

Censorship and Access:

There are many banned video games, unlocalized versions of music and movies in Australia, Germany and China, no other way to get them but through piracy.

Censorship is important in some countries, it can control circumstance, make social more positive compared with no censorship, but in western Countries, censorship is not acceptable. In my view, I think it is really a problem if censorship is unreasonable, especially when people are doing research and studies, people in China can only use VPN to access google to find newest paper, besides, every TV show that's popular in America is even more popular in China, like Game of Thrones, House of Cards and so on, but China is not fully connected with World, people cannot watch TV show directly, so lots of pirated videos in China, but recent years, some companies give people access to popular TV show all over the world, for example tencent has provided applications and channels. Same thing for music, previously much music which is prohibited in china is pirated but now music has remix version (cut something from original version). Games also have same situation, many games cannot be imported into China previously but now they can, if some unsuitable details in games have been changed before they come into, one example is PUBG which is shooting game, in other regions, blood is red, however in China, blood in this game is green, it is a little bit weird but at least players can enjoy this game. Access to entertainment has brought people from different cultures together on the same page, it is not like we have all of the information, it is step by step in the right direction. And I think, pirated songs videos, games give contribution on this progress, because government may know, instead let people use pirated games, videos and music, maybe better to give rights for people to use genuine ones, but cut or change some unsuitable content.

For access, there are many different streaming services with different shows, you may need to pay for many different subscriptions or you can just choose a pirated one.

Cost and User Experience:

1. Education purposes is to develop student's desire and ability to think and learn, for young children, they can learn to read words, type words, study math and science knowledge by using some software, especially in some poor region, people cannot afford to buy genuine software for education purposes, in this case they use pirated software, which have same features with the genuine one. They just want to get better education

2. Besides, pirated software costs less, this lowers the threshold for studying, so young generation can easily study computer technologies and software development if they

use pirated operating systems, pirated software, therefore piracy gives more chance for young generation to discover computer, it may set off the development of the IT industry, especially in Romania, piracy set off the development of Romania's IT industry

3. For business aspect, pirated software has same features with genuine software but genuine software costs too much, one example is that architecture may use software for managing time, designing and drawing, overall cost around 1500 dollars per year.

4. For games, users want to buy genuine games, but actually these genuine games are not as expected, overmuch advertising, companies sell game because they have fame in market. Players need to pay much for this game but cannot get satisfied user experience, so is it ethical for users to buy genuine games? And about 10 years ago, many games don't support Chinese, and it is not possible for players to learn a new language for a game, in this case, some people made Chinese version of these games, it is software piracy, but meanwhile, players can get much happiness without paying any. That's true these companies lost much money, but they may know they need to do better and there is big market in some region, so that companies add more languages in their games, then bring much profit for themselves, so I think pirated games make gaming companies pay more attention on user experience, and improve their products

Free Trial:

In real life, people want to buy a certain software, but the price of this software is too high to be prohibitive. One could argue that the software that is set too high is mostly from famous companies and has considerable fame in market, in the hands of some companies, the software, like CRM, business management software, even office 365 can create tens of times or even hundreds of times the value of the software. But it is too expensive because we just use this software as a daily use gadget, or we only want to use one or two features in the software that we use once then never use it again, so the software cannot bring us value comparable to its price, therefore people tend to use pirated version of this software. This prompted software developers to make a choice to offer different prices and services to different user groups and they provide free trial for users. But what if the software doesn't have this service, that means if there is no way to access that feature on their own, is it ethical to charge them for everything? Imagine just needing a corkscrew to open one bottle and being forced to buy an entire swiss army knife.