

CI 317 J Munns

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Q1:

In this Inquiry, should the ALRC focus on developing a new framework for classification, or improving key elements of the existing framework?

The current framework needs a major overhaul, it may well be simpler to begin a new system of classification specifically for interactive media.

Q2:

What should be the primary objectives of a national classification scheme?

1) To realistically determine a classification that suits the interactive media, and not the other way around. 2) To make these laws well known and enforceable, not a running joke prevents certain mature games from being allowed into our country as a complete product, while at the same time allowing a 7 year old to maul a hooker with a wrench in the comfort of their own home due to the MA15+ rating. R18+ is a Restricted rating, and should be in place as a law, not a guideline.

Q3:

Should the technology or platform used to access content affect whether content should be classified, and, if so, why?

To a degree, yes. This would enable a classification system to be enforced more broadly than purely at the point of sale.

Q4:

Should some content only be required to be classified if the content has been the subject of a complaint?

No. A complaint is made because a problem has already emerged, meaning that the classification system has already failed. Content should not be blocked from the country because it is offensive, but it needs to be marketed more discreetly, and the classification should be informative. If something contains themes that run contrary to their lifestyle, religion, or is beyond someones ability to comprehend properly due to age (minors), they need to be properly informed prior to having witnessed a section of content that is damaging or offensive to that individual.

Q5:

Should the potential impact of content affect whether it should be classified? Should content designed for children be classified across all media?

Of course the potential impact should impact whether classification should occur, but bearing in mind, just because something has received classification, does not mean it will immediately fall into the hands of children if the correct system is in place. This is the main downfall of the OFLC. Putting classification enforcement in the "too hard basket" punishes the major uses of said content. Personally, I do not see any reason why classifications could not be across ALL media. We have warnings on everything else, to give us the information we require to make decisions regarding what we ourselves view, and those we are responsible for.

Q6:

Should the size or market position of particular content producers and distributors, or the potential mass market reach of the material, affect whether content should be classified?

Q7:

Should some artworks be required to be classified before exhibition for the purpose of restricting access or providing consumer advice?

Ref Q5

Q8:

Should music and other sound recordings (such as audio books) be classified or regulated in the same way as other content?

Ref Q5

Q9:

Should the potential size and composition of the audience affect whether content should be classified?

Ref Q5

Q10:

Should the fact that content is accessed in public or at home affect whether it should be classified?

Ref Q5

Q11:

In addition to the factors considered above, what other factors should influence whether content should be classified?

Whether the content is reasonable, plausible, and has purpose. A game that contains themes of rape

should be taken purely on context. If the content is set in a feudal time where such acts were commonplace tactic to break the morale of a town suffering incursion, it should be allowed providing it is not glorified, and there is a SEVERE warning in place, and restrictions are enforced. Any glorification, excess, or lack of appropriate warning should be grounds for refusal of classification.

Q12:

What are the most effective methods of controlling access to online content, access to which would be restricted under the National Classification Scheme?

Use of information that is personal, and would never be shared. Download Rights Management software such as Valve's "Steam" system has proven that personal information can be protected. Instead of putting in a birthday, why not your driver's license number?

Q13:

How can children's access to potentially inappropriate content be better controlled online?

Ref Q12

Q14:

How can access to restricted offline content, such as sexually explicit magazines, be better controlled?

Assign a task force to ACTIVELY seek out breaches of the Classification system, and punish accordingly. If moderate fines were in place, the revenue would more than cover the cost of that department, due to the blatant disregard the public has for the system at the current time. I have never met, or even heard of someone being punished, or even warned about misuse of content.

Q15:

When should content be required to display classification markings, warnings or consumer advice?

Any time, all the time. At the start of advertisements, segregation of mature content from regular content in stores, better online verification systems, or whenever there is the slightest doubt that content may offend, corrupt, or have otherwise unwanted impact on the public.

Q16:

What should be the respective roles of government agencies, industry bodies and users in the regulation of content?

Q17:

Would co-regulatory models under which industry itself is responsible for classifying content, and government works with industry on a suitable code, be more effective and practical than current arrangements?

Q18:

What content, if any, should industry classify because the likely classification is obvious and straightforward?

None. All content has the potential to offend, and should be treated on a case by case basis. Precedents may be set over time, but allowing a blanket yes to media is how my 12 year old niece got an I-phone, and then received a graphic video of decapitation WHILE AT SCHOOL.

Q19:

In what circumstances should the Government subsidise the classification of content? For example, should the classification of small independent films be subsidised?

Q20:

Are the existing classification categories understood in the community? Which classification categories, if any, cause confusion?

Due to the lack of R18+ on interactive media, the public seems to think all of it is fine. Worse still, the OFLC knows that certain games should be allowed in, despite being unsuitable for MA15+, but as refusing classification would have caused uproar, they assigned the lower, incorrect rating anyway. Prime example, Manhunt, by RockStar. This is a monumental failing.

Q21:

Is there a need for new classification categories and, if so, what are they? Should any existing classification categories be removed or merged?

Yes, the gap between MA15+ and R18+ is far too large, and M15+ is a joke. Recommended for adults still allows children to buy it, and they do not heed advice well.

Q22:

How can classification markings, criteria and guidelines be made more consistent across different types of content in order to recognise greater convergence between media formats?

Q23:

Should the classification criteria in the Classification (Publications, Films and Computer Games) Act 1995 (Cth), National Classification Code, Guidelines for the Classification of Publications and Guidelines for the Classification of Films and Computer Games be consolidated?

Q24:

Access to what content, if any, should be entirely prohibited online?

Q25:

Does the current scope of the Refused Classification (RC) category reflect the content that should be prohibited online?

The current RC reflects nothing. New classifications need to be brought in, and media really needs to be reclassified accordingly.

Q26:

Is consistency of state and territory classification laws important, and, if so, how should it be promoted?

Yes, as enforcing differences would require an unlawful invasion of privacy.

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I apologise for the plain text formatting, I was unable to validate my submission electronically. Any queries, please contact me, email contact preferred due to shift work.