

CI 1108 A Lee

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Q1:

The ALRC should focus on making the classification system consistent between different genres - the most critical change being to roll out a R18+ classification for computer games.

Q2:

Consistency, appropriateness and clarify. The first two reasons are powerful reasons to roll out a R18+ classification for computer games.

Q3:

No it should not really make a difference, unless you are comparing script to audio to video (inherently different genres). That is - cinema, blu-ray, DVD, pay TV, TV and computer games are all of the same video medium and should not make a difference, and therefore should have a consistent classification system.

Q4:

There is some argument that books should not have to be classified because most of the material is relatively benign, and could fall under the ambit of this question. I am ambivalent about this.

Q5:

Yes on both counts, except perhaps for books (see Answer 4).

Q6:

No, otherwise there would be criticism on the grounds of inconsistency.

Q7:

I think that art (assuming this is referring to still images/pictures) which could potentially be considered pornographic should be classified, but even still it should not be classified as tough as say in video media.

Q8:

I think the current classification for music and other sound recordings is not broken, unlike in computer games where it is appropriate to roll out a R18+ classification for computer games.

Q9:

No, otherwise there would be criticism on the grounds of inconsistency.

Q10:

No, otherwise there would be criticism on the grounds of inconsistency.

Q11:

On face value only the type of media to be classified should be a factor in influencing whether content should be classified.

Q12:

There is no foolproof way - classifications are a strong guide but it is ultimately up to the consumer to choose what they should or should not be accessing as they can get around content censorship.

Q13:

This is best controlled within the family, so parental supervision and placing computers in open spaces within residences for instance. Filters hardly do anything.

Q14:

This is reasonably fair the way it is. There is no way to completely stop the distribution of restricted offline content as people over 18 years of age can easily hand such offline content to their friends without much threat of penalty.

Q15:

Most physical and online items should display such classifications as a guide to the consumer.

Q16:

They should classify and ensure that the content within similar mediums is consistently classified. So a R18+ classification for computer games would be a great continuance of the positive attributes of the classification system today.

Q17:

I think that the government should still be the ones to classify, as long as the objectives in Answer 1 and Answer 16 are met. The alternative brings with it the risks of industry capture.

Q18:

None due to industry capture (Answer 17).

Q19:

I do not think that this is appropriate.

Q20:

Certainly the sticking point of confusion is computer games. A R18+ classification for computer games would ensure greater consistency in classification within the video medium.

Q21:

I strongly believe in a R18+ classification for computer games, which should be added to ensure greater consistency in classification within the video medium.

Q22:

I think that this is fairly consistent, and point to the reform of music classification markings over the past decade to be more consistent with say cinema, blu-ray, DVD etc.

Q23:

If it means that there is a R18+ classification for computer games, then yes.

Q24:

I think that child porn is one case in point, but to stop the paedophiles accessing it is difficult if not impossible.

Q25:

No because I strongly believe in a rolling out a R18+ classification for computer games. Currently perfectly acceptable (throughout the world) R18+ games are refused classification e.g. Postal 2 or severely altered beyond their context e.g. Left For Dead 2, which is a travesty in a democracy such as ours.

Q26:

As long as there is a R18+ classification for computer games, I do not see too much controversy surrounding state or territory classification laws.

Q27:

See Answer 26.

Q28:

See Answer 26.

Q29:

Again, I am a strong supporter of rolling out a R18+ classification for computer games.

Other comments: