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Q1:

If it means making the system better and fairer.

Q2:

Making it fair. Making people understand it clearly so they can make informed decisions.

Q3:

Yes. Because if I am chatting to people inside a game being played online I am providing content that may be offensive and you can't say whether its content that is suitable or not suitable so how can it be classified? It's my content, you can't prepare someone for what I will say.

Q4:

Yes. But some complaints may not be serious enough, I can complain about a lot of things but it's not hard for me to choose to not view the content. What is unsuitable to one person may be fine for a lot of people. You can't please everyone,

Q5:

Q6:

Yes, I think something that gets more attention or exposure is more likely to benefit more people when you classify it.

Q7:

I think so.

Q8:

No. I should be allowed to make a book without classification. Let the people who make it be in charge of warnings of content suitability.

Q9:

Yes. A bigger audience means more people will be exposed. A smaller audience is not as big a deal.

Q10:

Yes. Some violent content in public means people have no warning of what is being shown. But in private it is up to the person to decide because they are in control.

Q11:

Whether the community really thinks its worth the time to classify something. New content is being made all the time. Prioirise the important ones.

Q12:

Just warn them that online world is not the same as content that isn't changing. (like a movie which stays the same or book which is finished once printed. Online content is "living content" and always changing, If a person's website is hacked or goes down or if you view a movie that you were not supposed to see, that can't be helped. You are not superman. Sometimes a swear word or an offensive picture is shown without notice. Focus on informing the public that online content is not the same as content that is unchanging. Explain that you view at your own risk.

Q13:

Just inform parents how to get filters for themselves It's not hard, Anymore than putting on a seatbelt or locking your doors at night, Children need to be supervised and let this be the parent's responsibility.

Q14:

The best way is to get special plug-in software for your browsers which warns you of adult content before you click the link, t's called Web-Of-Trust for the firefox browser. I used this also as warning for sites that might be dangerous into terms of viruses but it also has warnings when you mouse over the link for adult content. When a child or parent uses this plug-in software they know that the site might have material not suitable and can avoid clicking the link without seeing what the site is.

Q15:

When a person opts in to that feature. So lets say I am looking at a porn website as an adult, I do not want warning for every porn video I want to see. Just have the option to turn it on or off and people that want to use it will use it. Those that don't want it, will be able to enjoy their pornographic movies without warnings, You have no idea how much time is wasted when you must click through warning which can easily be turned off at the start so that people that do not want a warning every time they see something like pornography can browse restricted materials in peace. Google for instance has a "safe search on" mode and if you want to turn this "safe search" off, you can opt to turn it off if you please. Having more options is always better than less options.

Q16:

To ensure the people who want to have freedom of expression are heard and to inform those that feel they will stumble on offensive content are informed beforehand that not all content is easily classifiable.For instance as simple chatroom where you can swear or tell dirty jokes to others is not a scripted piece of writing. It is produced on-the-fly by freethinking humans who knew what they might be getting into. IT's like reality tv. How can you censor what is "live"? You would have to be psychic.

Q17:

Yes. Lets all be friends and work together. No reason why the industry can't be proactive. The people who make art need to be allowed to have their say in how something is done too. The same people that work in industry have children too.

Q18:

Most of the content aimed at children. Let the mature content be handled by government.

Q19:

Yes. Small films more than big ones.

Q20:

I don't see any confusion.

Q21:

Give the videogame media the use of a R Rating.

Q22:

Easy. The videogame industry doesn't have an R Rating and needs one. Isn't it obvious yet? Some titles don't get released because australia has no r rating which causes anger to people who can't get access to titles they ordinarily would have had if the system had an R Rating for the videogame industry.

Q23:

I think so.

Q24:

I think any type that the users of online content find offfensive to them personally. Since it differs from person to person you must have some kind of optional filter where they can add or disable checkmarks depending on how old they are or what kind of things they find offensive. So for example references to drug use, or nudty might be one thing for one person, but another person might like to filter out swearing and violent imagery. A third person might want NO FILTER. Just like we have now when you do a google search - the option to search without safe mode is still there if the user is having a hard time finding something. Let individuals tick off checkmarks. It's not brainscience.

Q25:

No. VideoGames that were not banned in other countries got banned in australia and this forced them to get censored before they could come in. I play games and want an R Rating so that there is no censorship and I can play them early, and in the form they were originally meant to be. (as an adult we have the right to view R rated films! Videogames are in need of what already exists in other forms of media)

Q26:

I'm not sure on this one. I think each state should have the freedom to be different. Maybe it offers more choices for people so that if they hate the way something is being done in one state they can at least go to another one instead of be a nuisance and whine about the people in the state they are currently in because they must tolerate the popular opinions instead of what they think in their head is the best rating system to go with. (again, it all comes down to the "more options and choices for the invdividual is better" thing. People who have a very conservative view can move to places where people are like them and be happy, while those with a more liberal view can live in areas that they feel are people who can understand them for the art they make)

Q27:

Those who sell r rated games to minors will be penalised to ensure that media which is unsuitable to children is kept out of harms way. The games should have a "child safe" option in them like pc games used to have and as an adult you can lock the game's adult content out from the child with a password-lock or something like that. This idea is already in the latest game devices like the nintendo 3DS. Children usually rely on their parents to buy them the videogame consoles and portable devices. So when a parent buys it they can be the one to control what content a child can see or what features a child can use through the use of having to input the password before they activate the feature. If the parent forgets the password they can send in the system to the original manufacturer to reset the machine to factory settings again.

Q28:

As I mentioned before I think each state should take responsbility for it's own people in that state. So that if a person does not like the laws in one area they still can access content by moving to a new state and being happy.

Q29:

Please just give the public the same R Rating for videogames that films already have. It doesn't make any logical sense why there is none yet. Many adults who see the lack of R rating for videogames have had to turn to modifications in games to restore them to what they think is best. So its not like te

lack of R rating is really doing anything from stopping the already-determined people to play their R Rated content. Just do what many have said is inevitable already and allow for the introduction of an R rating for videogames.

Other comments: