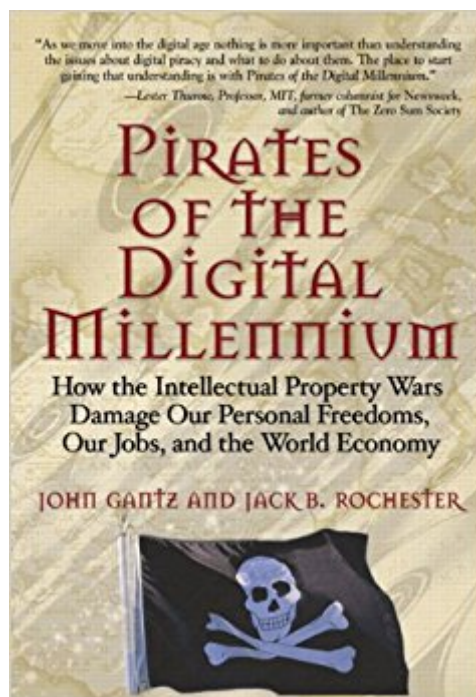


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Pirates Of The Digital Millennium: How The Intellectual Property Wars Damage Our Personal Freedoms, Our Jobs, And The World Economy



Synopsis

Digital piracy. It's a global war -- and it's just begun. *Pirates of the Digital Millennium* chronicles that war. All of it: media conglomerates vs. teenagers, tech companies vs. content providers, artists battling artists, nations vs. nations, law enforcement vs. organized crime. John Gantz and Jack Rochester cover every side and all the implications. Economics. Law. Ethics. Culture. The players. And above all, the realities -- including the exclusive new findings of a 57-country digital piracy research project. The media universe is shaking to its very foundations. This book helps you make sense of what's happening -- and what's next.

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Customer Reviews

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About the Authors John Gantz is Chief Research Officer and Senior Vice President of International Data Corporation. He manages worldwide demand-side research, global market models, Internet,

ebusiness and IT forecasts, and research quality control and standards. He led its recent study, *The Economic Impact of Software Piracy*. Prior to assuming his current role, he led IDC's worldwide research and consulting in personal systems, consumer devices, workgroup and collaborative computing, and services. As one of IDC's chief spokespersons on technology and market issues, he has been published or quoted in media ranging from *Fortune* to *CNN*. He has served as contributing editor and columnist for *Computerworld* and *InfoWorld*. Jack B. Rochester heads Joshua Tree Interactive, a leading provider of technology-related content and information management services for interactive media, including enterprise computing, ethics, e-learning, and e-commerce. He has written 300 articles and nine books on the impact of technology on business and society. His work has appeared in media ranging from *Harvard Business Review* to *USA Today*. He is on the faculty of the New England Institute of Art. Gantz and Rochester co-authored the best seller *The Naked Computer*. © Copyright Pearson Education. All rights reserved.

I had to read it for class but it was enjoyable.

"*Pirates*" is well written, I would say exhaustively researched, and insightful. Considering the material, it is an "easy" read. It had me asking questions about my own stance on the limits of copyright laws etc. In 2008, it is still a current source.

In *Pirates of the Digital Millennium*, co-authors Rochester and Gantz tackle a subject with many far-reaching facets, and artfully illuminate the players, their motives, and their means. The book starts with an excellent primer on intellectual property and copyright laws, which is vital for helping the lay reader understand the chapters ahead, and spells out some key underlying points (e.g. copyright laws have always been there to protect the publisher fat cats, not the artists, and most of the world's population lives without intellectual property laws!). As the chapters go on we're taught about how companies lose money to pirating, who is doing the pirating (organized pirating rings, mostly in developing countries, are doing most of the damage), and what's being done to minimize it. The authors intelligently criticize the methods the music industry has used, like suing 12-year-olds, as well as the Digital Millennium Copyright Act. They offer alternative strategies such as being one step ahead of the downloaders and creating pay-downloading sites that are better than the ones currently available for free. The case is made that pirating really is ethically wrong, but it's also acknowledged that most people don't think it's wrong enough to keep them from doing it. Since the data on digital piracy are sparse, the authors have commissioned some studies of their

own, and used interviews with students, friends, and relatives to fill in the rest. My one criticism of the book is that the authors seem to have a reverence for the software industry that they don't feel for its movie and music counterparts. An entire chapter is devoted to what goes into making a software package at Microsoft, and I got the feeling that the authors were really tickled to be there documenting the process. While it's repeatedly noted that CDs are overpriced at \$20, there's no mention of the bloated price of software (how about \$600 for Photoshop?). In sum, the book educates the reader on the issues and leaves it up to him to decide whether or not to pirate media, and to do something about the silly laws that have been enacted to stop piracy (and that restrict our personal freedoms). The reader is left educated and empowered.

I was very impressed with this book. For one, Gantz and Rochester do an exceptional job of outlining the history of pirating and its roots, dating all the way back to the invention of the printing press and how books were swapped and sold for less in other countries. As the book continues, both authors give their own personal insights into the expansion of digital piracy, from the origin of the computer in the 80's to the software developed to make hacking and downloading possible for today. What struck me about this book is how both Gantz and Rochester gave a detailed look into the government's actions or lack thereof in order to try and stop downloading. Many groups, such as RIAA and DMCA, use ruthless tactics such as suing users hundreds of thousands of dollars for each song they download as a way to scare other consumers into stopping downloading all together. However, despite massive step ups from the government, the digital revolution continues on, and a cry for an equilibrium between consumers and corporations is needed more than ever for corporations in order to save their businesses. All in all, I thought this book was really insightful in giving a look to both the "us" and "them" factors that are a part of the digital war going on right now. I would recommend this book for anyone with an interest in digital piracy and/or a thirst for knowledge in the field of music downloading in the 21st century.

While most of us have probably engaged in some form of digital piracy - be it mp3 downloading or CD burning/sharing - I think few of us actually understand the legal or moral ramifications surrounding these activities. In 'Pirates of the Digital Millennium', Gantz and Rochester offer a balanced and revealing perspective on all of these issues and encourage a rethinking of the problems surrounding digital piracy and copyright. 'Pirates of the Digital Millennium' starts off by discussing the history of piracy (of written media) and copyright law. It then proceeds to analyze the recent explosion of digital piracy from the multiple perspectives, including those of the music

industry, the artists, and the consumers themselves. I was surprised to learn about the striking similarities between instances of piracy in the 1800s and in the current day - how divides exist between artists/authors, publishers and consumers, and how copyright laws cater only to the economic needs of the industry. While highlighting historical similarities, Gantz and Rochester emphasize that digital piracy is a new phenomenon that will require radically new mechanisms of control; as demonstrated by the recent actions of the RIAA against music downloaders, existing methods of law-enforcement do not work against digital piracy. At the same time, Gantz and Rochester calls on the digital media industry to stop demonizing consumers - college students in particular - and start finding new ways to distribute their media in a way that addresses people's needs. This book is a great read. It is well written, rich with interesting information and persuasive in its arguments for better solutions to the problems at hand.

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