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Q1:

Overhaul it and start it again. The system is old and was designed for a different time. Between Digital distribution, video games and the Smartphone revolution, the entire system must be reworked from the ground up.

Q2:

- Get an R18+ rating in. This cannot be emphasised enough.

Q3:

Yes, as different distribution mediums are distributing different things.

Q4:

No. You must be consistent: Either all of it is classified, or none of it is. Make a level playing field with clear and concise instructions for each classification for each medium.

Q5:

The potential impact should not affect whether it should be classified: Again, it's everything or nothing. You should not be able to twist and turn the rules, but be fair and consistent.

Q6:

- Considering there are thousands of video gamers and movie goers, I will say it again: Classify everything or nothing.

Q7:

Everything or nothing.

Q8:

Each medium is different. Each should have their own rules and regulations.

Q9:

Nope. Everything or nothing.

Q10:

Nope.

Q11:

Everything or nothing.

Q12:

NOT AN INTERNET FILTER. The planned use of an Internet filter will not work. Online content is a whole different beast, and to some extent, is not able to be subjected to classification.

Q13:

Better education of parents and the new technologies that have grasped hold on society: Facebook, twitter, etc. It is the responsibility of the parents to monitor their kids internet usage much in the same way parents ensure their kids do not drink, or smoke, etc.

Q14:

Impose heavy fines to those who sell it to underage people. Again, better education on the parents part is also required.

Q15:

When there is any level of violence, sexual content or mature themes.

Q16:

Provide both classifications for content, and also provide a education system for parents: about the internet, about internet filter programs they can install and monitor, about video games and how they can restrict usage of video games.

Q17:

Yes. The video game industry is one that is the victim of such a thing, as the classification board is very inconsistent with its reviews. But getting a gaming body to head up the game classification review board will help immensely, as they understand they game, and the context of it.

Q18:

Movies, Video games, Tvshows

Q19:

Yes, small independent films, as well as video games, as the gaming industry in Australia is rather poor at the moment, and needs all the help it can get to be nurtured.

Q20:

The MA15+ rating for videogames is often abused and inconsistent. Introducing an R18+ Rating will help provide a clearer distinction between games for 15+, and games for adults.

Q21:

Introduce a new R18+ for video games. I cannot state the importance of this enough. Games being rated 17+/18+ overseas are being rated for 15+ in Australia which is unacceptable. Underage kids should not be allowed to play it, as they are not quite mature enough to understand it, but the majority of gamers that do want to play it are over the age of 18. Surveys in past years have showed that the average age of a gamer is around 30 years of age. We would love to keep playing these games, but don't necessarily imprint the wrong sort of material onto our 15 year olds. Introduce a R18+ rating, and this will benefit everyone.

Q22:

Be more clearer and more specific with the rules for classifying the games. And introduce an R18 rating for games.

Q23:

Absolutely, as I've said above, introduce an R18+ rating.

Q24:

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Q25:

Nope.

Q26:

Yes, keep it consistent nationwide, not per-state.

Q27:

I do not understand the question.

Q28:

I do not understand the question.

Q29:

Introduce a R18+ rating for video games.

Other comments: