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Q1:

Improve existing framework

Q2:

To categorise media into easy to understand groups so that individuals and guardians (parents, teachers etc) can determine whether the material contained within is suitable for the age and maturity level of the viewers.

Q3:

Yes, mediums such as film and television are easier to classify and are able to hold a classification much more easily than technology such as the Internet. Once a film is released and given a classification, the film is unlikely to change at any point and require re-classifying. On a medium such as the Internet, not only is classification overwhelmingly difficult (in terms of the volume of content), but nothing on the Internet is 'set in stone'. Content can be changed, and the classification of something one day might be very different to the next.

Q4:

Yes.

Q5:

No. Potential impact should not affect whether content should be classified. If content is deemed shocking or controversial, that does not mean that it should be censored completely. Content designed for children should be given a "G" (or equivalent) rating on media where possible, but it should not be a requirement.

Q6:

No, all content should be treated equally.

Q7:

No. In some cases where artwork is particularly graphic or might be shocking, it should be up to the artist/gallery to inform patrons that the art may be disturbing. It should then be up to the individual as to whether they wish to view the art or not. For example there is a big difference between a nude painting and pornography.

Q8:

No

Q9:

No

Q10:

Q11:

Q12:

The most effective method of controlling access to online content is parenting and personal judgement. Any person with the slightest knowledge in IT administration will know that attempting to censor or "filter" online content is both technologically nearly impossible, and easy to circumvent.

Parents who wish to protect their children from content online should either install and maintain internet filtering software themselves, or watch their children as they browse the internet. There is far too much content on the internet to successfully classify all of it, and even a site-by-site classification scheme will not stop personal attacks or bullying on the personal level.

Furthermore, for content that is deemed to be unfit for any person in Australia to see, (such as child pornography) will always be distributed or accessed by people looking for these things. Any attempts to "filter" the internet in Australia will be a huge waste of time for a number of reasons.

1. File sharing programs, email and peer-to-peer communication (such as Instant Messenger) cannot be filtered, and are also largely where this sort of content lives/is distributed.
2. People looking for this content will always find a way to circumvent any filters, be it an external VPN connection to another country, or an anonymous decentralised peer-to-peer network such as the Tor network.
3. If the Australian government possesses a list of websites hosting material such as child pornography, it would take mere minutes to file a complaint to the webhost and have the content removed.

Q13:

Parental guidance is the only possible way to control online content for children.

Q14:

Q15:

Content advertised on mainstream channels, such as billboards, television, film previews should display classification markings, warnings or consumer advice

Q16:

The role of the government in the regulation of content should be purely to compile a list of classifications and detail what sort of content would fit into this content.

Industry bodies should be in charge of placing relevant classification markings on content requiring it, movie posters, television programmes etc.

Users should then be responsible for deciding whether the content is suitable for them to view, or the others around them

Q17:

Yes

Q18:

Film, television, books, music, art.

Q19:

Q20:

Yes

Q21:

There needs to be an 18+ category for games, currently any game that does not fit into the 15+ category is refused classification. This has two problems.

Firstly, the only thing this achieves is offshore game sales and piracy. A game that is refused classification in Australia will still be sold all over the world, many places sell imported games in or to Australia, which are totally unrated by Australian standards. Additionally, many frustrated Australian gamers will simply pirate the game.

Secondly, very often games are slightly altered for the Australian market, to remove just enough to squeeze into the 15+ category. This then has the effect that games that were designed to fit an 18+ category are then bumped down into the 15+ category, often showing more violence in this category than as what was expected by the game designers.

Q22:

Q23:

Q24:

None. Any attempts to entirely prohibit material online is akin to attempting to dig your way UP out of a hole.

Q25:

No, there is no 18+ category for games, and as such, games which were designed for adults overseas are put into a box with child pornography and bestiality.

Q26:

Q27:

Q28:

Q29:

Other comments:

An internet filter is technologically a pointless attempt, and dangerously lulls parents into a false sense of security. No matter how the Government of Australia tries, there does not exist a device or team of people able to manually classify every piece of content on the internet. People trying to find illegal content will do so anyway, and a half baked internet filter will let parents assume they can leave their children alone on the computer. Responsible parenting dictates that parents who wish to let their children on the internet need to understand the risks involved:

There WILL be content online that they do not wish their children to see. There WILL be online predators and bullies in chatrooms and social networking sites. The only way to ensure that their children are not exposed to dangers is with education and responsibility. Parents should sit with their children when they are online, until they are old enough to understand the risks and make decisions for themselves as to what content they wish to see.