

CI 2435 K Gatdula

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Q1:

improve on key elements

Q2:

provide classifications that are as clear as possible, where one game that may be offensive can be considered "lighter" than one game already released (Condemned, the horror game v.s Mortal Kombat 9 or Left 4 Dead 2) as well as one that makes use of the R18+ category to make games available in Australia that would otherwise be banned due to its incompatibility with an MA15+ rating.

Q3:

No - equality across the field.

Q4:

Yes - the classification board should allow the public to make their own decisions and not be denounced for it. Debate about a certain item should take place amongst the public.

Q5:

The potential impact of content should affect its classification, not whether it should be classified.

Unless an example came to mind I can't think of how a certain item would be classified differently on two different media.

Q6:

Mortal Kombat 9 was a heavily anticipated release before it was refused classification by the board. Obviously it would be wrong to say that a big company's product should be given precedence over another, but I believe that if a group of people deem themselves mature enough to use the media then the classification board should be open to change its decision WITHOUT CHANGING THE PRODUCT.

Q7:

Q8:

Definitely not - music and audio books are

Q9:

Q10:

Q11:

Q12:

Q13:

Q14:

Q15:

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

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Q25:

Q26:

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Q28:

Q29:

Other comments: