

CI 2040 D Keen

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Q1:

Focus on developing a new framework that accommodates all types of media.

Q2:

Trying to give the consumer the final choice on which products they buy and don't limit this choice because there aren't adequate rating options available.

Q3:

All content should be classified equally, with the same disclaimers and age limits regardless of the medium or platform.

Q4:

All content should have to be submitted to a ratings board.

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Q7:

This should be handled at a gallery level, if there is a public space exhibition that shows age restricted content providing disclaimers should be part of the agreement between the artist and the city council.

Q8:

Yes.

Q9:

No.

Q10:

Q11:

Q12:

Having people provide their age when first accessing restricted content.

Q13:

This should be handled by parents who should be supervising the web browsing of their children.

Q14:

These magazines shouldn't have any restricted content on the covers and should be shrink wrapped while on stands.

Q15:

On the box that the product is purchased in and the start of the film or game.

Q16:

Q17:

Yes this would be more effective because the industry would be forced to regulate itself which would minimise costs for the government and would leave the content ratings in the hands of experts.

Q18:

Q19:

Q20:

Yes they are understood.

Q21:

There is a need for an 18+ category in videogames. This category is needed to bring Australia in line with the rating systems of most western countries worldwide.

Q22:

Q23:

Q24:

Content that would be directly dangerous to the public, such as bomb making or other information that would directly aid terrorists.

Q25:

Q26:

Consistency is important and should be promoted by consistent classification signage across the country.

Q27:

Q28:

Q29:

An R18+ content rating for games must be added the ratings list. Currently there are videogames that should be restricted to 18 years and older that are being sold in the 15+ category and many businesses and consumers that are missing out because products are refused classification.

Other comments:

Provide videogames the same opportunities as films and music by giving them a rating system that provides adequate opportunity for consumer to decide which products they will purchase,