

CI 408 T Munro

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Q1:

Yes

Q2:

To make a fair and unbiased classification scheme. Most importantly to introduce an R18+ to all game media.

Q3:

For any publicly available material, in the form of entertainment, there should be some form of classification. To encourage both conformity to standards that publishers are trying to achieve as well as avoiding others being locked out of the market.

Q4:

Only if something is rated something similar to G or PG as those are the most likely to be affected by material set in the wrong age grouping.

Q5:

Content that is designed for children should be just that and classified as such. If it breaches these barriers then the content should be modified or the item reclassified. The impact should not affect classification as with the way things stand currently the 'impact' is the exact reason many items have been refused classification and outright banned. This being unfair and biased practices.

Q6:

The only way this could be considered whether or not to classify is in the case of small indie developers where their reach is small and will have a small target audience. But some R18+ content could be in there and thereby if the material is publicly available for profit then the material should be classified before distribution

Q7:

No. The only restrictions on artwork should be that of a pornographic/violent/drug nature where is it beyond the socially accepted level at that rating and is also easily viewable by minors. Eg pornographic game cover in a department store

Q8:

Sound media's system of classification does not appear to have failed in any major way so far and there is no major way to fault it. Any more adult content is clearly displayed in the casing before purchase.

Q9:

No. As all content should be classified within a rating system or even in the regards of introducing a rating beyond R18+ if there are still restrictions imposed on material within that level.

Q10:

No. It should only affect the level at how closely it is scrutinised and classified.

Q11:

The only times it should not be considered for classification is when it is privately made material for private use amongst the extreme minority. Any publicly available material should be classified

Q12:

As long as content is available is it up to the consumer and/or in some cases the parents/guardians. That system has worked for a long time and will continue to do so.

Q13:

Through parents acting out their roles as parents better.

Q14:

See previous two questions.

Q15:

When the material is beyond that of a PG nature. The more severe the content the more important the warning/advice/markings become

Q16:

Only to classify content and ensure no paedophilia/rape/abuse themes occur in games where the player is rewarded for those actions.

Q17:

YES. At the current time producers have to attempt to meet certain markers and in some cases if the content overshoots the marker then it is simply banned entry and classification. Against the wishes of many consumers as well who are entirely aware of the content within.

Q18:

Content for ages 0-13. The content is often very easy to classify without much depth and analysis. Any more mature content they could recommend on where they think the rating is appropriate

Q19:

Q20:

The only confusion exists where there is an identical classification for both movies/tv/games and yet there is a gaping whole where there should be more classifications for games to allow more adult content

Q21:

Yes. For game media there should be an R18+ and possibly a higher X rating if the content has very strong themes but does not breach any law.

Q22:

All content being classified under the same system (other than sound media that seems to have a system that works)

Q23:

YES

Q24:

That involving children and pornographic scenes. Any content where innocent people are abused and non consenting. Any graphic murders of both human or animal that are not humane.

Q25:

I'm not very familiar with it but given that there does not seem to be any of the 'bad' material ive mentioned above around then yes it does reflect it.

Q26:

Yes. Especially as WA's customs/classification stance appears different from the rest of the continent. Through the same media it is attempting to improve

Q27:

Q28:

Yes

Q29:

Interact more with the public for views on what the current societal views are on certain types of media and then take from that what is needed. Also by amalgamating enough public opinion that removes any possible bias from the current system whether it be at state or commonwealth level.

Other comments: