

CI 1889 B Carroll

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Q1:

In terms of video games there should definitely be a new framework, I believe.

Q2:

- To limit exposure of inappropriate material to minors
- To provide easy to understand ratings guidelines
- Yet allow the authors to express their artistic creativity, and have others be able to appreciate it

Q3:

Yes, if it is of higher impact. Video games would have a higher impact due to its interactivity, films would have a higher impact than a music CD, etc.

Q4:

No.

Q5:

Absolutely.

Q6:

No.

Q7:

In terms of providing consumer advice, definitely. In terms of restricting access, only if in another format it would be classified (i.e. full frontal nudity, sexual acts, acts of violence, etc.).

Q8:

They should be classified, but the impact is lower than films and video games.

Q9:

No.

Q10:

Yes; those works with the equivalent of an MA rating (can be seen by under 15 year olds with permission of guardian) shouldn't be available in public places with no supervision. If it is accessed in home with the consent of the guardian, I think this is okay.

Q11:

I guess anything that has been reasonably proven to have an impact of the audience. I can't think of an example offhand; perhaps stage shows, comedy acts, etc?

Q12:

Education of and supervision by parents where inappropriate.

Q13:

Education of parents. If parents who are concerned about their child's internet access were more aware of the filtering software available it wouldn't be as much an issue.

Q14:

I think this is fairly well regulated already. Fines for businesses who sell to minors.

Q15:

When being advertised for sale to the public.

Q16:

See question 2.

Q17:

Unsure.

Q18:

Material expressly for children.

Q19:

If the classification is done without much work by independent studios, I don't think any subsidies should be provided. If a great deal of time and effort is required to get something classified then some subsidy should be provided to independent studios, particularly if they're based in Australia.

Q20:

I doubt it. I think most parents simply look at the images and synopses of the work rather than the category, because the categories are inconsistent.

Q21:

Certainly there should be an over 18 category added for video games.

Q22:

Difficult question to answer. Perhaps a formulaic ratings system that can explain why something is rated the way it is. For example: (impact of format) X (level 2 violence + level 1 sexual reference) = rating

Q23:

Absolutely. Why have different systems?

Q24:

Anything illegal; bestiality, child pornography, criminal activities, etc.

Q25:

I don't know, as I don't often look at RC titles apart from video games. In the context of video games, no.

Q26:

Yes. I think this should be more of a federal law than a state and territory law. More consistent equals easier for everybody to understand.

Q27:

One fully regulated by the Commonwealth.

Q28:

Yes.

Q29:

Unknown.

Other comments:

We need an R18+ system for games.