

CI 479 C Sieger

First name: Carl

Last name: Sieger

Q1:

It is in my view that the entire classification system needs to be redone from scratch, especially in the case of video games. When the current classification system was developed it was done with the mindset that games are only for kids and didn't take into account the possibility of ever changing technology. As can be seen in recent years any games that are RC and banned from sale in Australia can easily be obtained by importing games from overseas at a much cheaper price or downloading them through digital distribution channels or piracy completely going around customs. Also playing video games is now a widely accepted hobby of people of all ages and it is

Q2:

A national classification scheme's main role should be to only inform a parent's decisions by giving them the tools and information they require to determine what they believe is suitable for their children. It is not the place of the government to restrict the adult public's access to media just because they find it morally objectionable especially when this content is freely available in many other countries and can be easily accessed via the internet contribution to piracy.

Q3:

No it shouldn't. I will assume that this is referring to videogames being treated differently to other forms of media because it is "interactive" and may have a greater impact. The vast majority of research has shown that the interactivity of a video game does not increase its potential impact.

Q4:

All content should be classified as a way of providing consumers with information.

Q5:

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Q6:

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Q7:

I have no particular view on this topic.

Q8:

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Q10:

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Q12:

I am strongly against any kind of censorship or control of access to content when it comes to the internet

Q13:

The most effective way is to encourage parents to police the content that is viewed in their home and to ensure they have all the information and tools required.

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Q15:

Classification markings should be displayed on the products when purchase of the product may require parental permission. Warnings and consumer advice should be made available in either stores where possible and on easily accessed websites.

Q16:

Government agencies - Providing consumers with all the information and tools they require to make informed decisions about the content the access.

Industry bodies - to ensure that information about the content of their products be freely and easily available for both consumers and regulatory bodies.

Users - To seek information and tools to determine if the classification

Q17:

Yes, the current classification system for videogames in The USA is currently self regulated and is much more effective than our current system despite no government restrictions on the purchasing of mature rated videogames. Many stores will refuse to stock videogames that have not been submitted for classification.

Q18:

Q19:

Many Australian independent videogame developers are suffering greatly in part thanks to the expensive classification system of this country, It has been found to be cheaper for Australian developers to postpone the release of their games in Australia and make money from sales in the

USA because getting a game classified by the ESRB is much cheaper.

Q20:

Many people already assume that there is an R18+ classification for videogames because they assume that it is exactly the same as movies which has lead to widespread support in the community for creating a consistent classification system.

Q21:

An R18+ or equivalent adults only classification for videogames should be introduced. It confuses a lot of people that we don't have one and the current system is doing a disservice to parents by shoe hornning games that have been classified Adults only in other countreies into out MA15+ classification.

Q22:

By making sure they are consistent and introducing and R18+ or equivalent adult's only classification for videogames in line with movies.

Q23:

I am strongly against any kind of censorship or control of access to content when it comes to the internet. The most effective way to protect children from viewing unwanted content is to encourage parents to police the content that is viewed in their home and to ensure they have all the information and tools required.

Q24:

I am strongly against any kind of censorship or control of access to content when it comes to the internet. The most effective way to protect children from viewing unwanted content is to encourage parents to police the content that is viewed in their home and to ensure they have all the information and tools required.

Q25:

No it dosen't there are many issues with the current RC category

Q26:

The power to change and impose classification laws should be taken away from the states and be handled at a federal level or equivalent body. There is a strong lack of consistency in all states when it comes to what content is legal to be sold in particular X18+ movies are legal to own but are illegal to be sold/rented in all states except the NT and ACT.

Despite the huge public support there has also been a huge lack of action with regards to the introduction of an R18+ classification for videogames due to inter party politics, the influence of minority lobby groups and elections causing constant delays which the majority of the video gaming community are just plain sick of.

Q27:

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Q28:

Absolutely, as referred to above issues like state party politics impacting a national issue and elections causing delays shows that the current system is not working.

Q29:

Classification of media content can be improved by deferring some responsibilities to the industry and creating a self-regulatory system.

Other comments:

No doubt you have yet to receive many submissions asking for the Introduction of an R18+ classification system for video games. This is no doubt because the majority of the video gaming community are sick to death of constantly filling out surveys and government submissions which get ultimately ignored by the government and instead listen to the minority family groups.

A petition was submitted to the government lobbying for the introduction of an R18+ classification for videogames. It contained 89,000 signatures, the largest petition in Australian history gaining 4000 more signatures than the petition to abolish work choices.

It was ignored.

The government asked for Public consultation on the issue receiving 60,000 submissions with 99.8% of them supporting the introduction of an R18+ classification.

It was ignored.

In the subsequent SCAG meeting no decision was made on the issue but two people were allowed to speak their opposition to the R18+ issues - the Australian Christian Lobby's Jim Wallace and Professor Elizabeth Handsley of the Australian Council for Children and the Media group.

Once again the gaming community was ignored.

As you can see the gaming community is sick of being ignored, we are sick of putting in the effort to be ultimately ignored and we are sick of trying. so instead of trying to fix the issue we are instead going around the classification system by either importing from over seas or illegally downloading.

I am asking you, please do not continue to ignore us all we want is to be listened to.