

CI 1505 R Chapman

First name: Rhett

Last name: Chapman

Q1:

Elements of the existing framework.

Q2:

Q3:

Yes, Trying to classify the internet is an enormous waste of time and resources, and treat the symptom rather than the disease. If protection is a key outcome, the cost of filtering the internet would be far better used investing in methods to find those who produce the material, rather than an ultimately fruitless attempt to stop its distribution.

Q4:

Q5:

Q6:

Q7:

Q8:

Q9:

Q10:

Q11:

Q12:

Q13:

By parents. By using filtering programs for single computers rather than all the content that reaches Australian PC's. And by parents supervising what their children are viewing.

Q14:

WTF is a magazine?

Q15:

Q16:

Advisory, not regulatory. Stop telling me what I can't do and just advise me of what to expect and let me decide.

Q17:

Q18:

Q19:

Q20:

Q21:

Q22:

Q23:

Yes. A thousand times yes. Not having an R18 rating for video games is far more detrimental, as developers can just crop some of the more blatant content out and sneak it in as an MA15+ game.

Q24:

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments:

An internet filter will not work to effectively eradicate child exploitation and other horrendous activities. All it will do is slow already sub-standard internet speeds, consequently punishing other users, and force the perpetrators to use different online means. It's a waste of resources. And those resources could be better spent pursuing those committing the acts themselves.

As for video game classification, the average age of gamers in Australia has been found to be around the 30YO mark. Adults should be allowed to make decisions for themselves, provided others aren't put at risk. Children aren't protected by refusing classification to this content, as aspects will be altered to fit the MA15+ framework, while the nature of the game won't change. The accountability should be on the parents and guardians of children to make the right decisions about what is and isn't appropriate for their children.