



## Comments Supporting Renewal of Exemption Under 17 U.S.C. § 1201

**Video games for which outside server support has been discontinued, to allow individual play by gamers and preservation of games by libraries, archives, and museums (as well as necessary jailbreaking of console computer code for preservation uses only), and discontinued video games that never required server support, for preservation by libraries, archives, and museums**

**September 8, 2020**

Consumer Reports<sup>1</sup> submits this statement in support of renewing the current exemption for enabling consumers to continue to play video games for which outside server support has been discontinued – and for libraries and museums to preserve the games in playable form.

As we have stated in previous submissions to the Copyright Office, and in our Digital Testing Standard launched in March 2017,<sup>2</sup> when a consumer purchases a product, the consumer should obtain genuine ownership of the product and its parts, including the ability to make effective use of the product, and the ability to effectively resell it.<sup>3</sup> We believe consumers should have the ability to use the products they have purchased in all these respects, as they see fit. We have successfully made this case with respect to mobile devices, both in Congress and before the Copyright Office. And we believe it also applies here.

In our view, the prohibition in section 1201 of the Digital Millennium Copyright Act against circumvention of technological protection measures has proven, in experience, to be an

---

<sup>1</sup> Consumer Reports is an independent, nonprofit membership organization that works side by side with consumers to create a fairer, safer, and healthier world. For over 80 years, CR has provided evidence-based product testing and ratings, rigorous research, hard-hitting investigative journalism, public education, and steadfast policy action on behalf of consumers' interests. Unconstrained by advertising, CR has exposed landmark public health and safety issues and strives to be a catalyst for pro-consumer changes in the marketplace. From championing responsible auto safety standards, to winning food and water protections, to enhancing healthcare quality, to fighting back against predatory lenders in the financial markets, Consumer Reports has always been on the front lines, raising the voices of consumers. CR has long been engaged in promoting consumer interests in the DMCA triennial reviews, particularly with respect to the exemption for unlocking mobile devices, both before the Copyright Office and in Congress.

<sup>2</sup> The Digital Testing Standard ([thedigitalstandard.org](http://thedigitalstandard.org)) was launched on March 6th, 2017 and is the result of a collaboration with our cybersecurity partners, Disconnect, Ranking Digital Rights, and the Cyber Independent Testing Lab. The Standard is designed to hold companies accountable and equip Consumer Reports and other organizations to test and rate products for how responsibly they handle our private data. This is a collaborative and open source effort. The Standard is designed to empower consumers to make informed choices about the connected products, apps, and services consumers use every day.

<sup>3</sup> *The Standard*, THE DIGITAL STANDARD, <https://www.thedigitalstandard.org/the-standard>.

overbroad response to a concern that the digital age would usher in a massive deluge of copyright infringement, for which drastic new countermeasures were needed. Instead, its proliferating use to protect access to software that enables and governs – and restricts – the functioning of everyday consumer products in which it is embedded, and their interoperability with other products, causes far-reaching harm to fundamental consumer rights.

We recognize the value of copyright law in nurturing and protecting incentives for innovation, both generally and in particular with respect to computer software. At the same time, it is important that the monopoly rights conferred on creators by the copyright laws be kept appropriately contained, so they do not spill over into broader, unjustified and counterproductive restraints on competition and consumer choice, and do not undermine long-established, fundamental rights and expectations of consumers regarding their ownership and dominion over the products they have lawfully acquired. Beyond these immediate effects on consumer rights and expectations, broader innovation is impeded if a product’s manufacturer is given inordinately sweeping power to control how it is used once it has been released into the marketplace.

This exemption has proven very beneficial to consumers in removing this obstacle to preserving the functionality of video games they enjoy. We therefore support its renewal.

Respectfully,

George P. Slover, Senior Policy Counsel  
Maureen Mahoney, Policy Analyst  
Consumer Reports  
1101 17th St., NW, Suite 500  
Washington, DC 20036  
(202) 462-6262