Solutions and Recommendations

As software piracy is a bigger issue than just a minor inconvenience to small businesses or large companies, there isn't just one simple solution to solving the issue of software piacy. Here we have a list of changes that could be implemented in order to demote the use or spread of pirated software.

Solutions:

1. **Make Global Laws Stronger and Unified**

What It Means: Countries should work together to create and enforce the same rules against software piracy.

Global Impact: This stops pirates from escaping punishment by moving to countries with weak laws.

2. **Use Better Software Protection (DRM)**

What It Means: Use advanced technology that locks software and requires online verification to use it.

Global Impact: Makes it harder for people everywhere to copy and share software illegally.

Downside: May not work with certain software due to lack of online capabilities and would cause many different software to take longer to process data.

3. **Offer Fair and Affordable Prices**

What It Means: Software companies should offer lower prices in poorer countries and provide occupational discounts.

Global Impact: People in developing countries can afford legal software instead of turning to pirated versions.

Downside: VPNs may lead to companies suffering in profits as people purchase the software in a "different country."

4. **Teach People About the Dangers of Piracy**

What It Means: Educate the public about the risks of using pirated software, like viruses and legal trouble.

Global Impact: If people know the dangers, they're less likely to download illegal software worldwide.

5. **Use Cloud-Based Software**

What It Means: Offer software through online subscriptions that constantly check for valid licenses.

Global Impact: Makes it almost impossible for people to share or steal software without paying.

Downside: Software that would need to be a one-time purchase now become a subscription. Additionally, many countries don't have support for software designed for the use of cloud-based services

6. **Check Large Companies and Governments**

What It Means: Regularly inspect companies and governments to make sure they're using legal software.

Global Impact: Encourages big organizations worldwide to follow the rules and set a good example while ensuring no foul play is occurring.

7. **Provide Free and Open-Source Alternatives**

What It Means: Support free or older out-of-date software options that people can legally use without paying.

Global Impact: Gives people in every country legal access to useful software, reducing the need for pirated versions.

8. **Track Pirated Copies with Digital Markers**

What It Means: Add hidden marks in software that help trace and identify illegal copies.

Global Impact: Helps authorities track down pirates and stop illegal distribution globally.

9. **Share Technology Between Countries**

What It Means: Richer countries should help developing ones create their own software and technology.

Global Impact: Reduces reliance on pirated software by promoting local innovation everywhere.

Downside: Many companies would not want to share data or go out of their way to help other countries create competition and would instead try to work toward ways of providing service to said countries.

10. **Make reporting websites more effecting**

What It Means: Currently websites can be reported for illegal activity to Google/Bing or through the legal system by a cease-and-desist letter, however these attempts are very costly and timely, and the pirate can easily get away from it.

Global Impact: A lot more websites that host pirated content gets taken down.

Downside: False reports would be harder to identify.

11. **Make ISPs (Internet Service Providers) Block any hosted pirated sites**

What It Means: Make ISPs block any website that hosts pirated domains and block all peer to peer and tor traffic.

Global Impact: It now becomes a lot harder for people to host and get pirated content.

Downside: What is considered a pirated site? Goes against freedom of speech.

12. **Make it a legal crime to pirate content**

What It Means: Possible jail time and fine just for anyone who pirates.

Global Impact: More enforcement on the individual user not to pirate. Thus, reducing it.

Downside: Many people would be falsely arrested or punished just for sharing clips or letting other's borrow software. Also, very exessive as the one providing the crime gets away while those caught in the crossfire get punished. Punishing a victim rather than the bully.

13 Make a dedicated bounty hunter program to reward people who catch digital pirates

What it Means: There will be a sum reward for anyone who brings anyone who pirates. They will have to prove it and turn them in.

Global Impact: Higher employment as anyone could turn anyone and more eyes on enforcement.

Downside: Hacking would be at an all-time high as people would need to hack to learn search and download histories which is a massive breach of privacy.

14 Make all software/media free and increase the tax rate to pay for the creators

What it Means: Can't pirate what is not already free, the creators will be paid on how much it is used and given a percentage of the increased taxes.

Global Impact: Everyone equal access to content and creators gets a constant payment

Downside: Companies would refuse this major loss in profit, plus no competition causing software to stagnate as people would have no need to update software/\.

15 Have antivirus detect and delete pirated content

What it means: Antivirus will actively search a person's computer and remove any content that was downloaded illegally.

Global Impact: Downloading pirated content is more difficult.

Downside: Breach of privacy as it scans computers for software outside its main purpose.

16 Promote Good Practices

What it means: Countries reward and promote companies who take steps to either teach about the impact of pirating software, or prevent it all

Global Impact: Promotes higher standards in software, while also not impacting a company or individual's source of income.

17 Quality Check

What it means: Companies would have their product checked throughout the year and would have it evaluated based on employee feedback and would compare it too pirate counter parts to see how the company can improve.

Global Impact: The best way to stop a pirate, is through the consumer. By spending time to understand why a consumer would willingly choose to use a pirated software rather than a legit one, it allows the company to fix the issues that go unresolved within their own code.

Justifications Behind Solutions:

1. The creators of media are not being paid as much as they should be due to piracy. Many times, small time creators cannot pursue their dreams as don't get paid.
2. Digital piracy deteriorates the US economy; it steals money and makes less money available.
3. Piracy also stifles the amount of creativity on media as a result to less money being put into the industry.
4. Costs associated with enforcement/legal costs, the consequences are very low, and the legal system must spend a great deal of money to enforce and judge piracy.
5. Increased cybersecurity risk, as downloading illegal software often comes with a lot of risk as many times, they are embedded with malware making them very unsafe.
6. Pirated software also has its downsides such as no updates, no customer support and a less quality experience.
7. Piracy breads more illegal activities, the more money these pirates make the more damage they will cause; pirated sites are also very closely related to online scams.
8. Pirated content on the Internet can strain international relations, especially when it crosses borders. As a result, diplomatic relations can be negatively impacted, and broader trade issues can arise.
9. Illegal piracy also strains the bandwidth connect throughout the world as much as 24 percent.
10. The pirating industry hurts jobs as much as 230,000 to 560,000 have been lost already due to piracy.
11. Illegal video streaming costs the consumer 30 billion per year, 50 billion in TV and movie piracy per year, 300 million in book piracy, 46 billion total have been lost due to unlicensed software
12. 42% of software, 37% of eBooks, 80% of videos, 24% of music, and 21% of games are pirated.

13. People who pirate are not aware of the damage they cause, focusing efforts on teaching and ensuring people understand the impact. 2 birds one stone, people learn about the impact and are discouraged but they are more likely to discourage other pirates and spread the word.
14. Understanding the reasons behind someone's choice to use pirated versus legitimate software can lead to improvements in the official software's capabilities.

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