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Q1:

Yes- We desperately need an R18+ classification for games in Australia!

Q2:

Primary objectives of a national classification scheme should be to have a broader classification system as we do with film and television in the gaming industry.

Q3:

Technology/platforms should matter somewhat when it comes to the classification of content- if the content is to be displayed at a very low resolution, for example, when portraying blood or gore, it may not necessarily be deemed as intense because it would not actually be realistic.

Q4:

Yes

Q5:

Yes

Q6:

Yes

Q7:

No, I don't believe that art needs a classification as it is supposed to be subjective and should be appreciated by everybody.

Q8:

Not necessarily, as long as they warn whether or not there is coarse language/adult themes on them, people should be able to make a decision based on that.

Q9:

No

Q10:

No, it should be equal.

Q11:

Most media should be classified in my opinion. The only thing that I don't feel needs a classification is art in galleries and the like as they are meant to be appreciated by the audience subjectively without any prior knowledge of whether or not it includes adult themes, etc. I feel that currently, Australia is being left behind when it comes to ratings in the gaming industry with it's lack of R18+ like in other countries, or even in our country with film. We need to treat the gaming industry the way that we treat the television and film industry. M15+ has it's place, but we need to restrict content that should only be accessed by adults.

Q12:

I don't believe the internet needs a classification. It is much too broad a media to control, and programs available for purchase with parental controls are adequate enough to stop children accessing adult content if parents are adamant that their children cannot explore the web.

Q13:

Make programs purchased to block inappropriate websites claimable on tax refunds or offer a government program at a discounted price for those interested.

Q14:

I believe that access to restricted offline content is already controlled very well. I don't believe there is a problem with the way it is controlled at the present.

Q15:

There should be classification markings on most products to help people better understand and purchase appropriate content.

Q16:

They should remain the way they are now, but with a R18+ classification for the gaming industry so we can catch up to other developed countries!

Q17:

There should just be an R18+ classification added. That way it would be more effective and practical.

Q18:

Not sure

Q19:

Small independent films should be subsidised, as should any independently created content requiring classification. Perhaps the government can take into account the number of employees, production costs, etc. for things when considering subsidised classifications.

Q20:

The lack of an R18+ rating in the gaming community causes much confusion. Most M15+ games that are rated thus in Australia are rated R18+ in places such as the United States, which suggests that these games are available to an audience that are not quite at the level of maturity to be coping with. With an R18+ rating in the gaming industry, this confusion would be stopped and inappropriate content would not be available to those under the age of 18.

Q21:

I believe that we need an R18+ rating in the gaming industry. We do NOT need to remove any categories, or merge them- this would just cause too many problems with games having to be resubmitted for rating/being pulled from the shelves indefinitely. The rating system should include G, PG, M, MA15+ and R18+.

Q22:

Have the exact same symbols and colours across the classification of all media- eg, G rating in the green triangle for all media, PG rating in the yellow rectangle, etc etc.

Q23:

Yes!! The gaming industry is desperately crying out for an R18+ rating!

Q24:

No content should be prohibited online. It is the world wide web and people should be able to access whatever they want to under the grounds of freedom of information.

Q25:

No.

Q26:

All states should have the same classification system.

Q27:

R18+ rating for the gaming industry!

Q28:

Sure. If it brings an R18+ rating for the gaming industry.

Q29:

By bringing in an R18+ rating in the gaming industry!

Other comments:

Australia desperately needs an R18+ classification to be introduced in the gaming industry. It is unacceptable that we do not have it and therefore do not have access to computer games available in the United States purely because we have nowhere to place it in our current classification system.

Current games that are rated as M15+ are there questionably- most of them are only available in other countries for those over the age of 18, which brings into question the current ratings and how these things get downgraded to be available to 15 year olds in our country.

Working in the retail sector of the gaming industry, it pains me to see games not released in our country because of our lack of 21st century classification, and pains me even more to hear disgruntled customers who cannot import unrated games because of the failure of our classification guidelines in Australia. We need the rating, and we need it soon. We need to treat video games like we treat television and films.

I hope this submission aids in Australia getting the rating we so desperately need, and thank you for allowing me to have my say. If it comes down to a vote, I'd vote yes to the rating, and I know a lot of other people that would do the same.