

CI 845 K Martin

First name: Kate

Last name: Martin

Q1:

If there is no existing framework for classifying R18+ games, a new framework should be put in place to account for this.

Q2:

To classify, not to censor. Classifications should be treated as an advisory warning, but giving individuals the option to view/engage with the material.

Q3:

No - content classification should be across the board regardless of platform. It should boil down to the responsible guardian to protect underage children from viewing classified content, rather than restricting certain platforms (e.g. gaming consoles) which tends to affect more adults than children.

Q4:

Q5:

Yes, if the content is designed for children; regardless of media - it should be classified as such.

Q6:

No - content should be treated equally across the board and classified accordingly, so long as there is an appropriate classification framework in place that allows for all ranges and types of content/media.

Q7:

With the intent of providing consumer advice, some artworks can be classified - but not for the intent of restricting access. For example, if some artwork contains graphic nudity - it can be advised that this is not suitable for children, as a warning.

Q8:

Q9:

Q10:

Q11:

Q12:

Q13:

Parents need to be more involved. Try to understand how the internet works. This should come down to individual guardian responsibility, in the same way they should be aware/responsible if their children are viewing inappropriate films, videos, games etc. This is the role of parenting; why should it be taken away?

Q14:

This content is already quite well controlled; however, once again, I believe this comes down to individual responsibility. If adults are more aware, educated and concerned about exposing children to illicit literature, then the need for restrictive classification wouldn't be such an issue. I believe this is trying to treat the symptom, not the root cause.

Q15:

Q16:

Government agencies and industry bodies can provide advisory warnings as to content - but I believe ultimately users should be more responsible for what is viewed/available.

Q17:

This would only work if the industry did not act out of self-interest. However, this is probably an impossible ideal.

Q18:

Q19:

Q20:

Q21:

Yes. Games across all platforms (PC and console) should introduce an R18+ rating. The major demographic of gamers are well over the age of 18, and a new rating should be introduced accordingly. Many of the games that are currently not being rated as such, are no more violent or inappropriate than many MA rated films.

Q22:

Q23:

Q24:

Anything that promotes the sexual abuse, exploitation, torture, or harm of another living thing. However, I believe it can be taken too far when women with small breasts are regulated in the porn industry, because they might resemble children. Unfortunately, sexual perverts and deviants will find a way to view their content somehow - it's futile to try and prevent every possible avenue to them, and consequently affect the majority population of viewers who are NOT perverted in this way.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: