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Q1:

Q2:

To allow parents to make choices for what their children can access. The censorship of material to adults is unnecessary.

Q3:

Broadcast mediums should be held to a higher level of restriction due to the nature of inadvertent access by

minors. Mediums which are discretionary such as movies, books and art should have unrestricted freedom due to easier individual discretion when selecting what to view, hear or see.

Q4:

For small operations such as smartphone games/applications, complaints with substance should begin a classification process. All games which simulate content that would be deemed inappropriate for children user 13 should be subject to classification. This should include casino game simulators as well as videogames which would be generally considered violent or promoting crime.

Q5:

A practical approach needs to be developed here, not everything can be censored that sometimes should be for young viewers. The Internet as a platform presents an almost impossible challenge to anyone who is going to try to classify any significant proportion. Money would be better spent educating parents to do the content monitoring rather than a government body.

Q6:

Yes.

Q7:

Yes.

Q8:

Yes. Along the same lines as books and film.

Q9:

Yes.

Q10:

Yes.

Q11:

Potential to incite stupidity.

Q12:

Educate parents, controlling the content is impossible.

Q13:

Have parents monitor their own children.

Q14:

Q15:

Whenever above the level of G

Q16:

To provide a framework which can be adjusted to societies changing attitudes.

Q17:

Yes, especially with smaller impact content like smartphone apps.

Q18:

Q19:

Follow a classification after complaint formula for all works with little potential for harmful impact.

Q20:

MA15+ can be confused with M15+ due to the lapsed nature of enforcement.

Q21:

Q22:

Q23:

Q24:

None.

Q25:

Absolutely not. Controversial issues such as euthanasia are appropriate reading material for an informed society.

Q26:

Q27:

Q28:

Q29:

Other comments: