CI 504 M Freeman

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Q1:

The focus should be on adopting the most free form of choice for adults to view any game material they wish to consume. All that is required is distinguishing between MA 15+ ratings and R 18+ ratings, and classifying them as such (of course while retaining all the other classifications: G, PG, M).

Q2:

As above, the objective should be to allow adults freedom of choice in the material they consume. The material should be unaltered from the original, and the government should have no say on what gaming material an adult can or cannot purchase. I understand that the main concern of detractors from the changes are the effect on children. In pure black and white, it is down to the parents to control, restrict and police their child's consumed media. I do not want to live in a world where the government acts as a surrogate parent to every child, in order to ensure they do not stray from the flock.

Q3:

No.

Q4:

No, because there will always be the weak minded church-goer who objects to the use of the word 'arse' and will make a complaint. In this day and age, if you cannot take a simple insult, a creation against your beliefs, a direct attack on your personal morals and feelings, you should not exist. This is because he internet itself is one big exchange of these myriad forms of insults, and the fact that that our lives are essentially moving online, the inability to ignore these insults will result in an inability to function correctly within society.
If you require absolute proof of this, please simply think of the Muslim religion contrasted against the world as a collective society. By clinging onto their beliefs (and taking them literally and as absolute), they simply cannot function peacefully within the world society.

Q5:

The issue is introducing an R 18+ rating for games, which concerns adults. I do not see why content for the lower categories of classification needs to be considered in this case. As it stands, the classification system is adequate for children, all that is needed is the R 18+ category to allow adults to consume content not suitable for children, instead of banning it outright.

Q6:

No.

Q7:

No.

Q8:

No.

Q9:

No.

Q10:

This question is structured poorly. Are you referring to content that could be presented on a public TV screen or other advertisement media, such as an ad for a R18+ game in public? Or are you referring to the ability for someone to play a game on a portable device that could be unsuitable for other members of the public?

Marketers for content such as games are aware of the potential impacts that their media can have on minors. I believe this is a non-issue, as the traditional methods of advertising are dying out (at least for content such as video games), and moving to a pure online social networking space. The dynamic of the social network marketing is that marketers are able to restrict their marketing attempts to specific age groups (as well as other demographic, behavioral, psychological and geographic factors) resulting in targeted marketing.

In regards to gaming in public, the idea of banning content in this manner is absurd.

Q11:

Child pornography is the only absolutely unacceptable content that should be 100% banned across all media and all demographics.

Q12:

There should be no control of online content, aside from child pornography. As stated prior, online content in regards to children is down to the parents to control. Restricting online content for adults to attempt to stop a handful of children (who will _always_ be able to access the content if they really want to, no matter what controls are in place) is simply insulting.

Q13:

PARENTS. Parents need to stop being BAD. It is as simple as that. The bigger issue is stopping unsuitable parents from taking advantage of welfare and making more children. The simple fact that the lower class make piles of babies and the middle-upper class do not is probably the single most important issue to be considered at present.

Q14:

See above.

Q15:

When it is unsuitable for children, achieved using the G, PG, M, MA and R ratings.

Q16:

Simply determine whether content is unsuitable for children or not. The outright banning or censorship

of material is a slap in the face for cultural and human development. The only exception to this is child pornography.

Q17:

No. Just do an R 18+ rating. Its not that hard.

Q18:

CHILD PORN.

Q19:

Would the government really consider subsidising the classification of content made by a small developer making ultra-mega violent snuff films? Or better still, does the government really think that people believe there is a profitable market for such media?

Q20:

If people are confused by G, PG, M, MA and R, then humanity is doomed.

Q21:

Just add R 18+. Place content unsuitable for people lower than the age of 18 in this category.

Q22:

By making the classification markings, criteria and guidelines more consistent across different types of content.

Q23:

I don't know. Just add R 18+. Stop making this so difficult.

Q24:

CHILD PORN. GOSH.

Q25:

The RC category is backwards and stupid. It should be removed and replaced with a (CP) Child Porn category.

Q26:

There is no reason not to implement the best system across the entire country. Having divergent methods within each state is simply ineffective and inefficient.

Q27:

I don't understand why this is such an unreal concept to accept. The proposed change does not involve a complete overhaul of current methods, it does not need entire books of legislation to be replaced and trashed. Just add R 18+. Seriously, just pencil it on the end of the legislation, right next to MA 15+.

Q28:

Yes.

Q29:

There are no other improvements that need to be made at present. Everything that has needed to be changed has been previously stated by me within this document, and undoubtedly stated by many thousands of others.

Other comments:

Please make the right decision. By constantly stepping on the concept of free choice and will, you are stepping on the face of human ingenuity and progress, and slowing the converge of the human race into a free flowing cultural tapestry facilitated by technology and enlightenment.