

CI 206 C Foale

First name: Cameron

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Q1:

Improving key elements

Q2:

To accurately inform consumers about media content, and to ensure parents can monitor the content their children can access..

Q3:

Yes - while it is certainly feasible to classify content available on store shelves in Australia, the sheer amount of digital media available via the Internet and the impossibility of applying classification rules and access controls to it all means that attempting such a task would not be the best way of using funding. There are already initiatives in place to self-classify Internet content, which major content filtering software products use.

Q4:

This question is very vague, what is covered by "some content"? In general, I think that mandatory self-classification would be a reasonable compromise, with penalties for deliberately misleading ratings, and with the government classification board acting almost as an ombudsman.

Q5:

I think content designed for children is perhaps the least in need of blanket classification requirements - if the aim of classification is to avoid adult content being made available to children then it is the mature and borderline-mature content that needs accurate classification. Content producers know which age group their product is targeting, and the market would not support inappropriate content designed for children. It does support mature content designed for adults, and making sure this content is accurately labelled as to its suitability for children is the most important role of the classification system..

Q6:

Yes, it is not reasonable to expect very small content producers to apply for (expensive) classification by default for, say, iPhone and computer games. Self-regulation would avoid this entire discussion.

Q7:

No, this should be the responsibility of the exhibitor.

Q8:

I don't have any problems with the classification of music currently. Audio books should be treated the same way as printed or electronic books.

Q9:

All content made available for physical sale in Australia should be self-classified by the content producer or classified.

Q10:

No opinion.

Q11:

Q12:

As far as I am aware, there are no effective methods of preventing access to online content, other than disconnecting or severely throttling international Internet links. I vehemently oppose mandatory Internet filtering.

Q13:

Through self-regulation, user-installed content filters, and education.

However, a lot of content is accessed via email and social networking, to which this question is the equivalent of asking how one can control the dissemination of photographs between friends.

Q14:

If it were a priority to do so, by introducing stricter penalties for sale to minors, as well as penalties for buying such content on behalf of a minor, similar to the current regulations around alcohol sales.

From a technical standpoint, ink that fades out after a few weeks might also prevent the spread of explicit content - although I don't know if such a thing exists!

Q15:

If it has been classified, it should be required to display classification markings. If it has been self-classified, it should be required to state that as well.

Q16:

As seen from several game releases that have been made available to teenagers, and then subsequently refused classification on further investigation, it is clear that content producers have a more intimate knowledge of their products than is feasible for the classification board to attain during the classification process. I don't think it is in the best interests of content industries to distribute adult content to children, and I therefore suspect that an industry-driven classification process, with government oversight and response to user complaints, is the best classification scheme.

Q17:

Yes, I think such an approach neatly handles the situation wherein content developed by small producers or aimed at small audiences can be classified without undue cost to the government or the producers themselves. I think it is appropriate for the government to have full oversight of such a system, and the ability to enact penalties for deliberately misusing ratings tags.

Q18:

Content aimed for very young children is unlikely to contain horror, violence, or sexually explicit material, and should be easy to classify - ie Dora the Explorer should be straightforward to classify. At the other end of the spectrum, very violent content (such as the Saw movies, and the Manhunt video games). Content between M and R may not be straightforward, or content aimed at children that deal with disturbing content

Q19:

In an industry-regulated scheme, I think there should be enough subsidy to cover the cost of simply submitting a classification. If a classification has been found to be incorrect after consumer complaints or government investigation, then I do not think subsidies are appropriate.

Q20:

I think there is some confusion between M content and MA15+ content. The M stands for moderate in one and mature in the other? It is not clear to me that both are necessary. Perhaps changing the M to a T for teen would remove some confusion.

Q21:

Yes, there needs to be an R18+ category for video games. I am 33 years old, a father of two children, and I want access to content designed for me.

Q22:

Q23:

I think it would be a requirement to do so for content developers to reasonably self-regulate.

Q24:

Child exploitation, real (not acted) sexual violence.

Q25:

No, it is too broad

Q26:

It is very important to ensure that producers can be confident their products will be made available. With online sales, the whole country's classification scheme would end up following the most permissive state's laws.

Q27:

A Commonwealth-only scheme.

Q28:

Yes

Q29:

Other comments: