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Q1:
I think a new frame work should be established, but should meet to the expectations people already have bout existing classification frameworks. A G rated game should be assessed in a similar manner to a G rated movie, I don't think that's the case at the moment.
Q2:
To provide consumers with an accurate indication of what to expect from a game. I fully support the introduction of an 18+ rating for games because it allows consumers to make informed choices on the kinds of games they want to purchase. I think it's also important for parents to be given the opportunity to access this information in store at the time of purchase.
Q3:
No, it should not. Under a new framework games should be assessed individually and classified according to content, regardless of platform.
Q4:
No. Each game should be assessed on the merits of it's content and classified accordingly, irrespective of whether or not it is likely to have content that may be complained about. If people know what they're buying they're less likely to complain.
Q5:
Yes, classifications should be universal. If a movie is G rated then a game with similar content should be G rated also. Parents and caregivers need to be able to assume that classifications are universal across the board.
Q6:
No, every game should be classified just as every film is.
Q7:
Yes, absolutely.
Q8:
Yes, absolutely. I think classifications are important to ensure parents are aware of what their children have access to. They can use a classification system to decide whether a product is appropriate for their child at the store.
Q9:
No, assess each item and classify accordingly.
Q10:
No.
Q11:
Q12:
Many online gaming retailers already show available classifications before you purchase a game. For games that might expose people to inappropriate interactions with other people, it needs to be clear that experiences might change during online play due to interactions with others.

Q13:

Q14:

Q15:

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

Q22:

Q23:

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: