

CI 697 J warrell-Loose

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Q1:

Improving on the existing frame work

Q2:

A unified classification across all media (including Video Games) and the recognition of Video Games as a piece of mainstream media like literature, movies, television and music

Q3:

No, as it is not the technology that needs to be classified but the content and the message it puts forward.

Q4:

I believe all content should be classified in the same manner as to not cause confusion within the public.

Q5:

The potential impact should be affect the classification, however the level of interactivity should not impact it. In other words, being able to kill someone in a game with a sword should not require a higher classification than watching a movie with the exact same actions without the interactivity. Yes, content for children should be uniquely and clearly classified to allow better choices to be made by the supervising adults.

Q6:

No, with today's vast network reach via the Internet, some thing small and local could be shared globally across various different websites. All content should be classified in a way that works globally.

Q7:

Yes. As people should know in advance what to expect in case of taking children and/or finding something offensive.

Q8:

Yes, as sound can make just as much of an impact as an image, and if listened to multiple times as music is, it is more likely to make that impact.

Q9:

No, as stated above, with the Internet ever present, more people may view the content than estimated.

Q10:

No, it can make just as much impact in either case.

Q11:

I believe that any content distributed to the public should require a level of classification. Otherwise there is no point.

Q12:

Content should never be completely restricted, however having clear and identifiable classifications on adult related websites should be enforced so no one accidentally finds the content.

Q13:

I don't believe it can be, It is up to Adult supervision to ensure that they protect their kids from that content, either by the use of nanny software or by supervising children while on the Internet.

Q14:

Only sold within specialized adult stores that only allow Adults to enter.

Q15:

As soon as the content has something that could be found offensive or is inappropriate for younger audiences.

Q16:

They should all work together to ensure that the classifications have a clear and proper meaning that is upheld by all parties

Q17:

No, all media should be classified using the same criteria.

Q18:

Exempt content such as Educational content.

Q19:

Classifications should be enforced to help the public make smart choices about the content/products they buy or view, and it should not put a strain on the industries or publishers of that content in any way including financially.

Q20:

Generally understood, but not entirely enforced. PG (Parental Guidance) is probably the most vague and could do being clearer

Q21:

I think MA15+ and R18+ should be merged, as the difference of 3 years is not going to make a difference.

Q22:

By ignoring the interactivity level of the content, eg playing a video game to watching a movie.

Q23:

Yes, a single classification system would cause far less confusion.

Q24:

None, it goes against what the Internet is for.

Q25:

N/A

Q26:

Yes, it should be consistent as to not cause confusion when visiting or moving to the other states/territory as it happens frequently.

Q27:

A federal one.

Q28:

If they can not agree themselves, then yes.

Q29:

As long as the classification system is: Clear for the public to understand, Uniformed across all media and Enforced by the retailers (in the instances of those with an age limit eg R18+) I believe that the system will be as good as it can get and that it is up to the end users / public to abide and take the recommendations made.

Other comments:

No content should be banned, it should be classified accordingly and if need be, only made available in controlled circumstances.