1. People don’t read licenses
   1. solving is unrealistic
   2. 13/13
2. People pirate software
   1. Solving is unrealistic
   2. Mostly(%?) due to lack of money
   3. 10/14
3. Licenses are too complicated
4. People use a minor part of the applications they have installed
   1. Slight majority
   2. A lot of the unused programs might be free anyways
5. People don't always know what programs they have installed.
   1. Roughly half (~6/12)
   2. A lot of the unknown programs might be free anyways
6. Utility software creators get less praise for their work than the creators of games or music
   1. 5/14 people explicitly said they bought games due to respect to the creators
   2. 2 people stated that they buy the games they have previously pirated
   3. Only 1 person expressed such remorse when talking about utility software
7. People don’t check or even care if they are using a program unlawfully
   1. 8/14 people stated they simply don’t care
   2. 2 people stated forgetfulness or ‘too much to keep in mind’ as reasons
   3. The rest simply put the documents away in a box (for OS and such), but don’t really check whether they violated the agreement at all
8. It is hard/people are unwilling to keep record of their licences. That can be a problem, especially in future, cause we can see that microsoft is trying to gain more control and access to our computer. So maybe we could propose some program to gather all the licenses in 1, link them maybe with scans of receipt, so the software audits would be much faster, and everyone could check in fast way if the program they are using at work on some different computer is legal.That could also remind you that your license is expiring soon.
   1. 7 person said that they had no clue about fact that licenses can expire or don't keep track of that at all.
   2. 4 persons have stated that they somehow store proofs of software purchase.
9. People pirate software instead of looking for free equivalents 6/14

Notes:

* 1 and 2 are good problems to give as ‘limit’ examples, as in problems that we could not realistically solve