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Q1:

Yes, with focus on the introduction of R18+ into video games

Q2:

To prepare Australia for future entertainment technologies, in particular a R18+ that allows higher content games for the aging population of gamers just like the R18+ of film and television

Q3:

No, there is scientific confusion over the effects of television, film and video games and until there is a majority of peer reviewed and agreed affects then the law should be altered to protect individuals but at this time the disparity within scientific research should not hinder adults ability to purchase games they want excluding ones that break generally disagreed content such as pedophilia etc and not violence.

Q4:

No all content should be classified for a broad and unified understanding of what the content includes and is more simple for the consumer

Q5:

Yes, to protect particular children that could be affected differently based on age and experience and that it maintains and even rating system

Q6:

No, but the size of the market and number of consumers should indicate the want for a certain product and how the classification system should be organised

Q7:

No, as is generally found in a museum which is a particular environment although there should be warnings of graphic images, such as war photography, and nudity.

Q8:

Yes

Q9:

Yes, although all content should be classified the size of the audience means the system should be fair to all consumers and audience

Q10:

No, both forms should be classified but restrictions to what content is shown in public is acceptable

Q11:

The only factor that should matter is how informative the classification is. The main purpose of classification is to inform consumers, in particular parents, on what the item they are purchasing, viewing or hiring and what content it is. If a parent decides to give a 12yo an R18+ game its not the governments, producers, developers or gaming communities fault but the parents choice.

Q12:

Cooperation with digital distributors and using similar ratings on products such as other countries.

Q13:

All PC's and gaming consoles have parental lock system, it is the parent responsibility to be informed of this fact and to monitor usage

Q14:

I think they are controlled quite well except for the fact people or places that do sell restricted content should be able to named and fined by consumers

Q15:

At all times, on casing and possibly on introduction of the content

Q16:

Governments should classify the product with interaction of users and industry bodies but regulation should be run by the industry with government overcite

Q17:

Yes

Q18:

Digital games that have retail copies that are already classified and downloadable content to already released products

Q19:

The government should support Australian independent and government funded films, television and video games to increase support of these areas in Australia

Q20:

No, i work in rental and few people understand the difference between M and MA15+ especially with the possibility for swearing including the f word in M movies.

Q21:

Yes, an introduction of an R18+ in video games and clearer separation between each rating level.

Q22:

by making all classification, criteria and guidelines the same throughout the different media formats with only minor differences.

Q23:

Yes, a uniformed body with some overcite is far more effective then numerous bodies not working together.

Q24:

child pornography, snuff films etc.

Q25:

No. some of the RC category is over the top especially the restrictions on video games with no R18+

Q26:

Yes, by removing individual state attorney generals involvement and putting control in an governmental department

Q27:

A governmental department part of the communications minister department and removal of the attorney generals personal opinions and involvement

Q28:

Yes. A unified Australian classification system will make more sense and have better understanding.

Q29:

Other comments: