

Short Comment Regarding a Proposed Exemption Under 17 U.S.C. 1201

Item 1. Commenter Information

Matthew Johnson

Item 2. Proposed Class Addressed

Proposed Class 19: Jailbreaking - video game consoles

Item 3. Statement Regarding Proposed Exemption

I'm writing in because I strongly oppose the concept of region locks that certain video game companies are still pushing even now in 2015, and this proposed class, to my understanding, will allow users to circumvent region locking if it should come to pass.

It is my belief that I should not have to purchase the exact same \$200 to \$400 device twice (the second purchase would likely be more due to import fees and more) to be able to play games from other countries because there is some code that prevents me from doing so. Imagine if I was traveling abroad. Because of region lock, I would be unable to purchase a game because my region locked device isn't capable of playing it.

While this might at first glance seem like a small issue of a small group of consumers who want to play Japanese games or even Japanese consumers who want to play English games, it's much bigger than that. There are English games in Europe that often do not release in America at all. Perhaps more importantly for this issue, there are many, many games released here in America that Europeans would love to import, in turn bringing revenue to the US, but because of the region lock forced on them, they are unable to play these games, even if they purchase them through perfectly legal methods.

It's 2015. The internet makes it so that interested consumers will know what products are in other countries that aren't being released in theirs can find out this information in moments. If people want to buy these products, are buying these products, and have an otherwise perfectly capable device that can use these products, why is it that we still are unable to do so with many of them?

If nothing else, think of the money the US is losing because of these region locks. Certainly, US citizens will likely spend money on the products of other countries as well, but the fact is that we get most major releases. Thus, in the long run, it's ultimately the US that is losing out in revenue from consumers from other countries importing our games, and that is one more reason among many that I strongly urge to make it so that consumers who purchase products for region locked systems be allowed to use them, if nothing else.