

CI 709 A Garvey

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Q1:

New framework for classification including an "R18+" rating for computer games.

Q2:

Bring classification in line with movie & television classification therefore restricting sales to minors and allowing adult gamers to purchase adult games.

Q3:

No. The content should determine the classification.

Q4:

No. Again, the content should determine the classification as per the classification of movie DVD's.

Q5:

Yes to both.

Q6:

If classification allows adult gamers the choice to buy adult games then the content should be classified not simply banned due to inadequate classification.

Q7:

Yes.

Q8:

Yes.

Q9:

No. Again, the content should determine the classification as per the classification of movie DVD's.

Q10:

No.

Q11:

Continuity and recognition (familiarity) across all media ie. books, movies, television shows, computer games etc.

Q12:

Age restricted access.

Q13:

Educating parents and teachers.

Q14:

Age restricted access.

Q15:

At all times.

Q16:

Allocation of classification.

Q17:

yes.

Q18:

computer games

Q19:

No.

Q20:

None

Q21:

A new classification for computer games to match that of movies etc - "R18+" (adult) rating should be created.

Q22:

Ensure that all media (books, movies, television shows, computer games etc.) have the same recognizable classifications - G, PG, M or MA 15+, R18+ X18+

Q23:

YES!

Q24:

N/A

Q25:

No.

Q26:

Advertising - online & print.

Q27:

A single classification for all.

Q28:

Yes

Q29:

Other comments: