



1. **A large game development company want to sell the new computer game they have just created.**

Since the game development company's goal is to profit from their new computer game, a proprietary license is suitable. Under this approach, the company retains full control over the game's source code and distribution. They can sell the game to customers, allowing players to access the full game experience upon purchase. This model is common for commercial game developers looking to generate revenue directly from game sales. If the company wants to attract more sales they initially can release a free version with basic features for a limited period like 30 days free use.. So they get more publicity and easy to market to more customers.

2. **Freddie has created a piece of software that he wants to share for free. He wants other people to be able to improve the software and add new features to it.**

Since Freddie wants to share this for free and also he expects others to improve the software. Hence the software code should be freely open to public. Meaning he should use a open source license. When choosing an open-source license, Freddie should consider the level of freedom he wants to grant to contributors, whether he's comfortable with derivative works being used in proprietary projects, and how he wants to handle patents and intellectual property. It's also a good idea for Freddie to clearly document the license terms within his software's source code and provide a README file that outlines how others can contribute and use the software in compliance with the chosen license.

**3. A school needs a piece of graphic design software to run on all 300 of its computers.**

Since the school needs the software available in all 300 computers it is hard to install and maintain separately. And also it is a waste of resources to install a graphic software in each machine. The school can select a vendor who sells software volume licences.

A volume license is designed for organizations that need to deploy software on multiple computers. It allows the school to purchase a predetermined number of licenses in bulk, often at a discounted rate. Volume licenses can come in various forms, such as a single key for multiple installations or a key management system that allows centralized control over license activation.

Advantages to school are:

Flexibility to purchase licenses in bulk at a discounted rate.

Centralized control and management of licenses.

Potential for easier software deployment and updates.