

CI 969 C Ryan

First name: Chad

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Q1:

Improving key elements of the existing framework; the current system works well, but requires updating as I will detail below.

Q2:

Consistency across all forms of media and entertainment, including film, music, and video games.

Q3:

To an extent. I believe that the internet should not be classified as it is currently an immeasurably useful tool for human development and learning. Whilst altruistic in intent, efforts to censor or classify the internet beyond existing issues of legality will not achieve their stated purposes.

Q4:

Q5:

The potential impact of content should only affect whether it should be classified in tandem with considerations about the target audience. For example, a video game designed over seas for an adult audience should not be outright banned in Australia due to the fact that children 'might' play it.

Consistency is the issue here. We have R18+ classifications for films, but not interactive entertainment such as video games.

Q6:

Q7:

No. However there is a difference between classification and prohibition. Deeming something 'art' should not automatically make it exempt from legality. Child pornography and depictions of such should be judged by an independent panel rather than the classifications board.

Q8:

Yes.

Q9:

No.

Q10:

Yes. But only to a certain extent; the internet.

Q11:

Q12:

Educating parents and children about what is appropriate and what is not appropriate. Ensuring that the national curriculum empowers children to make healthy decisions regarding sexuality and experimentation.

Q13:

By their parents. It is not the governments place to be the parent of children.

Q14:

Q15:

When on sale or on display publically.

Q16:

Q17:

Q18:

Video games.

Q19:

Q20:

Q21:

Whilst the current classification system works well, I feel that the differences between M and MA15+ are insignificant at best.

Q22:

Q23:

Yes.

Q24:

Only content that is explicitly illegal; child pornography, terrorism related matters, etc.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: