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# Class_08_InitialComments_Anonymous

Posted by the **U.S. Copyright Office** on Dec 19, 2017

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I am an avid gamer and software developer. Emulating defunct online games with a community of developers in an open-source environment is what got me started in software development and ultimately what let to me going back to college for a degree in software engineering and building a career out of my passion.

Persistent online game worlds are a very different experience from single player, or even multiplayer lobby/matchmaking games. I started playing an MMO called Asheron's Call in October 1999 during the beta phase. I was 9 years old. I continued to play passionately until January 31st, 2017 when the game was unceremoniously shutdown. My character in game would be old enough to *vote* this year. Nearly 18 years spent in an online world, building real lasting friendships. I am now 28 and have not only met people from the game, I have been to funerals for people I knew for 15+ years that I first met in world.

The shutdown of Asheron's Call was heartbreaking for many of the players, not because their game was being shutdown, but because their connection to all of those relationships was going to disappear in an instant.

I had people on my friends list that I hadn't seen for years - waiting, hoping one day to see them log back in as I had lost contact with them in the real world. More often than not, they would reappear after a few years and return to the game, ecstatic that their character was still available on their account, and people still playing to reminisce with.

By allowing archivists, hobbyists, open-source developers, and libraries to continue the legacies of persistent online worlds, you are not simply preserving the immense amount of work done by the original developers, but also the relationships and memories that were created over the lifetime of each game.

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