

CI 1528 A Waller

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Q1:

Improving existing framework - it works, but needs updating to cover new technologies and formats, etc

Q2:

To advise consumers as to the potential contents of a given work (eg: violent, primarily aimed at children, not suitable for children, etc)

Q3:

No

Q4:

No, as unfortunately you may end up with situations in which a vocal minority or interest group could force an unsuitable / unreasonable classification. It would be preferable for all works and content to begin on a level playing field.

Q5:

Content designed for children should be classified across all media to give parents / responsible adults a guide to work with when choosing what their children can access.

Q6:

No

Q7:

Artworks should be classified to provide consumer advice, but not to restrict access.

Q8:

Yes

Q9:

No, but within reason. ie: if a work is only ever going to be seen by 20 people, all of whom are over 18 then classification would not necessarily be worthwhile

Q10:

No

Q11:

Q12:

Realistically it is not possible to restrict access to online content. This internet is entirely too large, too international and too changeable to try and classify or restrict. ie: it would become an expensive and wasteful game of 'whack-a-mole'.

Q13:

Greater awareness by parents as to what their children are doing online. ie: parental supervision

Q14:

The current system of 'top shelf / under the counter' is sufficiently effective.

Q15:

Where practicable - eg: it will be difficult to display a classification warning on a song download, but easily displayed on a physical CD cover.

Q16:

Industry bodies and users should work with the Government to set standards, with all having equal voice (hopefully preventing vocal minority / corrupt industry / deadlocked Government issues). Where standards are breached, Government should be able to impose penalties.

Q17:

No - realistically industry is driven by the dollar, and thus they will have a vested interest in making sure their products receive the most profitable ratings, not necessarily the most suitable.

Q18:

Q19:

Media produced for educational purposes

Q20:

Q21:

R18+ for computer games should be instituted, to prevent otherwise 18+ content being 'down-classified' to MA15+, or completely refused classification.

Q22:

Q23:

Q24:

Only that content which is currently illegal (NOT Refused Classification) should be prohibited online.

Q25:

No - there are works that fall under RC which may be distasteful to some, but if not illegal should not be prohibited.

Q26:

Q27:

Q28:

No

Q29:

The introduction of an R18+ category for Tcertain media formats (ie: computer games). If I, as a responsible adult, can purchase movies containing R18+ content, there should be no reason that I should not also be able to access this content if it happens to instead be in game format.

Other comments: