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Q1:

The ALRC should focus upon improving the lack of an R18+ rating that the current classification does not have. It should also focus upon improving the criteria in which a classification is made.

Q2:

To provide the correct experience levels of particular media features such as violence, gore etc. appropriate to age and maturity.

Q3:

Yes, video games provide a more personal experience and with first-person viewing common makes the experiences within video game media have more effect upon the audience. Movies however are less personal as third-person is the most common camera view.

Q4:

No. It should automatically be classified before it is available in anyway to those within Australia (as each country has different rules and regulations) and should be sold appropriately (MA15+ media requiring parental presence to be purchased by those not within the viewing criteria, and R18+ media only available to those with proof of their age (which is 18 or over))

Q5:

Yes. If content of media is violent and brutal this may give the impression to the audience that this sort of action is appropriate and normal in society. Sexually explicit material also implies this.

Q6:

No. All producers and distributors no matter what size, or market position should all be affected by the same classification of their media.

Q7:

Yes. Much the same as digital media, all forms of artwork and media should automatically be classified before the possible viewing of all audience classifications.

Q8:

Yes. As with digital media, and artworks as well sound recordings and audio books can also contain inappropriate language for minors and themes which are also not appropriate to minors.

Q9:

No. All content should be classified equally no matter the size of the audience that will view said content.

Q10:

No. Whether or not content is accessed in public or in one's home life it should still be classified with other media, and equally with other media also.

Q11:

Factors such as recent events, sexuality of those in the content and sexual content should affect classification of media.

Q12:

Requiring proof of age.

Q13:

Parental Controls requiring a login and password which then allows only the parents to decide what sites may be viewed.

Q14:

A review of the repercussions of viewing such media upon young minds (perhaps quizzing those who've looked at such media previously, and then re-quizzing them annually for a number of years) .
The themes and ideas that such media represent.

Q15:

24/7 there should be no excuses, exceptions or loopholes which allow media distributors and producers to show content WITHOUT showing a rating classification

Q16:

They should all be linked in some way so that the type of media appropriate for individuals is viewed and the media not appropriate for such individuals is unable to be viewed.

Q17:

Yes. This would (as I said before) make appropriate media available to individuals whilst keeping inappropriate media unaccessable.

Q18:

All media.

Q19:

No. All distributors and producers of media should all be classified equally.

Q20:

I believe that the current classifications are not understood by the whole community. Excessively violent media is very commonly classified as MA15+ where it should be classified as R18+. The way that every country has different classifications is also confusing.

Q21:

There is a VERY major need for an R18+ rating for video games, children (teenagers under 18) are exposed to violent, sexually explicit and mentally scarring imagery, themes and ideas as well as the views of characters in the media which can have a effect upon their psyche, views, opinions and ideas of life, society and social actions.

Q22:

Video games should be rated more strictly (as I said before), because they're more personal and seem more realistic. Whereas other media are less personal because third-person camera views are used more commonly, as opposed to the first-person views of video games.

Q23:

Yes. AN R18+ rating is needed within Australia.

Q24:

None. The internet is a free medium for media, expression, freedom of ideas and imagination. The responsibility lies upon the parents (of those younger than 18) and the individuals; not to mention the producers and distributors- in terms of availability of media etc.

Q25:

They are appropriately reflecting of prohibited media.

Q26:

It should be promoted that all persons within a state or territory know all of the ratings, criteria of the ratings and why the classifications are present as well as what impacts incorrect viewing of media may have. Perhaps a booklet mailed to all citizens of Australia, TV ads or something similar could be appropriate in reaching this goal.

Q27:

It should remain the same as it is now, but contain stricter criteria and an R18+ rating.

Q28:

Yes, the new framework should then be applicable to all those in Australia, no matter what. There should be no deviation from the set framework in ANY state OR territory.

Q29:

An R18+ rating on video games is required.

Other comments:

Being able to voice my opinion on this important issue makes me feel proud for my right to speak and proud to be part of this great nation. Thank you.