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Q1:

I believe both must be done. To introduce an R18+ rating for video games in Australia, not only does more consideration have to be done with games yet to be rated, but also for those that have already been released under an MA15+ rating. To satisfy both parties (Those that support and introduction of R18+ ratings and those that object) consideration and example should be taken from other western nations. For example, there are many titles released in Australian with an MA15+ rating, while in countries like the UK and USA they have been rated to be restricted to adults. This flaw in the current system must be fixed.

Q2:

To correctly rate the content of video games quickly, and without focusing on a single title while so many others get rated unscathed. A recent example would be the recently released Mortal Kombat being banned, while a relatively more vulgar title such as Duke Nukem Forever is classified without even a moment hesitation. This does not leave a good impression on the video gaming community, and this situation would benefit everyone if it was fixed, immediately.

Q3:

No. Platforms for video gaming have already been properly classified. Whether or not the contents has is enlivenment in this scenario. Would you classify or restrict the use of knives simply because they can be used for unconventional and sometimes dangerous activities? Its not the knife that's the problem, it's the user. I.E. its not the platform, its the content made for it that should be the focus of the ALRC.

However, if we look to examples such as the internet, then it comes down to parental supervision. If a child was to use a computer to search for pornographic or unacceptable material then it is, and always will be, up to the parents to supervise and prevent this from happening. And many advances in technology have made it easy for parents to limit and restrict what their children view on the internet. If we are to remedy the situation at hand 'bad parenting' should be used in favor for the party against the introduction of a R18+ rating.

Q4:

It all depends on what said content is. Sex, excessive violence, and other graphic material such as drug use and crime are the main concerns. At least to my knowledge, there are no other complaints about the content of games other than the obvious ones. But if a certain feature of a title evokes complaints from concerned members of the public, then it would be prudent to investigate and assess the content in questions.

Take fore example, the 'execution' feature in most first-person shooters (FPS). Upon injuring or incapacitating an enemy the player has the option to 'finish' said enemy. If and execution in a title yet to be released was extremely violent (More so that we currently see in video games today), and complaints were to be made, then consideration might be necessary to assess and classify the

aforementioned title. Consideration must be taken, however, to the fact that some content that some may find objectionable is relatively tame, when compared to the content of other titles. For example, the executions in Duke Nukem Forever, versus the fatalities in Mortal Kombat.

Q5:

All content across all media for all ages should be classified. Again, if the issue is that children might play video games made for adults, then it can easily be prevented by parental observation, and there is no real excuse why this can't be so.

There is an issue when we discuss the topic of 'games'. The average person will associate the word 'game' with children. And thus video games must be primarily target towards children. This may have been true 15 years ago, but not anymore. The children that played video games while they were young are now adults, who play video games with content made for adults. This confusion that 'video games' means 'children's toy' should be cleared up. I estimate that 80% of people playing video games today are around or over the age or 18, and are free to make their own choices and play whatever titles they like.

If you were to rate a children's television show, it would be classified under the C or G rating. As would a video game for children. If you were to classify a mature movie it would fall under the classification of M15 or MA15+. The video gaming industry is very much similar to the movie or music industry, and in many cases far more successful. And as such, should be fairly rated like movies or music. There is no convincing reason why this shouldn't be so.

Q6:

I don't see how this is an issue. The size, popularity, etc of publishers, producers, and distributes is a rather moot issue that should not affect how a video is classified. As there are only a dozen or so publishers and producers producing video games, all of which are rather large as an organization that mass produce their video game products in the hundreds of thousands.

Q7:

Not to restrict access, no. Only to provide more advice and a 'heads up' on the contents.

Q8:

I strongly believe all media should be rated fairly and similarly.

Q9:

There is no basis as to why this should affect the classification of content.

Q10:

No. The correct supervision and monitoring his key to this issue. Just because something can be accessed in public or at home doesn't mean that it should be subject to unfair classification.

Q11:

Only that the factor of the proper parental and sale supervision and monitoring of the accessibility of adult video games and other materials should be taken into account, and not so readily ignored like in the past.

Q12:

Once again, parental observation is key here. Internet search engines today have easily usable parental limitations, preventing children from accessing adult and explicit material.

Q13:

Again, parental supervision and observation, as well as the use of the parental control settings should be used when controlling what children access online.

Q14:

This is a matter that concerns sales. The store worker should not sell such magazines to under age children, and proper information and training should be given to said sales person.

Q15:

Always on the cover, and perhaps displayed when video games and movies boot up.

Q16:

Perhaps to regulate content that includes offensive, racist, or extremely disturbing content.

Q17:

Yes, as industries would be more suited to classifying the content of their products.

Q18:

Classification should be done for content like:

violence

sexual scenes or references

course language

horror themes

adult themes

drug use

criminal activities

and offensive references.

Q19:

Yes, assuming that the hypothetical indentation movie doesn't have vulgar or adult content in it.

Q20:

To my mind the gap between MA15+ and R18+ are the most confusing. The seems the gap between an MA15+ movie and a R18+ movie are so thin in some cases the difference is hardly noticeable.

Bridging the gap would help greatly.

Q21:

The gap between MA15+ and R18+ should be bridged and adjusted.

Also, if there is a need, perhaps an adults only 21+ should be introduced.

Q22:

The fair classification of all medias should be done properly, and not rushed.

Q23:

Yes, assume that the guidelines provide the basis of fair classification for all medias.

Q24:

Racist, offensive, or extremely disturbing material, such as pictures of dead bodies, etc.

Q25:

No. As to my experience most RC material is the result of the lack of any real proper rating.

Q26:

Yes it is. And easily accessible and fair guidelines are the key to getting all states to agree to any law change.

Q27:

If it proves difficult or impossible, then yes it should be replaced with another legislative scheme.

Q28:

Yes.

Q29:

The introduction of an R18+ rating for video games.

Other comments: