

CI 1514 A Leith

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Q1:

Improve key elements of the existing framework.

Q2:

To enable viewers/users to make informed choices about the content of media. It should enable someone to know what they should be ready for, and to choose not to view it if it may offend them. It should not be used to censor media.

Q3:

No.

Q4:

No. A complaint may prompt a re-evaluation, but should not be the reason for classification.

Q5:

No. Yes.

Q6:

No.

Q7:

No.

Q8:

No.

Q9:

No.

Q10:

No.

Q11:

Whether it promotes harm.

Q12:

I don't think that you can control it. The best method would be an opt in system at the ISP level. Consumers should be able to choose to block certain types of content. It needs to be kept in mind that content cannot be filtered absolutely, people who access illegal material will always be able to. Bracket creep should not be possible to occur, which means a mandatory, national filter is out.

Q13:

By opt-in ISP filters. Or through alternative DNS.

Q14:

I don't think it can. In the internet age magazines can be ordered online from anywhere.

Q15:

When for sale at retail.

Q16:

They should be providing advice on the content of media.

Q17:

No. Definitely not.

Q18:

I don't know.

Q19:

Maybe Australian content could be cheaper to classify, I like the idea of independent films and video games being classified in a subsidised fashion.

Q20:

Yes. None.

Q21:

Video games need an R rating, so that the community can make informed decisions, rather than simply importing banned games from overseas.

Q22:

I don't know.

Q23:

I don't know.

Q24:

Child pornography. Sadism.

Q25:

I don't know.

Q26:

Yes.

Q27:

I don't know.

Q28:

Yes.

Q29:

Inclusion of R ratings for games.

Other comments: