

CI 567 M Pain

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Q1:

A new framework, specifically one with an 18+ rating for video game material.

Q2:

Ensuring all forms of media are accessible by their intended audience

Q3:

No, interaction has no bearing on what is suitable or not, only the subject matter.

Q4:

Yes.

Q5:

Q6:

No.

Q7:

No.

Q8:

No, the only questionable content sound can contain is bad language and therefore needs to be classified by its own set of rules.

Q9:

No.

Q10:

Yes. Parent's cannot provide guidance to their children as easily outside of home. Public access also implies some people could be exposed to content unwillingly or without warning.

Q11:

Q12:

Primarily: Parenting and Education. There are also optional parental controls offered by Internet Service Providers and I believe at this time, an optional government filter. Illegal online content and the viewing of such materials are a matter for law enforcement.

Q13:

see above

Q14:

see above

Q15:

On product packaging. If the content is online and inappropriate for persons under 18 years - by a warning splash screen and/or age confirmation screen.

Q16:

Q17:

Yes.

Q18:

Extreme or excessive violence, sex, nudity, language.

Q19:

If the content comes from an independent or small publisher or developer.

Q20:

Yes, the lack of an R18+ rating for video games is what confuses the community.

Q21:

Just the addition of R18+ for video games.

Q22:

Just give each form of media the same categories.

Q23:

Q24:

Child pornography and video footage of real violence resulting in the death of people or animals.

Q25:

Q26:

Q27:

Decisions should be made by a voting majority, not 100% agreement across all states.

Q28:

Yes.

Q29:

Other comments:

Like so much of our digital legislation, we're far behind the rest of the world. Its time to catch up. Our country is made of mature people able to decide for themselves what material they want to view or interact with. Provide the classifications to help people decide, but end your involvement there.