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Q1:

Yes, to provide clear guidelines and equitable access to all forms of media.

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To redress the imbalance in media types, specifically to allow video games to be classified in the same manner as films, including the introduction of appropriate ratings for adult forms of media (R18+).

Q3:

No, all consumable media classified by the OFLC should be treated in the same manner, regardless of the method of consumption. To not do so invites confusion in the consumer.

Q4:

In some cases, it may not be practical to review and classify all the content of a given work. In these cases, judgement should be used to extrapolate the rating to be given to the whole work, with a review required if subject to specific, evidenced complaints from a significant proportion of the community.

Q5:

Potential impact of media is an unclear issue at best, being subject to no conclusive studies either way. However, the existing guidelines should cover what materials should or should not be accessible to children and minors.

Q6:

No, the classification of a work should be made regardless of market forces, lest undue pressure be brought to bear on the OFLC.

Q7:

The existing guidelines for artworks are sufficient.

Q8:

The existing guidelines for audio recordings are sufficient.

O9:

No, the aim should be to bring equality to classification systems.

Q10:

The OFLC should concern itself with media made available through retail channels in Australia, regardless of the intended access location.

Q11:

Q12:

Controlling access to online media should be the responsibility of the parent, not the OFLC nor the government.

Q13:

Better education of parents, and the encouragement of responsible parenting attitudes.

Q14:

Existing methods are effective.

Q15:

When made available through retail establishments.

Q16:

Government bodies should provide guidelines to a regulatory industry body. Industry bodies should be able to classify their own media, under the guidelines provided. Users should be allowed to make requests for certain works to be classified, the requests for which should be taken under advisement.

Q17:

Much more practical, as evidenced by the industry-body ratings agency in America, the ESRB. the ESRB uses guidelines to give appropriate ratings to its media without the expense or complication of Government oversight.

Q18:

Industry classification is suitable for Films, Video Games, and any other form of media which wishes to form its own regulatory body.

Q19:

A scheme to support the classification of independently-produced media of all types would be beneficial.

Q20:

There is often confusion between the M ratings, it may be better to adopt clearer guidelines in this case. In addition, confusion id caused by a lack of an R rating in the Video Game industry, as parents automatically asssume that all content shoehorned in the M15+ category are suitable for minors. A new rating category and education would solve this problem.

Q21:

Better definition of the M-level ratings and the introduction of an R18+ category for Video Games. Suggested examples are T13+ (Teen 13 and older - parental presence required with no ID), M15+ (as existing - ID required) and R18+ (ID required).

Q22:

The existing colour-coded labels are sufficient. Suggest Orange label for the T13+ rating.

Q23:

They should be consolidated and made equitable in their handling of both types of media.

Q24:

Content which demonstrably causes harm to others. Other content should not be regulated, as doing so is a restriction of freedom of information and is open to abuse and political manipulation.

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Yes.

Q26:

Yes, for simplicty, the code should be reflected nationally.

Q27:

Q28:

Q29:

Other comments:

Improvement of the classification scheme, especially in regards to the classification of Video Games is an important part of Australia being a vital part of a growing industry. Onerous classification schemes are a detriment to the Australian arts and reflect poorly in international attitudes. Government should take a lighter role in the classification of media, and instead focus on fostering responsible parenting instead of restricting the choices of consenting adults.