

CI 214 A Austin

First name: Adrian

Last name: Austin

Q1:

At the moment I believe that the framework is satisfactory, however the element that needs reworking is Interactive Entertainment (ie Video game classification).

Q2:

To allow everyone within Australia the choices of most other countries throughout the world. This would require an extension of the existing classifications to allow for AO (18+) rating games.

Q3:

No, I do not believe that the tech or platform used should have any effect on classification.

Q4:

No, use a uniform standard to work out correct classifications and stick to it.

Q5:

Yes, if content is designed for children, it needs to be uniform across all media. What goes for one, goes for the rest.

Q6:

No, as per question 5. No favouritism or different standards for one or another.

Q7:

Q8:

Q9:

No

Q10:

No

Q11:

Q12:

Through the use of internet access blocking software (blocks internet access to websites deemed unsafe for certain populace ie children/minors). This would also require that parents monitor more closely what their children access.

Q13:

Through the use of internet access blocking software (blocks internet access to websites deemed unsafe for certain populace ie children/minors). This would also require that parents monitor more

closely what their children access.

Q14:

The current method of plastic covers around magazines etc. Requirement of ID.

Q15:

When deemed that it is required, a certain level of common sense and uniformity is required.

Q16:

Q17:

Q18:

Q19:

Q20:

Q21:

Yes, an AO or R18+ classification for games within Australia. We have one already for other types of entertainment (DVD's, Magazines etc) so why not one for games?

Q22:

Q23:

Yes

Q24:

Q25:

To a degree yes, however the RC category needs to be looked at for game classifications.

Q26:

Yes, every state needs to be the same when it comes to classification. Online, TV and radio is the best way of promoting this need.

Q27:

Q28:

Q29:

Uniformity across the board, this includes both online and offline.

Other comments:

After reading through quite a few public submissions, I've noticed that there is a lot of "think of the children". I am going to turn that around and say think of the adults. Think of the parents. When it comes to classification, no scheme would work if parents didn't monitor what their children are playing (video games) or watching/reading (magazines/movies). Hold parents accountable if their children are accessing content deemed unsuitable for them. It's a two way street. The ratings go hand-in-hand with parental control or the lack there-of.