

CI 702 N Ferrar

First name: Nicholas

Last name: Ferrar

Q1:

A new framework is necessary, as content that previously were refused classification in some cases have had "censored" versions released for sale, and with the inclusion of an R 18+ or similar adult rating to the classification of content these "uncensored" versions would no doubt be sort after. Additionally content that barely made the MA 15+ rating in some cases truly belong in the R 18+ bracket.

Q2:

The easy and simple distinction between content for children, adolescents, teenagers and adults. The system needs to be simple enough for parents with little to no knowledge of content to be able to make correct and informed decisions regarding the content they purchase for their children.

Q3:

No, as classification should always be relevant to the content itself, regardless of the medium through which it is delivered. Additionally there is and always will be ways to take content from one platform to another, most methods impossible to regulate. If one is allowed to access content on their TV freely, but the same content is classified on their PC, there is no sense in it.

Q4:

No, content should classified outright so as to avoid the possibility of complaint from the beginning. Any subsequent complaint will be much easier to deal with if the framework is behind it.

Q5:

Yes, blanket classifications across as many forms of media is necessary. Media does not change the content it portrays.

Q6:

No, all content should be classified. Regardless of its distribution size or the people who made the content in question.

Q7:

This is more difficult. In regards to art exhibitions the line between artistic and vulgar is a matter of opinion. At its simplest, artists would be required to give an "estimated rating" of their works. It doesn't take a genius to determine what age ones work is appropriate for. At the most complicated all artworks would be reviewed before exhibition. However, the slippery slope down the valley of censorship is a dangerous one.

Q8:

Audio is difficult. The simplest answer is no, as audio these days is not regulated, and there is little issue to be found with the current situation.

Q9:

No, content should be classified so that it finds the right audience.

Q10:

No, the classification should determine where it can be accessed.

Q11:

There are very few cases where content of any kind should NOT be classified. However, common sense and responsibility of those adult caretakers should not be removed from use.

Q12:

There is no effective method on the national scale. It all depends on the guardians of those underaged. They are there and they are responsible. No exceptions.

Q13:

By the parents. When they are little, a firewall and a watchful eye. When they are older, they WILL be able to subvert firewalls and most filters. At this point it is down to the parents to have a more watchful eye and be prepared to talk to their children.

Q14:

Appropriate covers, sealed wrapping, store clerks being watchful and placing the adult content apart from other content. When it has left the store it is up to the person who purchased it to keep it safe and secure.

Q15:

Wherever possible. Whenever possible.

Q16:

Government agencies supply the framework and requirements. Industry bodies abide by them and supply adequate information to the users, and the users act on the information and regulate it appropriately.

Q17:

If it were possible, yes. However the industry itself should not be allowed to classify its own content, as no industry will willingly limit its own possible audience.

Q18:

Books. They lack any current classifications, though most come with "young adult", or "children's" etc etc. Books could be regulated by the authors themselves along.

Q19:

None. The less leeway you leave for inconsistencies the less trouble with complaints. Don't leave room for problems.

Q20:

They are well understood for films and television. With computer games however the classifications are vague when you actually get into them. MA 15+ rated games can vary from cartoon like violence, through to realistic war and violence, gang style killings and crime sprees, all the way to, an actual example this, a game where you must fight your way through demons and soldiers along side the undead ghost of your brother who in a previous game you killed as you fight your way towards your undead mothers pregnant corpse...so yes, games need a higher rating and no, their current framework is not understood clearly by the general public.

Q21:

Only in regards to electronic gaming, an adult rating is required as the majority of gamers these days are adult in age. And the medium of computer gaming itself has evolved to a state where they rival movies for their depth and immersion, surpassed even. An X rating may be considered for all media also in regards to pornographic materials as opposed to an R rating of adult themes.

Q22:

Maintain the G, PG, M, MA, R, and hypothetical X ratings across all medias.

Q23:

The classification criteria of Computer Games should be completely reconsidered in light of the fact that computer games have evolved drastically in recent years, along with the fact that the average age of gamers is going up and up.

Q24:

Animal cruelty, child abuse/pornography, the purchase of illegal substances and goods. However, these things must be the actual act or purchase. Parody or the imitation of an act, be it for fetishist pleasure or humour, in good taste or bad, should not be censored. The line between censorship and restriction must be defined.

Q25:

No, it does not.

Q26:

It is important, as if one moves to another state or territory with non-restricted content in their possession which is in fact illegal in the state they move to raises issues. National classification is mandatory.

Q27:

One which is enacted identically in every state and territory, is consistent in its classification of content across all media, and simple enough to be understood by everyone.

Q28:

The legislation should be national, as should the framework of a classification system.

Q29:

Consistency, national, and sensible.

Other comments:

Parents should be more responsible for what they allow their children access to. If a parent does not educate themselves on the media, then those who do should not be restricted access so as to protect those who will not protect themselves. Electronic media is evolving faster than any other, so legislation regarding it must do the same.