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Q1:

Although I believe that a constant improvement and reassessment of any such system of classification is important, it is more urgent to address the lack of an adult category in videogame classification, and this deserves greater attention to be resolved before other reviews can be undertaken.

Q2:

The informing of the people, allowing them to realise what type of content is included in specific material, and thereby enabling them to make informed decisions.

Q3:

No, the question of platform is almost irrelevant, save for the difficulties involved in reviewing content online. However, all forms of public discussion should be free of classification, whichever platform they arrive on.

Q4:

I believe that it should to a certain degree. In regards to certain forms of media such as news (in whatever format delivered), and documentaries, as is traditionally and currently the case, because these materials need to be available to all citizens.

Q5:

I would say the potential impact of the content would be why it is being classified, save the exceptions above (that is, if we are talking about fictional or entertainment media, not news or public discussion). Classification of material for children should be present, yes. Of course, the phrase 'designed for children' is somewhat ambiguous.

Q6:

I do not see how a market position should be allowed to influence this category. When we consider mass market reach, then we have a situation where that content is, perhaps, already being accessed by, and therefore being seen as acceptable by, the majority of people; in which case then the classification scheme itself may need review around these issues.

Q7:

I would say that yes, they should. In truth, all of our currently classified media, be it literature, music, film, or videogames, are all forms of art and artistic expression, and are classified. Physical or graphic art such as paintings are in truth no different. However, across all of these mediums we need to consider how the material is presented. Nudity is not always sexually explicit, and should be reviewed and classified accordingly - statues of Venus or David are as harmless as certain portrayals in other media, which are sometimes unfairly restricted due to the presence of nudity, not necessarily considering how it is handled.

Q8:

As above, I would say that there really is little distinction here. As a society, however, we are moving beyond the need to restrict certain forms of language previously seen as coarse which are now more

acceptable, and this allowance of radio stations to play music involving this language has been a positive step in reflecting society's changing attitudes.

Q9:

This is a difficult decision. On the one hand, we need to give people information upon which to make their decisions, on the other, said decisions are theirs to make. I believe that classification should still be present, but if we find that people are finding this content acceptable for their families, then the criteria for that classification may need to be reviewed.

Q10:

All material should be accessible at one's own home - an adult is capable of making their own decisions in this regard. If the material is in public then we may need to analyze it carefully, as above.

Q11:

There were a lot of related issues that I mentioned above, but in addition to this is, I believe, the importance of culturally and historically significant pieces, which due to their importance should be freely available.

Q12:

I am not certain exactly what this means. If referring to material available to some but not others due to age then it is the responsibility of the owner of the hardware used to access the internet to install appropriate software, that is, the owner of a home PC, or the school which has computers meant for the use of children etc. These software programs are the only way of insuring that content is not restricted from those who are able to make their own informed decisions.

Q13:

This, again, is the responsibility of the independent owners of the access device. A child cannot buy access to the internet or a mobile phone themselves, and whoever has purchased this and given access to children is responsible for its use.

Q14:

This material only needs to be controlled at point of sale, but I would say sexually explicit content is over restricted to youth, and better control would reduce this. Alcohol and cigarettes are much higher concerns, and if anything should be more restricted, while teens undergoing puberty are becoming sexually aware - access to media such as pornography is regarded by many these days as non-harmful, only objected by religious fundamentalists.

Q15:

The current system is sufficient. I would say no warning should be in the media itself; ie, a warning on packaging is useful, but one included in the actual media becomes intrusive.

Q16:

I would say that government agencies and users would jointly determine the rating classification guidelines, industry bodies and users are responsible for their correct implementation, and government agencies and industry bodies responsible for the enforcement of such.

Q17:

Yes, as long as government oversight would be provided I can see how that would be more efficient.

Q18:

If the above were implemented then this would be most material - following those guidelines provided of course. Classification should really be considered as a guideline to consumers; It is up to parents

and caregivers such as teachers to maintain responsibility for their own children, or those in their care.

Q19:

I was unaware that there was a fee for classification. In this respect then I think the classification of all independent artistic ventures should be subsidised, including film, literature, videogames, physical art, music, etc.

Q20:

I think that the lack of an adult category for videogames is very confusing. Otherwise, the categories themselves are straightforward and easily understood.

Q21:

An adult or 'R' rating for videogames, obviously. I think that the information given under the classification, ie, what is entailed, such as violence, drug use, etc, is of equal importance as understanding the severity of said portrayals, and should be present on all material classified.

Q22:

There is very little consistency between film and literature classification, and I believe this to be a problem. I would suggest rating literature more strongly and film and videogames less so, as the societal perception of the material within these types of content are seen as far more acceptable these days than several decades ago. The psychological effect of a narrative is much stronger within music and literature than in that of film and videogames, and this should also be reflected in the classification, as the prior will have more potency, and a stronger impact.

Q23:

Yes, a universal code should be consolidated - but a consideration of the impact of the portrayal of a specific type of content is important. All should be following the same code, but the psychological affect on the user and the attitude behind the presentation is what needs to be considered. Certainly film and videogame criteria need to be unified at the least.

Q24:

None, there is no difference between online and offline content, as regards classification of that content.

Q25:

No, because it currently includes many videogames that would otherwise merely have an adult category rating, and this may be true of other content or media as well. The internet can be manually censored by independent individuals, a state or national prohibition is impractical, unwieldy, and unfair. Not all of us have children.

Q26:

Not necessarily. It would be more practical for all states etc. to be following the same classification, but is relatively unimportant next to other considerations.

Q27:

The scheme does not necessarily have to be legislative, more an informed guideline for society.

Q28:

If this means the creation of an adult category for videogames, then yes, absolutely.

Q29:

Several considerations need to be relaxed, such as coarse language and the portrayal of nudity and violence, save that they are presented in a psychologically potent way. The movie 'American Psycho' is far more psychologically potent than 'Robo-Cop' for instance, though the level of violence is similar, and this needs to be addressed in the classification.

Other comments:

There have been previously many submissions regarding this videogame classification - I myself have signed several petitions which have all seemed to be ignored. The government's role here is to represent the people. A large majority feels the need to make their own informed decisions about this, whilst a vocal minority is of the mind of blanket-bans to avoid their own personal responsibility. This is obviously something which needs to change to reflect present-day society and modern culture. As it stands, Australia is the laughing stock of the global community with this issue, and I am often ashamed of my nationality in this regard.