Video games – a moral game changer?

A recent paper by Macquarie University researchers challenges the concept that games are amoral spaces where actions are without ethical significance.

The authors write:

With 98 per cent of Australian households with children having at least one form of video game, it not only seems logical but indeed ethical that we discuss the moral content of videogames.

Dr Paul Formosa from the Department of Philosophy explained that artists across every medium engage audiences with challenging moral questions concerning topics of war, crime corruption, fidelity and the abuse of power. However, Formosa argues relatively few videogames invite us to engage deeply with the morality of the worlds they depict or the behaviours they encourage us to adopt.

“Somewhere along the way, the idea that ‘it’s just a game’ has been used as a way of saying that ‘my behaviour here doesn’t matter because the purpose of gameplay is nothing more than winning or losing’,” he said.

“In our research we are interested in examining the different ways in which videogames can engage with ethical expertise. What are the different things designers can do to make players more or less morally engaged by the videogames they play?”

Co-author and senior lecturer for Game Design and Development, Dr Malcolm Ryan, said that it is easy for players to adopt a pragmatic approach to optimising their gameplay outcomes and ignore the moral significance of their behaviour.

“What is interesting is when the designer encourages the player to make choices morally in spite of the inherent systems of the game.

“To take an example from the Grand Theft Auto series, we want to prompt the player to think ‘well I actually feel bad about running over the sex worker and taking her money and perhaps this is not something I should be doing’,” he said.

“No, we are simply interested in expanding the scope of games to allow deeper, morally complex works – not to replace one with the other.”

Dr Formosa explained there has always been discussion and debate about whether playing violent videogames can make you more violent which leads to the question: can playing violent videogames make you a ‘worse’ person?

“Our research is more interested in looking at the inverse question: can playing morally engaging videogames make you a ‘better’ person?”

The paper is published in the latest issue of the journal, Ethics and Information Technology.


STOP PRESS

National Child Protection Week award for ACCM’s app review service, Know Before You Load (KBYL)

The National Association for the Prevention of Child Abuse and Neglect (NAPCAN) gives Play Your Part Awards for “Inspiring prevention initiatives”.

KBYL includes the Children and Gambling Watch List, which signals to parents those apps that include simulated gambling behaviour.

Let us know what you think

We are seeking feedback on our

Know Before You Go (KBYG) movie reviews and

Know Before You Load (KBYL) app reviews

Please complete our short online surveys now at childrenandmedia.org.au

Australia’s
International Film Festival for Kids

ACCM presents Little Big Shots: Australia’s International Film Festival for Kids in Adelaide. There will be a festival atmosphere with entertainment before and after each film session (approx. 60 mins long) with local youth circus Cirkidz and others performing, you will have the chance to vote for your favourite short film and win prizes, there will be popcorn and refreshments available.

Suitable for kids 3 and over. Little Big Shots features short films from all over the world that kids (and parents) will love!

Palace Nova Cinemas
Rundle St, Adelaide
All tickets: $12

Friday 7th October 2016
10am - Mice and Moon - Ages 3+
11:30am - Pirates and Bunnies - 5+
1pm - Parrots and Robots - 7+
2:30pm - Best of the Fest 2016 - 5+

Saturday 8th October, 2016
10am - Cows and Circuses - 3+
11:30am - Critters and Rascals - 5+
1pm - Heroes and Villians - 7+
2:30pm - Best of the Fest 2016 - 5+

More information and booking:
childrenandmedia.org.au/events/little-big-shots-film-festival
EDITORIAL

The new Blair Witch: stays at MA15+
The new Blair Witch movie has been reviewed by the Classification Review Board after an application by the distributor Roadshow. The CRB decided, in a victory for commonsense, that the movie should remain as classified on 17 August, MA15+ with the consumer advice “Strong supernatural themes”.

In its submission to the review, ACCM said, in part:

“ACCM understands that the applicant for review is seeking to have the film reclassified M.

ACCM wishes the CRB to take the following points into account in making its decision:

1. ACCM has read the Classification Board’s report on the movie and we believe that the scenes and themes described in the Board report have significant potential to cause harm and to disturb children under the age of 15 years.

2. ACCM has [obtained] this opinion from a child development perspective.

The film has realistic ruthless/intrusive violence which leads to serious injuries. This realistic-looking violence is acted out by a merciless/harsh perpetrator and the serious effects on the victim are shown.

The film also contains intense horror effects in combination with people who are very frightened, serious (bloody) injuries and people who are undergoing serious suffering.

The fearful elements happen in a realistic setting, and while there are some unrealistic characters, the intense horror effects make them scarier.

The combination of fearful elements in this film is too intense for children under the age of 16, who would find it hard distance themselves from them.

The level of fear and violence in this film could lead to long lasting fears and anxieties.

4. ACCM has viewed the trailer for the movie, and notes the strong emphasis on horror and on the impacts on the victims.

The trailer carries the slogans “a new beginning for horror films”, “a truly terrifying experience”, and “one of the scariest films ever made”. ACCM notes the contradiction here, and asks why the distributor would therefore consider it appropriate to request a review designed to lower the classification of “one of the scariest films ever made”, when this would result in the removal of the legal restriction on children under 15 seeing the film.

The US classification is R (under 17 requires parent/guardian) for language, terror and disturbing images. ACCM acknowledges that overseas classification schemes differ in their criteria, and comparisons in classifications are not always helpful, but these classifications do seem to represent a consensus about the film’s unsuitability for children and younger teenagers.

5. ACCM notes that the Classification Act requires that:

1. Classification decisions are to give effect, as far as possible, to the following principles:

   (b) Minors should be protected from material likely to harm or disturb them;

The Code also requires that films that depict, express or otherwise deal with sex, violence or coarse language in such a manner as to be unsuitable for viewing by persons under 15, should be classified MA15+.

If the CRB lowers the classification of this film to M, many young children will undoubtedly see it. Those children need the protection from harm or disturbance that only the MA15+ classification can provide.

6. The M classification requires that the treatment of themes must be justified by context and have no more than a moderate sense of threat or menace.

ACCM has formed the view, given the information it has received above, that the horror themes and violence in this film have an impact that is more than moderate.

Further the film contains themes and scenes that are likely to harm or disturb children under 15 years.

The film should not therefore be classified M, and is appropriately classified MA15+.

The film is due for release in Australia on September 15.
The keys to raising brilliant boys

Q
I have two energetic,cribative and articula-
tive boys, aged seven and four. We are fas-
cession and our relationships are close. How-
ever, they frequently call me "bad mommy" and "mean mamma" or tell me that I am the worst mother in the world. This is almost always accom-
ppanied by hollering. This may happen more than a dozen times a day from the four-year-
old. I have tried explaining it is not OK and have physically re-
straining them from hollering me, but it does not work.

A
Each time I read a re-
quest for help like this, I always find myself ask-
ing "Where's Dad?" Fathers - when they are present and a positive influence - can have a calming effect on their children, can promote reasoning and understanding (towards Mum) and are usually more likely to be followed in discipline. So, if Dad is around, I suggest having him more in-
olved where possible. Ideally not as a disciplinarian ("You wait until your father gets home") but as an involved and engaged dad who teaches his boys how to act well.

The behaviour you are deal-
ing with is actually pretty nor-
mal for a four-year-old, but that doesn't mean it's OK. And girls do it too. Why would they be so hard to deal with?

Firstly, psychologists talk about this thing called "theory of mind". Imagine a child, Will, walking into the kitchen and finding his drink in the freezer to make a slushy. He leaves the kitchen and Mum walks in, sees the drink in the freezer and thinks "That's weird," so moves it to the fridge.

When Will returns to the kitchen for his drink, where will he look? If you have developed theory of mind, you know he will search the freezer because that is where he left it.

But a child under five will tell you Will put the drink there because you and Mum put the drink there and they think that Will knows what they think. This suggests that young children struggle to understand why we might ask them to do things that they disagree with doing. As a formal theory of mind de-
velops around age five to six.

Typical development

Secundo, child development experts indicate that children's behaviour develops over time. And they are particularly under-
developed until about age seven. This means kids can be highly reactive and struggle with big emotions. Leah said it is nor-
mal, physically and verbally. They need space and time as well as opportuni-
ty for a breather.

Stabilizing problems

Sometimes aggression only comes out in boys when fighting with brothers. So let's focus on sibling fighting and unruly. Boys have lots of energy. They're free and wild and usually have some rough and tumble play for boys, too. And when they are BIG and strong.

What are your boys doing in relation to physicality? Can they be outside more? If you don't want them wrestling, what are you using other options?

The reality is that boys are rough. They do fight. They're different to girls. That never ex-
cuses violent or disrespectful be-
haviour, but if they are heinous, leave them be.

When things get ugly, the boys need to be separated and given a chance to cool their heads. They don't need punish-
ment, but they do need disci-
pline. Once things are quiet and calm, talk about the importance of understanding and sometimes saying "stop". Encourage perspective-
taking.

Teach them how to signal one another when they perceive it's getting too much and help them learn to respect one an-
other's plea for now.

We are talking about a grow-
ing, learning, developmental process. Step in when you need to. Step out when you can. Set clear limits when things are calm. Separate them when things are chaotic.

Never allow them to hit you or disrespect you, and if they do, move away immediately. Then teach them that things are calm. It's a tough job, but with patience and persistence you will make brilliant boys.

Clips 'n' Cuts
small screen no. 333 August 2016

The Advertiser 27-8-16

Ubet convicted for ad with drinking, punting

SARAH-JANE TASKER
COURTS

Tatts' wagering arm has been convicted for illegal advertising that promoted alcohol con-
sumption while gambling. Ubet pleaded guilty in Sydney's Downing Centre local court to two advertising breaches, follow-
ing an investigation by Liquor & Gaming NSW.

Ubet had published a video on YouTube that showed stu-
dents learning how to gamble "head to head" on NRL matches.

The students were holding partly filled glasses of alcohol and one was using his mobile phone while being advised that if he bets "head to head" he could have his bet returned even if he loses.

Liquor and Gaming NSW said the prosecution for promot-
ing drinking while gambling was the first of its type in NSW.

Paul Irving, Liquor & Gaming NSW's acting director of com-
pliance operations, said this con-

viction followed several previous prosecutions of sports betting companies, such as Unibet, Bet 365, CrownBet, Ladbrokes and Classic.

The department said action was still pending for several other licensed wagering operations.

Deputy chief magistrate Jane Mottley described as "naive" Ubet's claim that the advertise-
ments were withdrawn when brought to its attention and that there had been a misunderstanding of the advertisements' place-
ment. She fined Ubet $3300 and ordered it to pay Liquor & Gaming NSW's costs of $4500.

Mr Irving said the case served as a warning to betting agencies of the need to comply with NSW legislation.

"Our compliance staff con-
tinue to monitor advertising online and in other media as part of investigations into potential breaches of NSW's Betting and Racing Regulation," he said.

Alcohol ads make last stop

LAUREN NOWAK

ADVERTISING beer, wine and spirit on the sides of buses, trains or trains will be banned from next year.

The State Government is also urging councils to ban al-
cohol advertising on bus shelters, many of which are located outside schools.

It follows a warning in a re-
view of liquor laws that success-
es in tackling under-age drink-
ing could be undone if alcohol advertising is not controlled.

The ban will be limited to alcohol products and will not cover events such as food and wine festivals or sponsorships logos and imagery on sporting uniforms.

Alcohol ads will not be al-
lowed on the inside or outside of the public transport vehicles under the plan. The ACT Gov-
ernment introduced a similar ban in 2015.

SA Transport Minister Step-
hen Mullen said it was "impossible to control who views" alcohol advertising on public transport and so it was important to control their content.

"Young people represent a significant proportion of public transport users," he said. "We know young people's exposure to alcohol advertising is a con-
tributor to normalisation of alcohol use in our society and reinforces what is in some cases a harmful drinking culture."

The Government has re-
mained tight-lipped on its re-
sponse to many of the other re-
commendations in a review of the state's Liquor Licensing Act, delivered early last month.

The review found the aver-
age age at which young people had their first alcoholic drink rose from 15.7 to about 15.7 years and seven months in 2013. The proportion of those abstaining from drinking also rose, from 56.5 per cent to 72.3 per cent of ID to 17-year-olds over the same period.

But independent reviewer au-
thor and former Supreme Court Justice Tim Anderson noted: "It would be a pity if this momentum was lost by a failure to curb alcohol advertising."

Mr Anderson recommend-
ed laws to ban alcohol adver-
tising on public transport and associated infrastructure.

Mr Mullen said the Gov-
ernment was working on "content standards" for Adel-
ade Metro vehicle contracts to prevent advertising images where the "primary product" was alcohol.

The change will take effect from mid-2017.

He has also asked whether councils should con-
template the ban to bus shelters.

The Alcohol Advertising Review Board wrote to Prem-
iers and state leaders in March urging "much stronger regu-
lation" on alcohol ads.

The Advertiser 20-8-16

The Australian 30-8-16
Facebook a fail but games lift IQ

REBECCA URBAN

Teenagers who regularly use social media, including Facebook, perform worse in maths, reading and science than their peers, one of the most comprehensive studies on internet use and educational outcomes has revealed.

Online gaming, however, has been linked to higher academic performance — a finding that will come as a surprise to many educators and parents grappling to control their child's screen time.

Professor Posso, from RMIT's School of Economics, Finance and Marketing, crunched the test results of more than 12,000 Australian 15-year-olds across maths, reading and science, finding that regular gaming appeared to help students apply and sharpen the skills they had learned at school.

Those who played games every day typically scored 17 points higher than average for science and 15 points higher for maths and reading. More frequent gaming was associated with better scores, with those who reported playing once a week performing just slightly better than average.

The same was found for social media users, but in reverse. Even minimal use — once or twice a month — was associated with lower scores in maths in particular. However, students who used social media daily recorded on average 20 points lower in maths.

"Some of the psychology literature that is out there suggests that with online gaming, kids are solving puzzles, using maths and logic, so when it comes to playing games they're sharpening their cognitive abilities," Professor Posso said.

"With social media, the main issue seems to be the opportunity cost of time. Instead of doing homework, these people are chatting, sending emoticons to each other, that sort of thing."

Professor Posso said he was inspired to conduct the research after reading a US study that suggested some young people were spending up to eight hours a day on Facebook. "That's got to come at a cost," he said.

Professor Posso's research, published in the International Journal of Communication, questions whether teenagers should be actively discouraged from sites such as Facebook and instead encouraged to play video games.

"On the margin, playing video games and limiting online social network activities should have some positive effect on performance, at least on generalised tests," the paper says.

Terrorist censorship a step in wrong direction

JOHN LYONS
ASSOCIATE EDITOR

Having been traumatised by several acts of Islamic terrorism, France is trying to work out how it should respond to the dramatic change in its reality.

One of the issues being debated is how the French media should report terrorism.

Several media outlets are now suggesting that there should be a ban on running the names or photographs of terrorists. The rationale is that this will deny the terrorists the "glorification" that many of them may seek from their acts.

France has become one of the biggest targets of Islamic terrorism. The debate has been heightened by the latest act of savagery when an 84-year-old priest last week had his throat cut after two terrorists stormed his church in Rouen in northern France where he was giving morning Mass.

Influential French newspaper Le Monde has led the debate, issuing a challenge to the country's media — "the sites and newspapers that produce this information cannot excuse themselves from self-examination on several fronts", it wrote. The paper said it had decided that it would no longer publish photographs of terrorists to avoid the potential effect of "posthumous glorification".

The emotions behind Le Monde's decision are understandable.

France is feeling particularly vulnerable. Only last November 129 people in Paris were killed after a team of gunmen and suicide bombers hit several targets and on July 14 a man drove a truck into a crowd celebrating Bastille Day, killing 84.

But beneath the emotion the media must also focus on its role — to report the news. In my opinion, censoring the news is not the answer. In fact, I think there must be more information about Islamic terrorists, their lives and the communities from which they are originating, not less.

On the logic suggested by Le Monde, the American newspapers would not have named Mohamed Atta, the mastermind between September 11. To understand the mindset of many of them committing these acts of terrorism, and those driving them, we need more information, not less.

The target of people who are going to kill an 84-year-old priest in his church are not operating according to the normal standards accepted in a society such as France.

The idea that their names or photographs will not appear in Le Monde will not make any difference to these people. They are being driven by a different and dangerous force.

The massacre affected everyone, including members of my staff who lost family members.

MATT DEIGHTON
HOBART MERCURY EDITOR

There should certainly be no blanket rule, or edict, covering all media. However, there may certainly be occasions when the media decide that they do not want to run names or photographs.

In Australia, we have the case of how the media treats Martin Bryant, the gunman who killed 39 people in 1996 in Port Arthur. Obviously, at the time, people needed to know who had carried out these killings and what had brought him to this point.

However, recently memorial services were held in Tasmania on the 20th anniversary of the killings to remember those who died. The Mercury in Hobart made a decision that Bryant's name would not appear anywhere in their special edition. "We are extremely sensitive as to how we handle stories involving Bryant," the paper's editor, Matt Deighton, told The Australian. "The 20th anniversary was a very, very difficult time for Tasmania. Sensibilities were off the charts. It is not something I have experienced before.

"The massacre affected everyone, including members of my staff who lost family members."

We didn't want the memorial edition to be about Bryant. We wanted it to be about the community, its resilience, how it had lived to learn in the wake of such a tragedy, found some sort of meaning out of something so random and horrific.

"So I made a decision, for that issue alone, not to use his name."
HEALTH MATTERS
MARTINDAUBNEY
Too much porn, much too young

Did you hear the joke about the young man who was so overwhelmed by demands for porn-style
sex from sexually Charged girlfriends, he suffered erectile dysfunction and was referred by his
general practitioner for impotency counselling?

You couldn’t make it up, right? Wrong. Erectile dysfunction is on the rise — 20s —
coupled with an inability to maintain erection or achieve climax — is now “massive”, according to a
leading sexual psychotherapist.

The number of young men with performance
issues has escalated in the last five years,” says
Angela Gregory, who has treated men with
erection dysfunction for 16 years at Britain’s
Nottingham University Hospital.

Historically this was men in their 40s and 50s
with underlying health issues: cardiovascular
disease, diabetes, ME (myalgic encephalomyelitis)
or prostate issues. Now I see as many men in their
20s — the split is equal. This is a massive
ting.

The cause? The tidal wave of readily available
online porn and the demands it is placing on
generation XXX.

Are you watching online porn? is now one of
my main assessment questions,” Gregory says.

And the answer is almost always yes. Some can’t
achieve erection, but it also (causes) inhibited or
delayed ejaculation.

“One young man has women throwing
themselves at him. But he finds it overwhelming
that men are expected to perform like porn stars.
Lots of young women now want porn sex and
these guys are either not equipped to deal with
these demands or don’t want to.”

And while we’re familiar with revenge porn,
Gregory is hearing from an increasing number of
men who are “impotency shamed” by their
girlfriends on social media. “On about 10
occasions I’ve talked to men who have been outed
on Facebook, Twitter, Snapchat or Instagram for
not being able to sexually perform,” she says.

“Everybody in their peer group gets to know
they’re a failure. For a man that’s devastating.
These men are retreating from normal
relationships.”

Gregory says some young men can’t achieve
erection because their brains’ dopamine centres
have been effectively rewired by porn, meaning
real girls cannot compete with the hyper-
stimulation of porn.

This is echoed in a BBC documentary out this
week called Brought up on Porn, which includes
the cautionary tale of Nick, who at 15 started
watching porn and was quickly watching two
hours a day. “I found that when I was lying next
to a girl, I just wouldn’t be horny at all, despite
being really attracted to the girl and wanting to
have sex with her, because my sexuality was
completely wired toward porn,” he says.

