

## CI 1750 J Burgess

First name: James

Last name: Burgess

Q1:

I think a new framework for interactive media, It should be classified differently than standard film or television media

Q2:

Putting age appropriate content into age appropriate classifications, and educating parents on the differences and what is/isnt suitable for each classification age group.

Q3:

No. one of the most annoying things about the current system is lack of consistency. IE a game on a playstation should be no different than a Game on PC, or a handheld.

Q4:

If classified correctly there shouldn't be any complaints to begin with. I think all content should have at least some form of classification.

Q5:

yes, if games contain themes that are adult, then they should be classified as such, similarly content designed for children or teens should be classified, consumers can then easily tell what themes said media will contain from a simple ratings badge/sticker

Q6:

absolutely not! just because a producer has more money and a larger potential market shouldn't mean they are exempt from any classifications review.

Q7:

Artworks with adult content should be classified and perhaps have some access restriction for minors, however this should not be at the expense of the producer in terms of advertising their product. I am against plain or coated packaging, would be better to have them in a seperate section, like the adult sections of video stores.

Q8:

Absolutely, if you are going to classify one media format, other media formats should also be covered in the same way, under the same framework. it's just designing a flexible and accurate framework that is important.

Q9:

No, it only takes 1 person to turn a potentially offensive or objectionable media item into tomorrow's frontpage news. particularly with the Viral nature of the internet in the 21st century.

Q10:

I think there should be a sub-classification for public display. as there are many ways to offend the masses, but offending an individual is much much harder, and what I do at home is up to me, people may not have such a clear choice in viewing content displayed in public

Q11:

what are the classifications in other developed countries?

is the content available online in other developed countries? (most people who want Mortal Kombat for example will download from the US since it's not available in Australia, so Banning it outright is short sighted, and promotes illegal activity)

Is the content able to be limited by built in content controls (adult mode unlocks ect)

Q12:

The best way to avoid people circumventing the system is to allow it, but set guidelines in place for distributors and re-sellers to assure that content is only available to those in the correct classification demographic.

downloading refused classification content is far too easy, and almost impossible to track and control. encryption, VPN's and other internet age technologies ensure that access to such content will always be around despite best efforts from governing bodies, both here and overseas.

Q13:

Parents/Teachers need to supervise children when on the internet, give them only access to pre-defined sites, review history and other web usage statistics regularly to ensure they are not accessing inappropriate materials, and educate children on what is acceptable and unacceptable. refusing to learn how to use technology is a poor excuse for parents. and this is very very simple to do using tools readily available.

Q14:

Control the retailers, you don't see kids in sex shops, and if they did go in there they wouldn't last long before being shown the door.

as opposed to being displayed and sold in very public all age access areas.

Q15:

Always! doesn't necessarily have to be on the packaging, but could easily have an online link, QR code link to info viewable on a mobile phone ect ect. this would make finding info on a game, magazine ect ect very easy for parents if they can find out a lot of info online from a simple link. more than you would be able to tell from any amount of packaging warnings.

Q16:

Govt agencies should be doing the research on what the content effect will be, and how the system is implemented, advertised and maintained. Industry bodies should go one step further and Identify any issues with the Govt agencies systems.

User rating should also be given to all classified content on some form of Online system as I mentioned in Q15.

for example if Govt and industry has no problems with me playing Mortal Kombat and fits it under a new R18+ Rating, but the Christian Lobby group has objections on a User basis and wants to Ban it, then I should be able to disregard their comments by choice based on On-line information submitted to a public database of content description. Being agnostic, I have no interest in weather or not the ACL thinks such content will corrupt my moral fibre as a consenting adult.

Q17:

I think ratings information and classification should come from All 3 sources, If a majority of users disagree with Industry and Govt, then it's obvious something needs to change, I do think that taking

information from every available source would make it more effective, but the choice still needs to be at the User level if they are over 18.

Q18:

I think it should be more like a suggestion to govt, rather than industry classifying on their own. Perhaps learning games like crossword games ect may be the only exception.

Q19:

If the films in question are of benefit to the greater public and are aimed at public display then some subsidy should be expected. such as local film festivals and such. and these should be subsidised by Local govt or state govt.

Q20:

anything under M15 is pretty much understood, it's just the R18 content that gets squeezed in as 15+ that causes confusion.

House of the Dead Overkill is a great example of this, clearly not a 15+ game.. but nowhere else to fit it in the current classification scheme. which makes people wonder what is wrong with the current system and why other 15+ games have far less objectionable content.

Q21:

I think there should be a seperate classification for Games then film and television, and another for Print media. All clearly defined and advertised to all australians. consistent categories for each, G, PG, M, MA, R18 and X18. regardless of format, but with different filters and pre-requisites for each media type. for example an R18 game would contain more questionable content than an R18 movie (due to it being interactive) and R18 movie being more stringent than R18 Print media due to it being a video rather than a static image or text.

but parents can still tell that M is M, MA is MA, and R18 is R18 regardless.

instead of R18 for video = M15+ for gaming. (or some equivalent)

Q22:

Standardized Logo's and online directory of ratings for each peice of content with user submission and comments.

the best ratings information is going to be from other users of the same demographic. If a mother wants to buy her son a game, look it up on the ratings info website and see what other mothers have thought of the game and if they thought it was suitable for their kids. this will be much more informative than a flat, this is M, or MA, or R18. we live in a society of social media... make use of it!

Q23:

No. as above I think there should be 3 criteria categories for Publications, Film/Tv and Interactive media each with slightly different metrics

Q24:

Anything that is "without question" proven to incite Illegal, anti-social or otherwise undesirable behavior by the mass public.

Q25:

How would one know if I can't review the RC material and make my own judgement.

Q26:

it should be consistent in all area's of Australia, it doesn't make sense to apply a rule to just one area.  
if people want content that is not permitted by their state govt, it can easily be obtained interstate.  
again... consistency is the key!

Q27:

Q28:

yes

Q29:

more feedback from the general public, after all we are the consumers. "The customer is ALWAYS  
RIGHT!"

Other comments: