

CI 2081 G Marson

First name:

Guy

Last name:

Marson

Q1:

I believe that a new classification framework would probably be a far better option than modifying the current framework,

Q2:

To bring the Australian classification system, specifically the classification system for PC and console (video) games, up to the same level as that of the American (ESRB) and European (PEGI) games classification systems.

Q3:

No, this should not affect how or whether content should be classified.

Q4:

No, I believe that all content should be classified

Q5:

The impact of content should certainly affect the classification, but it shouldn't be the final issue affecting the classification. Content designed for children should be classified across all media, and given extra scrutiny in the classification

Q6:

No this shouldn't affect whether it is classified, or the classification.

Q7:

Yes I believe so. There are certainly a number of artworks that are not appropriate for minors.

Q8:

I believe it should, but only based on the lyrics.

Q9:

No this shouldn't affect whether or not content is given classification.

Q10:

I believe content accessed in public, or intended for such, should be given more scrutiny than content accessed, and/or intended for access, in the home/private. However, the public location in which it is to be accessed should also be heavily considered.

Q11:

The intended audience, and who the content is being marketed to, should affect classification.

Q12:

There is no method of controlling access to information on the internet, apart from physically cutting lines to and from servers and access points. Any such plans by the government and/or private corporations or firms should be scrapped immediately because they are a massive waste of tax payers' money, in the case of government initiatives or funding.

Q13:

By educating parents better about internet usage, what is available on the internet, and a child's online/potential online activities. The onus for protecting a child/children from inappropriate online content should be almost entirely on the parent, as it should be with any other media. The government, in my opinion, should start putting the onus of caring for their children's well being back on parents, especially in the region of access to content which is inappropriate for minors.

The classification system should be for informing parents of what they are purchasing for their children and restricting minors from purchasing inappropriate content. It should not be used to restrict a grown adult (in this usage, someone of or over the age of 18) from purchasing and consuming content that was originally intended for adult consumption.

Q14:

Again, the best way is to restrict minors from purchasing such sexually inappropriate content, and placing the onus on the parents to restrict their child from viewing such content.

Q15:

When it is given a rating higher than a PG rating. In other words, when it is classified as M or higher.

Q16:

Again, as I stated above, the onus for protecting a child/children from inappropriate online content should be almost entirely on the parent, as it should be with any other media. The government, in my opinion, should start putting the onus of caring for their children's well being back on parents, especially in the region of access to content which is inappropriate for minors.

The classification system, and therefore the government, should be for informing parents of what they are purchasing for their children and restricting minors from purchasing inappropriate content. It should not be used to restrict a grown adult (in this usage, someone of or over the age of 18) from purchasing and consuming content that was originally intended for adult consumption.

Q17:

Yes I believe it would. Such a system has been very successful in America and Canada, in the form of the ESRB, and PEGI could be classified as being somewhat of an industry regulation system, and that also has been successful.

Q18:

All types of content, with the possible exception of high impact content aimed at anyone aged between 13 and 17, and possibly very high impact content aimed at adults.

Q19:

I believe the classification of any independently published content should be subsidised, including, but not limited to, independent computer and video games, independent films, independent music projects, independent/self published books.

Q20:

No, I don't believe the existing categories are very well understood at all. I see many parents buying MA15+ games for their children, who are clearly under the age of 15, and believing that such games are appropriate enough for their children, and a number of those MA15+ games should really have been given an R18+ rating.

Q21:

I believe that the R18+ rating is definitely required for video and computer games. All the other ratings seem quite adequate.

Q22:

The symbols for each rating should be the same across all media. Though they should be varied in size, such as DVD boxes and video and computer games boxes should have a clearly visible symbol placed on the front that is the same size across every box, regardless of the rating.

Q23:

Yes I believe they should be consolidated, to make it far easier for developers and publishers to understand the ratings and classification systems, as well as easier for the public should they want to view or research the ratings and classification systems.

Q24:

Any content with pornographic depictions or descriptions of minors or any content depicting or describing the sexualization and/or abuse of minors, in any form, should be completely prohibited online, and distribution of any such content should be a criminal offense.

Q25:

Yes, I believe it does.

Q26:

I believe that classification laws should be federally regulated, so that there is complete consistency in the classification system and rankings across Australia.

Q27:

A federally regulated scheme, which I mean to say, classification laws which are federally regulated and applicable to all states and territories of Australia.

Q28:

Yes, I believe they should do so.

Q29:

By having more public and industry input, as well as analyzing the classification schemes of regions such as Europe (PEGI) and North America (ESRB). The government also needs to put the onus on parents to care for their children and stop trying to do the job a parent should. The government should also look at the fact that most people who consume video and computer games in Australia are over the age of 18, and in fact, the average age of a gamer in Australia these days is late twenties to early thirties.

Other comments:

I will be happy to clarify, via email, any of the points I have stated here.