

CI 1849 L Lakey

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Q1:

Q2:

To ensure that individual media products are marketed at the correct age group and to help the public select media that is suited to their wants and needs. It is not to make sure that no teenagers under 15 ever see an M15+ movie, but rather to inform the teenager and those around them of what they can expect and guide them in deciding whether or not to watch it.

Q3:

Yes - largely because classifying content on the internet or other user generated platforms would be completely impossible.

Q4:

Q5:

Q6:

Q7:

No. Restricted access to art sounds like the definition of a nanny state. It's important to let people choose what they access and form their own opinions on it. Word of mouth serves just as well as classification for providing consumer advice.

Q8:

Music has a much smaller capacity to shock or be violent than other media, there should be no classification on it. However a radio style 'the next song has adult content and or language' warning would be fine. (Similar to the ones they used to put on CD cases). Regular books are not classified, so there seems no reason to classify audio books.

Q9:

Q10:

Absolutely - think of the difference between accessing pornography at home and, say, on a public train. Media that is accessed in public can affect the weakest and most vulnerable parts of our society - home access means only those who wish to view the media will.

Q11:

Q12:

Q13:

Education. Add into the primary curriculum a class on internet safety, highlighting the risks associated with some websites (particularly pornographic ones).

Q14:

I think this is fairly well controlled at the moment. Even if the more vulnerable members of society come into contact with such things, offline content tends to be mostly harmless.

Q15:

When it poses a threat to a specific part of society (E.G. the young)

Q16:

To advise, to guide and to use common sense when purchasing or using media.

Q17:

Q18:

Q19:

Q20:

Q21:

Video Games require an R rating. As an adult I am insulted that the government distrusts me enough to ban games like L4D2 and Mortal Kombat - especially considering how harmless those are. I want the right to choose what content I consume as an intelligent and active gaming member of the community. I am firmly opposed to the outright banning of any media - it removes choice from the masses and presumes a certain level of irresponsibility in the public.

Q22:

Q23:

Q24:

None. The internet is a democratic marvel in that it allows people to publish and produce their own views on a public platform - as soon as you limit this capacity you undermine the independence of the format - again leading to a nanny state style of operations where people are not trusted to make their own decisions. Think of China and the backlash from every other country on the planet. Even inside China people are quietly opposing their government's totalitarian method of control. To prohibit online content is to mark yourself as a government with something to hide and people who require control.

Q25:

Q26:

Q27:

Q28:

Q29:

Other comments: