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Q1:

the current framework does not fit the reality of the product it stands over. total reformat.

Q2:

The release of interactive educational or entertainment based software information unaffected.

Eliminating the force for censorship of in-software elements, or the regional editing of global products, which has in turn lead to some titles being released in a state where Australian consumers have opted to source foreign, non-edited editions, and frequent piracy.

Q3:

As software becomes possible to be bought over the internet, often more affordable, downloaded from legal online retailers; the Need, or Questionable worth in forcing alteration to an artist or coders finished product based on our tight National guidelines for release, people will find it less necessary to release software in Australia, and in turn most Australian consumers will turn to foreign import & direct digital exchange to Insure quality of product.

Game Software, such as Valve's title "Left 4 Dead 2", comparably different to the release in the U.S.A, a decision made for the Australian release based on it's initial refused classification, recieved poor sales and a horde of insulted adult Australian consumers, due to the fact that Fan's of this title would not pay for effectively less of the product that those in America did, and an unedited copy could be obtained without much hassle over the internet.

Q4:

Nup - All proposed products will be sought classification. If software content is in doubt, it will be set to be Above-18 Only and be left to the discretion of the sovereignty of the consumer agent and any responsible minors on the matter of whether to expose them or their family to the classified Product. No software can be edited, unless it is blatantly harmful, in which it must be proved beyond question. If Content is within question and unable to be classified within the range of 'under 18' then Only a higher tier classification for the deemed adult content is the only answer (in order to keep balance with the economy and the freedom of choice and decision making of adult consumers)

Q5:

Children's games make up a very small percentage of the market. The vast majority of Consumers are responsible adults, capable of watching anything at anytime due to the internet and contemporary acceptance. The Black Market on games cannot be stopped - Any piece of software is entirely capable of being hacked. Only secure multiplayer servers can stop players from pirating and using the originally intended product.

In reality, the potential for impact is lessened by the fact that we live in an information on demand world. If someone is not given the fair right to educate themselves on something they have access to,

it is likely there is little standing in their way of obtaining that piece of information in another way. Childrens titles do a good job. And there is little dispute between content for Children, and that for somebody over the age of 15. The only line comes in, in Australia, is where a title is not designed for children, but for a mature responsible adult.

On the real life front, I have to say, There's not a 14 year old male about who wouldn't download the latest Grand Theft Auto and be exposed to Everything it has to 'offer' regardless of whether it was given official release unedited or withheld for classification reasoning. Yet the content and regional variation matters quite alot, if a title is known to have edited content from an Australian store, but unedited content off an illegal or payed Digital-stream website - those informed will often feel pressed by freedom of choice to choose illegal methods in order to insure quality of product.

Q6:

No. The content ought to be objectively viewed, if the content is to be used by one person only, then that is irrelevant. The content ought to be classified, and even then, if an adult only product, it cannot be 'edited' to be made into something fit for minors.

In regards to software or content solely to be experienced over the internet, the classification cannot be guaranteed, beyond the artwork or themes at place independant from client interactions. The classification is only affected within the realm of elements shared by all users. The interactions between players is too unpredictable to classified, and even a game designed for children can have the same unsavoury peer to peer elements it as a title refused adult classification.

Q7:

All artwork publically displayed ought to be sought to be free from extreme imagery, such as nudity.

Violent themes can be cropped if offensive, and moderation ought to be held within all public advertisement. The packaging of the product ought to give consideration to sensitivities, simply due to public display. It is unquestionably beneficial to the economy of Australia if products can be released within an Above-18 classification. However, the rules on publicly displayed artwork ought to stand in the same field as all media advertisement.

Q8:

Yes. Yet only if there is suitable classifications to allow for the risky and deep topics the written and spoken word - and no book is refused classification due to grounds of being unfit for an Australian rating system.

Q9:

Whether...?

For the good of the Australia economy, and in the age of near instant digital information transaction - there is no room for refusing a product for sale on grounds of it being 'unfit for classification' - as regardless of age, gender or financial situation, the developed intended original product will be accessed by choice - whether it has been allowed and is fit for classification or not.

Q10:

Again, only to what degree it will be classified (minor or adult for example). Not whether or not.

Q11:

All content ought to be classified. The reason is - the system has little affect, and parents will buy all software as it currently stands with our presently slightly ignored rating system, even if content was designed by an adult mind for a mature person. If parents and consumers had the stark differentiation between software designed for those under 15, that which is fit for those over 15, and a Clearly marked 18 Only classifications - more care would be taken in the purchase of products, and mature adult consumers will have the sovereignty and freedom to purchase the intended product.

Q12:

You don't really have a chance (or clue... i'm thinking) based on the freedom of the information. The product can only be discerned by heavy scrutiny, and obtained by anyone freely or by credit transfer.

Without censorship to the actual source for individual users - it is purely up to the discretion of the online distributor to question the age of any consumer and is not without the power of the 'National Classification Scheme' to attempt to censor international data (Regarding digital transfer of rights to software information.)

Q13:

It is within the responsibility of the care-taker adult. If a child is left unsupervised on the internet it is entirely inappropriate for they could go anywhere. Not even I.S.P's can censor or form a objective differentiation between the content of internet data.

Perhaps, like the combined bodies of shared intent that ensure secure payment on the internet, a digital sign or watermark could be registered and be noted when a distribution website is opened, so the classification of content can be optionally displayed, once registered in a national database, and customers can make an informed decision on whether the content is "appropriate".

Q14:

It is purely up to the personal choice of the access client.

Q15:

Never as a rule - These pieces of advice are best left as optional trademarks of authenticity, bought or registered by the website officials to add credibility in their integrity of their service.

Q16:

Only in the open and objective understanding of this generation of information.

The combat of malicious viruses or codes is a main priority, yet understanding and discernment is something that effectively may only be left up to the access user.

Q17:

It must be collaborated. Yet without the Adults Only classification, some developers will not even bothered attempting to release here - and our board will become useless. The content will be released via download only.

Q18:

Spongebob Squarepants.

/// Everything must be screened, if sold in physical stores.

All other content officially released on the internet, is global information, the same content could only be classified and restrictions can only apply if the product is to be sold as a physical product, packed and sold here in Australia as a product that could be physically redistributed.

Q19:

If it's a cost, it ought to be cut, as it is not effective. If the subsidy is for those who have been pushed to alter the way the content were released in Australia, adding or stressing release compared to the rest of the world, it is the responsibility of the Australian Government if it wishes to continue to receive the blessing of software developers in preferring to release products in step with the release within most of the developed world, as if it becomes expensive to re finalize a product, or the product becomes undesirable, it could be damaging to the finance of the developer, and the product may suffer or miss the Australian market

Q20:

There is only two. G, and ... M. Nup. They're just ignored. for games anyhow.

There's Kiddie safe, and Um everything else. Which is very untrue. Games are developed for adult minds specifically in some case.

Q21:

just have, G, M, MA15+, R18. R+18 is something we are in backwater over, as the media format of computer and video-'game' software is less separate from the field of movies or books than it ever has been.

With increasing demand for intelligent and sophisticated interactive media being the reality for more and more adults, the Movie has become a multi-layered and sometimes multi-user experience, and it is necessary to broaden the scope of products available and product rating available if Australia is to remain competitive in this industry.

Q22:

I think 4 only are needed.

G| general.

PG or |M| adult supervision for those under an age bracket.

M15+ = Mature audiences 15+.

R18+ AO = adults legally over 18 only.

simplify.

Q23:

If it's broke.

Q24:

PERHAPS - if you ask your l.p, and have children, to be able to turn off access to some blacklisted websites could be useful. Yet if it is enforced upon anybody, it will only give birth to yet another method of circumnavigation. Blacklisting of websites for adults, or by force, is not going to happen.

Q25:

If people would like to program a title, and release it for free or sale online, that relationship is between the author and the consumer, and the classification system has no standing what so all in these transactions.

Q26:

The psychological reality of the situation - if a law applies in one place in Australia, unless that region has specific differences that require inconsistency, is it logical.

Q27:

None. Cooperation is the only way anything will go forward.

Q28:

Yes - especially an adult classification for sold media, which is consistent with that currently used in other forms of sold media, such as books, radio, movies and art.

Q29:

As above mentioned, in the allowance for the classifications of Content that is adult in nature, so software developers can produce and release a product consistent globally, halting Data theft by those looking for an unedited intended desired product, and aiding the economy here by minimizing use of Direct purchase of these products free from classification over the internet.

Other comments: