

CI 449 A Gibson

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Q1:

Work on new framework that will help clearly dictate what is acceptable for each classification and still have a list of refused classification conditions

Q2:

To allow content for all ages to be lawfully distributed to the correct age groups. This is useful in protecting the younger people as currently, video games considered too violent for M15+ rating are slightly modified so that it can be sold here in Australia. So teenagers are able to get their hands on slightly less explicit but none the less violent content which if rated R18+, would not have lawfully been possible.

Q3:

No. Whether it is a video game console, dvd movie or computer program should not matter as users of all ages can be found in all areas. Limiting availability of content based on a biased rating system is not the solution. Proper classification and lawful distribution should be the answer.

Q4:

I think it is up to the producer to provide an adequate rating for their content and this can then be checked on by a specified group (as is currently the case) or when there is a complaint.

Q5:

Need to be careful here, as often "content designed for children" is too vague. Such content is often intended for both children and adults. I think there should not be a distinction between designation as it can cause a biased result

Q6:

Again no. It is not fair to say that an unpopular title be given different considerations to that of a popular one.

Q7:

Q8:

Absolutely. Again the initial responsibility for designing/writing to a given classification is on the developer/writer/producer, and then validation completed by the ratings review team.

Q9:

No (same arguments as outlined before)

Q10:

Only if there is a cultural issue introduced where other public groups could be further offended. (i.e.

religious groups and their beliefs)

Q11:

Q12:

Good parenting!

As a parent of three kids, I control what is and is not acceptable.

Q13:

Same as above

Q14:

Strict laws and consequences for companys around the lawful selling and distribution of explicit content

Q15:

With anything higher than PG rating seems fair if around the board is not practical.

Q16:

Govt - Designate laws and perform rating/content reviews

Industry - Uphold said laws and distribution standards regarding content ratings. Perform regular audits to ensure content meets requirements

Users - Report and non conformances

Q17:

Q18:

Q19:

Subsidies for the cost of all content ratings should be done to some extent. This model could take into account the distribution medium, audience size and returns generated from sales to deem a fair value.

Q20:

A general understanding is available but more education is required around ensuring all parents enforce these classifications within their own household to prevent explicit content exposure on minors.

Q21:

R18 in video gaming content. Need to be able to provide the right product to the right age group, rather than a slightly reduced version to the younger age groups.

Q22:

Q23:

Q24:

Q25:

No. There are many items that are refused classification but are suitable for some age groups. A proper review/audit will first need to be completed.

Q26:

Q27:

Q28:

Q29:

Other comments:

Good luck!