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Q1:

The ALRC should develop a new framework for classification.

Q2:

Providing a consistent approach to classifications across a broad range of media, such as music, video games and films/tv.

Q3:

Yes, There are vast amounts of content requiring classification but at the moment is not being classified, such as on the application stores for Apple or Android mobile phones.

Q4:

Yes, this is important as it allows the distributors/creators to classify their content. This then frees up valuable resources of the Classification Authority body to respond to complaints.

If a complaint is then justified and the distributor or creator has incorrectly classified their content a warning could be issued or a reason as to why the content may have been incorrectly classified. If the creator or distributor repeatedly incorrectly classifies content, the Authority could then require a 3rd party or independent organisation to classify their content to ensure correct classification is established.

Q5:

Content that is freely available by children should always be classified as to provide parents or guardians the right guidance to selecting content children should view.

Q6:

No, their should still be classification on larger sized mass market material, I assume this relates to Apple or Android mobile phone application stores. If the size is an issue the creator, producer or distributor should be required to classify the material and content. This reducing the burden on the Classification Authority as there are large amounts of content requiring classification.

At the moment games on the Wii, Playstation 3 or Xbox360 online game store is classified, however games on the Andorid market or apple phone application store is not classified. All equally and easily accessible by children. However not a consistent approach between them.

Q7:

This is difficult to answer as music, films/tv, video games and other media can be seen as art work. If there is a loop-hole to not classify art work for exhibition then the possibility that other forms of material/media could gain such status and avoid classification all together.

Q8:

Yes, if they are freely available for access by children then a classification is required.

Q9:

No, this should not impact the need for classification.

Q10:

No, this should not impact the need for classification.

Q11:

Access by children/minors.

Q12:

Self regulation - as mentioned previously, the requirement for producers, creators or distributors to self classify content or material.

A complaints system which allows users to request the classification be checked to ensure the material or content has been classified correctly.

Q13:

Adequate parental and guardian supervision, as well as education to parents and guardians by the Authority on the classification system. Self regulation - as mentioned previously, the requirement for producers, creators or distributors to self classify content or material.

Q14:

The current system and access to these is adequately controlled .

Q15:

If it displayed for sale.

Q16:

Collaborative, a self-regulated system overseen by the authority, that responds to complaints/concerns by users/consumers.

Q17:

As mentioned above yes this is suitable.

Q18:

All content online - through the internet, which is to be used on mobile phones, computers and video game consoles (where the content has been provided in physical format and sold in a retail shop front).

Q19:

The example given this sounds suitable, as well as minor computer/video game/phone applications that cost under a certain dollar amount should also be subsidised by the government, especially if the content is self-regulated/classified. Penalties could apply for incorrect classification that recoup losses of subsidies.

Q20:

The absence of an R18+ rating for video games is confusing to the public.

Q21:

The need for an R18+ rating for video games to allow adults access the mature content and also guidance to parents on what material is not suitable to children. It seems MA15+ is not seen as highly mature content and is easily accessible to children by unaware or uneducated parents/guardians.

Q22:

The consistent use of the current colour coded rating branding is suitable.

Q23:

Q24:

The use of a internet filtering system or prohibiting content by a government authority/minister is of concern to me and should not occur.

Q25:

Q26:

education and promotion through the media.

Q27:

Q28:

If there are indecisions between States on public concerns of inadequate classifications (such as the need for an R18+ rating system for video games) the Commonwealth should have the opportunity to introduce such a rating in a temporary manner until the States come to agreement.

Q29:

Other comments:

Thank you.