

CI 838 B Doherty

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Q1:

Improving key elements. The current system isn't completely broken, it just needs updating and improving.

Q2:

To help consumers make informed choices about purchases for themselves and their families/children.

Q3:

No. Content across the board should be classified.

Q4:

Yes.

Q5:

Potential impact should be classified, as it currently is. Content design for children can be classified as well. These will help users identify what is right for them.

Q6:

No. Same rules for everyone leads to a fair system.

Q7:

Yes. In the same way content is classified, box art should as well.

Q8:

They should not, except for the current language warnings.

Q9:

No.

Q10:

No.

Q11:

I think films, games and television should be classified.

Q12:

Access to content online should not be restricted. It is a matter for educating parents, schools and other groups.

Q13:

As mentioned before, parental education is a key factor. Possibly the most important.

Q14:

See earlier answers.

Q15:

If content is classified, it should always display the warnings. It helps people make informed choices.

Q16:

There needs to be heavy consultation with the industry and industry bodies, as well as users of content. As the R18+ debate on gaming has shown, there is a much to be learnt at the higher levels in government.

Q17:

It's possible. Trials and research may need to be implemented.

Q18:

One rule for all still I say.

Q19:

Unsure on the details of this point.

Q20:

At the moment, MA15+ causes confusion in the community when it comes to gaming. As a parent, telling their son/daughter at age 16 that games involving extreme violence and/or language/themes are not for them is met with resentment. After all, the government says it is ok. There needs to be an R18+ rating to ensure these types of games are accessed by only 18+ adults.

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Q22:

Similar colours, wording and designs. People will understand very quickly what means what.

Q23:

Unsure of this point.

Q24:

The internet should not be censored, full stop. It is the law enforcement agencies and governments responsibility to identify and deal with such content, not censor.

Q25:

No. Currently many RC gaming titles include content that is easily accessible in films and tv shows, many times with only an MA rating.

Q26:

Yes, it's important. It removes confusion.

Q27:

A majority vote would be much better, rather than a unanimous vote.

Q28:

It is a definite option, yes.

Q29:

Consultation is key.

Other comments: