

CI 2038 J McHugh

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Q1:

I believe that the current classification system regarding computer games should be consistent with other media such as movies - I also believe that it should be industry-regulated, as it is with the United States and the ESRB.

Q2:

Consistency, transparency and allowing reasonable adults to be able to make their own judgements upon whether or not they should play or watch a video game or film - Including parents making those same decisions for their children, not the government or a government-related organisation.

Q3:

While I believe in some circumstances, technology should be considered... It's the content alone that should be the main focus of classification.

Q4:

This is a difficult question to answer - On one hand, it would save plenty of time and money to go off a complaint-based approach - And on the other, one must consider whether it's worth having out in public before being reviewed. Weighing up the various pro's and con's, I believe it should be complaint-based... Unless it is blatantly obvious that the media is inappropriate.

Q5:

I believe "Impact testing" is not appropriate, as such things vary greatly between people... Especially those on the classification board that represent only -their- views, not that of the broader community.

Q6:

This implies that such producers may intimidate the classification board into making a decision, therefore I believe it shouldn't affect the classification.

Q7:

I believe artwork should only be 'Classified' as an advisory to potential viewers - Not to ban or restrict access to consumers, unless of course the artwork relates to child porn or some other related topic that people try to hide behind the "It's just art" defense.

Q8:

Music? No - Sound recordings? Yes.

Q9:

I do not believe it should.

Q10:

No.

Q11:

I believe the content alone should be the only factor.

Q12:

Without the use of an internet filter or through censorship - Catch the criminals using Law Enforcement agencies instead of potentially punishing the innocent citizen.

Q13:

Through parent education and the offering of VOLUNTARY filters that may be installed at home.

Q14:

If it's offline, then the people involved are trading with it physically - Use law enforcement agencies to halt the distribution.

Q15:

On the box art, and perhaps at the beginning of the media should it be a film or video game.

Q16:

I believe the Government should play no role in the classification of any media - Industry Bodies should be the one to provide classification and consumer advice for products while law enforcement agencies enforce any laws set into place in regards to regulating the classification system.

Q17:

Definitely.

Q18:

I believe that all content should be considered for classification.

Q19:

I believe the government should really play no role in the classification of media, aside from working with the industry to find a suitable code to abide by - One that can be appealed by the community.

Q20:

I believe the inconsistency with video game classification creates the biggest confusion - Hence the need for an R18+ category.

Q21:

If any should be merged, it should be M15+ and MA15+. But I do not believe any should be removed or added... Though "Refused Classification" should be just outright "Banned" to avoid any potential confusion.

Q22:

It should all be the same - The markings and guidelines.

Q23:

It should be revised to allow more consistency, allowing an adult rating for video games, as there are for films and the like.

Q24:

Child pornography, if anything. Nothing else.

Q25:

The scope is way too broad - Like I stated in question 24, it should only be child pornography.

Q26:

It is important to avoid confusion, it should be promoted using advertising through media such as the TV and on related websites on the internet.

Q27:

It should be made to be industry-regulated.

Q28:

Yes - I am sick of the issue of ONE person in the SCAG speaking for the entire country, even if the majority (Above 90% of the population) don't agree.

Q29:

Becoming industry regulated and further education to parents, advising what would be best suited for their children.

Other comments:

As implied throughout my submission, I believe it is imperative that an equal sense of consistency be brought into the classification issue for video games, most notably introducing an R18+ rating for video games, allowing adults to choose what they play, not the government.