

Hello,

Allow me to cut to the chase.

DRM locks should have expiration internal dates. So when the copyrights are no longer enforceable the DRM unlocks or are legal to break. Preferably the former.

It would be a reasonable compromise to consider the addition of expiration dates on some digital locks.

The basis for DRM Expiration is in regards to distribution rights i.e copyrights.

50 years is ancient in the digital age. To this day no digital content is 75 years old... Think about that for a moment.

20, 15, or 10 years is a long time in the digital world.

Arguments can be made to both extend, or shorten those time frames.

I'll keep mine fairly brief, so as to spur discussion for others to discern and expand upon.

The numbers I'll start with throughout writing this will begin at the shortest possible length. Leaving room for others to argue in the direction for longer ones.

To aid both industry and innovation, while providing healthy competitiveness, and preserving/expanding the open source communities both on, and off the net.

This should help to establish the right balance that pleases all sides of the debate.

Here are my suggestions for which you may tweak and adjust, or use as general guide lines as you discuss the issue in full.

General Software Industry: 4 to 10 years.

Film Industry: 8 to 15 years.

Gaming Industry: 5 to 10 years.

Music Industry (For song or audio files and etc): 18-to-24 months with a maximum of 8 years.

This would be a grayer area to sort out. Soundtracks, sound effects, etc. Share a natural relationship with the content they were created for. Perhaps that's between the authors.

These numbers should be a workable starting point. This will still enforce against producers having their work be leaked, or ripped before it is even complete and while it is still clearly in its initial circulation.

50 years is too long. My numbers may seem too short. It's your job to find and discuss the appropriate balance.

An additional option would be as follows;

You could even receive a small revenue source from those who wish to have longer locks on their digital properties as one method to cover the cost of enforcement. Or not. That point may be redundant.

Expiration dates should keep companies on their toes, and keep a leveled playing field while protecting against stagnant monopolization. 50 years to create and collect revenue is an absurdly long time. Especially when speaking in terms of distribution rights and not intellectual ones.

Going too far in the other direction hurts the financing on larger projects beyond what smaller operations are typically capable of. In such cases, improvisation and adaption to challenge forces both artists, and producers, to invent new ways of achieving their ambitious goals. Inventing new methods of creating in the process. Long established companies at the top lose sight of this process and begin to dwindle, it's no wonder after loosing their inspiration they set themselves upon their competition.

The digitalization of content should free up creators from middle men meddling in their craft. Placing a priority on copyright law, in this instance, over intellectual rights doesn't help the creation process. DRM Expiration helps to remedy that imbalance. Why do the middle men of the past take center stage and not the rights of the artists themselves?

Why burden the legal system with frivolous lawsuits from laws that were intended to halt criminal activities? Not generally accepted practices that are over a generation old. Or force heavy handed uneven fines that don't fit the trespass on practices that came into place because the copyrighters became too complacent and slow to adapt.

DRM EDs puts the competition back into the hands of the original content creators, and emphasis away from the hangers-on who've milked the process too hard. Distributors (copyrighters) don't have to lose their relevancy if they are as willing to adapt as their content creators are. This frees up lawyers to prosecute actual criminal pirates who sell their goods to make cash illegally.

Something is wrong with aspects of the current bill and should be addressed. And if other countries still find the idea of DRM Expiration Dates not to their standards, then perhaps it is they who should re-examine the issue in their respective countries and in the process bring the issue before their population before telling us what to do with ours.

Thank you and good day.

~ Taylor Cutforth