

CI 493 K Metcalfe

Office use only:

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Q1:

developing a new framework that is more inline with current values

Q2:

Allowing for a greater range in classifications with a distinction between younger and older 'mature children', and at least one rating for adult specific material, not suitable for those below the age of 18.

Q3:

Yes. While I believe that if it is acceptable in a movie or book, it should be acceptable in a game it is obvious that some mediums are more difficult to classify, such as internet content, due to its vastness. These materials should only be reviewed when complaints are made. More education should be given to the public on how to make a complaint.

Q4:

yes. Materials that are vast in numbers to the point where it would be infeasible to classify each item, such as websites, should only be reviewed upon receiving a complaint.

Q5:

Yes. The impact should be noted, but in a different manner to currently. A movie and a game that are both clearly based on fiction with similar content should be rated the same, however a documentary, movie or game that depicts real events should be rated more harshly.

Q6:

No. The content is the same regardless of if it's a large company or an independent release. If you deem that that type of medium requires classification then all of that medium should, regardless of the market.

Q7:

No, this should be at the discretion of exhibitors to warn patrons of possible offence, and of patrons to decide whether it is what they wish to see.

Q8:

Yes, with the aforementioned stipulation that there needs to be a rating level for content suitable for adults only.

Q9:

No. The content is the same regardless of if it's for a fringe group or a mainstream audience. If you deem that that type of medium requires classification then all of that medium should, regardless of the

target audience.

Q10:

Yes. Content only accessible in the home is less important to be classified than public material. Parents need to control what their children can access at home, and adults need to deem whether the material is fit for their own viewing or not.

Q11:

none

Q12:

The same methods as are currently used, namely education that the material is illegal, monitoring IPs that access said material and punishments for those found. There is no way to prevent access successfully whilst maintaining access to any online content, and most attempts will penalize Australia's ability to develop as a nation and interact in the global community

Q13:

Through the education of parents. "Child lock" programs work effectively on younger children. These should be made available free of charge to parents, who should be educated about them and on their use. As the children get older, more complex client side filtering programs may be used. If the child is able to bypass the higher level commercial filters they will be able to access the content regardless of what additional measures are employed, either client side or an ISP level.

Q14:

Requiring photo ID to purchase, similar to the controls used for alcohol. The controls do not need to be more stringent than alcohol and tobacco sales, as these are at least as harmful to youths as sexual explicit materials, and as easily obtainable.

Q15:

All classified materials should display their classification level. Consumer advice should be given for the upper classifications, or where there may be an easily mistakable rating, such as M and MA

Q16:

Users should be responsible that they do not view inappropriate material, nor give material to those below the given age.

Industries should not market to those below the classified age range, and should not sell materials of a higher classification levels to minors.

Governmental agencies should give the initial rating, and then enforce the laws regard restricted materials.

Q17:

Q18:

Pornography and other explicit material that is clearly only acceptable for persons over the age of 18.

Q19:

the classification of small independent films should be subsidised, as with any material needing classification, or reclassification, after having recieved complaints.

Q20:

M and MA cause confusion, particularly with parents. There should probably be a clearer distinction, and maybe spread those out further as what is suitable for a 17 year old may not be for a 15 year old (depending on the individuals) and yet they may both be rated the same.

R ratings need to be clarified, particularly for pornography. A lot of adults do not know which online pornography they access is legal in Australia.

Q21:

M and MA need clear distinction, with an additional level between them (under R) that allows for content suitable for older children/teens that does not fit the R rating. A higher rating should be made for material that is currently RC, particularly in the pornography industry, to allow for materials that are fairly mainstream in nature, but not covered by the current system (examples are pornographic materials containing spankings, female ejaculation [distinct from golden showers], consensual degradation of a person [i.e. name calling and light BDSM ])

Q22:

All media needs to be classified consitantly with each other, with the same markings to indicate classification level. An R rating needs to be added to games.

Q23:

Yes. No-one currently understands the rules, and the classification board often refuse to clarify their rulings on what is and is not acceptable. This needs fixing.

Q24:

Child pornography, bestiality, snuff. But anything that it is legal for me to do in the privacy of my own home, or to access through other mediums should be legal for me to access online

Q25:

No, some RC content should be avaiable. Some content is RC even though it is legal to perform those acts (for example bondage and water sports). If it is legal for consenting adults to engage in the activity it should be legal to access material relating to the activity.

Q26:

All states and teratorries should have the same classification level, with individual materials banned by the state gov. if they feel it is required.

Q27:

Q28:

yes

Q29:

add R18 for games. Rate games in the same way as movies. Allow consenting adults to watch all types of pornography containing consenting adults engaging in a legal activity.

Other comments: