

## CI 1869 A Hawks

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Q1:

Focus should be made on a new framework for classification to include an R18+ rating for mature video games designed to be enjoyed by responsible adults, similar to those given to movies that reach the R18+ genre.

Q2:

There should be two primary objectives. Firstly, giving movies, television shows and video games appropriate ratings based on their content allowing the user to make an informed decision on whether they feel it is suitable for them or their family. Secondly, the ratings should be made clear enough so that there is little discrepancy between what would be classified as an R18+ movie, video game or TV show over an MA15+ product, giving the industry a thorough understanding of where their product stands with the Australian classification system.

Q3:

There should be equal rules across movies, television shows and video games. There are arguments that video games should carry a harsher rating due to the interactivity, but until there is a reputable, non-biased third party study showing a significant link between unsuitable behaviour (violent, sexually suggestive, etc) and video games I would argue this is irrelevant.

Q4:

I believe a thoroughly defined rating system should see products receive little to no complaints as the end user will be informed of the product content, and that complaints should not impact on a rating of a product.

Q5:

The first question is very poorly defined and I do not feel I can give an opinion on it. Content aimed at children should be classified allowing the parent to make an informed decision, but the government needs to be careful on what it considers 'aimed at children.'

Q6:

Television content has a wider reaching content than movies, which have a wider reaching content than video games. However, a clear classification scheme should be applied to all three regardless of their reach, allowing the user to know that what is considered an R18+ movie would be similar to what is considered an R18+ video game.

Q7:

I believe that Art is not viewed by the general public as requiring to be classified as with movies, television shows and video games. Art by its definition is supposed to be free from censorship, and artists should not feel that they need to dampen their expression to fit some classification.

Q8:

Music that is being sold should be classified in a similar way to other media. Free-to-air music should either be edited or aired on particular stations with 'language and theme warnings' (eg the current Triple J) to allow users to make informed decisions.

Q9:

Content that is determined to reach a larger audience should receive the same classification rules as any other, as a consistent standard is needed.

Q10:

My comments are the same as above

Q11:

Q12:

The most effective method is good parenting (eg close supervision, setting time locks on the computer, setting passwords to log on, restricting the PC to an area viewable by the parent). Voluntary filtering should be offered privately by ISPs, not controlled by the government.

Q13:

Good parenting as above and voluntary filtering.

Q14:

I do not believe that this is a significant problem currently as the majority of sexually explicit content is not seen via magazine.

Q15:

When it reaches a level higher than our current "PG"

Q16:

A classification board should exist similar to currently. The government should not have any involvement in filtering or regulation of home internet, as this should be left up to the user and their ISP.

Q17:

I believe this would be very effective as it allows the industry to know exactly where its product stands on the classification stand.

Q18:

I feel that music is easy to classify based simply on lyrics.

Q19:

I feel that this would benefit smaller independent studios, as classification should be a cost covered by the government rather than the industry.

Q20:

To an extent, however the classification of video games is poorly understood.

Q21:

Adult classification for video games is needed. This prevents studios from dumbing down content that should only be accessible by adults 18 years and over to an 'acceptable level' for 15-17 year old consumption. It also allows adult users to access original, un-changed content the way it was supposed to be seen, and would help restrict access of 18+ video games to minors. It would also reduce piracy, as recently with games such as Left 4 Dead 2 and Mortal Kombat, many users were resulting to pirating the original, uncensored version of the game, or in Mortal Kombat's case illegally importing from overseas.

Q22:

A clear-cut definition of the different classification levels is required, eg 'crap' should be considered a word suitable for PG films, while full-frontal nudity should be restricted to MA15+ movies, and sexual content, eg intercourse showing genitals, should be restricted to R18+.

Q23:

Yes, one code should be used to prevent any discrepancy.

Q24:

At this stage the majority of things like child pornography, trade of prostitutes, illegal drug sales, etc takes place on the 'Deep internet', that is internet that is not indexed by traditional search engines, or by heavily encrypted peer-to-peer networks. Therefore I believe the current access is appropriate and should not be restricted any further.

Q25:

I do not feel that it does, as the internet is not an Australian-only medium but an international community that the Australian Government should not filter.

Q26:

All states and territories should have consistent laws in this matter to prevent any confusion.

Q27:

As I have outlined above.

Q28:

No, the new classification should be made by an Australian government.

Q29:

I have covered most above

Other comments:

In addition to this questionnaire a shorter survey should be provided so that internet users without an hour or two free will submit as well.