This chimes with my own work on porn
addiction. Three years ago this week, we wrapped
the Channel 4 show I presented, called Porn on
the Brain, where I worked with 23 of Britain’s
heaviest male porn users, all of whom felt
addicted to their online vice.

Men are getting performance anxiety — they
can’t measure up. One 19-year-old, Calum, a
smart, handsome, middle-class lad from Oxford,
used porn 28 times a day. When faced with the
real thing, he would suffer from performance
anxiety.

He had to visualise porn to achieve and
maintain erection, and to climax, which often
would take hours. “Real girls are boring,” he
confessed. “Real sex is never as good as the porn.”
Gregory also believes it is now the boys’ turn
to feel objectified, terrified and belittled by
pornography. “Porn is crushing their self-
confidence,” she says. “Men are getting
performance anxiety, as they don’t think they can
measure up to porn stars. The tables have turned.
Men are being viewed as sex objects.”

Battressing this surge in porn-induced male
impotence is increasing evidence that young men
are turning to Viagra for chemical assistance.

Last week, the tragic tale of Britain’s youngest
Viagra addict emerged, a boy of 13 who became
hooked after classmates told him he’d be “bad in
bed”.

He started watching porn on his smartphone
aged 12, and sought help when he couldn’t
achieve erection without Viagra. “I feel I have no
childhood now,” he said. “It is ruined. Most people
think Viagra for middle-aged men, but you
can easily get it in schools now.”

The good news is that for many men,
counselling or abstaining from porn and excessive
masturbation can reverse the effects of early-age
impotence. Nick went cold turkey for 100 days.

“My libido came back with a vengeance and I
met this girl and it was great,” he says. “For the
first time in ages I was able to have normal sex.”

THE TIMES

The Australian 19-8-16

Cosmetic apps are no game

CLARISSA BYE

Cosmetic surgery apps for
children - which simulate cut-
ting into faces to “enhance beauty” - have been slammed
by childhood experts and body
image groups as “incredibly
harmful”.

The free games, marketed to
children in Apple’s app store,
use colourful cartoon style
graphics to surgically alter body parts including nose
jobs, tummy tucks and lip-
suction. But

The Butterfly
Foundation, an
organisation dedi-
cated to preventing self-
 esteem disorders and body image dissatisfac-
tion in children, has called on the giant company to
with-
draw the games.

The foundation’s education
manager Danni Rowlands said
that while make-up and cloth-
ing apps were particularly
popular among young girls, to
encourage cosmetic surgery
children could have serious
consequences.

“These are so incredibly
damaging, it’s unbelievable,”
she said. “Marketing cosmetic
surgery to children is harmful
and wrong. To encourage cut-
ting into a face, for an ad-
lescent with mental health
issues, is dreadful.”

Some of the games, with ti-
tles like Liposuction Surgery,
Nose Job Plastic Surgery and
Perfect Face in 2016, allow
children to slice open faces with simulated scalpels,
sutures and surgical scissors.

The games are promoted with blurbs such as “If makeup
can’t give the beauty you want, then come to join this amazing
girl in a plastic surgery game. Every girl dreams of (a) dedicate face
and stunning figure.”

Psychologist and childhood expert Dr Michael Carr-Gregg
described them as “horrific.”

“We are normalising, sanitizing
and glamorising the whole
corruption of the concept of let’s change your appearance
and you will be happier, and that’s insane,” he said.

“We need to be really mind-
ful of these kinds of games,
given the fact kids are online so
much — kids check their phones
56 times a day - so we are talk-
ing about once every 15 min-
utes. There are so many voices
in the ears of our children. It is
impersonal and that ours as parents
are the loudest.”

Researchers at La Trobe
University’s compiled unit, set
up to study development of
body image in children, have
joined the Butterfly Founda-
tion to establish a champion
petition calling for the removal
of the games.

A spokesman for Apple said the company “has no com-
ment at this stage”, and that
complaints should be directed
to individual app developers.

The Advertiser 27-8-6
A whirlwind of adventure

When Kaye Weeks left Windmill for the Adelaide Festival four years ago, the children’s theatre company presented four shows locally each year alongside some touring. Now, she returns to an organisation that has conquered film, Broadway and is looking at new mediums.

