

CI 2374 D Green

First name:

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Q1:

yes. Nudity and violence should have equal weight, and be equal to the themes in the game, as well as language etc. Also the M and MA ratings should be combined. This includes an R rating for videogames, and any other media that does not currently have one. Also, any media with a rating of PG or higher should be legally enforceable so that they are taken seriously, and there needs to be a 'taskforce' to ensure that this is being carried out.

Q2:

To simplify the classification labels for the public, and to assign all media, video games, movies, and music the appropriate classification

Q3:

No. The only conceit here would be for online based videogames/services, which should have to renew a license for classification every 3-6months based on any new content which could change the applied rating

Q4:

No. We all must obey the same rules. If you only applied the law in this way, it would mean that someone could be murdered, and they would only be charged when someone made a complaint. It leaves too much open and someone WILL be affected before the complaint is made, in which case the damage is done. It MUST be prevented BEFORE anything negative is allowed to happen

Q5:

Yes. ALL content should be classified, including independant develeped games. However, for the small profit they make, I would suggest that the fee structure be changed.

Q6:

No. All media needs to be classified. Children and all individuals can be greatly affected by something that is beyond their understanding, and for a long time. This needs to be prevented proactively not reactively

Q7:

Art is always subjective. Noone will ever agree on an appropriate rating. I.e., the Venus De Milo has breasts, but some would argue that even children should be able to study this. I feel that the ratings should be applied the same way, but anyone underage is allowed to be accompanied by a parent/guardian/teacher if it is school based.

Q8:

Yes, all media should be rated. I don't like the thought that a book i buy may have a ratings sticker on it, but as a parent I need to be able to know that a book for my child may not be appropriate, and if not, why not.

Q9:

No. To play devils advocate one damaged individual can ruin many more lives. Again, this needs to be prevented for all. If not, where do you start and stop? You cannot control how many people will be affected by a work. Even if it is a limited production item, this may still increase demand, and cause the item to increase in value, and make a great incentive to be sold on to others....

Q10:

No. The types of impact that ratings are designed to avoid will occur whether this is accounted for or not

Q11:

I need to make it clear here, that I am NOT for an internet filter or any such thing. All media and content should be freely and widely available. BUT it should be rated so as to be able to tell at a glance what content it contains, and in the case of being sold, so as to be legally enforceable. You cannot legally enforce what I view on my television, but the same movie can be refused to be rented/sold to me at the store.

Q12:

Please see my response to Q11. Again though. Content should be rated, but not enforced, unless I am trying to purchase/rent/register to view it. If it's available online, then rate the site, so that I know what to expect, but do not lock me out. We do NOT need an Australia wide internet filter, just a warning label.

Q13:

All computers now come with software parental controls. All parents should know how to use these. Most should already, as most people of my generation grew up learning computers.

Q14:

Sexually explicit magazines can currently be purchased by anyone Australia wide, as the rating is only M and not MA15, which means it's advised but not enforceable. If you really want to enforce the restriction of sexually explicit magazines (but why stop at sex? what about gun magazines, which most children have no need for) then make the ratings legally enforceable and hold accountable anyone who is reported by the public

Q15:

Always

Q16:

I see the enforcement of ratings going 2 ways. We could continue on the government controlled ratings path which we are on now, or we could open it up and let the appropriate industries regulate themselves. Whether self regulation is one body or not is a separate matter, as long as they use as close to the same guidelines/ consumer advice as possible. HOWEVER self regulatory bodies will need to ensure that the same levels of ratings are consistent across all types of media, including, tv, books, and videogames, otherwise you end up with a child who can purchase sexually explicit magazines but cannot play a game that contains an excessive level of blood, even if it were say, a medical game.

Q17:

Yes. I think that economically this is probably the most likely course for things to take. Again please refer to my answers at Q12 and 16

Q18:

none. all content should be classified, however whether it's regulated by the same industry that produces it or by the government is of little import as long as there is a crack team ensuring that the system is adhered to

Q19:

I feel that the classification fees are currently based on an outdated model. I would prefer to see the fees be a percentage of final profit? or perhaps a percentage of total production cost? It needs to be fair on independant developors as well as larger companies who should pay ore

Q20:

M and MA in my opinion are confusing too many people. These should be combined to form a single category. We also need to have an R category for all media, so as not to oppres an individuals tastes and desires, and force alternative sources to be found

Q21:

please see Q20

Q22:

Please see all previous answers

Q23:

yes, the medium of consumption, is irrelevant, especially in children whose imaginations are always at play

Q24:

none!

Q25:

no

Q26:

Consistency is key, especially in a country as small as Australia. As an example, I live in Adelaide, but come from Queensland. If something were illegal in one state then I would be able to get it in another. I travel regularly and you cannot stop to search EVERY book/disc/computer that passes checkin on a domestic flight.

Q27:

q

Q28:

Yes. It's important that the states cooperate federally to ensure that any overhaul of the classification scheme can be performed correctly and without error

Q29:

see all answers

Other comments:

I am 30 and have played videogames all my life, even before they were forced to be classified. I was bullied alot at school and videogames were a great outlet for me to manage my anger and frustrations at not being able to do anything about it. They did not make me a violent person and in fact gave me a great sense of accomplishment and also taught me patience, and the importance of always looking forwards. I know there are alot of people who try to claim that videogames CAUSE violence but in my experience those individuals had alot of problems even before videogames came along.

I have never done drugs or committed any crimes. I had normal parents who taught me right from

wrong and who could talk to me if they had any concerns about the media I consumed to ensure I understood it's context correctly (ie that in real life when you die, you do not get to restart the game, and that all life is important) Because of this lesson I can turn on a videogame and 'kill' hundreds of computer animated images, because they are not living individuals. When I turn on the game next they will be there. In real life, I'm a passivist and would never hurt anyone unless I was severely provoked or threatened. That said, my 3 year old son does is only allowed to play games rated G or PG, as he cannot grasp alot of concepts yet. However I would not necessarily wait until he was 15 to play some games that are currently rated M or MA. Conversely there are alot (especially recently) of M and MA games that I would not allow him to play until he was 18.