

## CI 670 B Power

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Q1:

Developing a new framework.

Q2:

The specifics of outlining a new R18+ rating and a self-rated classification system for the industry to select the rating which best suits their game (which would be held accountable by the people and subject to fines if found on a review that said game was inappropriate for its rating) for video games

Q3:

Yes, it is impossible to rate all the games which are for usage on the online market.

Q4:

No, but it should be reviewed.

Q5:

Yes, but children's media should have a broad and self-regulates classification system.

Q6:

No, content creators should classify their media.

Q7:

No, artworks are to low impact to be worthy of classification and the industry should not feel pressured to create 'safe' material.

Q8:

Q9:

Q10:

Q11:

Q12:

A self regulated system.

Q13:

By their guardians involvement and education. All other possibilities are impractical, ineffective or intrusive.

Q14:

Q15:

When it is not appropriate for those under the age of 10.

Q16:

The industry should regulate the content, the users should monitor the content and complaints should be directed to the government.

Q17:

Yes, it is impossible for the government to regulate every piece of media online.

Q18:

Q19:

Yes, the fees of having one's content classified restrict people's ability to distribute content.

Q20:

Q21:

An R18+ rating system is needed for video games.

Q22:

Q23:

Yes.

Q24:

None, as any attempt to do so would be intrusive and ineffective.

Q25:

No.

Q26:

By the federal government creating a unified law.

Q27:

A self regulated rating system, where classifications would be given to content creators but be subject to user's reviews and fines for classifications.

Q28:

Yes, consistency is important.

Q29:

Other comments: