

CI 1019 J Stevenson

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Q1:

Defiantly. The current framework we are using is outdated and cannot properly classify new media coming into the country. The current system of classifying media as G, PG, M ect could still be used, but an expansion to include an R18 rating for games is required to keep up with the rest of the world, as well as the Australian people. Currently, Australia's classification system for games is a joke across the world because of its lack of R18 rating and previous refusal to change or update the current broken system.

Q2:

To allow adults freedom to view the media they choose

Q3:

No, the media, whether it be physical or downloadable, should adhere to the same classification rules

Q4:

No

Q5:

No, education or historical videos such of ones of war may have a potential impact, but if it was rated the same way as every other media (For example, a war documentary if rated under the normal classification system may receive an MA15 rating) no one would learn about it until they were over 15

Q6:

No, Size and market position should not be factors when deciding the classification of media

Q7:

No, artwork that does not breach the law should not receive a classification. If an adult is taking their child to an art show, it should be both the art exhibitors and adults responsibility to know prior to the viewing what kind of artwork will be displayed and whether or not it would be appropriate.

Q8:

"Explicit" or "Adult Content" tags/lables on audio book or music is sufficient as they does not require the same regulation or classification films and games do.

Q9:

No, even if one person was to buy or view a certain media, that media should be classified any differently to that of a major release to a large amount of people.

Q10:

Q11:

Q12:

There isn't, one way or another people are always going to find loop holes or exploits. Short of disconnecting the internet, there isn't a way to control online content which is good as we should support net neutrality.

Q13:

It is the responsibility of the parent or guardian to make sure that the child does not have access to potential inappropriate content. One such measure to control their child's viewing habits is by installing a Net Nanny and being able to decide what they deem inappropriate.

Q14:

When it comes to the access to restricted offline content, there really isn't any better alternatives to the system we have in place. All age restricted materials already require ID to purchase. And again, it is the responsibility of the parent or guardian to make sure their child does not have access to restricted offline content.

Q15:

All media that has gone through classification should display classification markings. Media of which comes under education or exempt from classification should also display markings that it is not classified.

Q16:

It works okay as it is but the industry bodies and users should have a more involved role in classification allowing the government to implement and use the system of which the consumers have helped construct. A classification system doesn't work if the people it is made for don't agree with it.

Q17:

Q18:

Q19:

Q20:

Yes, but with the exception of the MA15 rating when in relation to games. People think that by not having an R18 rating that high violence or high impact games wont be allowed into Australia and wont fall into the hands of their children, while the fact is quite the opposite is happening.

Q21:

As previously stated, there is a need for an R18 rating within games. Some people think that by introducing an R18 rating for games the market will be flooded with high violence and gore games and will subsequently make its way to their children. The fact is that by not having an R18 rating, games that would ordinarily be rated R18 in other countries, get pushed down to an MA15 rating, making it even more available people under the age restriction. This is allowing people at 15 to purchase games that have elsewhere been rated for an 18+ audience. So not only is the current system not allowing adults access to media and material that they have the rights as adults to view, but allowing even younger people access to games the rest of world has deemed to be age inappropriate. The age of the average "Gamer" is in their 30's and its ludicrous that adults are unable to have access to media that is designed for them. As it stands, refusing classification to a game does nothing as people can easily just download the game (which increases piracy) or import it from a country which allows an R18 rating.

Q22:

The current system of G, PG, M ect work well and people understand them. As the game and movies classifications (with exception for R18 for games) are the same as it is; adding an R18 rating to games would not confuse people as they are already familiar with it from the R18 movie ratings.

Q23:

Q24:

As there is no way to re-enforce it, none. People should have access to all online content, but if a person is found looking at content of which is illegal or of criminal nature, it is their choice to risk going to jail or being fined the in same way as if they were accessing the material offline.

Q25:

Yes and no. Content that has been banned in other countries such as the US and England for obvious criminal or illegal content should be RC, but other things such as games which are allowed to be sold and is not illegal or criminal to show should be allowed classification.

Q26:

Yes, without a consistent classification system it would be easy to exploit and gain access to material that is RC or rated differently in your state

Q27:

Q28:

Q29:

More public input and involvement. Without the support and input from the people the classification system is designed for, the system doesn't work and remains broken.

Other comments:

You would get a larger public submission if this form wasn't so long and complex. Many people cannot commit the time or effort to fill out this large of a questionnaire and instead ignore it.

Please see the sense in reforming the classification system and bringing Australia's classification system up to the standard of other first world nations.