

CI 1941 S Cooper

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Q1:

A new framework, with a more democratic process by which more people decide the classification.

Q2:

To ensure that people (children) aren't exposed to material which could harm them. Currently, games are being given MA15+ ratings, which means that they may appear safe for children. In other countries, these games are given R18+.

Q3:

Not sure.

Q4:

Yes, it would be impossible to classify certain high volume media platforms.

Q5:

Not sure.

Q6:

Yes, I guess.

Q7:

No, unless a complaint is made.

Q8:

No.

Q9:

Yes

Q10:

Yep.

Q11:

Q12:

Home based filter to stop children accessing that material. Adults will find a way around other methods.

Q13:

Education, parental involvement in children's online activity, home based filter last resort.

Q14:

Not sure...

Q15:

When it is material marketed to children but parents might buy it for them. Eg. GTA video game. If it was R18+, parents would be far more likely to exercise caution when distributing it to children.

Q16:

Q17:

Q18:

Q19:

Yes, ask David and Margret from At the Movies if the movie is worth the money to classify it.

Q20:

The MA15+. Games are currently being classified as MA when they should be R. Introduce an R rating to fix this.

Q21:

No, just introduce an R for games.

Q22:

Q23:

Q24:

Q25:

Q26:

Not too important, the argument that people will cross the border to get material which would be otherwise illegal is wrong as it is easier to import from overseas.

Q27:

One which consults more people to decide the classification.

Q28:

Q29:

-Introduction of R18+

-More consultants.

Other comments: