

CI 425 A Mallon

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Q1:

Developing a new framework for classification.

Q2:

Clarity and common sense. (As opposed to the current scheme.)

Q3:

No, the content itself defines its own classification. The platform (PC, console, TV) would be too widespread there would be too much to legislate and classify.

Q4:

No. People with hidden agendas would be able to push classifications onto things that would otherwise escape it.

Q5:

Should content designed for children be classified across all media? Yes.

Q6:

Yes.

Q7:

Classifying artworks? Surely you're joking now.

Q8:

No, we've come this far without it.

Q9:

No.

Q10:

No.

Q11:

Nothing, needlessly complex classification systems aren't the answer, just a better one than the current mess.

Q12:

Censoring the internet is almost an impossible task.

Q13:

Better parenting for a start.

Q14:

Better parenting for a start. Fines for shopowners who sell the material to minors.

Q15:

When it is for adults only.

Q16:

Minimal at best, common sense within the public should prevail. People don't need extra policing in their day to day lives with something so trivial.

Q17:

The agenda of (particular elements of) industry to push 'anything and everything' onto the public would get in the way of a fair system.

Q18:

Anything R18+ for adults only.

Q19:

When it would enhance the growth and scope of a particular artform, especially small independent efforts. Small independent films, indie video game developers, newly forming artists, up and coming musical groups.

Q20:

No.

The lack of an adults classification for video games.

Q21:

Adults classification for video games.

Q22:

Q23:

Q24:

No.

Q25:

No.

Q26:

Yes, very important.

Q27:

Q28:

Q29:

Other comments: