

CI 375 J Dodd

First name: Jonathan

Last name: Dodd

Q1:

Improving key elements of the existing framework.

Q2:

Clearly be able to segment specific entertainment mediums into appropriate classifications, particularly by introducing an R18+ to video games instead of outright banning them.

Q3:

No.

Q4:

No, if appropriate classifications were in place to begin with then the basis of the complaint would be frivolous because consumers would be aware of the product they would be consuming (i.e. a violent video game with an R18+ rating would warn consumers about its content. Complaints would therefore only show a consumer's ignorance for not reading the labels)

Q5:

Only if there is overwhelming evidence in support of the claim of the potential impact of said content. In a lot of cases, the evidence is hardly solid.

Q6:

It is very dependent on the material that is being portrayed.

Q7:

I believe warnings for viewer discretion should be displayed.

Q8:

Q9:

Classifying material due to the composition of the audience would be appropriate. That way, content intended for adults can be very be adults without encroaching on their rights to view much material. This will also help parents decide on what content they feel in suitable for their child.

Q10:

Q11:

Q12:

Q13:

By their parents acting responsibly instead of looking for scapegoats to account for their poor skills.

Q14:

Showing identification with the appropriate age as a requirement to purchase such material.

Q15:

When the content is intended for a specifically aged audience.

Q16:

Government agencies create the regulatory classifications with the same classifications across entertainment mediums (including video games). Industry bodies interpret the content produced by studios and apply classification appropriate. Users heed the advice of the industry body and decide themselves whether to consumer the product or not. Users, in buying on behalf of a minor should be able to make an informed decision based on the warnings/classification and choose whether to purchase the content for the minor or not.

Q17:

Yes

Q18:

R18+ video games. Aside from online interaction, the content is very easily distinguishable in terms of its age-appropriate level of content.

Q19:

Q20:

I believe they are. Some folk just don't ignore them.

Q21:

A category that DESPERATELY needs to be introduced is an R18+ rating for video games. Adults should be able to view content that is appropriate for their age level.

Q22:

Allow video games to be classified with the same ratings as movies.

Q23:

Yes, so the ratings are consistent across all mediums

Q24:

Snuff films, bestiality

Q25:

Yes.

Q26:

Yes, the classification laws should be a federal matter

Q27:

Q28:

Yes

Q29:

Again, by introducing an R18+ rating for video games.

Other comments:

Please stop discriminating against adults who have a right to view this material that is freely available in other civilised western countries.