

CI 156 C Chan

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Q1:

They should focus on improving key elements of the existing framework, due to there already being in place a reasonably sufficient framework for classification, except in the realm of adult content.

Q2:

That we are brought into line, with other countries as well as allowing the free access of information presented through the medium of computer games.

Q3:

No, as the technology or platform does not accurately reflect on the content that is being accessed.

Q4:

In the case of children's content, yes there should only be a necessary classification based on a complaint, however in adult content, there needs to be classification in order to separate content classified as mature from adults only.

Q5:

No. It is impossible to accurately determine the potential impact of content, due to the experience being mainly subjective. E.g. an elderly person will be generally offended by content that would not offend a person in their late twenties. Content designed for children should not be classified across all media.

Q6:

No. The size or market position are irrelevant.

Q7:

Yes. Artworks are generally allowed to go around un-classified. This has been seen in a large number of cases, e.g. the recent example when nude pictures of a young girl, were considered "art" and displayed. In this modern day of abstract and "shock" art, artwork now is required to be classified due to the potential harm it could pose to children. This is more for the purpose of providing consumer advice, informing them that the images displayed may be inappropriate.

Q8:

Yes, popular music is played on the radio over and over. Due to this, children have extremely easy access to mature and adult content that is contained within musical lyrics. This can be seen in a large amount of popular music, such as the controversial 'Lady Gaga'. Audiobooks should be classified if they contain adult content, such as erotica.

Q9:

No. It is irrelevant.

Q10:

No. It is irrelevant.

Q11:

Their intended audience, as mentioned in Q4. All adult/mature content should be classified, in order to prevent teenagers and young children from accessing adult content.

Q12:

Proper education of parents. They do not know how to effectively monitor their children. It is as simple as not allowing their children to have computers and other devices with online content, in a place where it is not able to be supervised. In other words, make the parents understand the best method of controlling access is constant supervision of their children's online activities.

Q13:

Software that allows the parents of the children to decide what websites can be accessed. Naturally, this is not a particularly effective way to restrict children's access, as any child with a sufficient knowledge of computers can circumvent this software.

Q14:

Restricting their sale to minors, requiring I.D. There also needs to be increased classification of magazines whose target market is young females. There is a large number of magazines, such as "Dolly", which contain sexually explicit information, however these magazines are sold to girls sometimes as young as 10.

Q15:

Content should be required to display classification markings, warnings or consumer advice whenever it is available for sale, as well as when it is advertised on TV/Radio/Internet.

Q16:

Government agencies should be the ones classifying as they should be an impartial body. Industry bodies cannot be trusted as they may allow content to be accessed by children, as this would increase sales. Users should not be involved in regulation, as this can be heavily biased, for example the Australian Christian Lobby has been a key influence on the classification of games. This is bad, as they are very biased against anything with adult content.

Q17:

No. Industry can be very biased, and this could result in corrupt individuals within the government, due to bribes offered by members of industry to allow media to pass through unsuitably classified. Refer to Q16.

Q18:

Children's content.

Q19:

When content is being produced by small independent producers.

Q20:

No. MA15+ is commonly misunderstood. Parents often purchase these games for children that are not above the age of 15, because they are under the impression that it will have suitable content for them.

Q21:

R18+ for computer games. This would not only bring Australia into line with other countries, it would also prevent the access of adult content for children. When a game is refused classification due to adult content, the developer simply removes small parts of the game play until it successfully passes and is classified as MA15+. This allows children to access adult content.

Q22:

Introduce a universal classification system that affects each medium.

Q23:

Yes.

Q24:

Content that is illegal, such as Child Pornography.

Q25:

No. Refused Classification is ineffective due to the current system of classification.

Q26:

Yes. As due to the small size of the country, it can be easy to source material that has been classified with a lower classification from another state. It should be promoted by various campaigns.

Q27:

A wider scheme that includes more classifications in particular R18+ for computer games.

Q28:

Yes.

Q29:

By improved guidelines and framework for the classification.

Other comments: