Full disclosure, I volunteer for the Museum of Art and Digital Entertainment as a web developer and exhibit curator.

These exemptions allow organizations like ours to exist, we provide a place to document the historical and cultural significance of games. We also provide a place for people to play games as a community, creating a positive recreation space for all kinds of people. These exemptions allow us to provide the widest variety of games, inspire new creators, and document the functional part of the software, the gameplay.

For instance, I helped created the recent exhibit on PT and the history of the Silent Hill game franchise. PT is an especially important project because, although released in 2014, it was removed from the PlayStation store in 2015. This was the only was to obtain the game. It is now unplayable unless you have already downloaded the game. This is the result of the publisher feuding with the developers, cementing the hard work of others as unplayable for the rest of the world.

We are lucky enough to have been donated a copy of PT on the hard drive of a PS4 temporarily. However, by maintaining this exemption, we can hopefully host more games that are difficult to obtain, preserving the art and culture of games.
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