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Q1:
The ALRC should improve the existing framework
Q2:
To ensure that all film, book and gaming content be clearly described and classified to allow consumers to make informed decisions about the appropriate consumption of that material. Particularly material of a mature or violent nature.
Q3:
No, classification should be platform agnostic.
Q4:
No, all commercial content should be treated equally.
Q5:
No, all content should be treated equally.
Yes, content for children should be classified across all media, as all media should be treated equally.
Q6:
No, all content should be treated equally.
Q7:
Yes, all content should be treated equally.
Q8:
Yes, all content should be treated equally.
Q9:
No, all content should be treated equally.
Q10:
No, all content should be treated equally.
Q11:
None, all content should be treated equally.
Q12:
Opt-in tools or an advisory web page regarding what content is appropriate for what age group.
Q13:
Opt-in web tools such as a browser plug-in or an advisory web page that allows parents to decide what content is appropriate for their children
Q14:
Consumer education programs and advertising campaigns - Similar to the poster campaign for ID checks for tobacco and alcohol purchase.
Q15:
When it is not immediately clear from the context of the materials position whether it is appropriate for children (e.g. adult magazines and non-adult magazines sold within the same store, adult oriented movie posters etc.)

Q16:

Government agencies should provide a regulatory framework that allows industry to tailor their content fully towards a target audience without fear of ambiguity as to who the content is appropriate for - e.g. the games industry should be able to create mature oriented games that explore themes that other industries (such as film and literature) have explored for decades without fear of censorship or being 'refused classification' (which can be seen as the same thing).

Q17:

Yes, the industry that produces content is in the best position to advise on the appropriateness of that content.

Q18:

Video games - If provided a clear set of guidelines, the video game industry would be more than capable of self-classification. In fact, a set of clear guidelines would allow the industry to tailor content to its target classification rather than our current situation where existing content is often roughly modified to fit in an out dated framework or is excluded altogether (refused classification).

Q19:

Small industries with little or no commercial interest but large artistic merit should have subsidies applied for classification.

Q20:

Video game classifications are greatly misunderstood. The video games industry is widely but wrongly seen as being aimed directly at children when in reality, the average age of people who play games is over 30.

Because of this misconception, many people therefore assume that all content is suitable or even aimed at children when this is not the case.

Therefore, the current M and MA15+ categories are often overlooked or ignored altogether and there is outrage when an adult oriented game rated MA15+ is vilified when uninformed groups see it as 'targeting children' when the intent is the opposite.

This is unlike the film industry where there is an implicit understanding that some material is appropriate for children while other material definitely is not.

Q21:

An adults only video game category is sorely needed - games containing adult themes and material is often denied classification when the same themes and situations are routinely explored via other industries such as film, television and literature.

Q22:

Classification guidelines need to actually be applied equally across different media. At the moment there is a large difference between allowed situations and themes explored within different media.

As an example, the depiction of real drugs and real drug use is routinely shown on television and film (sometimes as the central premise of the story), while a video game that depicts the use of a real drug in even a minor way is refused classification.

As an example: The television show 'M*A*S*H' routinely showed doctors and nurses administering Morphine while healing patients. That Television show was rated 'PG'.

The video game 'Fallout 3' depicted the use of Morphine being used to heal the player character (this

is merely implied, there is no injection shown on screen). The game was initially refused classification due to this depiction and was only allowed a MA15+ rating after the name of the drug was changed to 'Stimpak'.

The same drug, the same context (healing), two completely different classifications.
If the criteria used to classify material was implemented consistently, the impact of this depiction of drug use in both of these instances should have been treated equally.

Q23:

Yes, all material should be treated equally and have the same set of guidelines applied in all cases.

Q24:

The act of accessing content should not in any way be restricted. If material is made available is illegal, then the person who supplied the material should be pursued to the extent the law allows.
The 'blacklisting', online filtering or attempts to restrict access to material should be abandoned as an affront to free speech. Individuals should be free to decide for themselves what material they choose to view, and illegal material should be dealt with by prosecution of the offender and not by restricting the freedoms of everyone else.

Q25:

No, the Refused Classification category should only be applied to content that is an illegal act, or is illegal to produce (outside of any illegality imposed by being refused classification).
Individuals should have the freedom to decide what content they want to consume and not have that choice made by others.

Q26:

Yes, a consistent system across all states and territories is necessary to ensure that classifications are applied equally to all parts of the country. This should be promoted by a combined federal law.

Q27:

A federal classification scheme that is centrally administered.

Q28:

Yes - a central system ensures consistent application of laws across the country.

Q29:

The current approach of refusing classification to any material that does not fall under a particular category should change. Material should default to the highest classification available unless it can be shown to fit in a lower category. Only material that is actually illegal or should be refused classification.

Other comments: