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- Q1: Improving key elements of the existing framework
Q2: Keep inappropriate material out of children's hands while allowing adults to have the freedom to choose the media they consume
Q3: No, there should be no difference
Q4: No, all content should require fair and balanced classification
Q5: All content should be fairly classified to ensure that the appropriate information is communicated to consumers regarding the nature of a media product's content
Q6: No, it should make no difference. All content should be subject to the same classification process
Q7: There should be some sense of consumer advice provided to communicate some information regarding potential objectionable content
Q8: Yes
Q9: Not at all
Q10: No
Q11: All consumable media content should be classified in some way, shape, or form as it relates to the product's intended use (i.e. online interactions in a video game shouldn't effect the classification a game receives as it is not part of the product's intended use and the creator, to an extent, can't fully control online interactions
Q12: Age-based restrictions based on Internet service account and also monitored in the home.
Q13: Better parental involvement and education, development of monitoring tools
Q14: The point-of-sale should be held accountable for materials sold to those that are under the age of 18
Q15: At all times, regardless of rating
Q16:
Government - Provide information to consumers regarding content Industry - Assist in providing information Users - Ensuring inappropriate materials do not fall into the hands of those that the materials are not suitable for
Q17: Quite possibly. Sounds like a better arrangement
Q18: As much as possible
Q19: Maybe subsidise content that is produced in Australia
Q20: As far as I'm aware there are no confusions regarding the classification categories
Q21: Yes, an R18+ classification for video games should be introduced. I don't think there should be any categories removed
Q22: Holding all forms of media to the same classification standards instead of treating, for example, films different to video games
Q23: Most definitely, yes
Q24: Nothing. Saying otherwise provides too much leeway for people to enforce their interests through banning certain materials i.e. religious bodies influencing the banning of certain forms of heavy metal music
Q25: No
Q26: Yes. Encouraging the states and territories to remain consistent by perhaps providing classification subsidies or assisting in the costs of classification
Q27: Unsure of how to answer the question.
Q28: Yes

Q29: The introduction of an R18+ rating for video games is paramount to ensure adults have the freedom to choose the content they consume and to put Australia on the same level as other nations Other comments: I feel that adults should have the freedom to consume the media they choose and that there shouldn't be government intervention preventing adults from consuming the media they choose.