

CI 202 R Van der Watt

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Q1:

The focus should be on improving the key elements of the existing framework to have a standard and consistent framework across all media formats.

Q2:

To have a clear and standardized classification scheme for all media formats.

Q3:

No, the technology platforms should not affect classification. The content should fit into the classification framework regardless of platform. The current framework became out of date with video games resulting in games being made illegal in Australia because of a lack of rating. If the new framework is not platforms specific this problem should not arise again.

Q4:

No, all content should be classified to allow people to make an informed decision about media.

Q5:

No. Impact is a very subjective and would result in a framework that is not clear and standardized. If it must be included it should only affect the classification received and not whether or not it is classified.

Q6:

No, classification should be standardized. Thus all media classified.

Q7:

Yes

Q8:

Yes

Q9:

No, all medias should be classified

Q10:

No, all medias should be classified

Q11:

All content should be classified.

Q12:

The classification scheme should not be controlling access, only classifying.

Q13:

The only way children's access to potentially inappropriate content can be controlled reliably is for parents to take a proactive role.

Q14:

By not having them within easy access, for example having them in sealed packages or in a location that can be monitored.

Q15:

Classification should always be displayed to allow informed decisions.

Q16:

Government agencies should only classify content, not regulate content.

Q17:

Yes, as this would require a standardized classification scheme which is what is required.

Q18:

If the scheme is clear and standardized then all content could be classified by the industry.

Q19:

All situations. Classification is there to allow the people of Australia to make informed decisions about media, not just the media that was able to afford classification.

Q20:

For the most part. However the lack of R rating for video games causes much confusion. Many people do not realize that video games do not have an r rating. Confusion arises when games are refused classification and banned in Australia simply because the current classification scheme is lacking a rating. This is not a justifiable reason for government censorship.

Q21:

No, the current classifications are adequate, as long as they are standardized across all media, such as Video games also having the R rating.

Q22:

There should not be a difference in classifications across media types. The current markings will be fine.

Q23:

If this means a more standardized and consistent classification framework, then yes.

Q24:

The only time content should be prohibited is if it is a result of a crime, eg child pornography or rape.

Q25:

No, and I say this in relation to video games, which are prohibiting games based on a lack of rating rather than justifiably illegal content.

Q26:

All Australia should have the same classifications. If by promotion you mean advertising to make aware, the current markings are sufficient.

Q27:

Whatever happens, we need a framework that is clear and standardized to allow people to make informed decisions.

Q28:

If this results in a standardized classification framework, then yes.

Q29:

The framework for classification must be consistent across all media formats and allow informed decisions to be made. One of the most important ways for this to happen is for video games to have an R rating. Refusing classification currently results in making a product illegal in Australia, and governments should think long and hard before making something illegal. This is not the case in video games, they are being made illegal because of an out of date framework, an unacceptable reason for government censorship.

Other comments:

I feel that a classification scheme is there to allow the people of Australia to make informed decisions about all media. The choice to make something illegal should not be taken lightly, as is the current situation with video games. The lack of an R rating results in refused classification of games, which results in them being banned in Australia. Making something illegal because the classification scheme is out of date is ridiculous.

Also the current framework where classifications can only be changed by a unanimous decision from all attorney generals is unacceptable, it results in decisions being made that do not reflect the people of Australia and puts more power into the minority view. One individuals views can govern decisions, and that is not reflective of our democratic government.