First name: Harrison
Last name: Gruber

Q1:
Improve the key elements if the existing framework by introducing the R rating
Q2:
To recognise that the majority of gamer's are above the legal age to see this content in other industries and should be allowed to see this content in the gaming industry
Q3:
Q4:
No all content must receive classification whether it has had complaints or not
Q5:
The impact is important however adults should not be restricted due to younger users picking up the content illegally or with parents help
Q6:
No all content should be treated equally receiving the same classifications for the same content
Q7:
No it is up to the individuals to recognize whether artwork is inappropriate
Q8:
Q9:
If it is a certified game one consoles or in online stores it should be monitored however if is independent it should not as the time and effort will not help anyone
Q10:
No as the setting cannot change the content
Q11:
Q12:
Q13:
It is up to the parents not the government to restrict the viewing of inappropriate content
Q14:
It cannot be controlled by the government is is up to the shop owners and parents to control this children cannot be fined for doing something that is in their nature
Q15:
When it is being sold in online stores and/or real stores
Q16:
to create classifications for content but no
Q17:
Q18:
Q19:
Q20:
Q21:

Q22:

Q23:

Q24:

Q25:

No it does not allow adult gamers to use content that is allowed in other industries

Q26:

Q27:

Q28:

Q29:

Other comments:

The purpose of improving classifcation by allowing a R rating is not to allow children to find even more violent games it is to further show that adults