

# MODES OF REGULATION

SYRACUSE UNIVERSITY

School of Information Studies

### **MODE OF REGULATION: LAW**

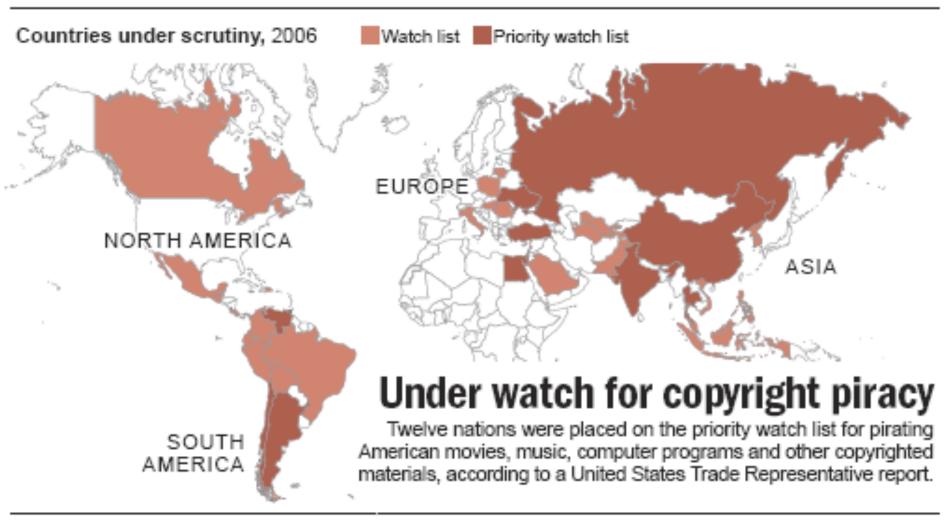
Central mode of regulation

Edwards, L. et al. (2012). Framing the consumer: Copyright regulation and the public. *Convergence: The International Journal of Research into New Media Technologies, 19*(1), 9-24.

#### LAW AND TECHNOLOGY

Law is at odds with everyday media activity in the digital age.

- Changing medium of owned material
- Remixing
- Parody



SOURCE: United States Trade Representative

https://goo.gl/suOdVB

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#### LIABILITY

Direct liability

Secondary or indirect liability

- Vicarious liability
- Contributory liability

### MODE OF REGULATION: SOCIAL NORMS

Attempt to address copyright infringement by modifying social norms





https://goo.gl/uz0XZm

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## MODE OF REGULATION: MARKET

Adapting market to minimize infringement

Promoting legal platforms for distribution

Providing convenient packages of material

Use of clearing houses

Payment per copy

### MODE OF REGULATION: ARCHITECTURE

Reducing copyright infringement through the architecture

- Coding to regulate behavior in non-transparent way
- Digital Rights Management (DRM) Embedded code to limit ways that digital files can be used after sale – resisted by consumers
- Focus on ISPs so that they throttle, suspend, or limit accounts of copyright infringers