for themselves what content is appropriate for them.

Q2:
Bringing our classification guidelines in-line with international standards. We should not be alone in the world in that we as adults are unable to access adult content just because it is deemed to not be appropriate for a fifteen year old child, regardless of the form of media in question. There should be reasonable limits on what "appropriate adult content" should be relating to computer games, just as there are currently reasonable limits on the other forms of regulated media; television and the cinema. These reasonable limits should be enforced for computer game content by the creation of an "R 18+" rating for computer games, rather than a blanket ban on all computer game content that is deemed inappropriate for anyone over the age of fifteen.

Q3:
With a broad range of new platforms coming onto the market in the past years, such as smart phones with access to a range of apps, it is becoming apparent that the current classification system is struggling to keep up with it's purpose. I however believe that the general basis of the classification system is sound, and could be adapted to work for new forms of technology and new platforms that are used to access content. As with the previously stated example of smart phone apps, it is important for consumers to know just what it is that they are purchasing, and thus I feel that the content classification system should be used to regulate as broad a range of new forms of content as possible, over as broad a range of platforms as consumers have access to. I also feel that the content classification system should be uniform across all forms of media, from television and the cinema to computer games and app store purchases, so that consumers are able to apply their knowledge of the classification of traditional media content to the classification of content on emergent platforms.

Q4:
No, I feel that classifications should be proactive rather than reactive. It is the role of the classifications system to outline the nature of media content to consumers before they access it, not to be subject to the complaints of viewers. As the nature of complaints will no doubt be different in substance from person to person, I feel that it is important that the classification system provides a universal comprehensive guide to the nature of the consumed content, before it is accessed by consumers.

Q5:

Q6:

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Other comments: