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Q1:
Improving key elements of the existing framework.
Q2:
To ensure that a consistent, national understanding can be had of the content contained within a purchase - be it a movie, tv show, computer game. A system parents can use to decide what their children should or should not consume the content. The system needs to also handle the fact that older consumers can purchase material they are interested in (ie. R rated movies exist, but no R rated games).
Q3:
The platform used should have no bearing on the classification given to content - few modern mediums of content consumption restrict use by age or skill of the user at any age. Content is content, regardless of the platform it is delivered by.
Q4:
no.
Q5:
Yes, content designed for children should be classified across all media.
Q6:
No.
Q7:
Depends on the definition of 'artworks'. Painted art classics at an art gallery that happen to contain some nudity? no. Risque photographic 'art' probably yes. Complicated question.
Q8:
Yes.
Q9:
No.
Q10:
No.
Q11:
Q12:
There are no effective restrictions that can be used against knowledgeable adults-all methods will be able to be bypassed if consumers have the technical know-how. Local, opt-in filtering established by parents on local systems is the only effective measure for minors.
Q13:
opt-in filtering and control systems. Parent/adult supervised online access.
Q14:
Not sure.
Q15:

Retail stores and online shopping.

Q16:

Government agencies: Creation, continuation and eduction of industry and consumers of the system utilised. Sanctions to companies if not meeting framework requirements.

Industry bodies: Working within the framework established to ensure consumer knowledge of content is important - submission for review, labelling in a consistent and user-friendly manner. Self-enforcement.

Users: Control of access by minors to prevent over-exposure to higher classification schemes.

Q17:

Most likely -self classification under strict guidelines. Submit if unsure. If self-classification is not performed properly, then time based restrictions on the company can be made whereby all material must be submitted and wait for formal review.

Q18:

Most should be classified by industry and checked by government. Serious restrictions and fines apply to those improperly applying standards. Can submit with own rating and definition for review if unsure.

Q19:

Independent film and video game makers should be subsidised.

Q20:

They are generally understood, but MA may need some clarification or renaming.

Q21:

The categories across films, tv shows, video games and literature should all be the same.

Q22:

All markings should be the same, regardless of media type.

Q23:

Yes. A single, consistent classification should be established. Films and computer games are both just methods of content delivery, both can be art, both have levels of engagement and interaction with characters and events - similar enough to be consolidated in classification.

Q24:

Prohibition of online content is impossible by any means technically available. All content filtering systems established today can be bypassed with some knowledge and effort. It is better to create opt-in systems that enable parents to enforce limitations on their children's consumption. Regardless of any efforts by the state or commonwealth, adults will be able to any consume content if it is available somewhere online - all that changes is how hard it is to access.

Q25:

no.

Q26:

yes - nationwide standards are important, and states should not individually decide content classification.

Q27:

A consistent commonwealth standard.

Q28:

Yes. Only by nation-wide standard will the framework be consistent and easily understood.

Q29:

Other comments: