

CI 1118 J Kernaghan

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Q1:

Developing a new framework that is functional with modern society.

Q2:

To successfully introduce an R18+ classification for video games and apply it where necessary, and to maintain a universal classification code across all media formats where relevant.

Q3:

No. Content is content. This argument is a fallacy brought on by those who wish to oppress common citizens.

Q4:

The classifications board should do their job and classify material properly the first time around. Complaints should be evaluated, however.

Q5:

I'm certain you'll be able to cite a million "scientific" studies for and against this idea. It is meaningless. Content is content and should be evaluated equally.

Q6:

No. But the issue is that a lot of content which has been censored is perfectly viable for an adult-oriented classification and sale. This limits the productivity of our video game industry for no good reason.

Q7:

For providing advice for consumers. The responsibility should be on our adult citizens to protect their children from inappropriate content. If they have failed, it is no excuse to penalize the entire industry.

Q8:

Yes. Developers would never dream of marketing sex, drugs and violence to children in video games in the way that mainstream pop music does without moderation.

Q9:

No. Video games have been singled out because they are a smaller market and an easier target for those who want to control media in Australia.

Q10:

No.

Q11:

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Q12:

There are no effective methods of censoring online content.

Q13:

It is the parent's responsibility to moderate their child's online activity.

Q14:

By parent moderation.

Q15:

Whenever they are applicable. Displaying the classification on promotional material and packaging has always been effective.

Q16:

Government agencies to assess content and provide classifications and consumer advice. Industry bodies to produce content. Users to consume content and moderate access from younger people.

Q17:

It may help develop a more efficient classification system.

Q18:

Any content that may emotionally or psychologically harm a younger human, or encourage negative or antisocial behaviour. Violence and drug use are the main issues. Misogynistic and racist themes have also been poorly moderated in recent video games.

Q19:

Independent works should be subsidised. We should be supporting our creative cultures.

Q20:

Many parents do not understand that the MA15+ classification is a restriction on those under 15 years old.

Q21:

An R18+ classification for video games.

Q22:

The introduction of an R18+ classification for video games would be a start.

Q23:

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Q24:

I have no opinion on this issue. I do not believe the government can effectively censor parts of the internet.

Q25:

No. I can watch gameplay footage of Refused Classification (RC) video games online, for example. I believe I have a right to do so.

Q26:

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Q27:

Give control over the classification system and changes in it directly to federal parliament. We need not bother with the current system in which attorney generals can assert their personal viewpoints on a democratic process.

Q28:

Yes. The power that single individuals have over this process is a farce and a perversion of our democratic rights.

Q29:

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Other comments: