

CI 25 C Lee

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Q1: I believe they should improve elements of the current classification system. For the most part the system works, I think the ratings from G to M are fine as they are, however i believe an R rating needs to be added for games, and what falls under an MA rating should be adjusted.

Q2: To inform parents and consumers of the contents of the film or game which they are purchasing or playing. Not to decide if people should be allowed to play it, but to provide adequate information so that consumers can decide for themselves.

Q3: I think regardless of the technology or platform all film and video game media should be classified. I access media content through my phone, the television, though various consoles. When i purchase the content i would like to know what it contains, thus i believe it needs a classification, However in terms of mobile games and apps this would be a very difficult thing to achieve. I think it is reasonable to have all films, television shows and video games classified

Q4: i think books and artwork should only be classified if it has been subject to complaint

Q5:

Q6: As much as possible content should be classified, however if the market reach of an item is very small, and the consumers who are likely to purchase the content will already be aware of what it contains then perhaps it doesnt not need to be classified

Q7: If the artwork has had a complaint, then classification may be necessary to inform the consumer what they will be seeing.

Q8: I think the current classifications for music (strong language warnings) are sufficient. i do not believe audiobooks need to be classified

Q9: Yes, if the audience is small and are likely to be knowledgeable about the content then i do not believe it needs to be classified

Q10: no it should not, as these days much of the content you access at home can also be accessed in public

Q11:

Q12: a national filter is not an effective method of controlling access to online content. australia already has quite low internet access speeds and it would not be beneficial to lower these speeds further by imposing a national filter.

Q13: the best way to control childrens access to potentially innapropriate content is to educate parents about monitoring thier childs internet activity and through education of children about safe internet practices.

Q14: fines for selling to children, and fines for displaying them in a location where children can see them

Q15: when it is classified as innapropriate for children yet but is the kind of content that children are able to access

Q16: preferably the industries should be educated to regulate the classification of thier own content. the government should check the industry classification and intervene if there has been a complaint. the user should have an avenue of discourse if they would like to contend a classification

Q17: yes

Q18: industry should classify films and video games

Q19: yes, as this would relieve financial pressure on small independant companies.

Q20: I believe the MA category causes confusion, especially when it comes to video games. I worked at a video store for over 5 years. In that time i saw many parents allow thier small children to hire and play MA rated video games. These same parents would not allow the child to watch an MA rated film, but they allow them to play the game. When i warn the parents that this game is MA rated and probably not suitable for thier child, thier response is usually, oh its just a game or they have played it before. Many of the parents do not play the games with thier children and have no idea of the actual content in the game. So i think the MA rating for games is not effective currently. I think more public education needs to be undertaken to ensure parents are aware what this rating stands for. Also i think more detail should be provided along with the classification to ensure parents are more aware of what exactly the 'strong violence' or 'sexually explicit' items in the game are.

Q21: There should be a R rating for video games. I believe that this would actually prevent children from accessing innapropriate games rather that allow them access as some believe. I think this because in my experience an R rating is seen as much more severe than an MA rating by the general australian citizen. Those same parents who would allow thier child access to an MA rated game or movie will rarely allow the child access to an R rated movie (or game if they existed) It seems that they see an R rating as the line for what they will allow thir children to watch. MA is not taken as seriously. So i think that an R rating should be introduced, and i think that games like grand theft auto should be reclassified as R. As in my experience this is the game that parents allow thier children access to. If this game was R then it would be far less likely that the many small children that currently have access to i would not have.

Q22: I believe films and games should have the same ratings and markers as this is less confusing, however games should have more details in terms of thier exact content. As they are less passive than a film, a better knowledge of what they contain is more important.

Q23: films and games can be seperate from publications as they are a different form of media

Q24: child pornography should be prohibited

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: