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To: Julie L. Sigall
Associate Register for Policy & International Affairs

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From: Andrew Lawrence

Comment:

I don't know if this is part of the problem you're trying to solve, but I frequently find myself looking for out of print books, music, and software that has been commercially abandoned by its copyright holder. Identifying the copyright holder doesn't help if the owner isn't interested in making it available to consumers (presumably because they don't believe it to be commercially viable). In at least one instance, a band I like was actively trying to purchase the rights to their album back from their label so they could put it back in print, but the label wouldn't sell it back to them and refused to publish it. I'd love to be able to buy a copy of Ernest Nash's Pictorial Dictionary of Ancient Rome, but it's been out of print for decades, and the price of rare used copies is typically over \$1,000.

The video game industry went through a series of mergers and acquisitions that makes it difficult to determine who owns the rights to many of the games I played as a child. I'd like to buy copies of some of them, but even if I could identify the current owner, they're unlikely to view distribution as commercially viable. It would be helpful to be able to determine if some of these games have fallen into the public domain so they could be legally traded amongst fans of classic games.