

CI 908 J Gatfield

First name: Julie

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Q1:

Focus on developing a new framework.

Q2:

A clear, realistic scheme which allows for the easy classification of products for all ages of user, without negatively affecting any particular group in order to protect any other group. It should also easily marry with international classifications to allow for recognition of standards when importing/exporting content.

Q3:

No.

Q4:

No.

Q5:

No. It is impossible to assess potential impact. Yes, content designed for children should be classified across all media.

Q6:

No.

Q7:

Yes.

Q8:

Yes.

Q9:

No.

Q10:

No.

Q11:

Unknown.

Q12:

It is almost impossible to truly control access to online content, short of denying internet access altogether.

Q13:

The best way would be to have parents monitor children's usage online and to have teaching (both at home and school) of what is appropriate and what isn't.

Q14:

Control sources of the product so that they can only be bought from registered providers.

Q15:

If it has been classified.

Q16:

The roles of the agencies etc would be to ensure that standardisation of the classifications are maintained and that content is actually meeting the criteria of the classifications.

Q17:

Unknown.

Q18:

R18+. Anything obviously for children.

Q19:

Unknown.

Q20:

What exactly is the difference between MA15+ and M? How do you tell the difference? Are you actually mature at age 15?

Q21:

No.

Q22:

Unknown.

Q23:

Yes.

Q24:

Child pornography, snuff videos, content which is obviously criminally intended such as clearly describing how to make explosive devices or perform other criminal acts.

Q25:

Excluding video games, yes.

Q26:

Yes. Promote as a simplification and standardisation of rules.

Q27:

Unknown.

Q28:

Yes.

Q29:

A rating R18+ for video games is required. Also, religion should not play a part in this decision.

Other comments:

I am an adult who plays video games. I find it insulting and frustrating that games are censored before I can purchase them in Australia due to outdated laws, when they can be sold unmodified in other countries. I am not a child. I am not purchasing for a child. I am purchasing for myself and my own enjoyment. Games that are obviously geared towards adults require an adult rating so that adults can enjoy them.