

CI 2272 L Andronikashvili

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Q1:

The ALRC should focus on improving key elements of the existing frame work. This can be as simple as adding an R18+ rating for video games. The system should not need a revamp.

Q2:

To broaden the classification system to make it open to mature people.

Q3:

No. It should not.

Q4:

No. It all should be classified. However it should all be classified fairly.

Q5:

No. Yes.

Q6:

No.

Q7:

No.

Q8:

No.

Q9:

No.

Q10:

No.

Q11:

Content should be classified on the basis of what is directly viewed by the audience. Content should not be classified if it has potential impact. Only if the impact will be definite and will have direct effect on the audience.

Q12:

There are no effective methods of controlling access to online content. Users will constantly find ways to bypass government control.

Q13:

Require content of certain maturity levels have a date filter.

Q14:

ID checks when the item is being sold to minors. Make sure the vendor is only selling to the right age groups.

Q15:

Always.

Q16:

Government Agencies should monitor what content is given to the consumer.

Industry Bodies should adapt the content to a matter that is acceptable to be given to the consumer.

And users should regulate what content they are viewing manually.

Q17:

I am not sure.

Q18:

Children's videos and educational content.

Q19:

They should always assist in the classification of content.

Q20:

Yes. However the lack of an R18+ classification is not understood in the gaming community.

Q21:

Yes. We need an R18+ classification.

Q22:

I am not sure.

Q23:

Not sure.

Q24:

Child pornography.

Q25:

No.

Q26:

Not sure.

Q27:

Not sure.

Q28:

Not sure.

Q29:

By adding an R18+ classification for video games.

Other comments: