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Q1:

Q2:

The ability for adults to access media at their discretion, whilst allowing parents and guardians a good guide as to what media is suitable for their children/wards

Q3:

Not at all

Q4:

Perhaps, if the burden on the classification system cannot handle all of the incoming media - maybe content that is below a certain threshold could be self classified.

Q5:

Yes and yes - the core purpose of classification should be to allow people (or their legal guardians) to make informed decisions about what media to consume, and to allow the distribution of media to be limited to an age-appropriate audience

Q6:

No (unless this is necessary due to resource constraints)

Q7:

Yes

Q8:

Yes

Q9:

No (unless this is necessary due to resource constraints)

Q10:

No (unless this is necessary due to resource constraints)

Q11:

Nothing - it should be classified on the basis of what it contains, and nothing else (barring any exceptions made due to the inability of classifiers to review every piece of media).

Q12:

There are no effective methods - it is far easier to circumvent any filtering technology than it is to implement it.

Q13:

An optional (and free) filter than parents/guardians can install/activate to protect their children.

Q14:

Q15:

When it is being sold or displayed

Q16:

Q17:

Yes, due to the sheer volume of content being produced.

Q18:

Q19:

Q20:

They are understood well - I am not sure where there is any room for confusion.

Q21:

Q22:

Q23:

Q24:

Q25:

Q26:

Yes it is - see Q28

Q27:

Q28:

Yes - it makes sense for this to be a federal decision.

Q29:

Games MUST be brought into line with other forms of media - this will discourage piracy of banned games and prevent games slipping into a lower category than they should be in.

Other comments: