

CI 631 A Dark

From: Andrew Dark

Q1) Whatever best allows for the end result to be achieved.

Q2) To ensure that all content is appropriately highlighted so that those who want to consume responsibly can do so.

Q3) No. Though it should be acknowledged that different technologies and platforms allow for completely different content even if based upon the same subject matter.

Q4) Yes. But only if there is a default rating that applied to content that is not rated to serve as a warning for anybody engaging with it.

Q5) No. If people really want the content, they will find a way to get it. Classification should tell you about the content, if required, classify it as such and give people to choice to engage with it or not. If the classification system is robust enough, it should be clear what is and is not child appropriate.

Q6) No.

Q7) Yes. If it is possible to run into content accidentally (ie. walking along the street), then it makes perfect sense to require a standard to follow.

Q8) Yes.

Q9) No.

Q10) Yes. Public content can be run into where as private access is sought for.

Q11) All content should be classified. If something has high violence, provide that advice. Banning something outright will not make it impossible to obtain. Information is the key to control.

Q12) Opt in restrictions. Some consoles have the ability to create a "child" account with limited access. If something similar could be set up for the internet access, people could decide what content they feel best in experiencing. Parents could also limit what their children get access to without restricting their personal usage.

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Q14) Provide intensives for retailers to enforce the restrictions.

Q15) When the content is first encountered with the option to view further information about the classification.

Q16) Government to provide consumer advice. Industry bodies to assist the government in gathering information required to provide that advice. Users to follow the advice and provide feedback on the accuracy of that advice.

Q17) Yes. As long as there was suitable oversight, then a commercial feedback would drive a desire to provide more accurate ratings and advice schemes.

Q18) Unless the classification system is set up in whole by the industry (see Q17), then the industry should not be given the option to circumnavigate it on a case by case basis.

Q19) No. Everyone should follow the same system and pay the same price for the same conditions.

Q20) The point of confusion is that the classifications do not meet up with each other. Many people see video games and movies as essentially the same thing. If the two systems are different, then people go in with certain expectations. We should ensure a uniform standard to ensure that these expectations are met.

Q21) A classification of "Not Recommended for Anyone" would help to identify content that will probably be offensive or inappropriate for the majority of people without driving that content into the underground where people will seek it out as a challenge where they might otherwise just not care about it.

Q22) Make the same "appropriate for" statements across the board.

Q23) No. But they should be brought in line with one another.

Q24) Only illegal content should be restricted.

Q25) No. But it does highlight the types of content that should be flagged with warnings.

Q26) Yes. Regardless of what the classification system is, it should be uniform across the country to avoid confusion especial with inter state communication that exists these days.

Q27) National system.

Q28) Yes.

Q29) Work with the industries and user base not against it.

Comments) Ignoring the negative does not make it go away and does not teach us anything. Only by engaging with and discussion negative can we learn what is negative about it and move away from it in the future.