First name: Jason
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Q1:
Yes. The current system not only reduces the choices available to adults in our country, but also does a poor job of accurately informing parents of the content in the games that they are purchasing for their children.
Q2:
To accurately inform consumers of the content, and types of content, present in the video games available in Australia.
Q3:
Yes. The classification system should cover the _primary_ conduits for the dissemination of content. To avoid platforms being forced to restrict access to Australians based on being unable to put content in front of the classification board.
An alternative would be to include a strong warning at the entry point to platforms that are not subject to classification, to ensure that parents and guardians are not making uninformed choices for their children.
Q4:
No. If the primary goal of classification is to provide information to consumers, it follows that all content should be classified.
Q5:
Yes. Yes.
Q6:
It isn't a question of whether or not something _should_ be classified. If the Australian Government is dedicated to classifying media for the sake of protecting children, it behooves them to ensure that they make enough resources available to classify any and all media that children could could have an impact on children. Alternatively, an industry driven, government supported classification system could be implemented along the lines of the USA's ESRB.
Q7:
Yes. Less about restricting access, more about providing consumer advice.
Q8:
Yes.
Q9:
Yes. Far-reaching content that will likely be made available to children should be classified to ensure that consumers are informed.
Q10:
No.
Q11:
Q12:

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Guidelines for the provision of Internet access to minors should be released by the Government. Attempting to classify the Internet is an impossibility.

Q13:

Parents should be taught how best to ensure that their children are only consuming appropriate content, such as computer position in the home (a shared space, rather than behind closed doors) etc.

Q14:

In the same way that movies, television and video games are classified.

Q15:

Where possible, content should display classification marking/consumer advice. In the case of video games, as it is currently - on the bottom left corner of the face of the packaging. In the case of art exhibitions, the entire collection could be classified as a whole, with consumer advice provided at the entry point of the exhibit.

Q16:

Government agencies should provide the rules, guidelines and punishments relating to content classification/regulation.

Industry bodies should be made responsible for the content that they provide, perhaps through the creation of a classification body that works in tandem with the government body to provide classification coverage.

Users should be encouraged somehow to report on content that they believe has been incorrectly classified with appropriate punishments/fines being handed out to the parties responsible for the misclassification.

Q17:

I believe that a co-regulatory model could work very effectively, depending on the implementation of said model.

Q18:

Industries should be given the ability to self-classify in order to reduce mistakes based on inexperience with the medium, and to increase the effectiveness of the classification effort based on their prior knowledge of the content and types of content being produced.

An obvious example would be products specifically designed for one end of the spectrum, or the other. Generally it is very easy to classify content made specifically for adults. Content made for children is also fairly obvious, but more scrutiny would be necessary to ensure that adult content isn't included amongst the core.

Q19:

Small independent products should have classification subsidised to better incentivise the production of media in Australia. Video games companies for example should be given the same concessions and benefits as the movie industry.

Q20:

The MA15+ classification causes much confusion in the current system. I am a writer in the video games industry, so I play a lot of games. I find that content currently classified as MA15+ varies _wildly_. Games rated in 15+ and 18+ categories in other countries are often both included in our

MA15+ category. A good example is Call of Duty: Black Ops. There are scenes in that game that turned this hardened gamer's stomach, even at the age of 27. It was rated at 18+ in the UK, yet it fit in our MA15+ rating here in Australia. I would not ever let my 15 year old child play that game.

Q21:

R18+ should be included for video games to enable consumers to make informed choices about the content that they and their children consume.

Q22:

Simply choose one scheme and use it for all forms of content. The primary levels of classification should remain uniform (G, PG, M, MA, R), while the explanation text can change to suit the content medium.

Q23:

Yes. Movies, books, television and video games should all be treated equally.

Q24:

Child pornography, bestiality etc.

Q25:

Generally, yes. I am not familiar with it in it's entirety.

Q26:

Classification laws should be uniform for the whole country, federally controlled. This will help to avoid inappropriate content being sourced from within our own country.

Q27:

I am not qualified to answer this question.

Q28:

On the face of it, that seems like the best way to go.

Q29:

N/A

Other comments: