

CI 977 B Spathis

First name: Benjamin

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Q1:

improving the existing framework

Q2:

to guide consumers

Q3:

no, any content should have the same classification regardless of platform

Q4:

no

Q5:

how do you measure impact though? If designed for children it should be safe across all media

Q6:

no

Q7:

No, not all artwork is made available for people to see, some of it is a concept, and may be changed YEARS after prior to the final products release

Q8:

no

Q9:

No, it is the content.

Q10:

No, it is the content.

Q11:

content is key, just like movies

Q12:

parent/guardian supervision is key. Parental lockout helps to protect kids at home

Q13:

as above

Q14:

parent/guardian supervision is key. Shops already don't sell adult content to minors. Maybe place higher rated content on higher shelves.

Q15:

packaging, and online shops need clear and large banners advertising classification. Also make it appear on the receipt so parents can check from banking records. as with movies

Q16:

large fines to deter for selling to minors as with booze, etc

Q17:

No, content should always be regulated by an impartial body.

With self regulation, the temptation is to water down the content advice in order to reach a larger audience, and thus make more money

Q18:

sex scenes, drug use, violence, coarse language, again same as the movies

Q19:

Q20:

I think they are simple enough and easily understood as they are

Q21:

R18+ make it just the the movie classifications

Q22:

Use the movie classification logos, they are simple and quick to read.

Q23:

Yes, it should be one classification

Q24:

That which glorifies Pornography, Violence, Drug Use, sexual assault

Q25:

yes

Q26:

yes, everyone needs the same classification laws, just because I drive to another part of the country should mean a different rating for the same content

Q27:

A National body who regularly asks for community feedback and advice. And who enforces it's classifications.

Q28:

Yes It's important to have a national standard

Q29:

Other comments:

the highest classification that a game can be given in Australia is MA15+, despite the existence of a higher R18+ rating for film and television. This has caused a situation that is allowing children aged 15 access to games containing the same themes and imagery as restricted 18+ films, as well as misinforming parents about the nature of the content in the game. In addition to this, it encourages illegal piracy and places unnecessary restrictions upon the freedom of choice that Australians should enjoy.

With the average age of a game player in Australia being 30 years old, and 88% of all Australian homes containing a device for playing computer or video games, it is important that the Classification System continues to be overhauled to meet the needs of the Australian public. The Interactive Australia 2009 Survey reported that 91% of people surveyed supported the introduction of an R18+ rating for video games, clearly showing that there is a strong desire for change in the system.

With the advance of technology and the internet, children are exposed to computer and video games

at a younger age than ever before. As the Censorship Minister, you can act to accelerate the implementation of this proposal and help to ensure that adult themes and imagery are properly classified, and parents are properly informed about what their children are playing