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Q1:

Q2:

Ensure that controls are in place to minimise the ability for minors to access material deemed inappropriate, whilst ensuring that adults are able to access content in line with other mediums.

Q3:

No - consistency across different mediums (film, tv, video games) must be established.

Q4:

Worth considering from an implementation perspective, as the amount of low budget/indie/user-created movies (e.g. youtube content) and games are growing rapidly.

Q5:

Q6:

Worth considering, as per comments in Question 4.

Q7:

From a consistency perspective, yes - but needs to be manageable.

Q8:

From a consistency perspective, yes.

Q9:

Worth considering, as per comments in Question 4.

Q10:

No - consistency is important.

Q11:

Q12:

Education, and targeted enforcement. Technical controls can always be circumvented by someone sufficiently determined, however educate people and aim to make it inappropriate in Society (e.g. Drink Driving) with some enforcement and normal people in society will self-control.

Q13:

Educating parents and carers. Parents must take responsibility for all content that is available to their children, and should be provided training so they can undertake this task.

Q14:

Education & targeted enforcement, as per question 13. Aim to make it socially unacceptable.

Q15:

On display and on any promotional materials.

Q16:

Government Agencies - Set policy

Industry bodies - Comply with policy

Users - Manage their own consumption of content within the regulations, as well as that of any minors they are legally responsible for.

Q17:

Definitely more practical and achievable. Effectiveness of this practice would rely on resourcing to train and audit industry bodies, as well as to deal with complaints in a timely manner.

Q18:

Q19:

Small independent and Australian made content, whether that be games, film, theatre, galleries or any other classifiable content.

Q20:

The levels are generally sensible, however the distinction between M15+ and MA15+ could confuse people. Remove one of these, and then ensure consistency across all mediums.

Q21:

Q22:

Consistency is important. One clear gap currently is that of a lack of R18+ category for video games.

Q23:

Yes, consolidation of these would simplify the system.

Q24:

Q25:

Q26:

Yes, this should be managed federally is possible.

Q27:

Q28:

Yes.

Q29:

Consistency.

Other comments: