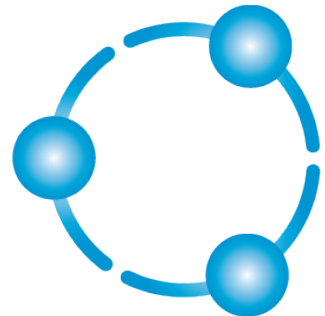


Report Community Attitudes To R18+ Classification Of Computer Games

Prepared for: Australian Government Attorney-General's Department
November 2010





1. Methodology



Methodology

- ▶ This study was conducted on two waves of the Galaxy National Telephone Omnibus on the weekends of 5-7 November and 19-21 November 2010.
- ▶ The sample for each wave was respondents aged 16 years and older, distributed throughout Australia, as follows:

	Sample Wave One 5-7 Nov	Sample Wave Two 19-21 Nov	Proportion of Population Aged 16+ %
NSW/ACT	330	330	34.6
Victoria/Tasmania	310	310	27.4
Queensland	200	200	19.4
South Australia/ NT	143	143	8.7
Western Australia	130	130	9.8
Total	1113	1113	100

- ▶ Interviews were conducted using CATI (computer assisted telephone interviewing) with telephone numbers randomised from electronic White Pages. All interviewers were personally trained and briefed on the requirements of the study.
- ▶ Age, gender and region quotas were applied to the sample. Following the completion of interviewing, the data was weighted by age, gender and region to reflect the latest ABS population estimates.

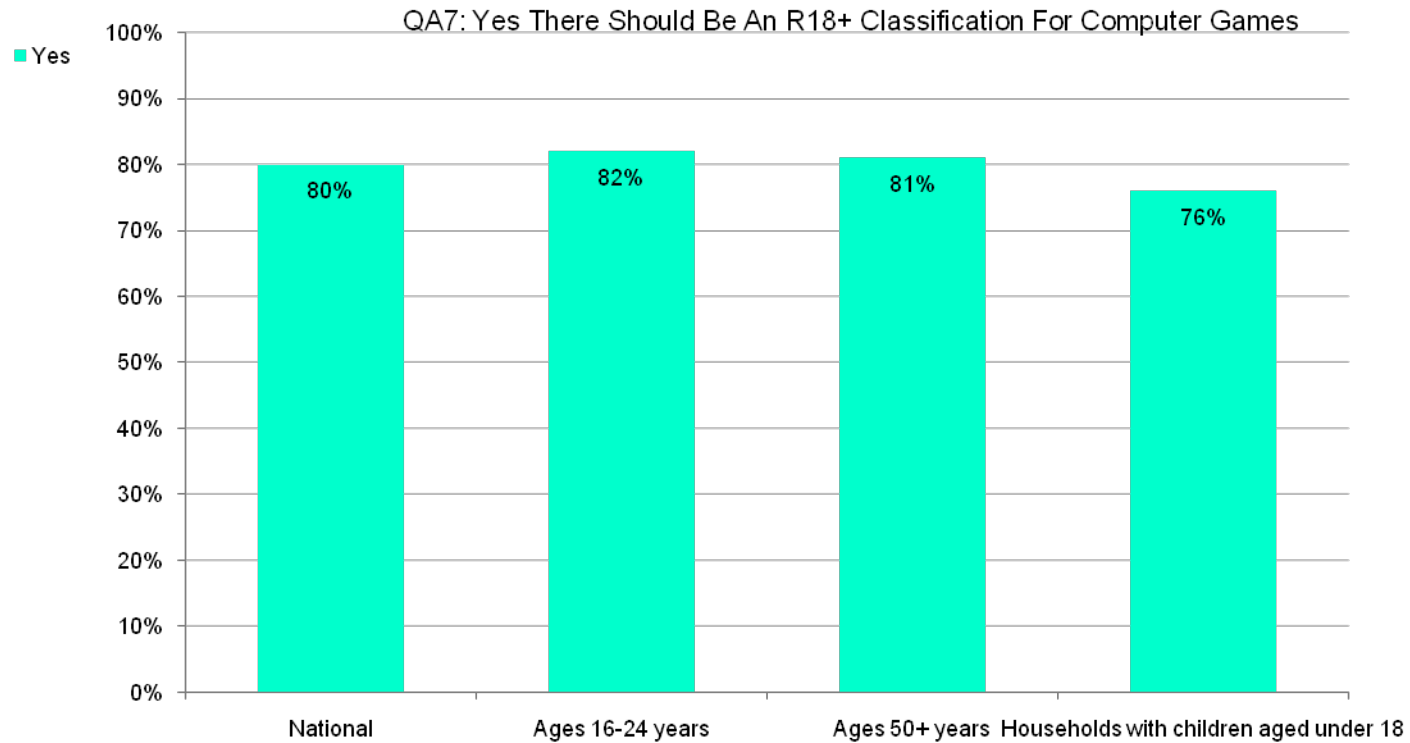


2. Main Findings



Main Findings

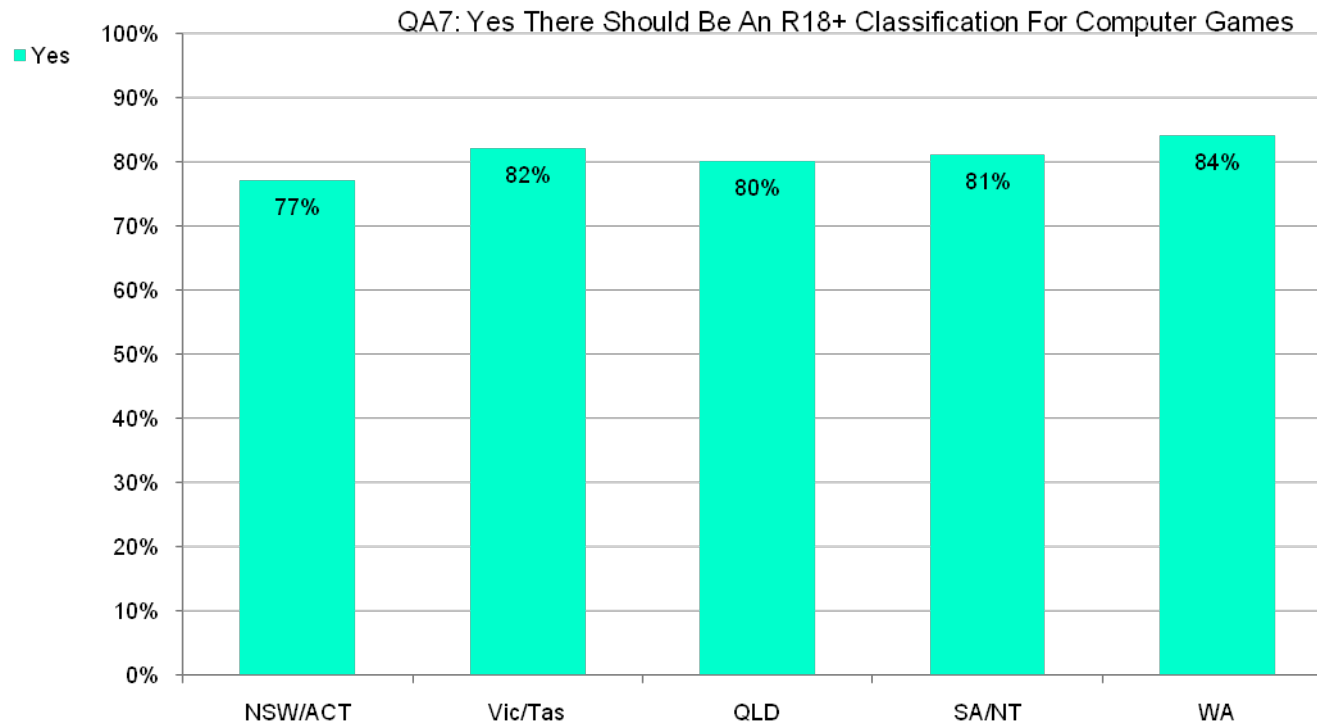
- ▶ Three in four (80%) of Australians say 'yes', there should be an R18+ classification category for computer games in Australia. Generally the 50+ age group has relatively conservative views towards R18+ classification while the 16-24 age group has more liberal views, but both groups are in favour of having an R18+ classification. It should be noted that 16-24 year olds represent some 16% of the population and those aged 50 years and over represent some 39% of the population (aged 16+ years).





Main Findings

- ▶ There is equal appeal for R18+ classification of computer games across the states. The differences seen below are not statistically significant at the 95% confidence level.

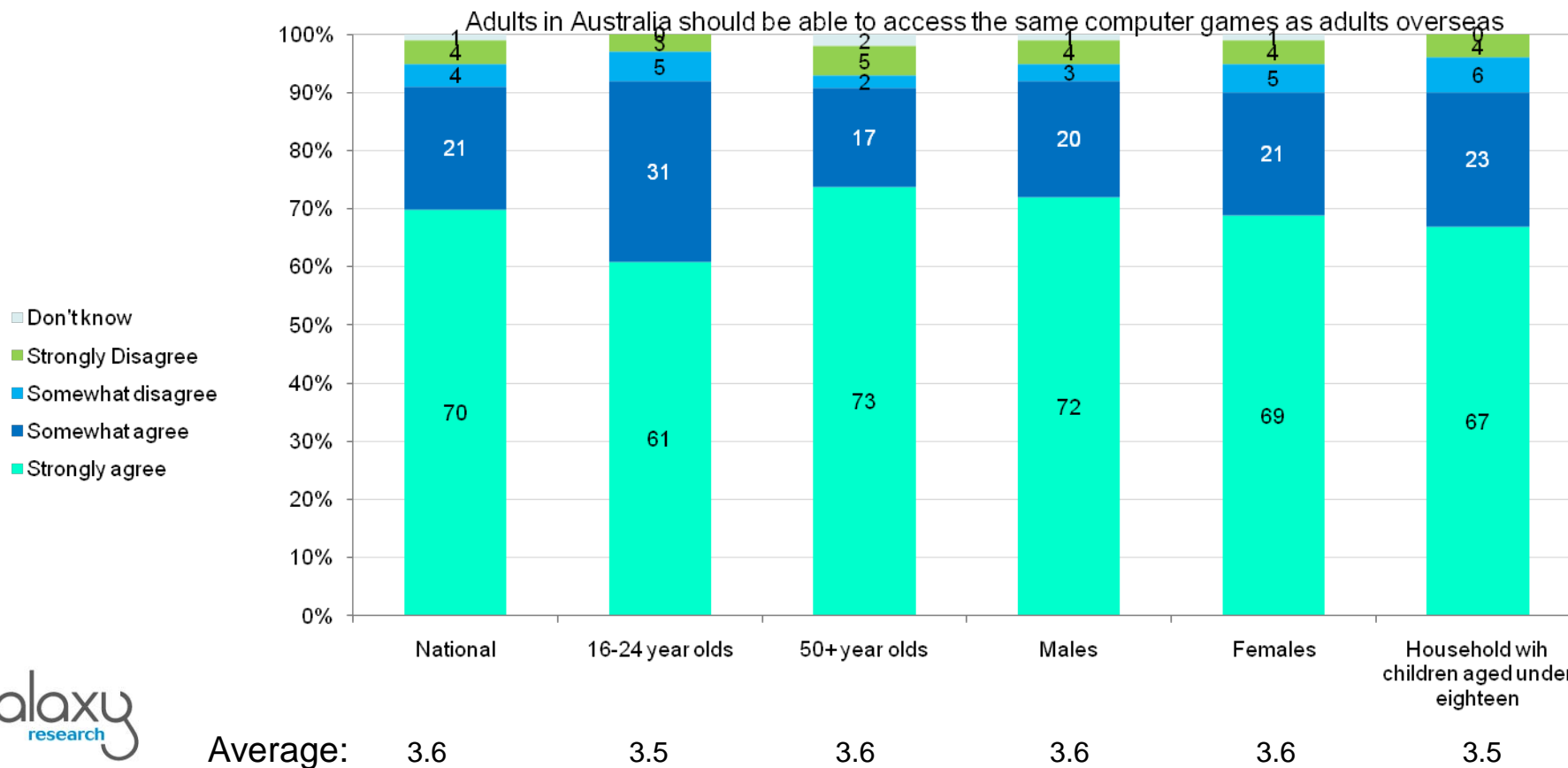




Main Findings

QA1: Adults would know that a game classified R18+ is clearly unsuitable for children.

- ▶ More than nine in ten (91%) of Australians agree that adults would know that a game classified R18+ is clearly unsuitable for children (92% of 16-24 year olds agree with this). Overall 70% 'strongly agree' and 61% of 16-24 year olds 'strongly agree'.

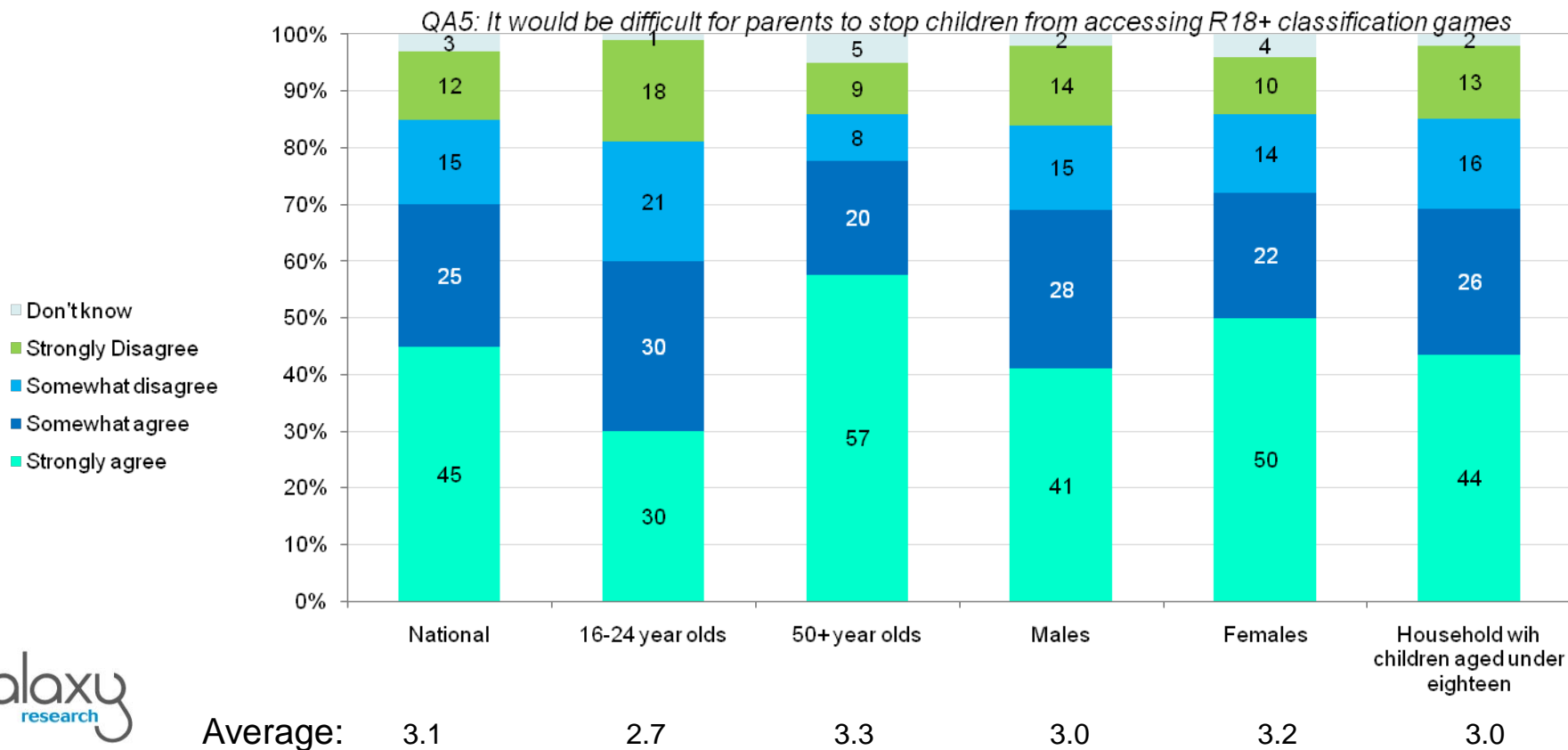




Main Findings

QA5: If there was an R18+ classification for games it would be difficult for parents to stop children from accessing those games

- Two in three (70%) of Australians agree that it would be difficult for parents to stop children from accessing R18+ games (77% of Australians aged 50 years and over say this, and 57% of them strongly agree with the statement). There is no statistical difference in agreement with this statement between people in households with children aged under eighteen, and other Australians.

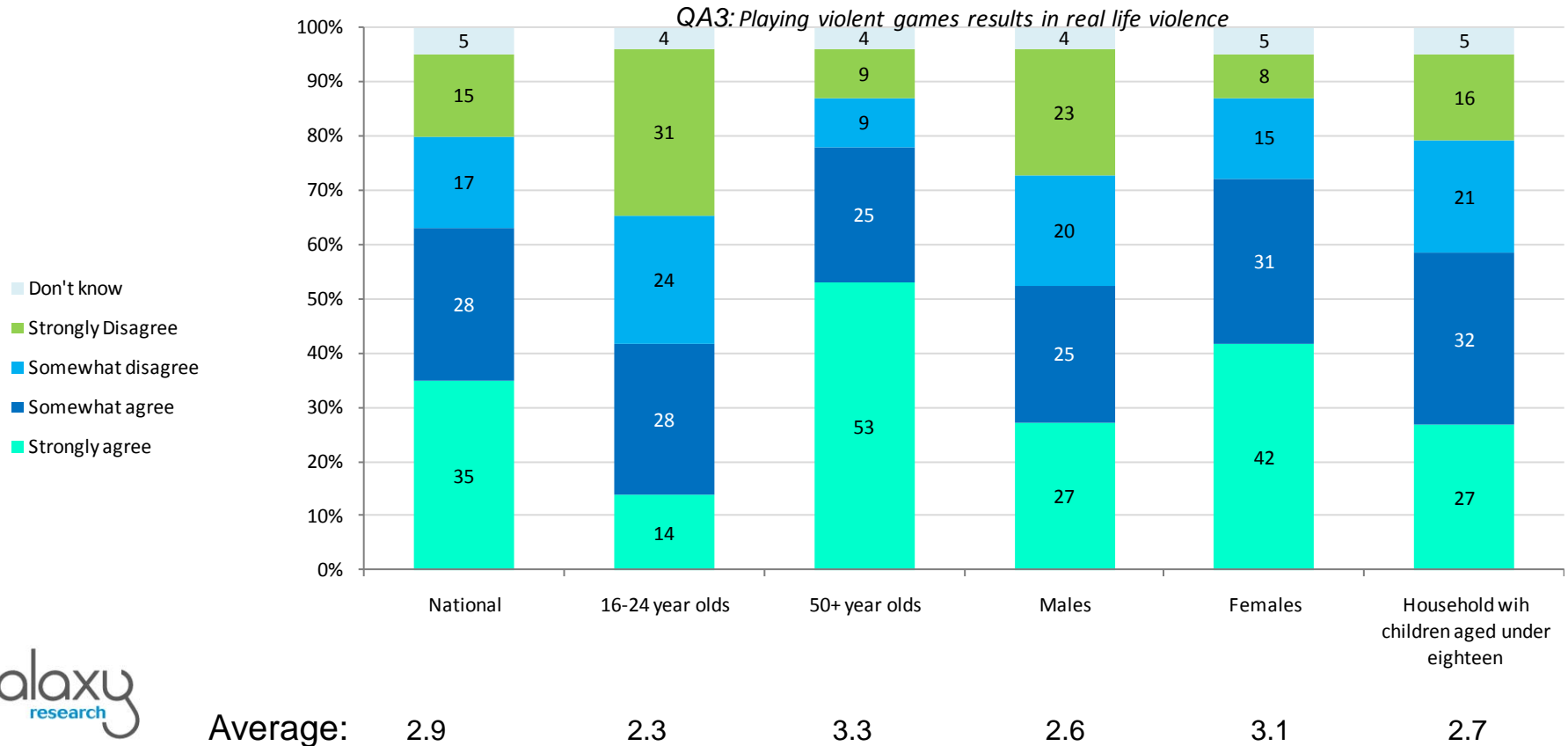




Main Findings

QA3: Playing violent games results in real life violence.

- Overall 63% of Australians agree that playing violent computer games results in real life violence. Agreement with this statement shows the greatest difference between young and old with 42% of 16-24 years olds agreeing with the statement and 78% of ages 50+ agreeing with it. One in four (24%) of 16-24 year olds strongly disagree with the statement compared to 9% among the 50+ age group, or 17% overall. More than half (53%) of ages 50+ 'strongly agree' with the statement compared to 14% of 16-24 year olds.

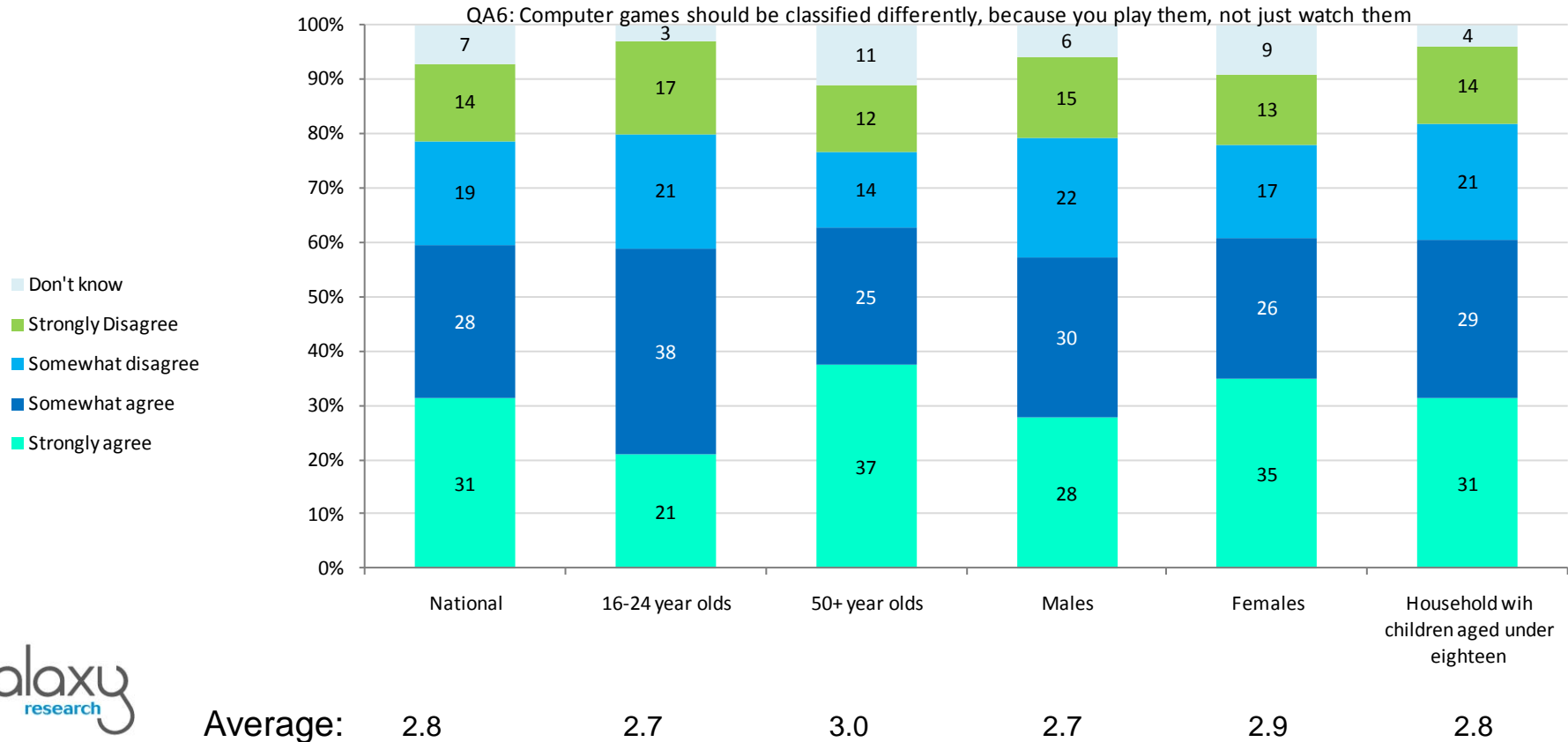




Main Findings

QA6: Computer games should be classified differently, because you play them, not just watch them

- ▶ Six in ten (59%) of Australians agree that computer games should be classified differently, because you play them, not just watch them, with 31% 'strongly agreeing' with this statement (21% of 16-24 year olds strongly agree compared to 37% of ages 50+ 'strongly agree', and with 40% of low income households 'strongly agreeing' compared to 26% of high income households strongly agreeing).

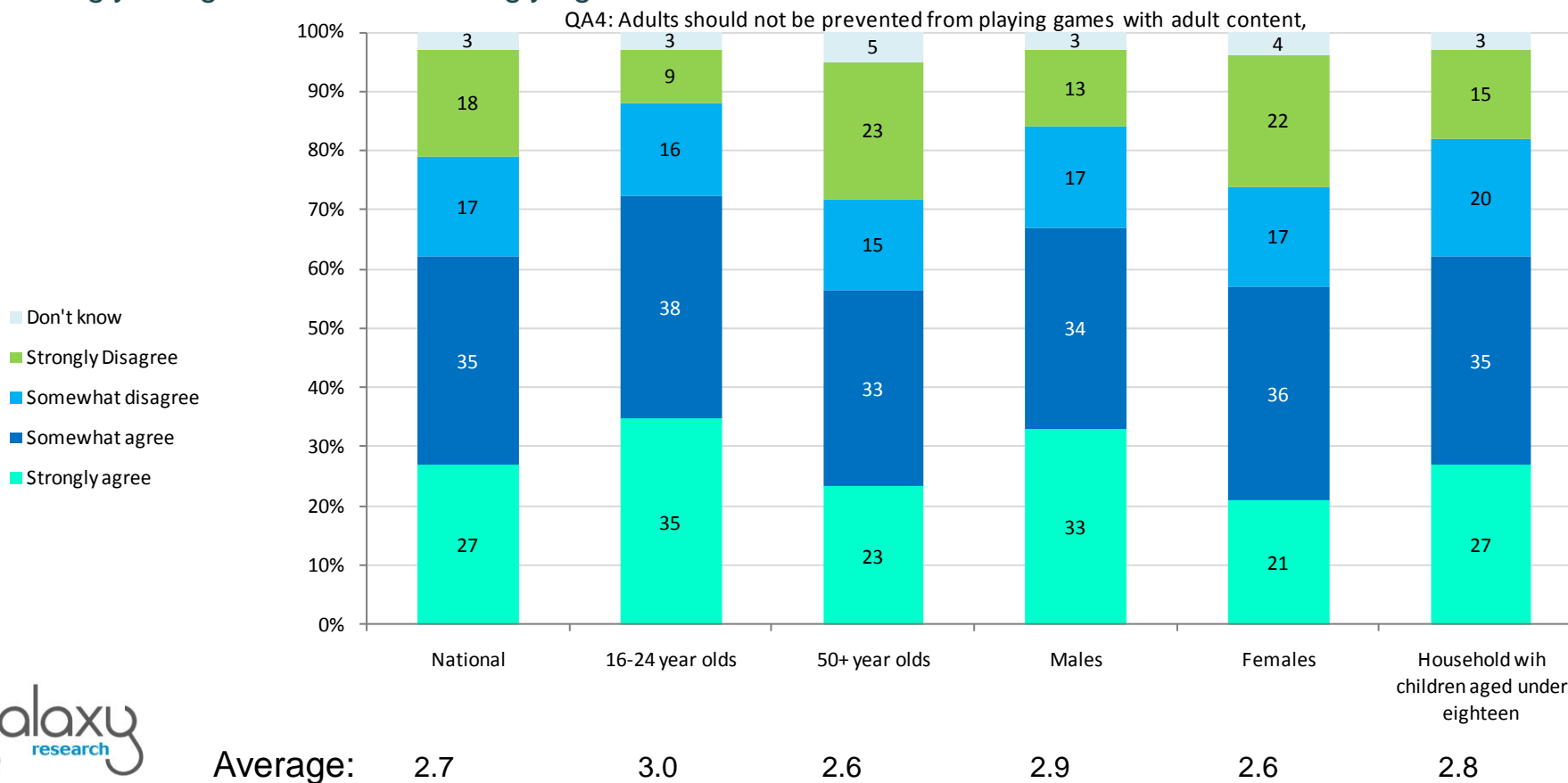




Main Findings

QA4: Adults should not be prevented from playing games with adult content, including those that may have sexually explicit content, simply because they are unsuitable for children

- More than half (62%) of Australians agree that adults should not be prevented from playing games with adult content, simply because they are unsuitable for children. However, among Australians aged 50 years and over, and among females, as many 'strongly disagree' (23% 50+, 22% females) as do 'strongly agree' (23%, 21%) with the statement. Younger people aged 16-24 years are clearly supportive of the statement with only 9% 'strongly disagree' and 35% 'strongly agree'.

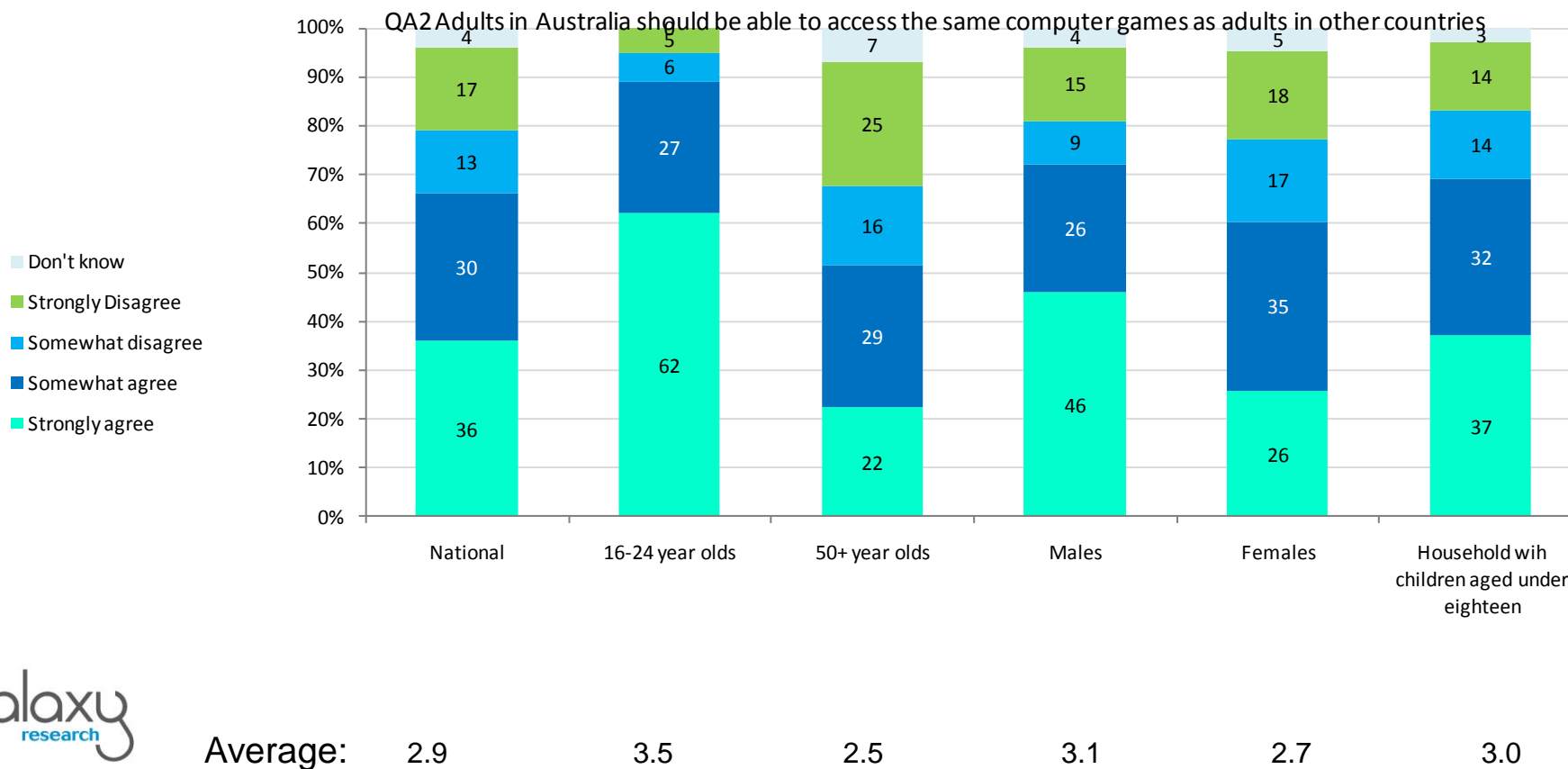




Main Findings

QA2: Adults in Australia should be able to access the same computer games as adults in other countries

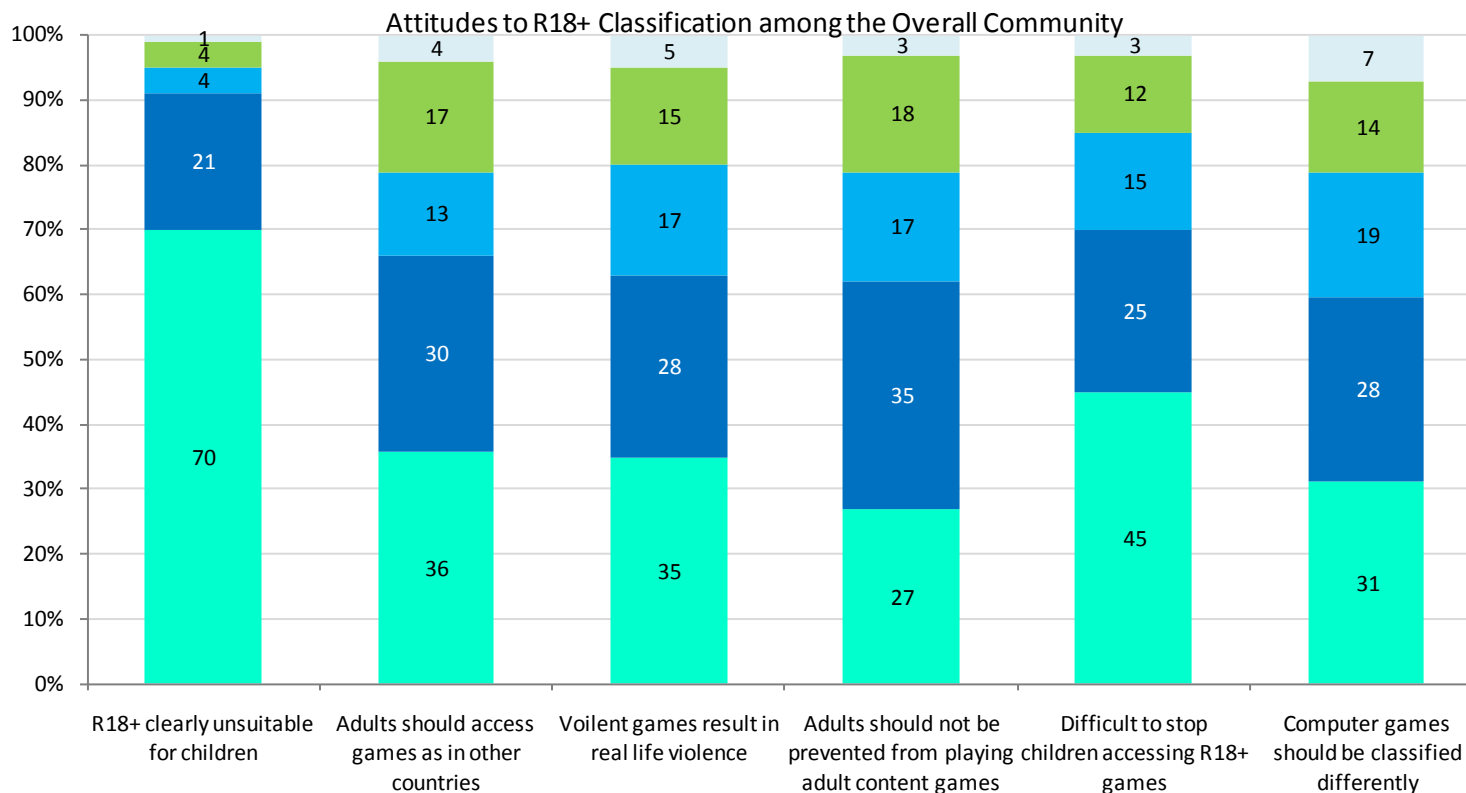
- ▶ Three in five (66%) of Australians agree that adults in Australia should be able to access the same computer games as adults in other countries with 36% overall saying they 'strongly agree'. Younger people are more strongly in agreement with the statement (62% 'strongly agree' and 27% 'somewhat agree') while only 22% of people aged 50+ 'strongly agree' with the statement.





Main Findings continued

- ▶ Summary of Attitudes to R18+ Classification **among Australians aged 16 years and over**
 - Nine in ten Australians recognise that R18+ games are clearly unsuitable for children



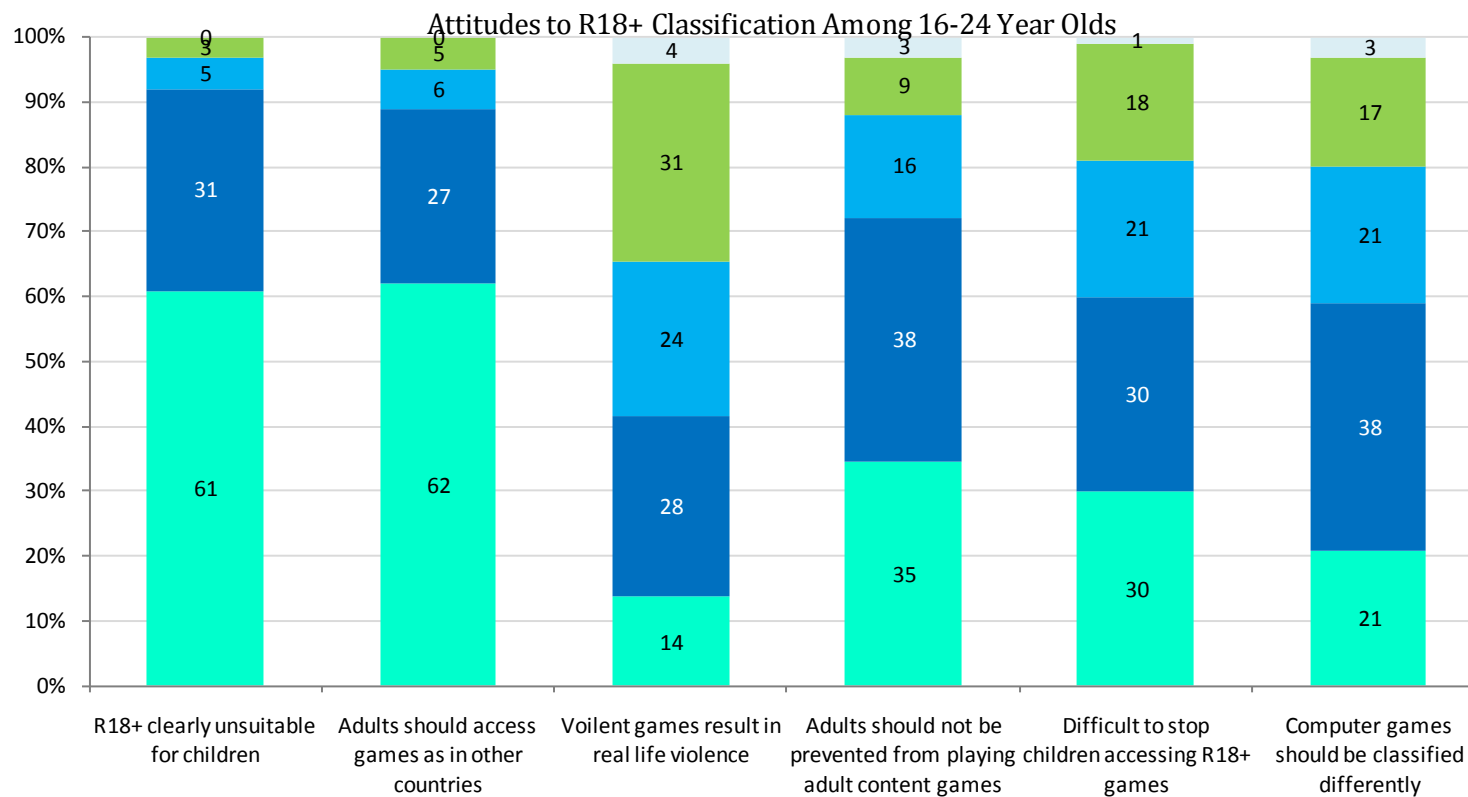
Average: 3.6 2.9 2.9 2.7 3.1 2.8





Main Findings continued

► Summary of Attitudes to R18+ Classification among 16-24 year olds



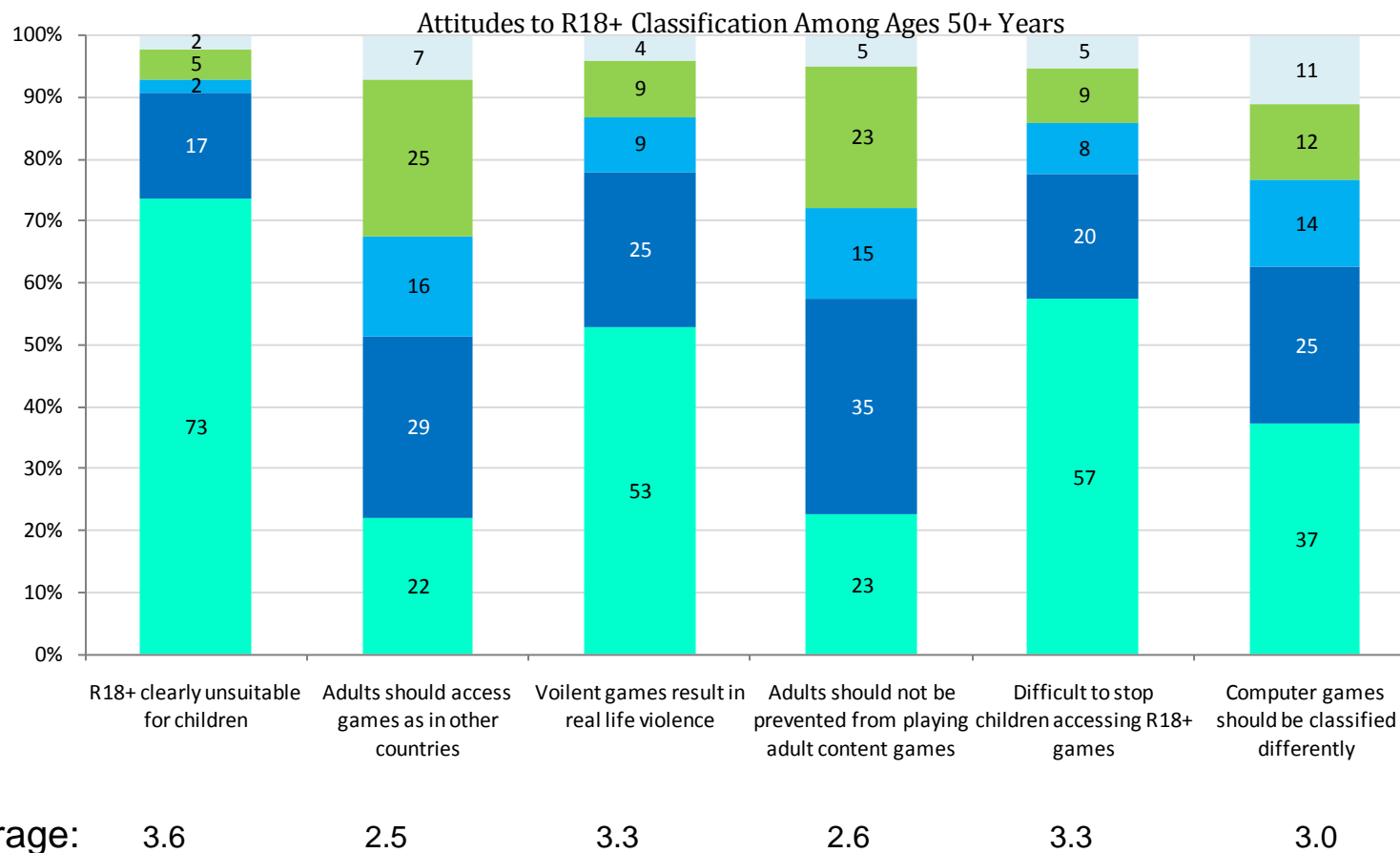
Average: 3.5 3.5 2.3 3.0 2.7 2.7





Main Findings continued

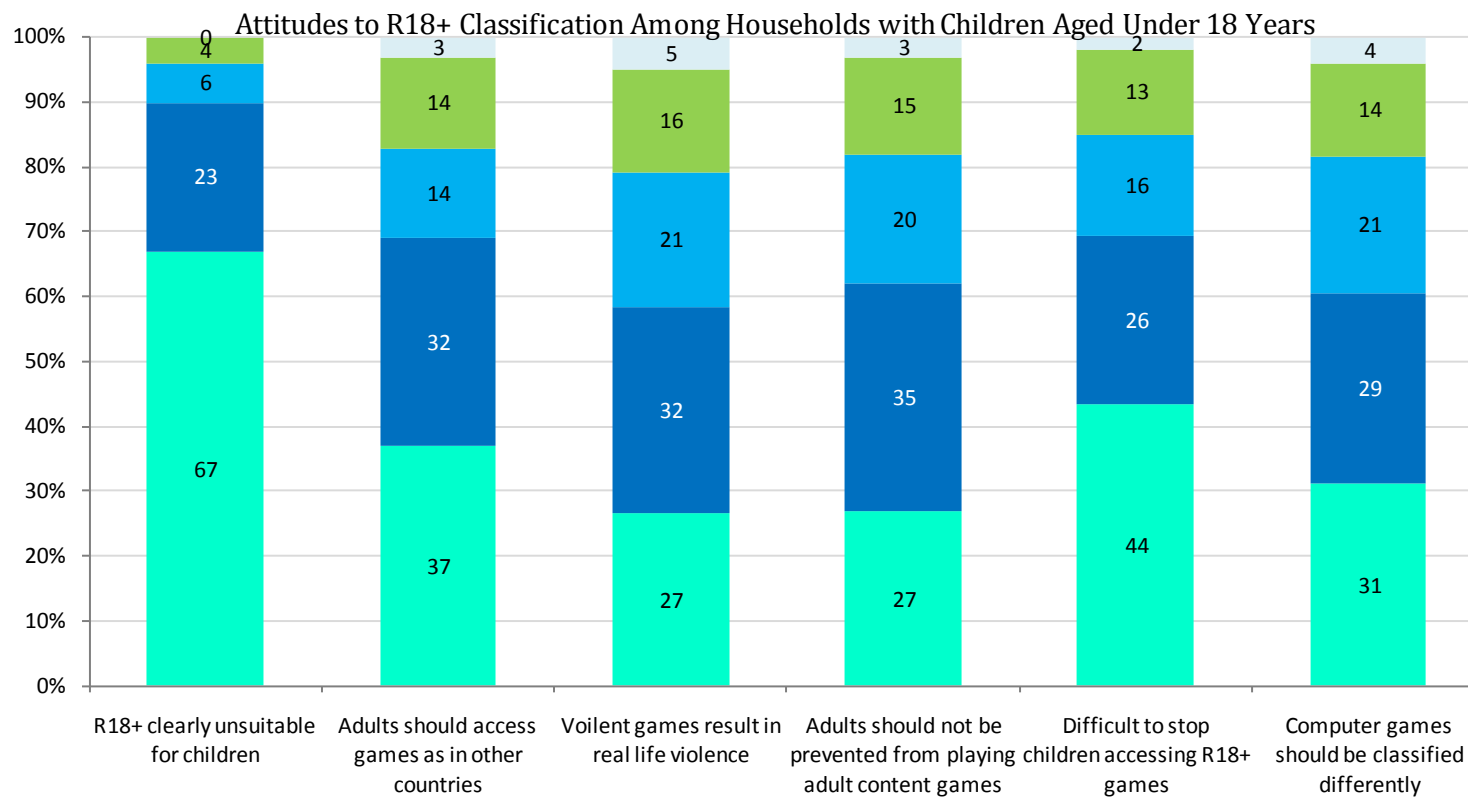
► Summary of Attitudes to R18+ Classification among ages 50+ years





Main Findings continued

► Summary of Summary of Attitudes to R18+ Classification among **Households with children aged under 18 years**



Average: 3.5 3.0 2.7 2.8 3.0 2.8





Main Findings *continued*

Summary and Conclusions

- ▶ Australians are strongly in favour of an R18+ classification for computer games, but possibly for different reasons among different sections of the community. Almost half (45%) overall strongly agree that 'if there was an R18+ classification for games it would be hard for parents to stop children accessing these games'.
- ▶ Older people (ages 50+) are relatively conservative in their views with one in four strongly disagreeing that 'Adults in Australia should be able to assess the same computer games as adults in other countries', or strongly disagreeing that adults should not be prevented from playing games with adult content...simply because they are unsuitable for children. More than half of this age group strongly agree that playing violent computer games results in real life violence, and that 'if there was an R18+ classification for games it would be hard for parents to stop children accessing these games'.
- ▶ The younger age group of 16-24 year old have much more liberal views compared to other sectors in the community in that 62% strongly agree that 'Adults in Australia should be able to assess the same computer games as adults in other countries', and 24% strongly disagree that 'playing violent computer games results in real life violence'.



3. Questionnaire

SECTION A – ASK ALL RESPONDENTS

Some questions now about the classification of computer games. Currently the highest classification available for computer games sold in Australia is MA 15+. Any game that requires a higher classification is refused classification. As such, it can't be legally sold in Australia.

Today I will be asking questions about whether we should keep the current classification scheme for computer games or whether an R18+ category should be available for computer games that are only suitable for adults. Some games would still be unavailable, for example if they contain gratuitous sexual violence. Please indicate how much you agree or disagree with the following statements.

- A1. Adults would know that a game classified R18+ is clearly unsuitable for children. Strongly agree 1
Somewhat agree 2
IF AGREE Is that strongly agree or somewhat agree? Somewhat disagree.... 3
Strongly disagree 4
IF DISAGREE Is that strongly disagree or somewhat disagree? Don't know 5
- A2. Adults in Australia should be able to access the same computer games as adults in other countries. Strongly agree 1
Somewhat agree 2
IF AGREE Is that strongly agree or somewhat agree? Somewhat disagree.... 3
Strongly disagree 4
IF DISAGREE Is that strongly disagree or somewhat disagree? Don't know 5
- A3. Playing violent computer games results in real life violence. Strongly agree 1
Somewhat agree 2
IF AGREE Is that strongly agree or somewhat agree? Somewhat disagree.... 3
Strongly disagree 4
IF DISAGREE Is that strongly disagree or somewhat disagree? Don't know 5
- A4. Adults should not be prevented from playing games with adult content, including those that may have sexually explicit content, simply because they are unsuitable for children. Strongly agree 1
Somewhat agree 2
Somewhat disagree.... 3
Strongly disagree 4
Don't know 5
IF AGREE Is that strongly agree or somewhat agree?
IF DISAGREE Is that strongly disagree or somewhat disagree?
- A5. If there was an R18+ classification for games it would be difficult for parents to stop children from accessing those games. Strongly agree 1
Somewhat agree 2
Somewhat disagree.... 3
Strongly disagree 4
Don't know 5
IF AGREE Is that strongly agree or somewhat agree?
IF DISAGREE Is that strongly disagree or somewhat disagree?
- A6. Computer games should be classified differently, because you play them, not just watch them. Strongly agree 1
Somewhat agree 2
Somewhat disagree.... 3
Strongly disagree 4
Don't know 5
IF AGREE Is that strongly agree or somewhat agree?
IF DISAGREE Is that strongly disagree or somewhat disagree?
- A7. Should there be an R 18+ classification category for computer games in Australia? Yes..... 1
No 2
Don't know ... 3



4. Detailed Tabular Findings



Tables

▶ **The tables of findings are set out such that they include the following details:**

1 BASE: Weight Sample (000's):

The number of completed interviews has been weighted to reflect the latest ABS population estimates. These estimates are shown in thousands (000's). The percentages in the table are based on these weighted figures.

2 WEIGHTS:

This indicates that in order to reflect the latest ABS population estimates the data has been weighted by age, gender and area.

3 FILTERS (Where applicable):

If the table is based on a subset of respondents then this will be titled as a Filter and accompanied by a description of the sample upon which the table is based.

4 RESPONDENTS:

These figures show the actual sample size, indicating the total number of respondents who were asked the relevant question.



Tables continued

▶ **Each question has been analysed by a series of demographic variables as follows:**

→ **SEX:**

- Male
- Female

→ **AGE:**

- 16-24 years
- 25-34 years
- 35-49 years
- 50 years or older

→ **MARITAL STATUS:**

- Married (married/de facto/living together)
- Not married (never married/separated/divorced/widowed)

→ **MAIN GROCERY BUYER:**

- Yes/Shared
- No

→ **CHILDREN AT HOME:**

- Children under 18 living in the household
- No children under 18 living in the household



→ **WORK STATUS:**

- Working full-time
- Working part-time
- Not working

→ **SOCIO-ECONOMIC STATUS:**

- *Occupation of the main income earner of the household:*
 - White collar (professional/senior management, upper white collar, lower white collar)
 - Blue collar (upper blue collar, lower blue collar)

→ **LOCATION:**

- NSW /ACT
- Victoria / Tasmania
- Queensland
- South Australia
- Western Australia/Northern Territories

→ **CAPITAL CITY:**

- Sydney, Melbourne, Brisbane, Adelaide or Perth
- Rest of Australia



Tables continued

- **HOUSEHOLD INCOME:**
 - Under \$40,000
 - \$40,000 - \$69,999
 - \$70,000 plus

- **HIGHEST LEVEL OF SCHOOLING:**
 - Below Year 12
 - Year 12

GALAXY RESEARCH
TABLE 1 Standard Banner 1 *BY* A1 A game classified R18+ unsuitable for children
BASE: WGHT SAMPLE (000s)
WEIGHTS: Age/Sex/Area

	Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
		Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A1 A game classified R18+ unsuitable for children																		
TOTAL AGREE																		
Strongly agree (4)	12215 70%	6096 72%	6119 69%	1657 61%	2031 69%	3505 71%	5022 73%	7540 72%	4675 68%	7851 71%	4365 69%	4647 67%	7568 72%	5421 72%	2674 64%	4120 72%	7077 68%	5138 73%
Somewhat agree (3)	3622 21%	1717 20%	1905 21%	825 31%	595 20%	1004 20%	1198 17%	2018 19%	1604 23%	2111 19%	1511 24%	1623 23%	1999 19%	1479 20%	1038 25%	1105 19%	2294 22%	1329 19%
**SUBTOTALS	15837 91%	7813 92%	8024 90%	2481 92%	2626 89%	4509 92%	6220 91%	9558 91%	6280 91%	9962 90%	5876 93%	6271 90%	9567 92%	6900 92%	3712 89%	5226 91%	9371 91%	6466 92%
TOTAL DISAGREE																		
Somewhat disagree (2)	745 4%	270 3%	475 5%	122 5%	237 8%	226 5%	159 2%	507 5%	238 3%	546 5%	199 3%	401 6%	344 3%	309 4%	256 6%	180 3%	498 5%	247 3%
Strongly disagree (1)	659 4%	316 4%	343 4%	85 3%	77 3%	152 3%	346 5%	342 3%	317 5%	440 4%	219 3%	264 4%	395 4%	272 4%	167 4%	220 4%	422 4%	237 3%
**SUBTOTALS	1404 8%	585 7%	819 9%	207 8%	314 11%	378 8%	505 7%	849 8%	555 8%	986 9%	418 7%	665 10%	739 7%	580 8%	423 10%	401 7%	921 9%	483 7%
Don't know	166 1%	98 1%	67 1%	12 0%	9 0%	22 0%	123 2%	90 1%	76 1%	116 1%	50 1%	18 0%	147 1%	36 0%	34 1%	96 2%	62 1%	104 1%
TOTALS	17407 100%	8497 100%	8910 100%	2700 100%	2949 100%	4909 100%	6849 100%	10496 100%	6911 100%	11063 100%	6344 100%	6954 100%	10453 100%	7516 100%	4169 100%	5722 100%	10354 100%	7053 100%

GALAXY RESEARCH
TABLE 1 (CONT.)

Standard Banner 1 *BY* A1 A game classified R18+ unsuitable for children

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue	
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A1 A game classified R18+ unsuitable for children																		
MEANS	3.6	3.6	3.6	3.5	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.5	3.6	3.6	3.5	3.6	3.6	3.6

GALAXY RESEARCH

TABLE 2 Standard Banner 2 *BY* A1 A game classified R18+ unsuitable for children
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A1 A game classified R18+ unsuitable for children													
TOTAL AGREE													
Strongly agree (4)	12215	4166	3446	2408	960	1235	7648	4568	2996	2406	5245	3957	8259
	70%	69%	72%	71%	64%	72%	72%	67%	71%	70%	71%	74%	68%
Somewhat agree (3)	3622	1238	1025	643	371	345	2140	1483	821	694	1450	895	2728
	21%	21%	21%	19%	25%	20%	20%	22%	20%	20%	20%	17%	23%
**SUBTOTALS	15837	5403	4471	3052	1332	1580	9787	6050	3818	3100	6695	4851	10986
	91%	90%	94%	90%	88%	92%	92%	89%	91%	90%	91%	91%	91%
TOTAL DISAGREE													
Somewhat disagree (2)	745	312	162	135	102	34	360	385	133	190	382	148	597
	4%	5%	3%	4%	7%	2%	3%	6%	3%	6%	5%	3%	5%
Strongly disagree (1)	659	269	113	162	40	75	378	281	179	138	239	266	393
	4%	4%	2%	5%	3%	4%	4%	4%	4%	4%	3%	5%	3%
**SUBTOTALS	1404	581	275	297	142	109	738	666	312	328	621	415	989
	8%	10%	6%	9%	9%	6%	7%	10%	7%	10%	8%	8%	8%
Don't know	166	45	29	37	36	19	100	66	72	14	28	61	105
	1%	1%	1%	1%	2%	1%	1%	1%	2%	0%	0%	1%	1%
TOTALS	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
MEANS	3.6	3.6	3.6	3.6	3.5	3.6	3.6	3.5	3.6	3.6	3.6	3.6	3.6

GALAXY RESEARCH

TABLE 3

Standard Banner 1 *BY* A2 Adults in Australia should be able to access the same computer games

BASE: WGHT SAMPLE (000s)

WEIGHTS: Age/Sex/Area

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Total	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A2 Adults in Australia should be able to access the same computer games																		
TOTAL AGREE																		
Strongly agree (4)	6201 36%	3928 46%	2273 26%	1663 62%	1428 48%	1573 32%	1537 22%	3200 30%	3001 43%	3331 30%	2870 45%	2589 37%	3611 35%	2908 39%	1591 38%	1701 30%	4031 39%	2170 31%
Somewhat agree (3)	5290 30%	2212 26%	3078 35%	742 27%	865 29%	1698 35%	1985 29%	3238 31%	2052 30%	3426 31%	1865 29%	2229 32%	3062 29%	2412 32%	1253 30%	1625 28%	3027 29%	2263 32%
**SUBTOTALS	11491 66%	6139 72%	5352 60%	2405 89%	2293 78%	3271 67%	3523 51%	6438 61%	5053 73%	6757 61%	4734 75%	4818 69%	6673 64%	5320 71%	2844 68%	3327 58%	7058 68%	4433 63%
TOTAL DISAGREE																		
Somewhat disagree (2)	2270 13%	785 9%	1485 17%	154 6%	277 9%	758 15%	1082 16%	1623 15%	647 9%	1697 15%	573 9%	973 14%	1297 12%	867 12%	584 14%	820 14%	1354 13%	916 13%
Strongly disagree (1)	2890 17%	1273 15%	1617 18%	129 5%	341 12%	684 14%	1737 25%	1957 19%	933 14%	2060 19%	830 13%	967 14%	1923 18%	1069 14%	646 16%	1174 21%	1592 15%	1298 18%
**SUBTOTALS	5160 30%	2059 24%	3101 35%	282 10%	618 21%	1442 29%	2818 41%	3580 34%	1581 23%	3757 34%	1404 22%	1940 28%	3221 31%	1936 26%	1230 30%	1994 35%	2946 28%	2214 31%
Don't know	756 4%	299 4%	457 5%	13 0%	38 1%	197 4%	508 7%	479 5%	277 4%	549 5%	206 3%	196 3%	560 5%	260 3%	94 2%	402 7%	349 3%	406 6%
TOTALS	17407 100%	8497 100%	8910 100%	2700 100%	2949 100%	4909 100%	6849 100%	10496 100%	6911 100%	11063 100%	6344 100%	6954 100%	10453 100%	7516 100%	4169 100%	5722 100%	10354 100%	7053 100%

GALAXY RESEARCH
TABLE 3 (CONT.)

Standard Banner 1 *BY* A2 Adults in Australia should be able to access the same computer games

RESPONDENTS
WGHT SAMPLE (000s)

A2 Adults in Australia should be able to access the same computer games
MEANS

Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
2.9	3.1	2.7	3.5	3.2	2.9	2.5	2.8	3.1	2.8	3.1	3.0	2.8	3.0	2.9	2.7	2.9	2.8

GALAXY RESEARCH

TABLE 4 Standard Banner 2 *BY* A2 Adults in Australia should be able to access the same computer games
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A2 Adults in Australia should be able to access the same computer games													
TOTAL AGREE													
Strongly agree (4)	6201 36%	2313 38%	1641 34%	1113 33%	524 35%	611 36%	4189 39%	2011 30%	1345 32%	1284 37%	2739 37%	1498 28%	4703 39%
Somewhat agree (3)	5290 30%	1751 29%	1588 33%	952 28%	465 31%	535 31%	3208 30%	2082 31%	1219 29%	1086 32%	2320 32%	1556 29%	3735 31%
**SUBTOTALS	11491 66%	4063 67%	3228 68%	2064 61%	989 66%	1146 67%	7398 70%	4093 60%	2564 61%	2370 69%	5059 69%	3054 57%	8437 70%
TOTAL DISAGREE													
Somewhat disagree (2)	2270 13%	675 11%	652 14%	520 15%	212 14%	212 12%	1310 12%	960 14%	489 12%	357 10%	1109 15%	753 14%	1517 13%
Strongly disagree (1)	2890 17%	1022 17%	684 14%	639 19%	240 16%	306 18%	1520 14%	1370 20%	842 20%	565 16%	1010 14%	1084 20%	1806 15%
**SUBTOTALS	5160 30%	1696 28%	1335 28%	1160 34%	451 30%	517 30%	2830 27%	2330 34%	1331 32%	922 27%	2119 29%	1837 34%	3324 28%
Don't know	756 4%	270 4%	211 4%	161 5%	69 5%	44 3%	397 4%	359 5%	306 7%	150 4%	166 2%	436 8%	319 3%
TOTALS	17407 100%	6030 100%	4775 100%	3385 100%	1509 100%	1708 100%	10625 100%	6782 100%	4201 100%	3442 100%	7344 100%	5327 100%	12080 100%
MEANS	2.9	2.9	2.9	2.8	2.9	2.9	3.0	2.7	2.8	2.9	2.9	2.7	3.0

GALAXY RESEARCH

TABLE 5 Standard Banner 1 *BY* A3 Playing violent games results in real life violence
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
		Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A3 Playing violent games results in real life violence																		
TOTAL AGREE																		
Strongly agree (4)	6036 35%	2318 27%	3718 42%	373 14%	618 21%	1426 29%	3618 53%	3923 37%	2113 31%	4343 39%	1693 27%	1845 27%	4191 40%	2050 27%	1370 33%	2616 46%	3118 30%	2918 41%
Somewhat agree (3)	4870 28%	2142 25%	2728 31%	751 28%	869 29%	1549 32%	1701 25%	3063 29%	1806 26%	3196 29%	1674 26%	2222 32%	2648 25%	2228 30%	1355 32%	1288 23%	3208 31%	1662 24%
**SUBTOTALS	10905 63%	4460 52%	6445 72%	1125 42%	1487 50%	2975 61%	5319 78%	6986 67%	3919 57%	7538 68%	3367 53%	4067 58%	6838 65%	4278 57%	2724 65%	3903 68%	6326 61%	4580 65%
TOTAL DISAGREE																		
Somewhat disagree (2)	3015 17%	1702 20%	1313 15%	635 24%	739 25%	1004 20%	636 9%	1792 17%	1223 18%	1731 16%	1283 20%	1457 21%	1558 15%	1569 21%	737 18%	709 12%	1935 19%	1080 15%
Strongly disagree (1)	2655 15%	1968 23%	687 8%	836 31%	608 21%	593 12%	618 9%	1250 12%	1405 20%	1266 11%	1389 22%	1092 16%	1563 15%	1234 16%	553 13%	867 15%	1581 15%	1074 15%
**SUBTOTALS	5670 33%	3669 43%	2000 22%	1471 54%	1347 46%	1598 33%	1254 18%	3042 29%	2628 38%	2997 27%	2673 42%	2548 37%	3121 30%	2804 37%	1290 31%	1576 28%	3516 34%	2154 31%
Don't know	832 5%	368 4%	464 5%	104 4%	116 4%	337 7%	276 4%	468 4%	364 5%	528 5%	304 5%	338 5%	494 5%	434 6%	154 4%	243 4%	512 5%	320 5%
TOTALS	17407 100%	8497 100%	8910 100%	2700 100%	2949 100%	4909 100%	6849 100%	10496 100%	6911 100%	11063 100%	6344 100%	6954 100%	10453 100%	7516 100%	4169 100%	5722 100%	10354 100%	7053 100%

GALAXY RESEARCH
TABLE 5 (CONT.)

Standard Banner 1 *BY* A3 Playing violent games results in real life violence

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue	
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A3 Playing violent games results in real life violence																		
MEANS	2.9	2.6	3.1	2.3	2.5	2.8	3.3	3.0	2.7	3.0	2.6	2.7	3.0	2.7	2.9	3.0	2.8	3.0

GALAXY RESEARCH
TABLE 6 Standard Banner 2 *BY* A3 Playing violent games results in real life violence
BASE: WGHT SAMPLE (000s)
WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A3 Playing violent games results in real life violence													
TOTAL AGREE													
Strongly agree (4)	6036	2221	1504	1236	482	592	3515	2521	1914	1218	1966	2456	3579
	35%	37%	32%	37%	32%	35%	33%	37%	46%	35%	27%	46%	30%
Somewhat agree (3)	4870	1687	1297	946	491	449	3072	1797	926	928	2393	1222	3647
	28%	28%	27%	28%	33%	26%	29%	27%	22%	27%	33%	23%	30%
**SUBTOTALS	10905	3908	2802	2182	973	1041	6587	4318	2841	2146	4359	3679	7227
	63%	65%	59%	64%	64%	61%	62%	64%	68%	62%	59%	69%	60%
TOTAL DISAGREE													
Somewhat disagree (2)	3015	898	1014	565	209	329	1891	1123	539	617	1510	742	2273
	17%	15%	21%	17%	14%	19%	18%	17%	13%	18%	21%	14%	19%
Strongly disagree (1)	2655	946	755	451	249	254	1626	1029	677	518	1044	705	1950
	15%	16%	16%	13%	17%	15%	15%	15%	16%	15%	14%	13%	16%
**SUBTOTALS	5670	1844	1769	1017	458	582	3517	2152	1216	1136	2554	1447	4223
	33%	31%	37%	30%	30%	34%	33%	32%	29%	33%	35%	27%	35%
Don't know	832	278	205	186	78	85	520	312	145	160	431	201	631
	5%	5%	4%	6%	5%	5%	5%	5%	3%	5%	6%	4%	5%
TOTALS	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
MEANS	2.9	2.9	2.8	2.9	2.8	2.8	2.8	2.9	3.0	2.9	2.8	3.1	2.8

GALAXY RESEARCH

TABLE 7 Standard Banner 1 *BY* A4 Adults should not be prevented from playing games
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
		Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A4 Adults should not be prevented from playing games																		
TOTAL AGREE																		
Strongly agree (4)	4671	2787	1884	936	832	1296	1607	2534	2136	2650	2021	1899	2772	2072	1187	1411	2764	1907
	27%	33%	21%	35%	28%	26%	23%	24%	31%	24%	32%	27%	27%	28%	28%	25%	27%	27%
Somewhat agree (3)	6145	2917	3228	1020	1049	1794	2282	3750	2395	3884	2261	2441	3704	2854	1604	1687	3582	2563
	35%	34%	36%	38%	36%	37%	33%	36%	35%	35%	36%	35%	35%	38%	38%	29%	35%	36%
**SUBTOTALS	10816	5703	5112	1956	1881	3090	3889	6284	4531	6534	4282	4340	6476	4927	2791	3098	6346	4470
	62%	67%	57%	72%	64%	63%	57%	60%	66%	59%	67%	62%	62%	66%	67%	54%	61%	63%
TOTAL DISAGREE																		
Somewhat disagree (2)	2943	1422	1522	433	589	862	1060	1915	1029	1889	1054	1406	1538	1371	636	936	1873	1070
	17%	17%	17%	16%	20%	18%	15%	18%	15%	17%	17%	20%	15%	18%	15%	16%	18%	15%
Strongly disagree (1)	3085	1143	1941	234	432	851	1568	1935	1150	2256	829	1033	2052	1065	669	1350	1814	1271
	18%	13%	22%	9%	15%	17%	23%	18%	17%	20%	13%	15%	20%	14%	16%	24%	18%	18%
**SUBTOTALS	6028	2565	3463	667	1021	1712	2628	3850	2178	4145	1883	2439	3590	2436	1305	2287	3687	2341
	35%	30%	39%	25%	35%	35%	38%	37%	32%	37%	30%	35%	34%	32%	31%	40%	36%	33%
Don't know	563	229	335	77	47	107	333	363	201	384	179	175	388	153	73	337	321	243
	3%	3%	4%	3%	2%	2%	5%	3%	3%	3%	3%	3%	4%	2%	2%	6%	3%	3%
TOTALS	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

GALAXY RESEARCH
TABLE 7 (CONT.)

Standard Banner 1 *BY* A4 Adults should not be prevented from playing games

Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue	
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A4 Adults should not be prevented from playing games																		
MEANS	2.7	2.9	2.6	3.0	2.8	2.7	2.6	2.7	2.8	2.6	2.9	2.8	2.7	2.8	2.8	2.6	2.7	2.7

GALAXY RESEARCH
TABLE 8 Standard Banner 2 *BY* A4 Adults should not be prevented from playing games
BASE: WGHT SAMPLE (000s)
WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A4 Adults should not be prevented from playing games													
TOTAL AGREE													
Strongly agree (4)	4671 27%	1946 32%	1140 24%	777 23%	367 24%	440 26%	2912 27%	1758 26%	1250 30%	907 26%	1896 26%	1495 28%	3176 26%
Somewhat agree (3)	6145 35%	1911 32%	1801 38%	1285 38%	585 39%	563 33%	3797 36%	2348 35%	1217 29%	1331 39%	2792 38%	1660 31%	4485 37%
**SUBTOTALS	10816 62%	3857 64%	2941 62%	2062 61%	953 63%	1003 59%	6710 63%	4106 61%	2467 59%	2238 65%	4688 64%	3155 59%	7661 63%
TOTAL DISAGREE													
Somewhat disagree (2)	2943 17%	895 15%	881 18%	648 19%	215 14%	305 18%	1735 16%	1208 18%	647 15%	612 18%	1322 18%	872 16%	2072 17%
Strongly disagree (1)	3085 18%	1106 18%	821 17%	533 16%	277 18%	347 20%	1823 17%	1262 19%	888 21%	526 15%	1161 16%	1085 20%	2000 17%
**SUBTOTALS	6028 35%	2000 33%	1703 36%	1181 35%	492 33%	652 38%	3558 33%	2470 36%	1535 37%	1138 33%	2482 34%	1956 37%	4072 34%
Don't know	563 3%	173 3%	131 3%	142 4%	64 4%	53 3%	358 3%	206 3%	199 5%	67 2%	174 2%	216 4%	348 3%
TOTALS	17407 100%	6030 100%	4775 100%	3385 100%	1509 100%	1708 100%	10625 100%	6782 100%	4201 100%	3442 100%	7344 100%	5327 100%	12080 100%
MEANS	2.7	2.8	2.7	2.7	2.7	2.7	2.8	2.7	2.7	2.8	2.8	2.7	2.8

GALAXY RESEARCH

TABLE 9 Standard Banner 1 *BY* A5 Difficult for parents to stop children accessing games
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
		Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A5 Difficult for parents to stop children accessing games																		
TOTAL AGREE																		
Strongly agree (4)	7911 45%	3493 41%	4418 50%	818 30%	1027 35%	2141 44%	3925 57%	4956 47%	2956 43%	5305 48%	2606 41%	3032 44%	4879 47%	2892 38%	1958 47%	3062 54%	4405 43%	3506 50%
Somewhat agree (3)	4359 25%	2356 28%	2003 22%	816 30%	882 30%	1268 26%	1393 20%	2610 25%	1749 25%	2561 23%	1798 28%	1808 26%	2551 24%	2221 30%	1028 25%	1110 19%	2842 27%	1517 22%
**SUBTOTALS	12270 70%	5850 69%	6421 72%	1634 61%	1909 65%	3409 69%	5319 78%	7566 72%	4705 68%	7866 71%	4405 69%	4840 70%	7431 71%	5113 68%	2986 72%	4171 73%	7247 70%	5023 71%
TOTAL DISAGREE																		
Somewhat disagree (2)	2555 15%	1304 15%	1250 14%	570 21%	592 20%	814 17%	578 8%	1536 15%	1019 15%	1559 14%	995 16%	1107 16%	1447 14%	1301 17%	581 14%	672 12%	1742 17%	813 12%
Strongly disagree (1)	2034 12%	1148 14%	886 10%	478 18%	322 11%	607 12%	627 9%	1071 10%	963 14%	1217 11%	817 13%	889 13%	1145 11%	955 13%	475 11%	604 11%	1116 11%	918 13%
**SUBTOTALS	4588 26%	2452 29%	2137 24%	1048 39%	914 31%	1421 29%	1205 18%	2607 25%	1982 29%	2777 25%	1812 29%	1997 29%	2592 25%	2257 30%	1056 25%	1276 22%	2858 28%	1731 25%
Don't know	548 3%	196 2%	352 4%	18 1%	126 4%	79 2%	325 5%	324 3%	224 3%	421 4%	127 2%	117 2%	431 4%	146 2%	126 3%	276 5%	249 2%	299 4%
TOTALS	17407 100%	8497 100%	8910 100%	2700 100%	2949 100%	4909 100%	6849 100%	10496 100%	6911 100%	11063 100%	6344 100%	6954 100%	10453 100%	7516 100%	4169 100%	5722 100%	10354 100%	7053 100%

GALAXY RESEARCH
TABLE 9 (CONT.)

Standard Banner 1 *BY* A5 Difficult for parents to stop children accessing games

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue	
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A5 Difficult for parents to stop children accessing games																		
MEANS	3.1	3.0	3.2	2.7	2.9	3.0	3.3	3.1	3.0	3.1	3.0	3.0	3.1	3.2	3.0	3.1		

GALAXY RESEARCH

TABLE 10 Standard Banner 2 *BY* A5 Difficult for parents to stop children accessing games
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A5 Difficult for parents to stop children accessing games													
TOTAL AGREE													
Strongly agree (4)	7911	2951	2205	1387	658	710	4337	3574	2393	1470	2950	3027	4884
	45%	49%	46%	41%	44%	42%	41%	53%	57%	43%	40%	57%	40%
Somewhat agree (3)	4359	1284	1243	877	428	527	3003	1356	676	979	2105	995	3365
	25%	21%	26%	26%	28%	31%	28%	20%	16%	28%	29%	19%	28%
**SUBTOTALS	12270	4235	3448	2264	1087	1237	7340	4930	3069	2448	5055	4021	8249
	70%	70%	72%	67%	72%	72%	69%	73%	73%	71%	69%	75%	68%
TOTAL DISAGREE													
Somewhat disagree (2)	2555	1005	643	476	207	224	1603	952	490	511	1265	514	2041
	15%	17%	13%	14%	14%	13%	15%	14%	12%	15%	17%	10%	17%
Strongly disagree (1)	2034	583	561	555	143	192	1318	716	443	378	874	638	1396
	12%	10%	12%	16%	9%	11%	12%	11%	11%	11%	12%	12%	12%
**SUBTOTALS	4588	1588	1204	1030	350	416	2921	1668	933	889	2139	1151	3437
	26%	26%	25%	30%	23%	24%	27%	25%	22%	26%	29%	22%	28%
Don't know	548	208	123	90	72	55	364	184	199	105	150	154	394
	3%	3%	3%	3%	5%	3%	3%	3%	5%	3%	2%	3%	3%
TOTALS	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
MEANS	3.1	3.1	3.1	2.9	3.1	3.1	3.0	3.2	3.3	3.1	3.0	3.2	3.0

GALAXY RESEARCH
TABLE 11 Standard Banner 1 *BY* A6 Computer games treated differently from films
BASE: WGHT SAMPLE (000s)
WEIGHTS: Age/Sex/Area

	Total	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.	
		Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A6 Computer games treated differently from films																		
TOTAL AGREE																		
Strongly agree (4)	5467 31%	2368 28%	3100 35%	568 21%	802 27%	1530 31%	2568 37%	3514 33%	1953 28%	3768 34%	1699 27%	2132 31%	3335 32%	2012 27%	1367 33%	2088 36%	2981 29%	2486 35%
Somewhat agree (3)	4832 28%	2515 30%	2317 26%	1029 38%	859 29%	1265 26%	1679 25%	2819 27%	2013 29%	2884 26%	1948 31%	2028 29%	2805 27%	2117 28%	1203 29%	1512 26%	2877 28%	1955 28%
**SUBTOTALS	10299 59%	4883 57%	5416 61%	1597 59%	1661 56%	2794 57%	4247 62%	6333 60%	3966 57%	6653 60%	3647 57%	4159 60%	6140 59%	4130 55%	2570 62%	3600 63%	5859 57%	4441 63%
TOTAL DISAGREE																		
Somewhat disagree (2)	3349 19%	1832 22%	1517 17%	560 21%	829 28%	982 20%	978 14%	2007 19%	1342 19%	1964 18%	1385 22%	1482 21%	1867 18%	1767 24%	784 19%	798 14%	2257 22%	1092 15%
Strongly disagree (1)	2473 14%	1305 15%	1168 13%	449 17%	351 12%	820 17%	853 12%	1439 14%	1033 15%	1436 13%	1037 16%	1002 14%	1471 14%	1228 16%	556 13%	688 12%	1629 16%	844 12%
**SUBTOTALS	5822 33%	3136 37%	2685 30%	1010 37%	1180 40%	1801 37%	1830 27%	3446 33%	2376 34%	3400 31%	2421 38%	2483 36%	3338 32%	2995 40%	1341 32%	1486 26%	3886 38%	1936 27%
Don't know	1286 7%	477 6%	809 9%	93 3%	108 4%	313 6%	771 11%	717 7%	569 8%	1010 9%	276 4%	311 4%	975 9%	391 5%	258 6%	636 11%	609 6%	677 10%
TOTALS	17407 100%	8497 100%	8910 100%	2700 100%	2949 100%	4909 100%	6849 100%	10496 100%	6911 100%	11063 100%	6344 100%	6954 100%	10453 100%	7516 100%	4169 100%	5722 100%	10354 100%	7053 100%

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TABLE 11 (CONT.) Standard Banner 1 *BY* A6 Computer games treated differently from films

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Male	Female	16-24	25-34	35-49	50+	Marr -ied	Not Marr -ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue	
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A6 Computer games treated differently from films																		
MEANS	2.8	2.7	2.9	2.7	2.7	2.8	3.0	2.9	2.8	2.9	2.7	2.8	2.8	2.7	2.9	3.0	2.7	3.0

GALAXY RESEARCH

TABLE 12 Standard Banner 2 *BY* A6 Computer games treated differently from films

BASE: WGHT SAMPLE (000s)

WEIGHTS: Age/Sex/Area

	Total	State					Capital City		Household Income			Schooling	
		NSW	Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A6 Computer games treated differently from films													
TOTAL AGREE													
Strongly agree (4)	5467	2049	1418	950	554	496	3411	2057	1672	1053	1932	1979	3489
	31%	34%	30%	28%	37%	29%	32%	30%	40%	31%	26%	37%	29%
Somewhat agree (3)	4832	1534	1427	963	435	472	2880	1953	1039	1100	2040	1351	3481
	28%	25%	30%	28%	29%	28%	27%	29%	25%	32%	28%	25%	29%
**SUBTOTALS	10299	3583	2845	1914	989	968	6290	4009	2711	2153	3972	3330	6970
	59%	59%	60%	57%	66%	57%	59%	59%	65%	63%	54%	63%	58%
TOTAL DISAGREE													
Somewhat disagree (2)	3349	1136	999	640	225	350	2128	1221	618	571	1822	716	2633
	19%	19%	21%	19%	15%	20%	20%	18%	15%	17%	25%	13%	22%
Strongly disagree (1)	2473	821	680	517	157	297	1451	1021	458	507	1174	728	1745
	14%	14%	14%	15%	10%	17%	14%	15%	11%	15%	16%	14%	14%
**SUBTOTALS	5822	1957	1679	1156	382	647	3579	2242	1076	1077	2996	1444	4378
	33%	32%	35%	34%	25%	38%	34%	33%	26%	31%	41%	27%	36%
Don't know	1286	490	251	315	138	93	756	530	414	212	376	554	732
	7%	8%	5%	9%	9%	5%	7%	8%	10%	6%	5%	10%	6%
TOTALS	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
MEANS	2.8	2.9	2.8	2.8	3.0	2.7	2.8	2.8	3.0	2.8	2.7	3.0	2.8

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TABLE 13 Standard Banner 1 *BY* A7 Should there be an R18+ classification category

BASE: WGHT SAMPLE (000s)

WEIGHTS: Age/Sex/Area

	Sex		Age				Marital Status		Grocery Buyer		Children		Work Status			S.E.S.		
	Total	Male	Female	16-24	25-34	35-49	50+	Marr-ied	Not Marr-ied	Yes /Shared	No	Yes	No	Full Time	Part Time	Not Working	White	Blue
RESPONDENTS	2226	1116	1110	324	262	735	905	1353	873	1427	799	885	1341	973	521	732	1320	906
WGHT SAMPLE (000s)	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A7 Should there be an R18+ classification category																		
Yes	13897	7053	6844	2215	2351	3772	5559	8388	5509	8701	5196	5267	8630	6017	3194	4686	8156	5741
	80%	83%	77%	82%	80%	77%	81%	80%	80%	79%	82%	76%	83%	80%	77%	82%	79%	81%
No	3142	1320	1823	485	545	1026	1086	1928	1214	2071	1072	1595	1548	1353	908	882	2042	1101
	18%	16%	20%	18%	18%	21%	16%	18%	18%	19%	17%	23%	15%	18%	22%	15%	20%	16%
Don't know	367	124	243		53	110	204	180	187	291	77	92	276	146	67	155	156	211
	2%	1%	3%		2%	2%	3%	2%	3%	3%	1%	1%	3%	2%	2%	3%	2%	3%
TOTALS	17407	8497	8910	2700	2949	4909	6849	10496	6911	11063	6344	6954	10453	7516	4169	5722	10354	7053
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

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TABLE 14 Standard Banner 2 *BY* A7 Should there be an R18+ classification category
 BASE: WGHT SAMPLE (000s)
 WEIGHTS: Age/Sex/Area

	Total	State				Capital City		Household Income			Schooling		
		NSW Vic/Tas	Qld	SA/NT	WA	Yes	No	< \$40K	\$40K-\$69K	\$70K+	Below Year 12	Year 12	
RESPONDENTS	2226	660	620	400	286	260	1400	826	531	442	946	708	1518
WGHT SAMPLE (000s)	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
A7 Should there be an R18+ classification category													
Yes	13897	4636	3902	2700	1227	1433	8576	5321	3388	2874	5714	4278	9619
	80%	77%	82%	80%	81%	84%	81%	78%	81%	83%	78%	80%	80%
No	3142	1238	799	596	248	262	1854	1288	719	519	1506	903	2240
	18%	21%	17%	18%	16%	15%	17%	19%	17%	15%	21%	17%	19%
Don't know	367	156	75	89	34	13	195	173	94	49	123	146	221
	2%	3%	2%	3%	2%	1%	2%	3%	2%	1%	2%	3%	2%
TOTALS	17407	6030	4775	3385	1509	1708	10625	6782	4201	3442	7344	5327	12080
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%



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