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I am supporting the circumvention of Copyright Protection Systems of smartphones/tablets, and although I don't have any experience with the Copyright Protection Systems of any videogame consoles, I can imagine the convenience it may potentially provide. I am a hobbyist with an avid interest in electronics and technology. Through slight modification of some of my electronic devices, I have gained immeasurable convenience and versatility normally not possible with the limited software these devices are sold with.

For instance, small modifications to the Operating System of my phone have made calling, text messaging, and browsing the web much easier. I am a student, and being able to turn on and off many functions of my phone, such as Location Services, Wireless Internet, sound, and Bluetooth at the touch of a button has made transitioning in and out of classes worry-free, and has extended the battery life of my device significantly. It has also enabled the use of software that prevents excessive data usage, and conserves energy through precise regulation of resources and CPU clock speed.

Prior to these changes, I would often be left with a dead phone when I needed it most, and some tasks became a tedious process, to the point where I would be frequently frustrated at their inconvenience.

I'd like to finish by saying that products cannot effectively be as unique as their customers without allowing the customers to control how they function. Enabling convenience and versatility will benefit both manufacturers and consumers through mutual satisfaction.