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Q1:

Whatever will introduce an R18+ rating for videogames.

Q2:

Ensuring all media has all appropriate classifications available, and aiming to provide some kind of alternative classification scheme to simple/clearly all ages media. Allowing the producer of a work to classify it as "PG" or "G" in a simpler manner than requiring a board to review it. Audits could then be carried out regularly, or any material improperly believed to be improperly labelled could be reported by the public.

Q3:

Not sure really. I think you need to consider the content itself and subsequently its distribution method, but not consider the distribution method as a relevant factor in the classification. Any problems with distribution should be dealt with independent of content.

Q4:

Yes. As above, I believe "G" or "PG" rated content could be self-classified with subsequent audits or complaints highlighting any problems.

Q5:

Unsure. Perhaps self-classification.

Q6:

Yes. Individuals producing works for low-level distribution should not require works to be classified. Larger corporations could potential self-classify.

Q7:

Self-classification.

Q8:

I'm unsure as to why they're not currently. How is a particularly graphic novel far removed from a movie of the novel?

Q9:

Yes. Smaller audiences (e.g.: special film screenings or video game demonstrations) shouldn't require the same classification standard as movies or video games created for general release.

Q10:

Yes, definitely. Adults should be able to make informed decisions (with obvious exceptions that are dealt with specially) about what content they want to read/view/experience in their homes. 'Refused Classification' material has as some point been created and viewed by others, it should be permitted for informed adults.

Q11:

If the classification board believes in good faith that content can be self-classified. There are some examples of companies being unable to afford the classification process in Australia, preventing content from being release here. This needs to change.

Q12:

Parental supervision. One could similarly ask "what are the most effective methods of controlling access to matches?"

Q13:

Parental supervision. The current generation of adults is aware of what the internet has to offer and will act accordingly with their children.

Q14:

Beyond restricting access at retail, nothing.

Q15:

I'm not sure how to pin it down exactly. The current system seems to work well in regards to consumer information.

Q16:

Government bodies should only regulating particularly complex or adult material. This body should be able to restrict some content, but only in extreme cases and largely only restricting its public display.

Q17:

Yes.

Q18:

General use content, any content they believe should be restricted solely to 18+. PG/M is more difficult and could be regulated and inspected by a government body.

Q19:

Yes. Similarly small independent games and other media. While I think of it, why is music not covered by the same classifications as film? (I'm not suggesting this, just wondering what the rationale is.)

Q20:

Yes, they are well understood.

Q21:

Video games should have an 18+ category. The line between M and MA is a bit blurry but unavoidable.

Q22:

Video games should have an 18+ category.

Q23:

Unsure. Consolidation always sounds like a good idea.

Q24:

Child pornography, potentially websites consistently promoting outright violence against a particular social group with instructions or information about weapons.

Q25:

Unsure. I think some of the RC guidelines could be better specified. The impact of particular sections, rather than the content as a whole could be considered. For example, independent scenes of violence and sex wouldn't result in a "sexual violence" label.

Q26:

Not as much important as convenient. Ensuring everyone ultimately has access to the same content is important, the way each is classified is less important.

Q27:

Unsure.

Q28:

Unsure.

Q29:

Other comments: