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Intellectual property rights are complicated, and many potential grey areas exist. For instance, if a player of an online game decides to sell in-game items for real money, should they be prosecuted? After all, they are directly profiting by selling intellectual property that they may or may have the rights to. This is why most if not all online game companies require the user to agree to an End-User Liscense Agreement before they can play the game. EVE Online, developed and produced by CCP Games (or just CCP for short) is an MMORPG sci-fi game where players can buy and sell spaceships, materials and other goods on an in-game open market. However, just because you bought an item off of the market does not mean you own the rights to that item. The EULA specifically states that CCP is the sole and exclusive owner of all in-game items and currency. Because of this, if you were to exchange an in-game item for real money with another player, CCP is within it's rights to take legal action against you, although their policy towards this issue is typically just to permanently ban the rule breaker. I do not think RMT should be actively enforced against -- let the property owner decide to take or not take legal action. After all, it's just a video game.