

# ASH1925005M

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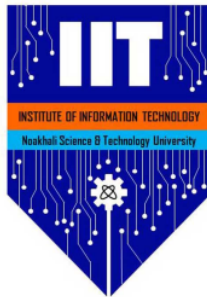
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# Talk about digital piracy in 2022

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## Abstract

What should copyright holders do about the theft of computerized media? From the very beginning, our discussion starts with the reasons for piracy, with a specific reference that leads buyers or consumers to take part in robbery as a once huge mob. Then, at that point, It looks into the consequences of piracy for copyright holders and the impact of illegal copying of software and other similar intellectual properties. The final section of the article builds on the procedure sections by looking at the several major responses copyright holders might use to combat piracy.

## 1 Introduction

The issue of copyright insurance for intellectual properties like computer programming, music discs, film industry and audio-recordings have become progressively significant. It is generally expected that illicit replicating of protected innovation costs organizations billions of dollars in lost incomes and lessens firms motivations to develop. A few specialists have shown that piracy can be helpful to firms when there are solid organization impacts and duplicating extends the market. In Asia, piracy is very prevalent. China is one of the worst offenders. Piracy in China cost the software sector \$3.3 billion in 2005, according to the Business Software Alliance. The lack of long-standing intellectual property rights regulations in Asia is a major contributor to the region's high piracy rates. Another issue is the lack of enforcement of the laws that do exist. According to Charles W. L. Hill 2007[1] the breadth of the piracy problem has expanded. The fast spread of broadband Internet connections and the growth of peer-to-peer networks make it much easier to download huge files, such as video games and movies, prompting concerns about increased piracy rates.

## 2 Background

The digital crime involves the purchase of products at a low price for a copyrighted product and the unauthorized file-sharing of copyrighted material through computer networks by peers. According to Charles WL Hill, 2007 [1] we find background information on digital crime such as, The International Federation of the Phonographic Industry (IFPI) states that about 34% of all recorded music products sold worldwide in 2004 were stolen copies and burglary costs industry more than \$ 4.6 billion a year. According to an OECD study, 2.6 billion songs are downloaded every month, and more than 90 % of converted files violate copyright protection (Organization for Economic Co-operation and Development, 2005). File sharing online reduced CD sales between 2000 and 2003 by 30 %, or about \$ 4 billion a year (Liebowitz, 2004) [4]. With regard to the computer software industry, a study by the Business Software Alliance suggests that \$32 billion worth of software was stolen in 2005. The percentage of distributed software ranged from a low of % in the United States to 90 % in China and 92 % in Vietnam. Even in the film industry, crime is on the rise. The Motion Picture Association of America estimates that robbery costs the industry \$3 billion a year; the price does not include the cost of online burglary.

### 3 Causes of Piracy

To comprehend the reasons for piracy we really want to take a gander at the conduct of individual shoppers and inquire as to why they purposely consume pirated products. Digital piracy is nothing more than the theft of intellectual property. As far as the worth of the thing taken a piece of programming or a music recording-it very well may be considered a petty crime rather than grand larceny. All things considered, while the sum taken by every individual may be tiny, when included the figures are clearly exceptionally huge adding up to around \$50 billion per year or more. Causes can be

#### 3.1 Moral Development

According to Kohlberg (1969)[3], an influential development psychologist, there are three key levels of behavioral development (each category can also be categorized below two stages). The first level is a feature of the pre-conventional level of children as well adults who are not yet morally mature. The second level, the conventional level, is a sign of most adults. According to Kohlberg[3], some adults reach the third level of behavior development which is post-conventional level.

To put that in perspective, think of the conflict in school. There is a fight in a schoolyard. Two ninth-grade students beat Tom. Some students are watching the fight. they are at different stages of moral development. Let's see what they do and how they do it forgive their behavior.

In the first stage (Punishment / Obedience), we make moral judgments based on obedience and punishment. Fyn's sense of right and wrong is directly related to him whether you are punished or not. Fyn sees what is happening to his friend and wants to help. But he does not do so out of fear that he will be punished by the teacher if caught fighting. You ask yourself, 'How can I avoid being punished?'

In the second stage (Instrumental purpose orientation), we are encouraged to think for ourselves. Mary decides to step in and help Tom. He knows that he may be punished, but he also knows that he could be a victim himself, one day. If it helps Tom now, may help him in the future. He wonders: What is in it me?

In the third stage (Good Boy, Nice Girl Orientation), an agreement between people and the situation directs our good judgment. Betty sees war and wants to intervene, but when he realizes that everyone else is just watching, he decides not to get it affected. He wants others to see that he is a good girl, who agrees with her social behavior. You ask yourself: 'What do others think of me?'

In the fourth stage (Law-and-Order Orientation), we value authority and seek to maintain social order. When a teacher sees a group fighting, he simply steps on it in the middle and shouted: "Oh, school fighting is not allowed!". You feel that, above all, it is important to follow the rules, otherwise there will be chaos. He sees it as his work to support laws that keep the community active. He wonders: How can I do it law enforcement and order?

In the fifth stage (Social-Contract Orientation), we understand the rules as a social contract pamphlet against the strict order. Jessy, looking away, is not sure how you feel about this. His laws make sense only when they serve a proper purpose.

<sup>3</sup> School rules forbid fighting, but maybe Tom deserves to keep it learned his lesson. Just yesterday he punched the first-grader in the face. He asks himself: does the law help all members of society?

The sixth phase (Universal-Ethical-Principal Orientation), is directed by universal ethics. Everyone involved now has to deal with the principal. He first explains school rules, and why they exist. He then clarified that the rules apply only if they are based on justice. Commitment to justice goes hand in hand with it the obligation to disobey wrong laws. The principal's code of conduct says compassion. For him, it is important that all people learn to understand each other the opinions of others and that they do not feel alone about their feelings. He asks: What are invisible values that help my understanding of justice?

At the pre-conventional level, Fyn is driven by fear of Mary. They both decide what is right or wrong with the direct results of their actions. themselves, not by social norms. This type of thinking is normal for children. At conventional levels, Betty responds to peer pressure, and her teacher follows rules. Their conduct is based on what the community considers appropriate. This at level, the validity of the rules is rarely questioned. It is common to think this way during adolescence and adulthood. At the Post-Conventional level, Jessy knows that things are weird because people may not obey laws that are not in line with them their behavior. The headteacher follows the idea of good behavior, absolutely thought-provoking violations of stated rules. It has all been resolved with compassion. Right morals in his view, so it has never been the way to the end, but always the end itself.

<sup>1</sup> Kohlberg's proposal is appropriate because the evidence raises digital crime which is practiced by young people, as well as men, who grow in their behavior according to this the context can be defined as the previous one. For example, Liebowitz (2004) [4] reports the October 2002 Internet users' survey conducted by the PEW Internet Project found that 41% of Internet users between the ages of 18 and 29 agree illegally download digital music, compared to 21% of those between the ages of 30 and 44. Until recently, there was very little punishment for digital criminals copyright holders, or institutions where criminals are embedded.

### <sup>1</sup> 3.2 Equity Theory

<sup>1</sup> Equity theory is an important theory of social exchange and justice which describes an individual's search for fairness or equity in social exchanges. An indifferent exchange is one in which distributive justice is seen to live, that's when the existent perceives that actors in an exchange are entering issues commensurable with their inputs. Equity proposition predicts that when individuals find themselves sharing in connections that are perceived to be inequitable, they will come worried and will try to exclude the torture by taking conduct to restore equity. With regard to digital media, there is some evidence that pirates perceive the prices for digital goods to be high, and view this as inequitable, particularly given the economic success of some of the copyright holders. Pirates use this disparity to justify their illegal behavior. In the software industry, entities like the Free Software Association and movements such as the open source movement, which advocate giving away software for free, have

helped to reinforce the impression that software is high priced and that entities that benefit from this, such as Microsoft, do not deserve it. Again, context is important. In the music industry, consumer frustration with CDs that bundle one or two good tracks with eight mediocre selections, and charge a high price for that bundle (the album), may have fueled feelings of inequity and been used to help justify music piracy over the Internet (the pirates can open and download just what they desire). Feelings of inequity might also be used to justify the illegal distribution of digital goods, with individuals making digital media they purchased legally available for exchange in the belief that the recipient will reciprocate in kind.

### 3.3 Moral Intensity

Jones (1991)[2] has argued that moral intensity has an important impact upon the proclivity of individuals to engage in unethical actions. Jones argues that moral intensity is a multidimensional construct determined by six characteristics: (1) the magnitude of consequences, (2) social consensus, (3) probability of effect, (4) temporal immediacy, (5) proximity, and (6) concentration of effect. In the case of many digital goods, it can be argued that the moral intensity is rather low, and thus we would predict a high level of piracy. Specifically, with regard to the magnitude of consequences, an individual might think that making one illegal copy of Microsoft Office, for example, might not do much harm to Microsoft. Second, as already been noted, there is not a strong social consensus that digital piracy is unethical. Third, the probability that copying a digital good will do harm is low, at least from the perspective of the copier. Fourth, temporal immediacy is perceived to be irrelevant given that piracy is seen as doing little harm. Fifth, the victims of piracy, copyright holders, are typically perceived as impersonal and monopolistic corporations, and are not proximate to the pirate. Moreover, the technology of the Internet, which is becoming a conduit for piracy, arguably acts as a buffer between the pirate and the copyright holder, creating perceived distance and depersonalizing the crime. And finally, since the impact of piracy is seen to harm an institutional entity, such as a corporation, rather than specific individuals, the concentration of effect is rather low.

## 4<sup>13</sup> Consequences of Piracy

A vague message so far is that poisoning is hurting<sup>1</sup> copyright holders. However, the truth is very complex. In some cases, limited crime can benefit from copyright by accelerating the spread of good digital content, by keeping competitors away, too locking the product as usual.

First, consider a copyright holder who owns digital assets—software program, recorded music, or film — produced in the form of an optical disc (CD or DVD). Note that the copyright owner is generally not responsible for the business the creation of intellectual property, but instead is the publisher of that space (in, for example, the artist gives the music publisher the right to copy by the amount of profit, and the publisher then takes responsibility for distribution). So far the analysis shows the impact of crime price reductions and profits to the copyright owner while building



a black market on a criminal product sold at a significant discount of legal market value. We can add richness to the analysis by thinking about what is happening in many different places conditions. For copyright owners, there is a rate of increase in profits enforcing and reducing crime to zero is clearly not worth the cost. One can also note that if the copyright owner also decides to take legal action buyers of confiscated property, this will change with the copyright owner.

Next, think about what happens when a crime takes the form of a file changer through peer-to-peer networks. In this case, the Pirates do not charge a price, but instead, illegally do copyrighted material available for distribution in the belief that they will be able to exchange these files containing those that are shared with others in the peer-to-peer network. Producers as well buyers of pirated goods, in this case, are the same. Offers now do not end there elastic, and price does not determine the need for concealed goods.

Lastly, it is important to note that it does not just reduce sales and profits as a result of the copyright owner; and offers the possibility of the provision of new intellectuals property will be adversely affected. Intellectual property requires a lot of effort as well as production costs. This creative effort is inherently dangerous and has little chance of success. The supply of land in part will be governed by the expected return of that effort, at least influenced by the level of robbery. If the expected return is reduced by crime, less will be given to the market. In the margin, artists will write less music, filmmakers make fewer films, writers will write fewer books, and less software will be produced. Reduction of basic provision input into the production work of copyright owners or publishers will reduce their own profit, everything is equal.

## 5 Conclusion

The digitalization of many goods, particularly media, is a phenomenon that is here to stay. The software has always been digital with the digitalization of music, games, and films. While the digitalization of print has been happening to a limited degree since the early 1990s, it has accelerated once a highly functional digital reader is developed. When this occurred, another huge wave of piracy can be expected as individuals use peer-to-peer networks to swap textbooks, novels, non-fiction offerings, and the like online. Piracy has been stimulated in previous years by the continuing diffusion of high bandwidth connections to the Internet, which will enable individuals to swap large files, such as films or textbooks, with ease. If copyright holders competing in this arena are to reap the monopoly rents associated with highly valued services, they must first understand the causes of piracy, comprehend the implications of piracy, and develop appropriate strategic countermeasures.

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