

CI 707 B Gertenbach

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Q1:

Yes

Q2:

Implementing an R18 classifications for video games.

Q3:

No, interaction with what is essentially visual content is still visual whether its an interactive game or a dvd/blue-ray disc.

Q4:

Q5:

Yes, the potential impact should be classified according to the content but it should be classified consistently across the board over all types of platforms and technology.

Q6:

No

Q7:

Yes

Q8:

Yes

Q9:

No

Q10:

Yes

Q11:

Q12:

Parental locks on the online contents, more secure and accurate systems allowing for easy lockouts of inappropriate materials but freedom to allow access if the administrator or mature users want it.

Q13:

Systems or programs allowing parents to better control the content that can be viewed via the particular IP address.

Q14:

Same as access to alcohol and other age restricted content, parental and retail education on what can and can't be accessed depending on the age of the consumer. Possible requests for ID etc.

Q15:

Where access to children is probable and when content is in a public area viewable to underaged persons

Q16:

Governement agencies should be responsible for the implementation and control of regulation, industry bodies should be responsible for some control over regulation and immediate control over

what they wish to display within the regulations. Users should be responsible for making decisions based on adequate information regarding the regulations and what may be included in the purchase/use of the content.

Q17:

Yes

Q18:

Q19:

Q20:

Gaming classifications cause confusion due to the lack of an R18+ rating as is evident in many other countries and as a result banning of games due to their content seems to be over indulged due to the lack of correct regulations.

Q21:

There should be an R18+ category for video games. Due to the similar visual content of that which can be potentially displayed on any DVD/Blu-ray or Cinema film/documentary it makes no sense as to why the rating can't be extended to video games under them qualifying as visual/interactive media. If anything video game classification regulations should be merged with those of other media such as aforementioned dvd/blu-ray and other visual media's.

Q22:

Merge the standard classification format of media content suchs as films to encompass all types of display and interactive media. For example M15+ can encompass anything from Magazines, to DVDs to Video games to advertising and tv series where the content is seen as requiring that level of classification.

Q23:

It should be changed to suite the aforementioned arguments.

Q24:

Nothing, i believe we should be allowed to make our own choices regarding what we want to view online. If anything the main thing that should be looked at prohibiting should be the content that eliminates the users choice for instance pop-ups and automatic page links that may open up content that the user did not wish to view.

Q25:

Q26:

Yes, the unification of the state classification laws.

Q27:

Q28:

Q29:

Other comments: