

CI 355 A Harrison

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Other comments:

Ok, I'm not going to bother filling out 29 questions when I can put my contention into one text box. Basically, the need for a video game R rating in this country is tremendous. I have been working in video game retail for over 6 years now, and I am also studying to become a teacher. Through the two things that consume most of my life (uni and work), I am exposed to plenty of kids who talk about gaming. A lot. I have taught 8 year olds who have played through the most recent Call of Duty game, talking about one segment where as the player you are required to play Russian roulette at gunpoint in Vietnam. You watch one of the main characters brutally die in front of you, and then have to literally pull the trigger with the gun to your head. These kids were 8. Years. Old. As a games retailer, I have sold many a copy of this game (and others) to parents. However, when I tell them the true nature of the game, their jaws drop. They never have ANY idea what they are really buying for their kids. This game has an MA rating, but it simply doesn't have nearly enough shock value to deter parents. They barely even acknowledge that it's there. They simply purchase it because "all the other kids have it", and no parent wants their child to be the odd one out. I have turned away plenty of sales by telling parents the graphic nature of the game, and I will not stop doing so - they deserve to be properly informed. However this is where the problem lies - it is not my job to try and tell everyone who buys a copy of Gears of War for their kids that they will be cutting enemies up with chainsaws - it is YOUR job. But the current rating system just doesn't cut it. However, just because there are parents out there who do not check ratings and buy violent games for kids does in no way mean that mature gamers should miss out. The idea of a game being banned in a country built on free speech is ridiculous. The ultimate goal is to really hit parents in the face with the rating on the front of the box, so that even if a game such as Mortal Kombat (A game I have no interest in buying by the way) is on the shelf, they would never purchase it for their children. After my experience selling games, I have come to this conclusion - the MA rating has to go for games. Have it so that there is only G, PG, M and R. Cutting MA would mean that a huge amount of games would fall under the R category, but this is a GOOD thing. No child should be playing games like Grand Theft Auto, Bioshock, F.E.A.R, Gears of War, Call of Duty, Battlefield OR Mortal Kombat, just to name very few. If these games all had the R rating they deserve on the front cover, you would be killing 2 birds with one stone - gamers would not have to worry about titles being banned, and parents would have the in-your-face rating give them the proverbial slap across the face before they even consider purchasing these titles for kids. With MA gone, the difference between an M and an R game would stand out on the shelf so much more than if you had MA in there too. So please guys, listen to reason. Games don't have to be banned, as long as we are arming parents with the knowledge they need to make an informed decision, because at the moment, this is just not happening. In the mean time, I will continue to inform parents of what they are really purchasing for their kids as much as I can - but I'm getting pretty sick of doing your job for you.