CI 2287 G McDermott

First name: Gerard
Last name: McDermott

Q1:
improve key elements of existing framework, notably in the mature and adult range of classification.
Q2:
The objective should be that the purchaser of content is given every opportunity to make an informed decision about whether or not that content is suitable and appropriate for the person it is being purchased for. That applies equally if it is being purchased for self or other(s).
Q3:
No. Technology and Platforms change. Classifications should focus on what is delivered by the technology or platform. Not the method of delivery.
Q4:
No. All content should be classified. A complaints-driven process allow s a period of unsuitable content to exist in the market for a period of time before the complaint is lodged. With current technology even a short period means that the content can not be effectively withdrawn.
Q5:
Yes. This is especially important for content rated for children. That rating must be able to be relied upon regardless of media so that parents can safely choose what their children are allowed to consume.
Q6:
No. Classifications must be consistent and uniform so that parents and adults can make informed decisions based on a consistent standard.
Q7:
Yes. To a child a picture or movie or art are effectively the same thing. To classify something as "art" is to already place an adult classification using an adult concept.
Q8:
Yes. Classifications should be consistent and reliable.
Q9:
No. Again, classifications should be consistent and reliable.
Q10:
No.
Q11:
Nothing. All content should be classified regardless of intended audience or technology or any other factor.
Q12:
Classify the content. Do not filter it. Leave that decision to individuals and parents. The job of classification is to provide a way for adults and parents to make the correct decision.
Q13:

It should not be. This is a parental responsibility. Give parents a reliable, consistent way to make that decision and leave it to them.

Q14:

It should not be, Again, give parents a reliable, consistent way to make that decision and leave it to them.

Q15:

Always. Even if only to say that the content is safe.

Q16:

Their role stops at providing adults and parents with the correct information to make their own decisions. Education, not regulation.

Q17:

No industry can regulate itself.

Q18:

Sexual abuse of children under the age they would normally reach puberty.

Q19:

All.

Q20:

Only G is properly understood. Confusion is especially strong at the adult end of the classification spectrum. What one person sees as XXX, another sees as unsuitable. There is also great confusion around how videogames receive MA or unclassified ratings.

Q21:

Yes. Apply all movie classification standards to videogames for a start. Then remove MA15+ since it is just confusing things and providing a grey area. If MA15+ is to stay then increase 18+ to be 21+.

Q22:

Do not differentiate by technology. Classify based on what the output of the technology is. What is allowed in movies (for example, the Saw movies) is not allowed in games. This creates confusion. Make them consistent.

Q23:

Yes.

Q24:

Nothing. Provide guidelines and let adults and parents make their decisions based on those guidelines.

Q25:

Nothing should be prohibited online. Provide guidelines and let adults and parents make their decisions based on those guidelines.

Q26:

Yes it is important.

Q27:

No answer.

Q28:

Yes.

Q29:

Make the classifications consistent and reliable. Do not allow differences between technology or type of media. Classifications should be consistent between states. Videogame classifications must at minimum be aligned with movie classifications.

Other comments:

-