

CI 2011 T Rule

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Last name: Rule

Q1:

The existing framework is fine except for areas pertaining to computer game classification. The classification system for computer games should be raised to the same standard as that of movies and television. This primarily means introducing an R18+ classification.

Q2:

The primary objective should be to help guide all Australians when purchasing any entertainment product. Whether that means helping a parent decide if a movie or game is suitable for their child or preventing a child from obtaining a product that is not suited for their age group.

Q3:

No, all products that require classification should all go under a uniform classification structure. Of course there will be minor changes between movies, television or computer games, but the overall content should be classified equally.

Q4:

Content that is only obtained online should go unclassified unless the content does receive a collective complaint from the greater community or break any of the countries laws. One complaint shouldn't warrant some content being banned or censored. Everyone should be free to enjoy a product if that product doesn't affect the greater population or break any laws, and if the greater population disagrees, only then should that content go under a classification system. Once again, this should only apply to material that can only be obtained online.

Q5:

Yes, the potential impact should affect how the content is classified. All content should be classified whether it be designed for children or adults.

Q6:

Nothing should affect how material gets classified, all material whether it come from a billion dollar production company or a student's basement, should be classified equally.

Q7:

Artworks should not go under a classification system, some of the most famous pieces of artwork contain adult depictions and have been viewed and admired for centuries without harm, why is it any different now?

Q8:

Yes, music and audiobooks should be regulated but they shouldn't go under the same classification system as movies, television and computer games. Music and audiobook content should be labeled as containing 'explicit content' if they would be harmful to a specific audience.

Q9:

Nothing should affect how material gets classified.

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Q11:

Nothing should affect how material gets classified.

Q12:

Any content that is restricted under the National Classification Scheme should be blocked using the Australian Internet Censorship scheme where that content cannot be accessed.

Q13:

The protection should always start with the parents. It is the parents obligation to protect their child from material they deem inappropriate. Just because a child can access inappropriate content online should affect an adults right to view that content.

Q14:

Magazines should be classified just like other material, guiding both the buyer and seller in whether that product should be sold.

Q15:

All the time.

Q16:

Q17:

Yes.

Q18:

None, all content should be scrutinized like all others.

Q19:

If the small independent film was produced within the county of classification, I believe a small subsidy will help grow the industry.

Q20:

Yes the system is understood by the community. I feel that the PG rating is a little misunderstood, it stands for Parental Guidance but any child can purchase material with this rating without having and "guidance" from a parent.

Q21:

The PG rating should be changed to something more reflective to the content being view. Parental Guidance is very vague, perhaps T for Teen.

Q22:

All markings, criteria and guidelines should be consistent across all movies, television and computer games.

Q23:

Yes

Q24:

Any content that breaks any laws or promotes and guides the breaking of laws.

Q25:

No, much worse content can be obtained online now that what is RC'd be the classification board.

Q26:

Yes, a national classification system should control all content within Australia.

Q27:

Q28:

Yes

Q29:

Add an R18+ classification to computer games to bring the computer games market up to standard with the film and television mediums.

Other comments: