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Q1:
Focus on unifying the existing framework across all media in which classification should apply.

For example: Computer/interactive games should have the same classification scheme as other existing media types.

It should be accepted that no type of media will ever be universally acceptable to children/general viewers and the censorship regime should reflect that fact.
Q2:
Informing the public of the content of media so that they can make informed decisions regarding the content they have access to.
Q3:
I'll use two categories here.
Broadcast/retail media: Movies/television made for direct sale or broadcast.

Peer to peer and user generated content: Private communications(telephone, online voice chat etc.). Public interactive services (Discussion boards, MMOs (Massively Multiplayer Online games), Video/image sharing web sites, Social networking)

Classification should apply only to broadcast and retail media. Peer to peer and user generated content is better left to the individual. General public discourse should never be interfered with.

Peer to peer technologies should be exempt from classification.
Q4:
If it does not already fall into a category that should be classified then it should not.
Q5:
Those are two only vaguely related questions.
Content designed for children should meet certain standards, else it can not properly claim to have been designed for children.

Classification is designed to assess the impact of content. Some kinds of media should be exempt from classification (e.g. News coverage). Any other scheme is akin to universal classification.
Q6:

Perhaps in some cases. It may not always be feasible to apply it to all content producers. Over stretching the classification board would be counterproductive.

Q7:

Most artwork should be exempt from classification (but not exempt from law). Exhibitions generally do a good enough job of informing people when they are displaying sensitive/high impact artwork.

Q8:

Q9:

Not generally.

Q10:

Public broadcast media should be classified. where it is accessed is immaterial.

Q11:

None

Q12:

Parental supervision.

There should be no blanket access control to online content.

Q13:

Parental supervision. Use of client side filtering programs.

Q14:

Q15:

On packaging, marketing material, when the media/software is played/started.

Q16:

Users decide what they want to access. Government and industry supply the information necessary to make these decisions.

Q17:

Q18:

Q19:

Classification costs should not exceed a certain percentage of the cost of the creation of the content.

Q20:

I believe they are understood.

Q21:

Computer games should be eligible to have an 18+ classification similar to other media such as movies.

Q22:

Use the same ratings labels across all media formats. The criteria for meeting these ratings might differ between these formats.

Q23:

This question is a little ambiguous.

Some media formats have higher impact through higher levels of interactivity than others. It would make sense then that criteria that merits one classification rating in one type of media may merit a different classification rating in another.

As an example, drug use in a movie, where the audience is passive may merit a lower rating than drug use in a game, where the avatar of the player is an active participant.

Q24:

Some content is already illegal, and thus prohibited. This is the domain of law enforcement and not the classification system.

It is impossible to make some illegal inaccessible without also making some legitimate content inaccessible.

In any case, when illegal content is found online, the correct response is to prosecute, not block the content.

Q25:

Anything that is not illegal should not be prohibited to mature adults.

Q26:

Classification should be consistent across all states and territories.

Q27:

I do not see a need to replace it.

Q28:

Q29:

Other comments: