

CI 2350 M Buckner

First name:

Matthew

Last name:

Buckner

Q1:

A new framework for classification, with the introduction of an R18+ rating for videogames. The PEGI system in the UK should be used as a guide.

Q2:

An easy to understand classification system that is suitable for all age groups, including adults. It should allow Australians over the age of 18 to make decisions as adults with regards to media. It should also be clear, so that parents are aware of what is suitable for their children. It should aim to be more in line with the US and UK, bringing violent games that are currently rated MA15+ into an R18+ category as they are in these countries. Perfect examples of this would be the games in the Call of Duty series. These games are arguably the most popular in the world, and are rated MA15+ in Australia, but are rated 17+ or higher in the UK and USA. Children at the age of 15 can buy them here, and often, parents will buy their children, who are 13 or 14, copies of these games as they believe they are mature enough to handle the content. I have worked for many years in game stores and seen this happen first hand. If these games were rated R18+, most parents would not even consider it for their children.

Q3:

No. The classification system should be easier and more cost effective to companies so that content on all platforms, including but not limited to, mobile platforms, are all classified so that people and parents are aware of what they are buying.

Q4:

No. Refer to answer from Q3.

Q5:

All media should be classified, no matter the genre, no matter the intended age group. Adults, parents and children should be aware of what they can and cannot purchase. Or, what they should not be purchasing for others, especially their children.

Q6:

Refer to answer from Q5.

Q7:

Q8:

Yes. Music can have just as much impact as other genres. Certain lyrics, ideas, and concepts shared by artists in music can be worse than any video media available.

Q9:

Refer to answer from Q5.

Q10:

Q11:

Q12:

Q13:

Better educate parents on what their children can access online. Make it easier for parents to filter online content. Provide a government scheme that gives free internet filters akin to "net nanny" to parents of children in primary school. It is up to parents to monitor and educate their children of what is appropriate content online.

Q14:

Q15:

All types of media should have classifications.

Q16:

OFLC should still operate

Q17:

Q18:

Q19:

Q20:

M15+ and MA15+ are sometimes confused. There is not enough distinction for people to recognise that one is a recommended classification and that the other is a restricted classification. Australia should look to the PEGI system in the UK. There are more age groups in classifications, but they make sense. M15/MA15 could be replaced with 12+ and 16+. Anything that may be in the lower end of M15+ but too strong for PG would be suitable for 12+. Conversely, MA15+, should be changed to a 16+ category, as 15 is often too young to understand a lot of content in MA15+ categories.

Q21:

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Q22:

There should be one unified classification system across all media. The easier to understand, the less chance for confusion. One classification system for everything.

Q23:

There should be one simple classification system for all media in Australia.

Q24:

Internet content should not be censored or regulated by the Government.

Q25:

No. Internet content should not be censored or regulated by the Government.

Q26:

Yes - Online, TV, Social Media, Newspapers

Q27:

Q28:

Q29:

Other comments:

The current classification system is broken. Australia is far behind other countries when it comes to classification. We need a uniform system that is easy to understand, and covers all age groups. Australian adults should be given the right to purchase videogames that other adults have the right to purchase in other parts of the world, including New Zealand. Parents should have an easy to understand classification system that helps them make informed choices when buying media for their children. Classification of Videogames in Australia needs to fall in line with that of the UK and the USA. Many videogames in Australia are classified as MA15+, yet they are 17+ or above in the UK, USA and even New Zealand.

Christian groups, and civil libertarians are worried that children will get their hands on videogames that are full of sex, nudity, depraved actions etc. However, these groups need to realise that any videogame these days that is realistic enough to depict things of this nature requires giant development studios, millions of dollars and years of development time. To put it simply, these types of games purely don't exist because they aren't made because they wouldn't be profitable for game companies. Introducing an R18+ rating for videogames won't spawn the sudden existence of depraved games, but it will better classify the games that are released in this country.