

- **How best to harmonise the regulatory framework for classification across broadcast content, online content and physical product such as DVDs and boxed games.**

Have all media follow the same regulatory standards, a video game can be banned due to sexually explicit content or drug use. This is due to the fact that video games are interactable and some people assume that if they see users taking drugs or engaging in sexual acts, they they will as well. This is the same argument as does playing violent video games make the user more violent? Which has been repeated time and time again, with no real proof presented. Lots of movies or shows depicting sexual violence and content get a pass: game of thrones for example. The same should be allowed in video games unless the player themselves is encouraged to commit these acts.

- **Whether the criteria for classifying films and computer games are still appropriate and useful and continue to reflect community standards and concerns.**

At this point the classification for each film can be easily distinguished, I remember watching an VHS tapes showing what each classification means by showing a particular rating and showing which members of the family could watch. Worst case scenario you can have people wishing to buy an 18+ game show their ID.

- E = Everyone, also know as G
- PG = Parental guidance recommended, Teens or pre-teens depending on what gives it a PG rating
- M = Mature, only people who are 15 or older should be able to watching or understand what kind of subject matter this film covers
- MA = Mature, only people older than 15 should view this content, this is considered to be like M but with more explicit violence, sexual themes or drug use.
- R = 18+ only, very few movies get this rating and is only used in extreme circumstances for extreme sexual or violent content such as gore

- **The type of content that should be required to be classified.**

All of which we currently classify, however attempting to classify things more specifically. Mature Themes is quite are broad term. Lastly include microtransaction or lootbox mechanics as a classification, or as a gambling classification.

- **Who should be responsible for classifying content and what level of government oversight is appropriate.”**

Regulatory bodies who do not put their personnel agenda or beliefs ahead of a fair classification of a game or movie. Only banning games in extreme circumstances or promotes terrorism, racism, rape or school shootings. Making sure the reason for the ban is appropriate and justified.