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Q1:

The existing framework of classification needs immediate improvement in the medium of digital gaming including video games, computer games and mobile gaming.

Q2:

To add an R18+ and X18+ classification to the medium of digital gaming including video games, computer games and mobile gaming, in order to eliminate the prohibition of selling games targeted to an audience aged 18 or older.

Q3:

No. There are already adequate barriers in online and offline services to prevent mature content being sold to minors.

Q4:

Although that is a favourable option to reduce the barriers of selling content, if there was a consistent framework for classification across all media that acknowledges and accepts that some content is for adults only then having all content required to be classified is tolerable.

Q5:

No. Classifying the explicit nature of the content in various material suits the advisory nature of the classification scheme more than the speculative notion of classifying content by trying to determine how people will react. Classifying the potential impact of content will make the classification scheme far more vague for adult consumers and, as an example, this may effect the sales of of a PG rated video game that would normally have been rated G under the existing classification scheme.

Q6:

It depends. There are already adequate barriers in online and offline services to prevent mature content being sold to minors. However, artworks have different motivations than media industries and artists do not mass produce explicit content even though artworks do not follow a classification system. This is because artworks are not driven by the profit motive and thus can be exempt.

Q7:

Absolutely not. Artwork should be exempt from classification because the motivating force of its existence is not profit. This means artworks do not aspire to lure audiences by mass producing explicit content, which is exactly what's likely to occur if you were to remove the classification scheme from industries like film and television.

Q8:

Yes. However, there are already adequate barriers in online and offline services to prevent mature content being sold to minors.

Q9:

No. There are already adequate barriers in online and offline services to prevent mature content being sold to minors.

Q10:

No. There are already adequate barriers in online and offline services to prevent mature content being sold to minors.

Q11:

Everything is fine otherwise.

Q12:

First of all, you can't control access to online content. There's always a back door to whatever regulatory function you apply to the Internet outside of shutting off the Internet completely. Secondly, just accept that some people will try to access restricted material by any means possible. The classification system is only an advisory system that is not intended to dictate what a person is only allowed to see but how explicit the content he is about to experience is. Applying Orwellian tactics like an Internet filter only slows the Internet down. Your best tactics in stopping the production and exchange of restricted content in Australia do not lie in some programming code but solid police intervention into known communities that share restricted material. (And by restricted content I only mean content that is a criminal offence to own and not just content that has not yet been classified.)

Q13:

Better education to parents and teachers on how to block inappropriate content on their own. Empowering parents and teachers to filter their own computers is far more flexible than having the Federal government drop a filter onto everyone and slow the Internet, that isn't Google or Facebook, down in the process.

Q14:

There are already adequate barriers in offline services to prevent mature content being sold to minors.

Q15:

When they're being sold online or offline.

Q16:

Government agencies should respond to complaints made by users about content being inappropriately classified.

Industry bodies should self-regulate the classification of content.

Users should be able to lodge a complaint if they feel content has been incorrectly classified or unfairly refused classification.

Q17:

I would like that as I believe it will be faster in achieving what I want; an R18+ and X18+ rating for digital gaming including video games, computer games and mobile games.

Q18:

Just please add an R18+ and X18+ classification to the medium of digital gaming including video games, computer games and mobile gaming, in order to eliminate the prohibition of selling games targeted to an audience aged 18 or older.

Q19:

I am okay with existing scheme in this respect.

Q20:

None. We are all pretty much aware where the scheme is flawed and how it works.

Q21:

Just please add an R18+ and X18+ classification to the medium of digital gaming including video games, computer games and mobile gaming, in order to eliminate the prohibition of selling games targeted to an audience aged 18 or older.

Q22:

Well, like film and home video and literature you could add an R18+ and X18+ classification to the medium of digital gaming including video games, computer games and mobile gaming, in order to eliminate the prohibition of selling games targeted to an audience aged 18 or older.

Q23:

I'm not confident on this subject to answer this.

Q24:

Explicit child pornography. (Not YouTube videos of the suicide pill that I noticed the federal government put on their Internet blacklist.)

Q25:

The Refused Classification category is too open and needs to be narrowed down to that core explicit content I mentioned above.

Q26:

No.

Q27:

I hope it's not replaced. I think classifying content in the best system we have. However, it could use some improvements as listed above.

Q28:

Whatever is faster. I'm not confident on this subject to answer this.

Q29:

If it returned to be an advisory system to let a consumer know how explicit the content is rather than a dictator of morals where content must follow a certain criteria or else be refused classification.

Other comments:

The only reason I'm completing this submission today is to command the government to please add an R18+ and X18+ classification to the medium of digital gaming including video games, computer games and mobile gaming, in order to eliminate the prohibition of selling games targeted to an audience aged 18 or older.

Respect an adult's freedom.