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Q1:
improve key elements AND develop a new framework based on key implementations
Q2:
to allow more freedom for people in picking games and allowing parents to contole the games their kids play
Q3:
No, the content should not be "scored" differently relative to the console/platform as all ages can use all platforms
Q4:
no, all content should be marked beforehand
Q5:
the potential impact of things shouldn't be regarded higher then the actual proven impact, potential marking is pointless,
Q6:
No, this adds bias
Q7:
Yes, as there is some "art" which is of an "adult" nature while depicting children aka "pedophilia related artwork"
Q8:
yes, as they are still a form of media effecting population viewpoints and morals
Q9:
No, as this adds bias
Q10:
No, as this adds bias
Q11:
The only reason something should be classified and possibly blocked is if it contains proved illegal things while ALSO being an illegal acquisition of said infringements
Q12:
There is no method that will stop the viewing of things online, the internet was made to share media/information, there is always a loophole or a backdoor and these exploits are why the internet is also so popular, freeware should never be restricted
Q13:
it cant legally be stopped unless a parent controls the child themselves
Q14:
its cant
Q15:
all times prior to the initial start of using said content

Q16:

to respect and follow the view of the people, not just to majority but all people who have a say, as that is the point of feedback

Q17:

the most effective way to classify content would be to have a objective system that will classify content independently then is checked against multiple of the same systems to find the average

Q18:

children's games, books and movies

adult movies/pornography

Q19:

yes, as the government should be giving incentives to those following the law

Q20:

the M15+ classification is regarded as the limit at the minute for games which is a confusing thing because parents dont know how "bad" a game is because they have only dealt with movies that have a R rating, which as they see means that games couldn't be as bad as the movies and that anyone can play them

Q21:

there is a need for a R18+ classification for games, as the gaming industry is heavily shaped and changed in Australia where we are the country with the highest amount of banned games and the company's that release said games lose thousands if not millions due to the games then being downloaded illegally from the internet

Q22:

by having the sane classification

Q23:

yes

Q24:

None

Q25:

NO

Q26:

yes, as it means people moving interstate don't get confused and the governors/governmental people don't get confused

Q27:

Q28:

yes

Q29:

Other comments: