

CI 560 N Rebetzke

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Q1:

There should be improvements and changes on the classification. MA15 for example shouldn't be as strong impact, It should be cased low and R18+ stay as Very High and brings strong or high games classified as R18+ other than MA15

Q2:

Should make changes on the current MA15+ and introducing Adult rating for games since adults do play games in these days. We are growing up in a mature way of entertainment

Q3:

Q4:

It depends on what game/movie that needs to be classified. But there shouldn't be much issue if its meant to be an adult game as long its not abusive.

Q5:

It shouldn't have any major affect whether its been classified. Games aren't like posion where you play it and then you get infected by it and never be the same again. But If the game is classified in Adult content then it should be restricted to children and ask for ID from parents and adults in shopping game retailers.

Q6:

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Q13:

use parental software or windows software for internet puproses to restrict the child and only viewed that is only be allowed to view and of course Internet Service Providers could also bring it out and block some links or websites if the consumers ask that they want R18+ or more content to be blocked.

Q14:

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Q20:

Not really. The Most Confusion in the classification categories is the MA15+. Everyone thought our classification was fixed and that theres nothing wrong with it but when they found out when there wasnt a R18+ and some or few games got rated in the lower category, the parents got worried and even gamers to since they thought the government was doing the right thing to bring out fair for entertainment just like movies classifications were. But when there wasn't any adult rating, it doesnt seem fair for adults or gamers to not access adult games since we dont have that rating in australia.

Q21:

There is only a need for R18+, because it shows good view to parents and allows them to access the content if they want to. Bringing in a Adult rating doesnt mean bring out the violence games it just means that bring balance in the classification on who can access the game and who cant and MA15+ should be modified to low and R18+ only to high cause then if a game has strong content gets brought in then it will be rated R18+ only and it brings good sense to the entertainment that adults and gamers play and makes restrictions to children that they can't access the adult content since they not matured to understand that its too much for them to handle till they grow up

Q22:

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Q28:

If the Commonwealth did alot of research before they start deciding on what to do with the matter then the commonwealth can introduce the framework of the classification if the states dont all agree since there should be enough evidence enough that most people most likely want it to be introduced and either fixed if required

Q29:

Other comments:

I reccommend the need for fixing the gaming classifications to modify the MA15+ to lower stanard violence while still introducing the adult classification of a R18+ as still high impact and if any games have strong impact should be placed as R18+ since it shows more guidance that 15 are not matured enough to play such strong impact to games since their minds may not be matured yet.