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Q1: Improving the existing framework, to be more consistent across media types, in particular the addition of R18+ for video games.

Q2: To provide a clear and consistent classification across all media, allowing consumers to make informed decisions for themselves and their families, while avoiding censorship of adult content.

Q3: No. The barriers between different types of media are breaking down, and it's impossible to fully anticipate future trends in technology. Different classification systems only lead to confusion. One clear system for all platforms is the most efficient way to ensure appropriate, easily understood, classification of content on both current and future platforms.

Q4: Yes, if classifying every piece of content is impractical. For example, the huge number of downloadable applications on smartphones would require massive amounts of resources to classify every one.

Q5: Content for children could be given higher priority for classification, but I don't think every piece of media designed for children must be classified.

Q6: This is a logical way to prioritise resources, provided there is also a complaint system for requesting classification of less far-reaching content.

Q7: Classification as consumer advice would be okay, but I would not support restricting access to artworks based on their classification.

Q8: Yes.

Q9: This is a logical way to prioritise resources, provided there is also a complaint system for requesting classification of less far-reaching content.

Q10: No.

Q11:

Q12: Education programs, directing resources to apprehending creators and distributors of offensive content, and putting pressure on hosts to remove this content. Filters do not work and provide a false sense of security.

Q13: Education programs for parents and teachers. Filters do not work and provide a false sense of security.

Q14: Current controls are adequate.

Q15: Anything that has been classified should display classification markings. Further information would be better handled externally, such as checking an online database for further classification information.

Q16: Government should restrict illegal content, industry bodies should provide clear classification of content including any restrictions on who it

can be sold to, adult users should make their own decisions for themselves and their families (provided content is legal of course).

Q17:

Q18:

Q19: Yes, anything that can support independent films and other media would be welcome.

Q20: Mostly the categories are clear, but the lack of an R18+ rating for video games causes confusion about what content falls under MA15+ for games.

Q21: Addition of R18+ for video games. Other classification categories are fine.

Q22: Addition of R18+ for video games.

Q23:

Q24: Child pornography, Snuff films.

Q25: No. RC video games include content accessible to adults in other countries without restriction. Current RC guidelines for pornography are also overly restrictive (e.g., restricting content depicting female ejaculation)

Q26:

Q27:

Q28:

Q29:

Other comments: