

CI 620 G Beach

First name: Gregory

Last name: Beach

Q1:

A new framework for classification; we need every type of media to be classified the same way, how you choose to enjoy your entertainment shouldn't effect how it is rated.

Q2:

To have a standard classification across all media and to allow adults to view and hear what they wish while keeping such media out of the hands of children.

Q3:

Yes, but only when classification is impractical to implement (such as the hundreds of thousands of mobile apps. and facebook games)

Q4:

Yes, it is impractical and over-expensive to force all content to be classified. This depends on the platform (see question 3).

Q5:

No, classification (or non-classification, should be standard across all media, not based on their content)

Q6:

Yes, to an extent. The size of the andriod and itunes and facebook games market is too large to classify at the rate that it is growing. That said, videogames and movies despite being, on a whole larger and have more mass market potential, should be classified.

Q7:

Yes, artwork is just like any other media, just like playboy magazines are restricted for sale (as they should be), the same images should not be allow to not be classified if they are displayed in a gallery.

Q8:

Yes, the delivery method doesn't matter, it is the content that classification should be based on.

Q9:

No, content can be accessed by anyone at this day and age, just because the composition or size is at one point doesn't mean that it won't change at a later time (such as video-games). Also, just because the market is small doesn't mean they should be discriminated upon or given a benefit over other material

Q10:

No, where it is viewed shouldn't change whether or not it is classified.

Q11:

the national classification scheme should have a framework, standard over all media, that is industry classified and reviewed on a complaints basis (and possibly a random sample of content classified each year to ensure that classification is correct).

Q12:

It is not feasably possible to classify all internet content, there is more video being uploaded to YouTube and Facebook than there are hours in a day, same with flash-games, images uploaded to the web etc. It is simply not possible to be done in this day and age unless you decide to cut off the entire country from the internet (and that includes facebook, youtube, google image search, you name it.)

Q13:

See above, have free avaliability of a parental controls system is the only way to help but in the end it is the parents responsibility to supervise what their kids are viewing, not the governments.

Q14:

Have fines for selling restricted content to minors, not just for the company but for the specific attendee that conducts the sale, and have it manditory that video-cameras are installed in stores that sell such content (for evidence and policing of said law.)

Q15:

When they are displayed on sale, potential purchases should be aware of what the classification is before they decide whether they will buy it (in other words the exact same way that it is done at the moment.

Q16:

Government agencies should lay down the framework that is to be adhered to (in discussion with industry bodies to make it as clear as possible), industry bodies are to self-classify their content in relation to the the framework and users should complain to the government agency when they believe that the guidelines have been breached (and then the government agency would investigate the complain in compliance with the guidelines. Media should not be refused for sale while the complain is being investigated, only in the complaint is upheald.)

Q17:

Yes, much more suitable, it gives industry greater certainty on classification and freedom to create the game in accordance with their intended market ad it requires less administration (and thus cost) for the government.

Q18:

All content, classification should be obvious and straightforward for all types of media so that industry knows what classification the media will be during the design and production of it. Videos, Games, Magazines, Radio, Book (and any other media that exists or could exist in the future).

Q19:

Ass stated above all content should be classified by industry, as such the costs of classification should be minimal or non-existent, therefore classification issues should not be a problem. Possibly have a board that classifies content for companys with a limited threshold or turnover if they don't have the capabilities or contacts to self classify.

Q20:

For the most part they are very well understood, that only catagory that may have some misunderstanding is the difference between M15+ and MA15+ (one is recommended for only 15 and older, one is restricted for sale and viewing for 15 and over unless accompaied by a parent or adult gardian) and R18+ and X18+ (the level on content).

Q21:

I believe that the M15+ should be changed to something akin to the Teen rating of America, something that is rated higher than PG but doesn't rate a MA15+ rating. It helps remove the confusion between the M15+ and MA15+ ratings while still notifying the potential public that it is not as soft as PG (say a T13+ or similar)

I believe that there should be a XXX18+ (or something to that extent) available for sale in adult shops only. It should contain content that is currently refused classification (RC) that contains fetishes that don't include pedophilia or rape (such as consensual bondage or tickling fetishes).

Q22:

Q23:

Yes, absolutely, all media should have the same guidelines despite the method of delivery that is chosen.

Q24:

Pedophilia; although how that is possible I cannot comment on.

Q25:

No, there are some people that enjoy stuff that isn't illegal in Australia nor causes any harm that can be performed in Australia but not watched. If it is legal to do in this country (and even legal to buy product in which to perform) then it should be legal to watch.

Q26:

You, we are one country, classification should be consistent across all states and territory, it should be administered at a federal level (also any future changes should be on a majority vote at any given time (as opposed to the current Standing Committee of Attorney Generals situation which requires full consensus on classification issues). Decisions should be a majority vote (like is done in a democracy, not having one person veto all others) and how they voted should be public (as they are our representatives and we have a right to know how they represented us rather than having the option of saying they haven't decided when in fact they are representing something completely different in the vote).

Q27:

A federally run scheme where decisions are made nationally (and possibly a recommendation board featuring representatives from each state and territory to advise on issues specific to their jurisdiction).

Q28:

Yes, see above

Q29:

No other way simply a scheme that is consistent over all forms of media, that is self-classified by industry, that allows for the sale of media depicting any acts that are not illegal in Australia and doesn't require a complete consensus to change with unexpected and unanticipated changes in the future.

Other comments:

As will no doubt be claimed by other submissions, there is no proven link between violent video games and violent behaviour or even that the interactive nature of videogames affects behaviour any more

that viewing or reading does. Also, artistic merit is in the eyes of the beholder, just like some consider paintings, sculptures and dance art, others consider pictures, movies and video-games art.