

*Note: Please submit a separate comment for each proposed class.*

*This is a Word document that allows users to type into the spaces below. The comment should be no more than one page in length (which may be single-spaced but should be in at least 12-point type). The italicized instructions on this template may be deleted.*

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

### **Item 1. Commenter Information**

*Identify the commenting party and, if desired, provide a means for others to contact the commenter or an authorized representative of the commenter by email and/or telephone. (Please keep in mind that any private, confidential, or personally identifiable information in this document will be accessible to the public.)*

My name is Fatih Gencer and I live in Sacramento, California.

### **Item 2. Proposed Class Addressed**

*Identify the proposed exemption that the comment addresses by the number and name of the class set forth in the Notice of Proposed Rulemaking (e.g., "Proposed Class 7: Audiovisual works – derivative uses – noncommercial remix videos").*

Proposed Class 23: Abandoned software – video games requiring server communication

### **Item 3. Statement Regarding Proposed Exemption**

*Explain why you support or oppose the relevant proposed exemption.*

I support this proposed class. There are many video games with online functionality that have been abandoned over the years by the developers because of a lack of funds. The fact that the developers refuse to support the product they sold us shouldn't mean that we can no longer use the product. If we want to support the game ourselves to continue playing it, I cannot see why this would be the business of the video game's developer. By shutting down their servers ("abandoning" their game), I feel they are also abandoning their right to comment on this issue.

There are online games from the mid-1990's and earlier that are still operational due to the way they were designed (they were designed to allow users to host their own servers). People to this day continue to play these amazing games, such as Quake, Counter Strike, and Warcraft (the strategy game, not the massively multiplayer game). This is because the games were great and are loved. Just because a company shuts down its servers doesn't mean the love of the community disappears for the game. Our ability to continue enjoying a product we purchased should not depend on the whim and financial decisions of the manufacturer of the product.

By abandoning software that requires server communication, the developers reduce the value of the game they have sold. As a consumer, I feel that if they decide to do so for whatever reason, people who enjoy the game should be able to develop methods to continue enjoying their game without fear of legal retribution. After all, they are just trying to continue to enjoy the games they already purchased.

PRIVACY ACT ADVISORY STATEMENT Required by the Privacy Act of 1974 (P.L. 93-579)

The authority for requesting this information is 17 U.S.C. §§ 1201(a)(1) and 705. Furnishing the requested information is voluntary. The principal use of the requested information is publication on the Copyright Office website and use by Copyright Office staff for purposes of the rulemaking proceeding conducted under 17 U.S.C. § 1201(a)(1). NOTE: No other advisory statement will be given in connection with this submission. Please keep this statement and refer to it if we communicate with you regarding this submission.