

CI 625 M Hill

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Q1:

I believe that if you can classify all games that are Released. Then do it any way that reasonably possible

Q2:

So that the people can be able to tell who the game should be allowed to be played by

Q3:

I believe regardless of platform the classification should be uniform across all forms

Q4:

Games should be classified much the same as movies. It should be classified before it is released

Q5:

As above. With obvious exception to children's content.

Q6:

No. Though they should be able to have classification processed faster.

Q7:

Q8:

Q9:

The larger the audience should affect the speed in which the content is processed

Q10:

Q11:

Q12:

Q13:

Children's access to online content should be the responsibility of the parent/guardian

Q14:

As above

Q15:

If it has been classified it should be clearly displayed on the packaging and within the content itself.

Eg. Loading screen or start of content

Q16:

Q17:

To be able to release game content under which there is an 18+ age bracket as game are not all children

Q18:

R18+ is very straight forward classification

Q19:

Q20:

Q21:

There should be an r18+ classification

Q22:

Q23:

Q24:

Q25:

No there is slot of content that the Australian public miss out on because of the lack of an r18+ classification

Q26:

Q27:

Q28:

If it is necessary for there to be a better classification system.

Q29:

Other comments: