

INTERNET PIRACY

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Анотація

У даній роботі було розглянуто інтернет піратство, його поширеність та види.

Ключові слова: інтернет піратство, інтелектуальна власність, DRM.

Abstract

This work examines Internet piracy, its extent and its types.

Keywords: internet piracy, intellectual property, DRM.

Every day a person uses many products. These items were bought by this person or given to him/her as a gift. With the advent and dissemination of the Internet, a lot of non-material speech appeared, and together with them the concept of intellectual property and Internet piracy.

Intellectual property is the result of the intellectual, creative activity of one or more people.

Internet piracy is the unauthorized downloading or distribution through the Internet of copies of objects of intellectual property, such as films, musical works, games or computer programs, books, and so on.

The main types of piracy:

- Audio piracy;
- Video piracy;
- Software piracy;
- Computer game piracy;
- Literary piracy.

Internet piracy is widespread because it is easy and profitable. For unauthorized distribution of books outside the Internet, it is necessary to rewrite the book in its entirety, which is not easy, while on the Internet it is only to download to the server or to drop it in messenger. Non-territorial ownership does not differ in quality between licensed and pirated products is often absent due to the great difference in prices.

The right to be an object of intellectual property has not been recognized for a long time for software. The question about the possibility and feasibility of legal protection of software for the EOM was first considered in 1971 by the advisory group of governmental experts of the World Intellectual Property Organization (WIPO). The work was then continued by the International Bureau of the World Intellectual Property Organization and the Consultative Group of Non-Regulatory Experts from 1974-to 1977. The problem was concurrently discussed by the International Association for the Protection of Industrial Property (AIPPI) at its congress in San Francisco in 1975, which agreed to establish norms for the specific protection of software and to use the possibilities offered by national legislation (mainly in the form of copyright). In 1978 the World Intellectual Property Organization (WIPO) adopted the "Standard Provisions for the Protection of Computer Software". These regulations consisted of nine sections, including the definition of the main terms, the main rights to the software and the conditions of their emergence, as well as the terms of their operation and possible compensation, etc.

Digital rights management (DRM) technologies are used to protect intellectual property. One of the most popular systems in recent years is Denuvo. It is designed to protect games from unauthorized access. Denuvo was released in 2014 and hacked the same year. Hackers took more than 30 days to crack the protection, which the company developer called a success because during this period the interest in the game is the greatest. Throughout the lifetime of the protection, there were cases of hacking for a few years after release, as well as cases where hackers could not break the protection. Progressively released updates that improved

protection and productivity. But users still complain that the games which have Denuvo protection have problems with productivity. Due to the burden of DRM on the system, productivity decreases. In order to find out the truth, tests were conducted with the hacked system and with the protection, which confirmed the assertion. In 2022 there was another problem with the protection, when running the game on 12th generation Intel processors the game stopped its work, but as time passed Intel corrected this problem.

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