

CI 814 B Schuster

First name: Ben

Last name: Schuster

Q1:

The existing framework should be improved in that an R18+ rating for videogames should be introduced.

Q2:

A national classification scheme should classify ALL CONTENT under a certain rating. The lack of a R18+ rating for videogames means that content is continuously being refused.

Q3:

No, it shouldn't. All access is universal and whether it is different from another makes no difference whatsoever.

Q4:

If complaints are received, then it should be classified. But even if complaints are not received it should be considered for classification as well.

Q5:

The impact of the content makes no difference, just as long as it is classified within a correct category. Extreme violence or sexual acts would be of no harm if classified within R or X ratings, as they are unable to be accessed by children.

Q6:

No, if something is to be classified, the size of the market should make no difference. Treat all classifications as if they were universal.

Q7:

Artworks are a form of freedom of speech and imagination. Classifying them only limits this and thus renders the artwork pointless.

Q8:

Yes, if a song were to contain inappropriate lyrics or themes then it should be classified under a mature rating.

Q9:

No.

Q10:

No.

Q11:

Possibly the demand for such items, but otherwise, nothing else.

Q12:

People are able to implicate their own protection in regards to access to online content. They should choose what they wish to block, not the Government.

Q13:

By their parents, not by the government.

Q14:

By those distributing said items.

Q15:

When it contains material that may be considered offensive to some.

Q16:

Classification of the item and nothing else.

Q17:

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Q18:

Film, books, movies, magazines, videogames etc.

Q19:

No circumstances, as said earlier, all classifications should be treated universally.

Q20:

Yes. None cause confusion, all are understood.

Q21:

There is especially within the videogaming industry. Mature content is simply being refused classification due to the lacking of a mature rating for videogames.

Q22:

Ratings should be universal. Not only should films apply to the G, PG, M, MA, R, X rating scheme, but all types of media, and all types of media should have each classification category available.

Q23:

Yes, it should. Videogaming lacks a rating for mature content, and thus mature gamers like myself are being refused content that almost every other nation world wide is allowed.

Q24:

Child pornography and acts of violence and/or cruelty to animals and humans alike.

Q25:

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Q26:

All states and territory laws should be the same in regards to classification.

Q27:

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Q28:

Sometimes, other times it should depend on the public.

Q29:

By adding a mature rating category to videogames and other forms of media that lack it.

Other comments:

If the government fails to introduce an R18+ rating for videogames, people will still find ways to access the banned material, whether it be through importing, downloading, or sharing. In addition to this, the lack of a mature rating for videogames means that some games that should be classified as an R18+ in other countries title are slipped into the MA category and therefore are available to a younger audience. If the government introduces an R18+ rating for videogames, mature gamers like myself would be very appreciative and surely it would benefit the Australian gaming industry.