

CI 2383 D Walton

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Q1:

The ALRC should focus on improving the current framework.

Q2:

More freedom for adult gamers & a consistent system that is easier to understand for everyone.

Q3:

The technology used to play games has nothing to do with the content of a game.

Q4:

Not at the current level that it's at now, especially seeing as people make complaints about games based on moral panics stirred up by lobby groups.

Q5:

Potential impact has nothing to do with it.

Q6:

The size of the audience also has nothing to do with it, especially when the target audience is adults.

Q7:

The artworks have nothing to do with the content of a game or their impact.

Q8:

Music or other sounds in a game also has nothing to do with the content of a game or its impact.

Q9:

The size or composition of a game's audience has nothing to do the content or whether it should be classified.

Q10:

Whether a game is played at home or in public has nothing to do with it.

Q11:

No other factors should influence that.

Q12:

There is no effective way to control access to content, and that isn't the problem.

Q13:

Education, not censorship, is the best way to control children's access to content.

Q14:

Restrict that to adults only.

Q15:

If it falls way outside the classification guidelines.

Q16:

Government agencies should stop listening to media scare campaigns regarding games, the industry bodies should continue doing the good work they do & the users should be allowed to choose what content they want to play by themselves.

Q17:

Yes. The industry deals with game content everyday.

Q18:

Anything that falls outside R18+ guidelines.

Q19:

The government should subsidise the classification of games made by small studios or independent developers.

Q20:

The MA15+ category causes the most confusion in the community regarding classification. There needs to be an R18+ category for games.

Q21:

None.

Q22:

Classification markings do not need to be changed, only improved.

Q23:

There is an R18+ rating for movies and there should be one for games.

Q24:

Leave that to the users to decide.

Q25:

No.

Q26:

The laws need to be less media scare campaign driven & more consistent.

Q27:

The current system shouldn't be replaced, only improved.

Q28:

Possibly.

Q29:

ID should be required to buy R18+ games.

Other comments:

Lobby groups with an agenda, such as the Australian Christian Lobby should stay out of the classification debate and stop using scare tactics to restrict users' freedom to play what games they want.