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Q1:

Q2:

Correct classification of titles, with an effective system of consequences for classifications, such as legal age restriction.

Q3:

Yes. Certain mediums are more open to content change, such as indie games, or flash games over the internet. Because their content is more likely to change, a classification given to them may become invalid after an update, and forcing classification will fracture and delay the publication and update procedures even further, creating more problems.

Q4:

In the cases where fair warning was not given complaint, yes. The actual complaint needs to be examined, and it's claim verified, first.

Q5:

Yes. Impact is the primary reason why classification exists in the first place.

Q6:

In theory, no. However it should be considered, and it is because of this that many games are released with a lower rating than they should have been given.

Q7:

Yes. A person should know whether it is appropriate for them to interact with the artwork before hand.

Q8:

Q9:

Q10:

Q11:

Q12:

Developers and publishers should be legally held liable to self-classify their own content.

Q13:

Combine self-classification, with the ability for parents/guardians to lock content.

Q14:

A look at how the material is obtained should provide the answer.

Q15:

At all times before a consumer would enter into participation with the product.

Q16:

Ensuring that developers and publishers properly classify their own material. And ensure that there are sufficient means of locking and unlocking material for specific audiences.

Q17:

Yes

Q18:

Q19:

Q20:

Yes, they are understood.

Q21:

Q22:

An R18+ rating for video games is required, and perhaps an even higher rating for certain content for all content types (like an R20+ rating).

Q23:

Only if clarity and efficiency is improved.

Q24:

Illegal content, such as child pornography.

Q25:

No

Q26:

Q27:

Legislation to enforce self-classification, under certain guidelines.

Q28:

Q29:

Other comments: