**CS 3200 (Computer Ethics) [Fall 2018]**

**Assignment 3**

**Due date: Tuesday, October 16, 2018 by 11:00 p.m.**

***Print your name: Levi Sutton***

**Write short descriptive answer to the following questions**

1. Give two reasons why are patents considered an unreliable way of protecting intellectual property rights in software. [4 points]

*Answer:*

Well, software is **vague**, in the sense one way of doing something isn’t the only way. So if I were to get a patent for a software that functions similarly to that of another patented software, just in a different form then there could potentially be many more patents based off the same concept, which can in terms devalue the software. Then you have the **existense of bad software** out there that devalues software in general. A lot of software have been patented where the techniques being used were not new or innovating; deminishing the value.

1. What is ‘fair use’ principle? Discuss how the Digital Millennium Copyright Act (DMCA) has affected fair use of copyrighted material by consumers. [2 + 3 = 5 points]

*Answer:*

Fair use according to <https://www.copyright.gov/fair-use/more-info.html> is “a legal doctrine that promotes freedom of expression by permitting the unlicensed use of copyright-protected works in certain circumstances.” Using this practice can be done without permission from the copyright owner. The DMCA has made the fair use of coprighted material illegal for consumers to infrenge on material that is not open for fair use to everyone. It’s your own material or the companies and it basically says noone can take it as their own for personal purposes or for a company to make a profit off work that is not theirs.

1. Identify two different computing technologies that have been used or proposed for digital rights management. Explain how each of these protects rights for digital intellectual property. [7 points]

*Answer:*

1. **Computer games**: Games use some sort of DRM where players have to log in and use a password to get access to the game that has a unique serial code, which gets added to players account permanently, only if they have access to the game so it can’t be distributed.
2. **Digital Watermarks**: A DRM system is used with digital watermarks to aid in recording the copyright owner, distributor and purchaser information, and in traitor tracing, which is a technique to track the source of leaked copyrighted material.
3. “Software is a form of intellectual property. It is not wrong to provide a patent or a copyright for software that can potentially breach a nation’s critical systems.” Argue in favor of or, against to the statement. [4 points]

*Answer:*

I would say I would be against this statement, sure it would be a valuable software that could do some good in certain situations, but there is always that possibility of such a software to be in the hands of hackers due to cyber attacks. In that case, it would be detrimental if it fell into the wrong hands before any action can be taken upon the individual who would be taking and possibly exposing the software to an entire society.

**Submission instructions:** write your name at the top and include answer to each question on this document preferably after each question. Please do not write your answers on a separate document or file. Submit the file through BlazeVIEW dropbox.