

CI 261 S Karpiniec

First name: Sam

Last name: Karpiniec

Q1:

It may not be necessary to develop an entirely new framework, as much as extend the current one to more appropriately cover modern content.

Q2:

To standardise the ratings scheme across all content where possible, which would make for a more easily understood system. One obvious area would be the addition of an R18+ classification for video games.

Q3:

No, all content should be equally able to be classified.

Q4:

No.

Q5:

I think it is sensible to classify across all media, no matter the level on classification. In the case of children's content, this can help to guide parents as to what is appropriate content.

Q6:

You would think it is more pertinent to keep a closer eye on the classification of big distributors, as they could potentially have a greater impact.

Q7:

I don't see why not.

Q8:

Yes.

Q9:

Yes, though I think the composition is more relevant than the size.

Q10:

No, if things will be classified it should apply equally in either case.

Q11:

Q12:

Q13:

I think this ultimately is up to the parents, unless we start implementing more rigorous age checks in

some fashion.

Q14:

It's difficult - the most obvious way is not to display such articles in shopfronts, but then this has the potential to create a "back room dealing" type situation.

Q15:

Whenever it has undergone the classification process.

Q16:

Government sets the standards that must be applied in classification, and performs the assessment of certain media. Industry bodies could be responsible, to a degree, for ensuring that the correct classifications are applied and the advice displayed. Users are liable for more discreet control, for example parents ensuring that their children do not access inappropriate content; this is made easier by the correct application and display of classification information.

Q17:

Quite likely, especially if a broader range of content is to be subject to classification guidelines. This would hence ease much pressure on the classification board, whilst providing greater advice to consumers.

Q18:

Anything that falls at the extremes of allowable content seem obvious candidates for this. For example, pornography will always be restricted to R18+ or above, and the industry should be able to regulate this.

Q19:

Q20:

I think they are fairly well understood. That's not to say that they are necessarily very well adhered to...

Q21:

Yes, there is a need for an R18+ category in video games. This allows discerning adults access to material which is available in most other western countries, and helps to aid parents in deciding what is not appropriate for their children.

Q22:

Q23:

You would think this would make for a more easily understood system across the board, even if the criteria for certain media still differ somewhat.

Q24:

If it's illegal offline, the same rules should apply online. Beyond that, there should be no particular

restrictions.

Q25:

Not in terms of video games, as RC currently includes games that don't qualify for MA15+.

Q26:

Yes, the system should be consistent across the country.

Q27:

Q28:

Seems like a sensible idea.

Q29:

Other comments: