

CI 1769 T Budgeon

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List of Questions

Approach to the Inquiry

Question 1. In this Inquiry, should the ALRC focus on developing a new framework for classification, or improving key elements of the existing framework?

[Focus on improving the current framework](#)

Why classify and regulate content?

Question 2. What should be the primary objectives of a national classification scheme?

[To rate media to enable consumers to make informed decisions when purchasing goods or viewing material](#)

What content should be classified and regulated? [Movies, DVD's, Games, pornography,](#)

Question 3. Should the technology or platform used to access content affect whether content should be classified, and, if so, why? [No, all content should be classified to the same framework to enable consistency.](#)

Question 4. Should some content only be required to be classified if the content has been the subject of a complaint?

[If it falls out of the categories which are currently classified they should be looked at.](#)

Question 5. Should the potential impact of content affect whether it should be classified? Should content designed for children be classified across all media? The impact of content should not be used as it is subjective to the reviewer and will be complicated and hard to keep consistent across all types of media. For example, violence in film or games.

Question 6. Should the size or market position of particular content producers and distributors, or the potential mass market reach of the material, affect whether content should be classified?

Yes, because the greater the access to consumers and the more people it impacts means the greater the effect of the media on the person. So it becomes more cost effective to focus on things that greatly affect consumers

Question 7. Should some artworks be required to be classified before exhibition for the purpose of restricting access or providing consumer advice?

Yes if they are in the public domain like billboards and advertising, but if it is in a restricted area for children/teenagers – i.e. adult store, then they shouldn't need classification

Question 8. Should music and other sound recordings (such as audio books) be classified or regulated in the same way as other content?

At the moment a parental advisory warning is on cds. I think this warrants enough classification, but it doesn't protect minors from accessing and purchasing them. Though a classification scheme to bring it in line with other medium would be welcome if the costs weren't too prohibitive, though could it be policed in online music sales as well?

Question 9. Should the potential size and composition of the audience affect whether content should be classified?

Yes, because the greater the access to consumers and the more people it impacts means the greater the effect of the media on the person. So it becomes more cost effective to focus on things that greatly affect consumers. And the focus should be on protecting people under the age of 18 and providing adults who purchase media for minors be more informed. Though once you are over 18 then you should have enough knowledge about whether or not you want to view the media yourself.

Question 10. Should the fact that content is accessed in public or at home affect whether it should be classified?

Yes, because at home it is up to the consumer to assess whether they want to view the media (so they don't need that much classification compared to public) while in public they have no choice or limited choice.

Question 11. In addition to the factors considered above, what other factors should influence whether content should be classified?

How should access to content be controlled?

Question 12. What are the most effective methods of controlling access to online content, access to which would be restricted under the National Classification Scheme? Asking ISPs to block content, though it wont prevent all people as they can use different DNS servers. Optional parental block provided by government or ISPs to protect minors

Question 13. How can children's access to potentially inappropriate content be better controlled online?

Educating parents on online restrictions and how to guard their children from inappropriate content. Also school lectures/information sessions for minors to educate them on the dangers and what to do to prevent access.

Question 14. How can access to restricted offline content, such as sexually explicit magazines, be better controlled?

Current method of plastic wrap and position of sale in retail outlets is sufficient.

Question 15. When should content be required to display classification markings, warnings or consumer advice?

When there is a risk of minors accessing the content.

Who should classify and regulate content?

Question 16. What should be the respective roles of government agencies, industry bodies and users in the regulation of content?

consistency.

Question 17. Would co-regulatory models under which industry itself is responsible for classifying content, and government works with industry on a suitable code, be more effective and practical than current arrangements?

consistency.

Question 18. What content, if any, should industry classify because the likely classification is obvious and straightforward?

consistency.

Classification fees

Question 19. In what circumstances should the Government subsidise the classification of content? For example, should the classification of small independent films be subsidised?

consistency.

Classification categories and criteria

Question 20. Are the existing classification categories understood in the community? Which classification categories, if any, cause confusion?

The video game classification not having an R18+ rating when most people are used to having that rating has a great impact on consumers and is a source of major confusion. A person may buy a video game when it is MA15+ because they assume it is more suitable than an R rated game when in fact there is no R rating so inappropriate things may make it through to the MA15+ rating games when in fact they would be restricted if an R18+ classification was available.

Question 21. Is there a need for new classification categories and, if so, what are they? Should any existing classification categories be removed or merged?

There is a need for the classification for video games to be updated. Currently there is no R18+ rating. This needs to be added to make Australia in line with other developed countries rating systems. Video games are a similar medium to movies and DVDs which both have R18+ ratings. The inclusion of a R18+ rating will remove confusion for parents buying games for teenagers and children because it will be obvious which games are age appropriate instead of now where the ratings are usually M or MA15+, for which some teenagers can still buy but may not be appropriate. Having an R18+ rating will protect the teenagers and children (particularly those between 15 and 18 years old which can buy all games under the current classification system) by moving those games into restricted categories and unavailable for purchase without id proving age.

Question 22. How can classification markings, criteria and guidelines be made more consistent across different types of content in order to recognise greater convergence between media formats?

Ensure consistent ratings across all content, keep logos, sizings, prominence, position all consistent.

Question 23. Should the classification criteria in the *Classification (Publications, Films and Computer Games) Act 1995* (Cth), National Classification Code, Guidelines for the Classification of Publications and Guidelines for the Classification of Films and Computer Games be consolidated?

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Refused Classification (RC) category

Question 24. Access to what content, if any, should be entirely prohibited online?

Child pornography, terrorism sites, recipes for explosives. All other content should be up to the individual to decide to view. Minors should have their access monitored by an adult (parent or guardian)

Question 25. Does the current scope of the Refused Classification (RC) category reflect the content that should be prohibited online?

Yes, I think so. Though I am not too sure on what the scope of refused classification material is or what guidelines are in place. I think there needs to be more transparency and disclosure on what it needs to be refused classification.

Reform of the cooperative scheme

Question 26. Is consistency of state and territory classification laws important, and, if so, how should it be promoted?

Yes, it should be uniform nationwide. It should be promoted through government and classification boards. Shouldn't be too difficult to do.

Question 27. If the current Commonwealth, state and territory cooperative scheme for classification should be replaced, what legislative scheme should be introduced?

. Should keep the current scheme, though modify it with the necessary changes. If not a national legislation for classification of media for consumption by people should be created and enforced by the government and associated bodies (subcontractors)

Question 28. Should the states refer powers to the Commonwealth to enable the introduction of legislation establishing a new framework for the classification of media content in Australia?

Yes, it should be a national set of guidelines

Other issues

Question 29. In what other ways might the framework for the classification of media content in Australia be improved?

Introduce an R18+ rating for video games.

Increase disclosure of what each classification category entails and what an item needs to have to fall into the category.

Video games being refused classification or modified due to no R18+ rating. They should stay as the publisher intended and be R rated. For example, left for dead 2 about zombies was modified with no blood which dramatically altered the game and experience and caused people not to buy it as it was inferior. Also where games are rated or refused classification because of sex scenes while movies can have sex scenes in them and not even given an R rating is inconsistent and hypocritical and unfairly targets the video gaming demographic (which is a major portion of the population)

