

CI 765 J Hibbs

First name: Jesse

Last name: Hibbs

Q1:

Entirely new framework to allow for R18+ classifications of video games to bring this form of media in line with all others

Q2:

Create a classification scheme that allows for adults to make choices about what games they play, but also prevent children from accessing inappropriate video game content.

Q3:

Yes. For example, iPhone App classification will be impossible, as there are hundreds of thousands of apps.

Q4:

No.

Q5:

Q6:

No

Q7:

Yes

Q8:

Yes

Q9:

No

Q10:

Yes

Q11:

Q12:

Q13:

Parental education

Q14:

Q15:

Q16:

Find balance between protecting the innocent, but allowing freedom where appropriate

Q17:

Q18:

Q19:

iPhone apps, as this would severely restrict the apps made available to the Australian public

Q20:

M/MA is confusing, we need M and R18+, similar to the US 17+ system

Q21:

Replace MA15+ with R18+

Q22:

Q23:

Q24:

Child pornography

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments:

The average age of the Australian gamer is old enough to warrant an 18+ rating. This will allow choice. In addition, we need to remove many popular MA15+ ratings into an R18+ category to keep kid away from them, i.e. the very realistic and violent Call of Duty series. I am a 29 year old male and I occasionally play games for stress relief after work. I should have more choice as to what I choose to play, just as I have R18+ choices of movies.