

CI 2360 J Liebelt

First name:

Joshua

Last name:

Liebelt

Q1:

Q2:

Giving people an idea about what possibly offensive content a piece of media will contain, without condemning it or punishing the media that contains it.

Q3:

No. The technology has no bearing on the way it effects a person. An example is video games, violence in video games does not cause violence in real life. If anything, it helps to reduce it.

Q4:

Q5:

Q6:

No. All content should be considered equally, no matter how "large" (ie, powerful) the company behind it is.

Q7:

Q8:

Music classification is fine as is. If parents are concerned about the music their children listens to, that is their concern and will not be shared by everyone. As a musician, I have noticed that a lot of parent outrage about their children's music is because the parents don't fully understand the music, and most often they don't like it, so they vilify it.

Q9:

No. Content for both large and small audiences should be treated equally.

Q10:

No. See above.

Q11:

Q12:

None. Access to online content should be unrestricted, and any measures otherwise are draconian in nature and will only cause public unrest amongst the youth. TAKE NOTE: If you censor a tool as valuable as the internet, you will create a nation of angry young people who yearn to learn without restriction. The internet is an amazing, probably THE most amazing learning tool humanity has ever created, and if you restrict it you are only harming YOURSELVES.

Q13:

Parental supervision. Parents need to start actually PARENTING THEIR CHILDREN.

Q14:

I don't understand why that needs to be controlled. Adults buying this content know why they are getting them, and all that needs to be considered is that the girls/guys in the magazines are above the appropriate legal age for consenting to that sort of thing.

Q15:

Q16:

I think it should be mostly controlled by the users and industry bodies, with little to no meddling by the government. You see, the government is full of people who don't understand what real people want, because they haven't been real people for quite some time. I'm not saying they're less than human, it's just that they aren't an average work-a-day citizen, and don't really understand people who are.

Q17:

Q18:

Q19:

Q20:

I think what causes the most confusion is why there is no R18+ rating for video games. It baffles me that it is thought of as a separate entity to every other form of media on the planet.

Q21:

New classification category: R18+ for video games. This needs to happen or we will continue to be thought of as backwards by every other western nation.

Q22:

Q23:

Yes it should. Video games have been around for quite some time now, and we now have a greater understanding on their effect on a person and the public. R18+ content should be allowed, as many gamers are well over the age of 18 and understand perfectly the difference between real life and a computer screen. In fact, I'm willing to bet that the majority of people understand.

Q24:

Nothing. Child pornography should be treated as a criminal case, and the police should try to apprehend those who purposefully access this content. Other than that, people should have full reign over their internet experience, and should not be subject to censorship by a government that doesn't understand people.

Q25:

No.

Q26:

Q27:

Q28:

Q29:

Other comments: