

CI 1321 P Papadopoulos

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Q1:

Q2:

To provide an easily identifiable classification system enabling consumers to determine at-a-glance the overall nature of the content, regardless of the medium.

Q3:

Q4:

Q5:

Q6:

Q7:

Q8:

Q9:

Q10:

No. For this purpose we must assume that all media (no matter what it's original format) is now available digitally. Therefore it is available *anywhere*.

Q11:

Q12:

NOT across-the-board filtering.

Q13:

Parents and education - definitely *not* the government. Provide parents with tools (Net Nanny type software) and appropriate resources and information.

Q14:

Q15:

At the point-of-sale, on advertisements, and on product websites that advertise, sell or promote the product

Q16:

The classification board oversees regulation and guidelines for a self-regulating Industry. Industry & classification board consult with users for input to the guidelines. Industry bodies adopt classification system and display the appropriate classification on their products for consumers. Users use the classification to make informed choices about the content they're considering, and feed back to the Industry & classification bodies. Special groups such as parents "filter" content and educate their children according to their individual family "context", through *parenting*!

Q17:

Yes

Q18:

Q19:

For non-profit or charitable purposes, and for independent producers.

Q20:

There's no R 18+ rating for video games and software. That's confusing!

Q21:

We need at the very least an R 18+ classification for video games and software.

Q22:

Q23:

Yes

Q24:

Abhorrent content such as child-pornography, "snuff" and extreme violence, sexual violence or sexual deviancy should be prohibited. The distinction should be made between material intended for a specific deviant or criminal audience (as in the case of child-porn) and works of art, literature, film or journalism which seek to discuss or address the issues surrounding the subject matter. Some content should be expressly prohibited and/or illegal, but across-the-board filtering should not be implemented without personal consent.

Q25:

No. Some content should be expressly prohibited and/or illegal, but across-the-board filtering should not be implemented without personal consent.

Q26:

There should be a consistent approach across all states. It should be promoted on the basis of equity. On a personal level, it is unfair to allow access to content in one state and restrict it in another. From a business point of view it affects competition, and imposes disadvantages based on location. From a governance and law enforcement viewpoint it muddies the waters: what is "legal" in one state is "illegal" in another. Such a situation creates a "criminalised under-class" amongst a sub-section of the law-abiding population, based on location.

Q27:

Self-classification and industry regulation, in consultation with consumers and government.

Q28:

Yes, if it guarantees more freedom!

Q29:

Introduce an R 18+ rating for video games and software. Look to the UK and the US for examples of video game classification policies, and *improve* upon them.

Other comments:

Recognise that video games are no longer only for children. The lack of an R 18+ rating has made us a laughing stock around the world, but more seriously it marginalises Australian adults by effectively removing our freedom-of-choice, a choice our friends in the international community take for granted. This is not just an embarrassment, it has economic implications: it drives sales overseas, and stifles competition.

Australian parents are good parents. We're already accustomed to prohibiting our kids' access to dangerous material like tobacco and alcohol; we're already educating them about drugs and sexuality with the help of our schools and teachers; why can't we be trusted to effectively control our kids' access to video games? Help us all by providing realistic, sensible guidelines on the classification of media INCLUDING video games, and we'll do a great job of keeping the garbage away from our kids.