

CI 968 T Gattenhof

First name: Thomas

Last name: Gattenhof

Q1:

Existing framework needs to be brought into the modern day. Times change, and the classification system needs to catch up. Especially in the world of gaming. Gaming needs an 18+ rating.

Q2:

Completely rethink the way you rate video games. The average gamer age is well in their 30's, yet you still treat it like a children's pastime.

Q3:

No, just the content needs a classification.

Q4:

No, everything needs a classification, otherwise you'll get complaints from idiot parents when they buy porn for their child. "I didn't see what rating it was, boo hoo"

Q5:

Content designed for kids should be classified as such. Content not suitable for kids should be classified as such too. The parents are responsible for paying attention. But too many have their head up their arse.

Q6:

No, it should be classified based on what's in the content.

Q7:

No, art is art. When you go restricting it, it no longer becomes what it originally set out to be.

Q8:

Using the same system, yes. Music can still have language, violence, sexual themes....

Q9:

Everything should be classified under a certain rating. It doesn't matter if it's market appeal is tiny or massive.

Q10:

I guess if it's in a public setting with no restrictions to people viewing it, it should cover a broader demographic. "This movie we're showing on the massive telly has boobs in it, don't bring your damn kids"

Q11:

Q12:

There's a difference between "controlling" and "denying", the government just doesn't know that.

Q13:

By the parents pulling their thumb out of their arse and taking responsibility.

Q14:

By the parents pulling their thumb out of their arse and taking responsibility.

Q15:

On the box/poster/title screen.. visible at first look of the product, so the person can say "oh this game I was going to buy my 7yr old actually has intense violence, maybe I SHOULDN'T buy it for them"

Q16:

Government just needs to let us know what's in it, industry bodies needs to let the government know what is in their content, users need to be allowed to MAKE THEIR OWN DAMN CHOICE ABOUT PURCHASING THE CONTENT. Stop denying Australia 18+ games.

Q17:

Yes, the industry knows what is in their content, too many government employees use their job as a pedestal for their own crusade.

Q18:

Games, the industry knows exactly what is in it and how much of it is there.

Q19:

I had no idea people had to pay to have their content classified, what a racket! Yes, if it's a small independent working, then the government shouldn't smash them with a ham fist of fees.

Q20:

Yes, they're just used really badly by our aging moron of a government

Q21:

Video Games need 18+ ratings.

Q22:

Q23:

It needs rethinking that's for sure.

Q24:

This is a moot point, not matter what you prohibit, the internet will find a way to provide

Q25:

Again, prohibit everything you want, it won't last.

Q26:

Everything should be classed the same in every state.

Q27:

Q28:

Q29:

Allowing video games R18+ ratings

Other comments: