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Q1:

Q2:

Objective 1: Classify media content based on suitability for different age groups.

Objective 2: Give adults the information necessary to make informed choices about what they want to watch and what they want their children to watch.

Objective 3: Restrict the ability of minors to circumvent the above two objectives.

Q3:

Unfortunately, yes. With advances in communication technology it is impossible to classify everything. This is why we have things like software filters and anti-virus programs for the internet. There needs to be a clear statement of what media sources are directly classified (eg games, movies) and what is not directly classified but could be open to complaints (eg websites).

Q4:

See Q3.

Q5:

Q6:

No.

Q7:

Q8:

Not necessarily the same way but I think it needs to be at least co-regulated. There's no way that I can think of for government to seriously influence businesses in this field.

Q9:

No.

Q10:

No, I don't think this kind of distinction is appropriate considering current technology. The line between public content and home content is being constantly blurred, so I think most media sources could easily fall into both categories.

Q11:

Q12:

An opt-out blacklist of RC material would be partially The software itself will continue to develop and improve over time.

Q13:

Help parents restrict the ways in which children can access the internet. For example, parental controls and antivirus software on computers.

Q14:

Q15:

If it's classified, then always; that's the whole point of classifying it.

Q16:

Q17:

Certainly a co-regulatory model would be better for some media sources, however

Q18:

I can't think of anything that should be self-regulated for that particular reason.

Q19:

Hard to say. A more interesting question might be: why would anybody want to pay to have their content classified?

Q20:

Q21:

Q22:

Q23:

Q24:

Q25:

Q26:

See below.

Q27:

Federally-regulated. There is no reason to have different regulations for different states in this area, especially with the increase in digital delivery of media content.

Q28:

Yes.

Q29:

Other comments: