

CI 704 C Jenkins

First name: Chris

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Q1:

Improve key elements

Q2:

To inform parents/guardians and viewers of the content of the material.

NOT to restrict access to mature adults.

Q3:

No.

Q4:

No

Q5:

No

Q6:

Yes

Q7:

Yes

Q8:

Yes

Q9:

No

Q10:

No

Q11:

Q12:

There are none.

Q13:

Parental supervision. Intelligent use of Nanny software

Q14:

What's wrong with how it is now?

Q15:

When it has been classified.

Q16:

Government Agencies do the classification, but must include a wide range of members to represent the spectrum of Australians.

Industry Bodies (publishers?) need to provide sufficient access to material to classification can be done.

Users need to give feedback and suggestions when classification has failed.

Q17:

Maybe. Who knows? I wouldn't always trust industry, but then ... I wouldn't always trust a government agency. :) It's probably worth a go, since it would ultimately cost less.

Q18:

If guidelines are well written, then in theory industry could classify nearly everything. But I would hope that at least childrens content could be classified.

Q19:

Perhaps a subsidy or grant system should be used to encourage smaller Australian productions.

Q20:

I think so.

Q21:

Nope and nope.

Q22:

Q23:

Yes

Q24:

None. Any attempt to block content (which won't work anyway) just makes it more desirable. You'll just end up with a horrendously slow Internet (slower than it is already) and people will just get around any attempted firewall. Education and good social support are far more important.

Q25:

Content prohibition is in my opinion against the idea of a free country.

Q26:

Yes. The variation in laws between states and territories in Australia are annoying and out of date. We are one country - the laws should reflect this.

Q27:

Combined scheme or referral.

Q28:

Yes

Q29:

Other comments:

My main reason for completing this submission is to hopefully encourage the recommendation that computer games be evaluated in a similar fashion to movies. We need an R18+ classification for games. Gamers are getting older and despite the classic gamer nerd cliché, we are generally quite functional in the real world and able to make intelligent decisions for ourselves.