

CI 17 M Lymn

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Q1: We require a new framework based on heavy industry involvement and the introduction of an R18+ adult rating for interactive content to bring us in line with every other first world nation.

Q2: The primary objective of a national classification scheme should be to prevent children below the age of eighteen (18) from accessing content designed specifically and solely for access by adult members of the community (18+). While insufficient study has been performed into the long-term effects of early exposure of children to graphic content, rendering judgements based off those theories moot, it can easily be ascertained whether or not content was specifically designed for access by adults only, or access by all members of the community.

Q3: No. ALL content should be classified; however Australia requires an adequate, modern classification system to do so.

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Q5: No. Content must be classified by the FACT of its intended audience, as opposed to THEORETICAL long or short term psychological impact.

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Q7: No. Art by its very nature requires freedom of expression and exhibition.

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Q12: No agency has an effective method of controlling online access to any electronic content. Basic computer knowledge allows the demonstratable bypassing of any given online censorship scheme. A waste of precious resources.

Q13: No agency has an effective method of controlling online access to any electronic content. Basic computer knowledge allows the demonstratable bypassing of any given online censorship scheme. A waste of precious resources.

Q14: It is impossible to control distribution of offline content if the distributor is unconcerned with the consequences. Harsher penalties (or introduction of new penalties) should be applied.

Q15: All classified content should have classification markings displayed.

Q16: Modern Government agency is responsible for introducing a modern classification scheme to Australia to resolve obvious failings and bring our entertainment industry in line with all other first world nations. Industry bodies are responsible for marketing and distributing content ONLY to the target age group. Adult users are responsible for themselves - children must be regulated by their parents.

Q17: Yes, very much so. The industry is (obviously) aware of the intended audience for their product - the Government is simply responsible for granting them an adequate classification framework upon which to work.

Q18: All industries should have a hand in classifying their own content. They are much more aware of its intent than Government agency.

Q19:

Q20: Existing classification for film and television is well understood. Unfortunately this does not translate to interactive content such as video games - the lack of an R18+ rating for video games ensures that Australian children are playing games intended only for an adult audience (which have been classified 18+ in all other first world nations), as their parents are under the impression that the game was intended for a 15 year old audience. This is wrong.

Q21: There is a need for an R18+ classification for video games. Games which have been classified "adult only" in every other first world nation are being sold to children in Australia, or being censored or banned. This is a disgraceful oversight by our Government and adversely affects our children and our entertainment industry alike. It is ludicrous that mature Australian adults of free will are forced by our Government to play censored video games, or have video games banned from access altogether, simply because Australia allows those same games to be sold to children.

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Q26: It is of absolute importance that state and territory classification laws are one and the same. Anything else promotes confusion and defeats the purpose of the scheme(s).

Q27:

Q28: Yes. Classification is a national concern and should be a Federal matter.

Q29:

Other comments: