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Q1:

Creating a new framework that is more all encompassing and something that covers the broad range of media and communications that are now available such as iPhone video games, online video streams and social networks.

Especially relevant should be a re-think of the way video games are treated under our classification system. The average age of a video game player is over 30 and the video game industry is as big as the film industry. Despite this adult video gamers are not treated as adults but as 15 year olds. Furthermore games that include extremely strong violence, sex and adult themes that should be rated R18+ such as Prototype, GTA and Bulletstorm, just to name a few, are deemed to be suitable for anyone over 15.

The new framework should also take into consideration the possibility of self-regulation of certain industries as a way of cutting costs for low budget media outlets such as mobile phone developers.

Q2:

To correctly advise the general population on the suitability of a piece of media for people of different maturity levels. This should be done to protect people from possibly harmful material without limiting mature adults from consuming media which they wish to.

Q3:

Yes because every medium/platform has a different level of impact on its audience but this should not mean media on certain platforms are rated under a different classification to others (for instance video games don't have an R rating while other forms of media do).

Q4:

Yes, mainly low budget/small titles. The main people this should be available to are mobile developers who often operate in very small teams or as single developers. These people often operate at a low margin and the current classification system imposes a cost on them that makes it impossible to operate.

Q5:

Yes, classification should be done with the potential impact as the main grader.

Q6:

Q7:

Yes but it should never be banned as art is supposed to challenge society. It shouldn't be done at the cost of the artists either.

Q8:

Yes because music can have a profound impact on its audience.

Q9:

No.

Q10:

No

Q11:

Q12:

Q13:

Access to content online should be regulated in house with blockers/trackers made available to install on a computer because a national blanket censorship system is too unwieldy and could too easily be exploited for political purposes.

Q14:

Require ID checks for all restricted material and more strongly punish breaches of this. For instance an MA15+ text are often available to purchase for people under 15.

Q15:

Whenever it will have some sort of impact.

Q16:

To create and enforce it.

Q17:

Q18:

Q19:

Whenever it is a low budget piece of media. eg, small independent film, video games, artist, etc.

Q20:

M and MA cause confusion. And it is not understood why video games don't have an R18+ video game rating which fuels misconceptions about video games and gamers.

Q21:

Video games should get an R18+ video game rating to correctly classify adult games: allowing adults to make informed choices about their children/teenagers video game consumption and also allowing adults full access to adult video games.

Furthermore the lack of an adult rating fuels misconceptions within the community about video games only being for children. Giving it an R18+ rating recognizes that a large part of the video game audience are adults and further legitimises the medium.

Q22:

Q23:

Q24:

Child pornography, Hardcore pornography, snuf media

Q25:

Everything I am aware of except video games that would have been rated R18+ if there was such a rating in Australia.

Q26:

The ratings system should be federalized and universal across all the states and territories.

Q27:

A national, federalized one.

Q28:

The States shouldn't have the power to classify media.

Q29:

The main thing the framework should reflect is the broader nature of the media. The other main concern should be giving video games an R18+ rating.

Other comments: