First name: Andrew

Last name: Jenkins

Q1:

A new framework would allow for a more consistent classification scheme between and across different media. As an example, there is currently no adult (R) classification for video and computer games, and yet (as with all media) there are some games that are designed for adults. How do we classify them without a consistent scheme?

Q2:

To provide a consistent and applicable classification system across all media types, allowing everyone to understand what the ratings mean and why they are applied. Exceptions and special rules for only certain items or platform-specific rules weaken the system, cause confusion, and expose it to justifable criticism, as well as increasing the cost of compliance for businesses that produce or handle media.

Q3:

No, only the content itself should be classified. The specific platform or technology used to provide and consume media has little bearing on the content itself. A paper book and an e-book are no different in their content, why should the technology used result in different rules for classification? That approach would make the system far more complex to understand and to enforce.

Q4:

I see no problem with this approach, as it could reduce the burden on the taxpayer and the classification board. Another upside could be reduced costs for businesses in bringing content to stores, which surely is good for consumers as well as business.

Q5:

I support consistent classification across all media, it is better for both consumers and providers. Classifying according to potential impact is a more difficult question to answer. How do you propose to achieve this?

Q6:

A multi-tiered system that favors certain suppliers simply due to the size or positioning of their business is unfair and, from the public's point of view, could well be seen as exploitable and corrupt.

Q7:

What exactly constitutes art? Certainly, I'm sure there is some art that is not suitable for children. Exactly how you decide what is art and how you then decide to classify it is going to be a difficult issue.

Q8:

Personally I don't feel there is any need to classify music or audio books at all. As music and books convey feelings and ideas only, proposing to classify them is akin to notions of Orwellian thought police. If it is necessary to impose such a system, in order to protect minors for example, then I personally feel that the same and consistent system should apply to all media, and must have an adult classification level at which nothing is banned without very good reason (exploitative or non-fictional criminal activity for example).

Q9:

No, is there any good reason why it should?

Q10:

There may be certain cases where a 'not suitable for public consumption' classification may be needed. I feel this should be handled on a case-by-case basis, to ensure that blanket laws do not affect other content unintentionally.

Q11:

I'd rather specify what I think should not influence classification. Religious beliefs should not influence classification in a diverse multi-cultural and multi-religious society. Differing values should always be accomodated, to each his/her own. Warnings could be applied, if needed, to ensure that consumers know that a particular item may contain material contrary to their own beliefs. In this way, people with different values can still access this content.

Q12:

In the case of adult content, there is already a variety of methods that allow parents to enforce restricted access. It should be up to parents and not to the government to decide when and how to appropriately restrict access. The alternative is a blanket scheme affecting everyone and most certainly denying adults access to some content in the process.

Q13:

There is a variety of 'net nanny' style of software available, and these programs work very well. The problem is only that some parents seem incapable of taking responsibility in this area.

Q14:

I believe it is already controlled very well. I see no need to change this aspect of the classification system.

Q15:

Classified content should display markings and warnings, consumer advice could be made available via the web.

Q16:

I believe users should have a minimal say, as I do not want to see a system where a small but vocal minority attempts to subvert the system to enforce one set of values on our diverse population.

Q17:

I believe this already works well in television. I see no reason why this should not work well elsewhere.

Q18:

Industry classification has been used in television (and likely in other places) more many years now in a variety of countries. A sensible approach to its use here can be determined by a government committee examining the success and failure of its use world-wide.

Q19:

A consistent and simple classification scheme would greatly reduce the cost of classification, potentially removing the need for government subsidies.

Q20:

Computer and video game classification causes much confusion among parents, as it is not consistent with other classification schemes, such as film and television. There is no adult classification for games, and as a result some unsuitable content is allowed to be classified as MA 15+. We need one consistent classification scheme to remove the confusion that currently exists; if it is R or MA15+ then it is not suitable for young children. Simple is effective in this regard.

Q21:

There is a strong need for an adult classification for computer and video games. Games are a valid medium for artistic expression, just as with film, television, the internet and paper publishing. Adults should have access to adult games, and minors should not, just as it is with other media.

Q22:

All media should be treated equivalently as much as possible for classification purposes. Markings and warnings can be displayed using the same set of symbols. Criteria and guidelines can be made available online and in print, clearly specifying which areas are consistent across all media and also clearly specifying when and what particular exceptions may apply.

Q23:

Absolutely. In essence, modern computer and video games are interactive film. The same classification system should apply, and must be enforced by people with a rich knowledge of each medium. Games are not only for kids, many who grew up with video games still play them. Currently, as there is no adult classification for games, adult game players are denied access to some games because they are unsuitable for children (cannot be classified as MA 15+). These games should be available to adults only and classified as such, in the same consistent way that film is classified.

Q24:

I do not believe in censorship, but I recognise that the majority of people appear to want some level of prohibited content. I believe that only non-fictional depiction of criminal activity should be prohibited.

Q25:

I believe it does, and an inconsistent system simply allows such content to be made available by one means if not another. So if we ban it online but not in print, how is this an effective prohibition of content, for example? The rules for the prohibition of content must be consistent and easily understood.

Q26:

I personally believe that classification laws should exist only at the national level. Per state or territory laws add to confusion and increase compliance costs for consumers and publishers, without any significant gain.

Q27:

Commonwealth only.

Q28:

Yes, a national scheme should be the only scheme.

Q29:

Consistency across all media is of paramount importance, it produces a simpler system that is much more easily understood. A simple and consistent national classification scheme also reduces compliance costs for consumers and publishers.

Other comments: