

Classification Reform Proposals-Luke McCoy

I believe that the Classification Guidelines should be updated to reflect the modern media landscape and the diversity of the Australian public. People should be able to make informed decisions in deciding what to watch, read and play. Adults should also be free to watch, read and play what they want in accordance with what can be considered legally, socially and artistically acceptable.

Key Proposed Changes and Reforms

1. Improved reliance on evidence over morality

Concerns of societal harm should be based on existing evidence and should not be influenced or governed by sensationalised moral panics

2. Interactivity classifications focus on replication

Mostly, video games should be classified and considered on the same level as films. They should only be considered to be more severe when/if featuring interactivity on the behalf of the player. Judging non interactive/passive elements as automatically more extreme than film is outdated and does not reflect the current media landscape.

3. Reconsideration of sexual content

Sexual content should be rated consistently, regardless of the artistic style of identities of those involved. The alternative is rooted in patriarchal and heteronormative ideals that do not reflect Australia's diversity.

4. Classification website - personalised preferences

The website should allow users to create accounts and tailor content in accordance with their individual media habits, sensitivities and lived experiences.

5. Classification website – transparent decisions

People having a better understanding of the nuances in classification decision making speaks for itself as a good idea.

6. Classification website – addition of extra community information

Seeking unbiased advice and information from experts as well as secular and non-denominational third-party organisations when relevant to aid in classification decision making is a good idea.