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Q1:

Improving key elements of the existing framework

Q2

The classification scheme should be there to give an accurate indication of the level or degree to which there is offensive content.

Q3:

No. The platform offer no offensive or threatening material, It is a bridge between a person and the material and does not alter the content

Ω4:

No, all content should be subject to classification and only be accessible to people who are allowed to use it depending on the classification

Q5:

Yes. Children entertainment should have its own classification in which various levels should be used to give an indication of how much of an impact is has. Likewise with more extreme adult material there should be classifications on how impacting it is (levels of gore, sex, violence, drugs, etc)

Q6:

No, an item is still the same item no matter how big or small the market is

Q7:

For artwork that is being displayed publicly there should be a classification on the degree to which it may be found offensive or impacting. (but rather that wasting time getting someone to rate the artwork, just have prior warning notifications on all publications of the exhibition advertisements and warnings at the entrance)

Q8:

Yes

Q9:

Yes

Q10:

No, all items should be classified regardless to give information of how impacting it is

Q11:

Only the offensive properties like drugs, violence, gore, cursing/swearing, offensive statements/motivations (none of these should be banned for there content but rated higher to adequately protect children)

Q12:

The parental controls would be the best way

Q13:

It shouldn't be controlled by a government organisation, but the parents choice to pick a censor program and other published materials

Q14:

If a child wants to get there hands on materials in the world outside of the computer there going to get it no matter how much protection is on it

Q15:

On the packaging and if bought online it should be on the receipt and be next to the name but not in the title

Q16:

They should only be there to classify material so that parents know that that material is at a certain level, It is the parents responsibility to enforce the law

Q17:

No

Q18:

All of it. Whether or not it is obvious to one person may not be obvious to another

Q19:

If a material is going to be public then it should be classified, but a simpler method would be to have the creator or producer to use there on discretion to classify there material and if there material is considered too offensive by the public audience for the level at which the creators classification is set then they should be able to report them to a government body where they should be punished for falsifying a classification.

Q20:

The R18+ category for games and interactive media is non-existent which means that offensive material is either given an M or banned. Not only should there be an R rating but there should also be a standardized rating for all media to help give faster indication to the purchaser

Q21:

R18+ for gaming is a definite, not only is it up to the consumers discretion to decide on what they want to purchase but the government is also missing out on millions of dollars of tax revenue they could easily be earning if they let these games in.

Q22:

Have a standardized adult rating and the a 1 to 5 rating to which degree it will be offensive and how frequent

Q23:

Yes

Q24:

It should only be prohibited by the parent/carer

Q25:

The refused classification category at the moment is too strict and is blocking some items which won't offend people who know what there purchasing

Q26:

Classification laws should be federal so that no one state is being discriminated against

Q27:

a classification scheme which seeks to protect children by informing parents rather than punishing those who are adults

Q28:
Yes
Q29:
Informing parents of ways to protect there children from getting to materials which would be offensive
and teaching children about why they are not allowed to view these
Other comments: