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Q1:

Yes. As technology and society have evolved, so too does the classification system need to evolve, to better understand and work with the items that are being sent in for classification today.

Q2:

To bring video game classification in line with classification for movies - that is to provide a method for rating video games that includes a R18+ rating, to give adults the ability to access games that would fall into this category, while making sure these games are not classified under a lesser 15+ classification.

Q3:

The platform or technology should not affect whether or not the content should be classified. Just like how people look to classification guidelines for film or television to make a decision about what sort of content they might be watching (and if it would be suitable for children or teenagers), video games likewise benefit from a system that gives accurate classification and guidance for understanding the content.

Q4:

No. Classification serves as a guide, that allows people to make a decision on whether to watch/participate (or allow someone else to), even if they have very little knowledge of the content of that particular film/tv show or game. As a parent, I use classifications to better understand how a film or tv show that I am unfamiliar with, may be suitable or not for my child. When TV in particular gives information on contents (eg that it contains horror or violence), it allows me as an adult to make the decision on whether I would like to watch it or not, based on the type of content that I would otherwise not be aware of until watching it.

Q5:

All content should be classified. In my mind it is a case of having the correct levels of classification for all media - rather than a case of whether or not they should be classified at all.

Q6:

No. All content should be classified

Q7:

Artworks that would be considered inappropriate to be viewed by children, should be classified in order to allow parents to limit exposure to these.

Q8:

Definitely. As a parent, I am conscious of some of the music of today having overtly sexual and/or violent content, which is broadcast on radio and television music shows, which I would consider to be inappropriate at times when children might be present. We should be able to listen to the radio in the car during the daytime, with children present, and not have to fear that we are hearing songs with lyrics that would belong in an M rated movie.

Q9:

No. Size of the audience makes no difference to the matter of classification. Classification plays such an important role in the guidance towards how suitable the material is to different age groups, that it is necessary regardless of the size of the audience.

Q10:

Ultimately classification forms a guideline for parents, and they make the decision to follow that rating advice or not in their own homes. However while there will be some who ignore it, others find it invaluable. Classification should be given whether the content will be accessed at home or in private.

Q11:

Because of its role as guidance to parents and to those unfamiliar with the content - all content should be classified.

Q12:

Knowledge. The parents of children are the ones who should be controlling access to content - online or offline. I believe it is the parent's responsibility for this, not the responsibility of the government or national classification scheme. By giving parents sufficient knowledge on the content of any given tv/film/game, they have the knowledge then to make an informed decision as to the suitability of that item for their children. This is done through a complete ratings system. One that clearly defines what sort of audience the content is suitable for.

Q13:

Though parents taking greater responsibility with their child's online access, and by better classifying all content, to ensure that parents are aware of the level of content.

Q14:

Through retailers checking the age of customers, no advertising of inappropriate content to those who are underage, and classification.

Q15:

When anything is deemed unsuitable for a young child, classification warnings should be present. This allows parents to judge what sort of content it is, and if it may be suitable for the child (in the case of PG rating), or unsuitable

Q16:

In the case of an industry given rating, measures should be taken to ensure that the industry gives an appropriate rating. Whether that be through an independent review of the rating or by penalties for

inappropriate ratings.

Q17:

The industry will have a better knowledge of exactly what the content contains, more so than a review board who are going by submitted video, still shots and written reports. For this reason, an industry regulated classification could end up being not only more effective, but also help relieve workload on the governmental review boards. If penalties for giving a too-low rating were put in place, it would discourage the industry from giving incorrect ratings to their content.

Q18:

Where content has been rated under a particular classification elsewhere, and an industry is submitting the same content under the same classification here in Australia.

Q19:

Q20:

In relation to video games, I believe that with the absence of the R18+ classification, some in the community are not aware that content rated at MA15+ may not be suitable for teenagers. Some of this content I believe would be much better suited in an R18+ rating, if we had one.

Q21:

There is definitely a need for an R18+ classification for video games. Currently there are games that are given an MA15+ rating here in Australia that are classified R18+ elsewhere. These games would have been classified higher if we had a higher rating. Games that are currently refused classification here, that are classified R18+ elsewhere can often be purchased online, or pirate copies obtained. When people resort to piracy to have access to content because our ratings system is not as up to date as it is in other countries, it is a problem.

No current categories should be moved or merged. The additional R18+ category should be added.

Q22:

We need a consistent level of ratings. Video games currently do not have an R18+ classification, which film has. We need to at least have the same levels of classification across all media.

Q23:

Q24:

All Australians should have the freedom of choice to access content online. Minors should have their access restricted by their parent/guardian.

Q25:

Q26:

yes, as otherwise it causes confusion and complications.

Q27:

Q28:

yes. As it is in all Australian's best interests to establish a new classification framework, if all states cannot agree, then it should become the commonwealth's responsibility to implement it.

Q29:

Other comments: