

CI 870 M Sayle

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Q1:

Improve key elements, such as the introduction of an 18+ rating for video games.

Q2:

To provide a classification system that caters to all demographics of Australia, this includes protecting what children see and hear in the media, but also to allow adults to make their own informed decisions as to what they want to see. Content should not be restricted from being distributed in Australia, it should just be classified correctly.

Q3:

No, classification should be technology/platform independent.

Q4:

No, all content should be classified, but that classification needs to include 18+ classifications.

Q5:

Yes

Q6:

No

Q7:

No

Q8:

Yes

Q9:

No

Q10:

No

Q11:

None

Q12:

Optional parental controls

Q13:

Optional parental controls, better education for parents.

Q14:

Make them available through mail-order only.

Q15:

When it is being publicly displayed.

Q16:

To view and classify content as it is released. This does not include restricting access to content in Australia. All content should be available to Australians, and classified appropriately.

Q17:

Yes.

Q18:

Computer Games & Films

Q19:

Yes

Q20:

Computer Game classifications cause a lot of confusion.

Q21:

Yes. An 18+ classification is required for Computer Games.

Q22:

Use the same classification methods and symbols across all types of content. This will create a universal classification scheme that everyone can understand.

Q23:

No, the guidelines for classification should be different, especially between Film & Computer Games

Q24:

Child Pornography

Q25:

No

Q26:

Yes, it should be promoted through effective media advertising.

Q27:

It doesn't necessarily need to be replaced, just improved to include things such as 18+ ratings for Computer Games.

Q28:

No

Q29:

Include an 18+ classification for computer games. This one improvement will satisfy an incredibly large demographic of dissatisfied people.

Other comments: