

CI 2129 J Stark

First name:

Jason

Last name:

Stark

Q1:

Improvement of the existing framework, particularly regarding video games.

Q2:

To bring all forms of media into alignment with each other in regards to classification and censorship.

Q3:

No.

Q4:

No.

Q5:

It seems that this leads to a potential gray area. Who decides whether content has been designed for children?

Q6:

No.

Q7:

No.

Q8:

Yes.

Q9:

No.

Q10:

No.

Q11:

Q12:

You can't. Any attempts to censor or control access to areas of the internet will be costly, unpopular and spectacularly ineffective.

Q13:

Through education and parental / teacher supervision.

Q14:

Q15:

Anything that's classified should be labelled clearly and appropriately.

Q16:

Government agencies classify media. Industry bodies uphold them as required. Users make purchasing decisions based on those classifications.

Q17:

No. Having industry play any part in it's regulation is a clear conflict of interest.

Q18:

None.

Q19:

Yes. An assistance scheme based on the profits (or projected earnings) of the content would be a good idea, sparing small producers an additional cost.

Q20:

The current categories work well.

Q21:

There needs to be an R rating for video games. Video games is a media form as valid and mature as any other. Refusing distribution in this country to R rated video games is archaic and wrong.

Q22:

Bring classification in line for all forms of media.

Q23:

Yes.

Q24:

And content whose creation is illegal (eg. child pornography)

Q25:

No.

Q26:

Q27:

Q28:

Q29:

Other comments: