

## **CI 2258 T Burgess**

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Q1:

It should improve the existing framework

Q2:

The scheme should be uniform across all media, and constructed in such a way that it allows all relevant media to be classified

Q3:

No. Classification should be uniform.

Q4:

No.

Q5:

Classification should be applied based on the content, not on speculative "potential impact".

Classification should be uniform across all media.

Q6:

No

Q7:

No

Q8:

If it is available for general consumption, it should be classified, or at least bear warning of any offensive content.

Q9:

No.

Q10:

No.

Q11:

Q12:

Illegal material should be punished by application of the applicable laws. RC content should not be filtered, as this is a practical impossibility and a waste of time and money.

Q13:

PARENTAL SUPERVISION.

Q14:

Q15:

Q16:

Q17:

Given the high number of movies, games, books, and mobile applications being released onto the market, self-regulation is the sensible way to go, with penalties for companies found to be knowingly under-classifying media.

Q18:

Movies, games, books, mobile applications.

Q19:

Q20:

The lack of an 'adult' classification for games may leave parents under the impression that all game content is suitable for children. I don't think the distinction between M and MA is very well understood.

Q21:

Classification should be uniform across all media. That means an R18+ category for games.

Q22:

By having uniform categories and classification guidelines.

Q23:

Yes.

Q24:

None. Possession of illegal material should be prosecuted on a case-by-case basis, but it's foolish to think you can censor the entire internet, and it would give a false sense of security to parents if you tried.

Q25:

Q26:

Yes.

Q27:

A self-regulatory scheme, standard across all states and territories, and standard across all media.

Q28:

Yes.

Q29:

Other comments: