

CI 910 A Beadle

First name: Adrian

Last name: Beadle

Q1:

They should focus on improving key elements of the existing system as well as introducing an R18 rating for video games

Q2:

To allow people to access content that the government ratings board deems suitable for the age group and restrict access/protect minors.

Q3:

No, there should be consistent classification across all platforms

Q4:

Due to the large volume of content being created these days it is not feasible to classify everything however an attempt should be made to classify all of the major releases and any content that receives a complaint should be promptly reviewed.

Q5:

The potential impact should determine whether the content is classified or not but should determine the classification it receives.

Q6:

All content designed to reach a mass market should be classified where possible. More attention should be paid to content from producers/distributors with a large market share as this is likely to be viewed by more people.

Q7:

Yes, especially as some artwork can be quite disturbing.

Q8:

Yes, why should it be treated differently to other media.

Q9:

Where possible all content should receive a classification.

Q10:

More attention should be paid to content that will be accessed/viewed in public and an attempt should be made to reinforce the classification system and the responsibilities of parents in restricting content to minors rather than blaming the industry.

Q11:

Q12:

The DET has a portal for use by school students, why not use this to restrict content for minors.

Q13:

By using parental controls on computers and teaching parents how to use them.

Q14:

Q15:

Before the content is consumed. e.g. at the start of trailers

Q16:

government agencies should classify content. This should be respected by the industry bodies with the classifications made clear to users.

Q17:

It may be. Setting out guidelines for the industry to follow to receive a specific classification and supervising the classification process may be more practical than current arrangements.

Q18:

Violence(however this may be tricky due to varying levels and different peoples perception), sex, nudity, drugs

Q19:

If the classification will have a large impact on the profitability/viability of a small project then perhaps it should be subsidised or this area of the industry may die out.

Q20:

Generally yes, however due to the difference in film and video game classification codes the content is different and not all are aware of this difference.

Q21:

Yes, R18 for video games. The rest of the Western world has it so why not us? Some content would need to be reclassified and the categories should more accurately mirror those of film and television.

Q22:

By having one scheme for all media rather than different ones for different types of media.

Q23:

Yes

Q24:

Q25:

No

Q26:

Q27:

Q28:

Q29:

Other comments: