

CI 1647 [REDACTED]

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Q1:

the current framework works in a general sense, but it's not evenly applied to all media types. I have a strong interest in ensuring that video games have an R and/or X rating available for classification

Q2:

Easy to understand classifications (as it is now e.g. PG, MA, R) applied to all media types including video games. I am against censorship. As an adult i should be able to think for myself and decide what is appropriate for me/my family based on the classification scheme.

Q3:

no, media should be treated the same, be it film, print, gaming etc.

Q4:

Q5:

yes, but only in extreme circumstances. I would argue that material detailing how to make large scale bombs etc should be refused classification...however just because it's not easily obtainable in bookshop does not mean it couldn't easily be found over the internet. I do not agree with censorship on the internet as there are always ways to get around it.

Q6:

a consistent approach should apply.

Q7:

let's leave art out of this. People know what they're going to see prior to attending a gallery. common sense should apply, not law.

Q8:

yes

Q9:

no

Q10:

no

Q11:

Q12:

I believe controlling access to online content should be left with the user. There should be voluntary software available that can be used to block/apply age restriction to certain content. This should be up to the individual to decide on whether to use or not.

Q13:

Parents need to be involved and monitor their childs usage. Government built software should be available for voluntary use in blocking inappropriate content. It could also monitor usage for key words etc.

Q14:

i do not believe that there needs to be any further control over this medium.

Q15:

Q16:

Q17:

that sounds reasonable.

Q18:

all

Q19:

yes

Q20:

i believe they are perfectly understood

Q21:

R & X ratings for all media types. Particularly gaming.

Q22:

Q23:

sounds reasonable

Q24:

none. If the content breaks Australian Law, then the user and/or content host if applicable should be managed per instance by our legal system.

Q25:

Q26:

Q27:

Q28:

Q29:

R and X ratings for video games.

Other comments:

The average 'gamer' in Australia is over 30 years old. We're adults and we should be able to use adult content whether it is film, literature or video games.