—BY CHRISTOPHER SANDERS—

The last 12 months have seen Windmill’s young children’s production Grung and the Rainbow tour China and the US, Pinocchio hit Broadway for two weeks and its debut film Girl Asleep win the Grand Jury Prize at the Seattle Film Festival. The next six months are just as exciting: Rumpelstiltskin will premiere in Adelaide in October. Girl Asleep will screen nationally in September and the Windmill team are creating a new work. For Weeks, who is Windmill’s executive director, she returns having been involved in writing the business plan with artistic director Rosemary Myers to grow the company from an acclaimed local children’s theatre company into one of the country’s premier creative organisations that makes work for children.

“We were mapping out how to grow the international touring and move into film,” Weeks says about the plan from four years ago. “And to see the company do those things, have its debut on Broadway and make a film that’s gone so well, has really been satisfying to watch from the outside. To be back and co-leading with Rose is fantastic.”

Weeks says international touring is a major focus for the company.

“One show will have incredible success overseas and then the venues we visit want the next one. We’re continuing to build on our international touring network as a huge priority, focusing on creating new work as much as we possibly can. We’ve deliberately made a move away from presenting other companies’ work to focus on house-made product, and then touring that around the world. We want to make another film, if we can, off the back of the success of Girl Asleep.”

Girl Asleep was part of the Windmill Trilogy – which included School Dance and Fugitive – that was presented in full at the 2014 Adelaide Festival. Windmill are looking to film School Dance.

“That’s something that we’re very keen to pursue,” she says. “We’re also considering dabbling in a bit of TV and possibly a web series as well. I think one of the challenges for live theatre is the on-demand era we live in. People are so used to watching high-quality product wherever they want, on a mobile device or a TV screen, so I think one of the things Windmill has done very successfully is take their theatrical product into other mediums but still maintain a really strong theatricality. Girl Asleep did that very successfully and we’re very keen on continuing to explore how we can do that: maintaining a theatrical edge to the product but have it on-demand.”

With her new role, Weeks will effectively be the co-CEO with Myers.

“Rose’s job is to dream up the work, choose the artists she wants to collaborate with, commission writers, and then actually direct a lot of the house-made products herself. She directed the film; she’s directing Rumpelstiltskin and a lot of her big work. Largely she’s responsible for the artistic vision of the company. My role is to make it happen. Get the work around the world as well as the general management of the staff.”

Windmill have expanded their education program thanks to funding from the Lang Foundation, which will allow students to be involved in the process of making new work and for artists to visit schools and run workshops with students.

“There’s a lovely dynamic and energy between the imagination of the artists and the imaginations of young people,” she says. “We want to leverage and explore that as much as we can.”

Off the back of the successful early children’s productions Grug and Grung and the Rainbow, Windmill are currently creating a brand new work for young children.

“We should be ready to announce that later in the year and that will be presented in Adelaide next year,” she says. “We don’t have a name for it yet because it’s in development. That one won’t be based on a book; it will be a new work from the team that made Grug.”

Girl Asleep opens in cinema on Thursday, September 8
Rumpelstiltskin
Dunstan Playhouse
Tuesday, October 11 to Saturday, October 29
windmill.org.au

The Australian 22-8-6

EXCLUSIVE

JACEY MITCHELL
Brisbane

“licence fee cut to offset gambling”

Gambling advertisers bet big

Top 10

Sportbet

41

Ladbrokes Digital

21

Unibet

20

William Hill Austria

19

Tatts-listed

8

Alliance

9

Bacha

10

Tatts

8

Lotterywest

7

Below is a list of a game the name itself then you know this is huge problem. We should look at in much the same way tobacco advertising was dealt with a generation ago.

A spokesperson for Minister Field said, “The government is aware of Senator Xenophon’s concerns and will work constructively with him and all of the crossbench members in the 45th parliament.”

Free TV met earlier this month to discuss how it would tackle Mr Xenophon’s anticipated requests for gambling restrictions. One issue with Mr Xenophon’s proposal is that licence fees are not worth as much as gambling revenue if it is assumed the networks would be granted relief anyway.

The networks say they were told the government would deliver a “pathway” to full licence fee abolition because the tax was outdated, given it was implemented in the 1990s.

Seven West Media chief executive Tim Worner said greater regulation of free-to-air TV would drive advertising to unregulated platforms.

“Licence fee cuts are already critical for the future of broadcasters, even with the current rules in place,” he said.

“Increased levels of regulation like further gambling advertising restrictions would only exacerbate the benefit industry to getting licence fees to a sustainable level.”

Free TV chairman Harold Mitchell said the industry body would meet with the government.

Ten chief executive Paul Anderson said: “Continuing to target this industry when we are already by far the safest and most heavily regulated is neither effective nor sustainable.”
ADVERTISING


CLASSIFICATION


COMPUTERS AND INTERNET


HEALTH


MEDIA EDUCATION


MEDIA LITERACY


MEDIA RESEARCH


SOCIAL


Mascheroni, G., Ólafsson, K., 2016. The mobile Internet: Access, use, opportunities and divides among European children. *New Media Society* 18, 1657–1679


VIDEO GAMES


VIOLENCE


Facebook’s new app for kids creates privacy concerns

The Advertising Age website points out that Facebook’s new app targeting teens is raising privacy concerns. The app, named Lifestage, is seen as an attempt by Facebook to keep its services appealing for the generation of social media users who have enthusiastically taken to using Snapchat.

Lifestage was designed to enable high-school aged children to share videos and connect, but has the drawbacks that it lacks privacy settings, asks for personal information and makes all content public.

The new app comes with the following disclaimer in the Apple App Store: “Please note: Everything you post in Lifestage is always public and viewable by everyone, inside and outside your school. There is no way to limit the audience of your videos. We can’t confirm that people who claim to go to a certain school actually go to that school. All videos you upload to your profile are fully public content.”

At the moment the recently-launched app is only available for iPhones in the US.


New guide: Using children’s books to promote play

This is a new parent resource from US organisation TRUCE (Teachers Resisting Unhealthy Children’s Entertainment).

The guide points out that children today have less time for free play using their own ideas, creativity, and imagination. Screen time is taking over free time at home and at school. Screens involve children in a two-dimensional world as they follow programs created by someone else.

This guide helps adults promote quality play and learning, using children’s books organized around themes that are interesting to children.

Although the guide was written for US parents, most of the books are available in Australia and the ideas have universal appeal.

http://www.truceteachers.org/

Attractive pictures and body image

New Australian research has looked at the impact of attractive celebrity and peer images on women’s body image. The researchers concluded that exposure to attractive celebrity and peer images can be detrimental to women’s body image.

The participants were 138 female undergraduate students who were randomly assigned to view either a set of celebrity images, a set of equally attractive unknown peer images, or a control set of travel images. All images were sourced from public Instagram profiles.

The results showed that exposure to celebrity and peer images increased negative mood and body dissatisfaction relative to travel images, with no significant difference between celebrity and peer images. The effect of celebrity and peer images is mediated by social comparison.

Women who had higher levels of celebrity worship felt more dissatisfied after viewing celebrity images than women with lower levels of celebrity worship. The researchers therefore suggest that celebrity worship may be an additional vulnerability factor for body dissatisfaction and disordered eating.


Food ads and children’s brains

Researchers from the University of Kansas Medical Center in Kansas City have found that children make quicker decisions to eat “tasty” food and reward centres in their brains light up after watching food commercials on television compared to non-food commercials.

Researchers said that their past work had shown that reward centres of the brain ‘light up’ in response to familiar food and nonfood logos but they now also have evidence that children’s decisions are based more on taste, and less on healthiness, after watching a food commercial.

The researchers studied 23 children ages 8 to 14 years who gave taste and health ratings for 60 food items. Afterwards, kids chose whether to “eat” or “not eat” each food item - without actually eating them - while undergoing functional magnetic resonance imaging (fMRI) brain scans. The scans measure changes in blood flow within the brain, which is thought to reflect the activity of brain cells.