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Q1:

The current classification framework (outdated as it is) works for most media types out now. An update wouldn't hurt to improve the current classification ratings for all media in order to keep up with the ever changing times.

The clear exception being the video games classification. This needs to be given an overhaul.

As it stands, the lack of an R18 rating means that a lot of content not safe for younger viewing is passed through under the guise of an MA15+ rating. How can parents correctly assess what is safe for their children when the classification framework in itself is warped?

Q2:

To update the classification scheme in order for it to be relevant in our times. The obvious one being the lack (but need) of an R18 rating for video game media.

Q3:

Yes. The one type of media that has changed and is continuously changing is the video game media. With the wide spread access to the internet, online gaming is a subjective experience as it depends on the people played with and the content. As it stands, Massively Multiplayer games have no classifications, yet is accessed by millions...

Q4:

No. Harm could have already been done by the time a formal complaint is put through. In the case of video gaming media by the time a game hits the shelves, people (this includes parents and children) would have already purchased it. Damage done.

Q5:

Yes and Yes. Every type of media, whether for adults or children should be classified. If not, our classification board is basically assuming that what the proposed game/movie/book has as far as content is exactly what the publisher states. In order to fully protect our children classification board needs to screen these to make a correct judgment.

Q6:

No, everything should be subjected to a classification.

Q7:

Yes.

Q8:

Yes. Imagine an audio book created from a romantic novel...

Q9:

No, as everything should be classified because something targeted at a small audience may turn into a cult following. In the case of game classification, whether the publisher is mainstream or an independent developer should not affect the screening method.

Q10:

No, as a classification is used to advise whether something is safe or not regardless if it is for public or private use.

Q11:

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Q12:

Hard to say as most of these would involve a major impact on our already slow infrastructure. Parents are given many tools at their disposition to protect their children as to what they can or can't view.

Q13:

By better educating the parents on methods on how they can do it via simpler means.

Q14:

Plain covering for these magazines. To be up front here, explicit magazines should fall under the R18 rating.

Q15:

Prior to purchase/viewing.

Q16:

The constant validation of media and ensuring the classification ratings are accurate and up to date. Nothing should be banned, we should have a classification to fit any media into.

Q17:

Yes. All classification ratings should be instated by an independent/government classification board as opposed to going with what the publishers have rated their own products with.

Q18:

Everything should be classified.

Q19:

There shouldn't be a need to subsidise. Independent products, whether movies or games should fall under one of the main classification ratings.

Q20:

If anything, the "M" and "MA" ones.

Q21:

See above. Also, the introduction of an R18 rating into the video game media would allow for better classification rating.

Q22:

Classifications can only be consistent across all media IF the classification markings are prevalent across all current media formats.

As it stands today, video games do not have an R18 rating.

Q23:

Yes, there should be consistency.

Q24:

Child pornography.

Q25:

What I can comment on is that there is a lot of content online that is not prohibited.

Q26:

Yes there should be consistency across all of our states and territories as we are one country and should promote a national classification.

Q27:

A national classification ruleset and guidelines should be introduced, but should be reviewed every couple of years in order to stay up-to-date with trends in society.

Q28:

It should be a collaborative effort in the introduction of a new unified classification scheme.

Q29:

By an introduction of an R18 rating for computer games, reviewing the instated classification markings and keeping them up to date with the ever changing times.

Other comments: