

I came across your consultation and had a look at the questionnaire. It is quite specific and detailed which would take a lot of time for me to read through and understand.

If possible, I would like to make a general point:

As a counsellor who worked in schools, I and my colleague are very aware of the impact of the violence that children are experiencing through computer games. In a team supervision session of 8 primary school counsellors, we discovered that each of the children we were counselling -- who had been referred to us for difficult behaviour in school -- were playing computer games with levels of violence that they were acting out. Many of these primary school children were accessing 18+ games! Parents (many whose first language was not English) did not understand the ratings.

I also noticed in one of the points in the consultation, that violence toward cartoon characters would be acceptable. Unfortunately, in my experience as a counsellor, violence is violence and it affects children negatively.

My questions

1. What can be done to help those whose first language is not English, to understand the ratings.
2. Does your consultation consider greater restriction of violence in games and DVDs?

I do hope the consultation leads to clearer rating and better restriction of violent and sexually explicit in games and DVDs.