

CI 647 J Berlin

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Q1:

Developing a new framework for classification.

Q2:

Parity between different media.

Q3:

No.

Q4:

No. Universal classification.

Q5:

Yes.

Q6:

No.

Q7:

No.

Q8:

If applicable.

Q9:

I don't think so.

Q10:

No.

Q11:

As long as the same criteria (or similar) is applied to all content. Common sense is needed though.

Q12:

Not internet filtering! Other countries (in Europe for example) have much greater protection with alternatives methods. For interactive games, working with companies like Apple, Steam and Direct2Drive would offer the most benefit.

Q13:

As stated above. Further instructions and greater understanding for children. Less stigma attached, parents aren't anxious about the unknown.

Q14:

Not sure, it's a medium I am not too aware about.

Q15:

Clearly on packaging, title page.

Q16:

Government agencies provide the framework, then stay out of it! Politicians shouldn't mention it anymore. Users and Industry bodies can work together.

Q17:

Yes, I think so.

Q18:

Not sure. Existing media that is already under control.

Q19:

Yes. Discounts and whatnot.

Q20:

Not really. Interactive games is one where the public have a gross misunderstanding.

Q21:

Yes. Games. R18+.

Q22:

Working more with the relevant bodies.

Q23:

Yes.

Q24:

Illegal activities.

Q25:

I think so, although perhaps the method needs to be revised and updated.

Q26:

Yes. Discount on waffles for the Attorney Generals that play well together.

Q27:

Not sure.

Q28:

That sounds reasonable.

Q29:

Looking around the world for the optimum procedure. Understanding and consolidation with the Users.

Other comments:

Thank you for allowing me to voice my opinions and practice my democratic rights.