First name: Harrison
Last name: Lawrence

Q1:
The current system is fine but it needs to be refined so it is more clear and concise.
Q2:
To create a system that will allow adult content (MA or R rated movies for example) to be distributed to those old enough to view it but not those who are not of appropriate age.
Q3:
No. Video Games, music, movies and TV should all be graded equally. The main issue with this is that Games don't have a complete ratings system meaning some content is not placed under the right category.
Q4:
No. Like with the 'Manhunt' (video game) issue that happened in 2003 or 04 it is best to correctly classify something the first time instead of have an appeal a few months down the track.
Q5:
Impact is subjective, what may be alright for some will not sit well with others. You could say a movie has more impact than a game or vice versa.
Q6:
No. The market size or the people in said market should not have anything to do with how something is rated.
Q7:
Like the recent 'Dead Island' debacle, artwork that will be seen by the public should fall under a certain guideline (e.g. cannibal corpse album art is a prime example of something that isn't fit for the public).
Q8:
Q9:
Q10:
Usually in public they don't allow anything too audacious to be shown (most stores will only show movies and games with a maximum M rating in demonstration areas) but this should not effect the classification since almost all media has copyright acts stating that this work is not intended for public display.
Q11:
Q12:
Online content can not be controlled. The internet is a vast plane of information with billions of websites out there, from small scale projects to massive networks. There is not way all of that will be filtered as it is not feasible to have people inspect every URL for anything not appropriate.
Q13:

The parents. I know there will be a lot of mums and dads out there that won't take responsibility for what their kids look at but the thing is at the end of the day it is down to them to set an example for their kids and tell them what is allowed to be viewed on their home computers.

Q14:

Magazines that are a little raunchy should be kept in sealed plastic so unless you purchase it (or break open the bag in the store like some kind of criminal) you cna't see whats inside.

Q15:

All media (music, movies, TV, games, ect) should display classification.

Q16:

The government bodies should only slap a tag on saying what this publication contains, it should be down to the parents to choose hwat their children buy.

Q17:

Q18:

Q19:

Q20:

MA causes confusion due to the relation it shares with M. Simply rename one of them (M becomes Teen or MA becomes Adult for example) but keep their respective meanings.

Q21:

No, the 5 current categories are well thought out with a broad spectrum for what is appropriate for what age group. Only recommendation is that R18+ needs to be added to video games.

Q22:

Q23:

Q24:

Anything containing abuse to children should be completely outlawed. Of course putting up a filter is not the way to stop these things as they use Peer to Peer networking that would bypass the filter (since it's an IP address instead of a URL), invest more money into a police force that would be competent in stopping such criminals.

Q25:

The scope is a bit too broad and is down to how a person interpreters it, there needs to be clear and concise definition on what is made illegal (pornography containing anyone under the age of consent being the obvious one)

Q26:

There needs to be a uniform law that passes on from state to state to avoid any confusion. If each state abides by different regulations it would become mind boggling to understand the laws of each state (from a consumer, publisher and classification review standpoint).

Q27:

Q28:

Q29:

Other comments:

The current system is well made and works for the most part, it just needs some tweaking in some areas where there are grey spots.