

CI 674 M Goodwin

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Q1:

An all new framework incorporating R & X ratings needs to be developed

Q2:

To provide an educated and informed choice for consumers

Q3:

No , the level of interactivity is subjective to each individual regardless of media platform. ie: is a child play acting cops and robbers with toy guns any more immersive than one using a game controller.

Q4:

No, all material needs to be classified on an individual basis

Q5:

Consumers need to be further educated on impact without such classifications ultimately affecting an adult's right to choose

Q6:

No, as previously stated all content should be rated on a case by case basis

Q7:

Yes , once educated/informed it should then become a viewer's choice

Q8:

Yes (see previous comments)

Q9:

No , regardless of audience size all material needs to be classified , but not censored or withheld

Q10:

No , it makes no difference - choices should be informed choices regardless

Q11:

As discussed all content needs to be classified but not censored or withheld

Q12:

Education

Q13:

Parental education and control

Q14:

Parental education and control

Q15:

Always

Q16:

To monitor and educate but not censor or withhold

Q17:

No, the private sector has too much money and resources at stake to regulate equitably

Q18:

All content

Q19:

Every item classified but not censored or withheld

Q20:

M , MA15 often cause confusion

Q21:

Video games deserve R & X ratings

Q22:

All media using all classifications in the same visual representations

Q23:

Yes , both should use the same criteria

Q24:

Actual crimes involving rape, murder

Q25:

no - some currently MA15 rated games need an R rating and refused games need to be reinstated under said R category

Q26:

Yes , via all media , visual , audible

Q27:

One that mimics the current film classification scheme but including cd's , talking books , books and video games

Q28:

Yes

Q29:

None beyond those mentioned

Other comments:

The video game industry is the perfect point in question. Currently there are many games that probably deserve an R classification but are not deemed quite bad enough to be refused classification. As a result many children are playing games that are far too adult in content. Conversely adults are being denied games that are refused classification simply because there is no R or X rating for said media. It is also contributing a further blow to the local game retail industry by forcing customers (underrage and otherwise) flirting with import laws and acquiring this product directly from overseas.