

CI 2100 L Penman

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Q1:

The existing framework is known and understood by most people. A new framework would be a waste of time and resources.

Q2:

Consistency across artforms, clarity for consumers, and freedom for creators

Q3:

"Technology" and "platform used to access" both relate to the accessibility and availability of content. So much is available online that can't be thoroughly blocked that it sometimes feels ludicrous to ban something in Australia that is not banned elsewhere.

Q4:

This idea could probably be exploited and result in more beurocracy than presently exists, but it's a nice ideal.

Q5:

"Should the potential impact of content affect whether it should be classified?" - isn't that the entire point of classification? And yeah, if it's designed for children, it should be clearly classified as such so parents know they're making a safe decision without having to research everything they buy.

Q6:

I think this is a great idea... except the "potential mass market reach" is difficult to gauge in the 21st century.

Q7:

It would be a great idea, but it should be up to the exhibitor to advise patrons of the appropriate minimum age.

Q8:

Sure.

Q9:

Yes.

Q10:

Absolutely.

Q11:

Q12:

Don't. That's ridiculous. You can't control the Internet.

Q13:

By parents monitoring their children's use of the Internet.

Q14:

Make them available online =\

Q15:

At point of sale.

Q16:

Government agencies examine the content and grant a rating. Industry then decides if it's satisfied with that rating, and appeals or edits the content as necessary. Users decide if they want to purchase/experience things at that rating.

Q17:

Maybe.

Q18:

None. SOME amount of independant authority should be involved.

Q19:

Yeah, maybe up to a certain point. Perhaps a sliding scale depending on revenue received.

Q20:

The lack of R ratings on games suggest that ALL games are suitable for children.

Q21:

Perhaps merging M and MA15+. It is a little odd to say "These ones are SUGGESTED to 15+" whereas "These ones a RESTRICTED to 15+".

Q22:

I think the colour and symbol useage is fine, as long as it's clearly displayed - always having it on the bottom of DVDs for example.

Q23:

Yeah, probably.

Q24:

Child porn

Q25:

Q26:

Absolutely. It should be the same around the country.

Q27:

Q28:

Sure

Q29:

Consitancy across art forms. Some videogames are only appropriate for Adults. There's no reason to deny adults access to these games.

Other comments: