ENTERTAINMENT SOFTWARE ASSOCIATION

IP PROTECTION & ENFORCEMENT OVERVIEW – THE VIDEO GAME INDUSTRY

2023

Confidential



WHO IS ESA?

THE US VIDEO GAME TRADE ASSOCIATION

The Entertainment Software Association (ESA) serves as the voice and advocate for the U.S. video game industry. Its members are the innovators, creators, publishers and business leaders that are reimagining entertainment and transforming how we interact, learn, connect and play. The ESA works to expand and protect the dynamic marketplace for video games through innovative and engaging initiatives that showcase the positive impact of video games on people, culture and the economy. For more information, visit the ESA's website or follow the ESA on Twitter @theESA.

ACTIVE MEMBERS



SONY























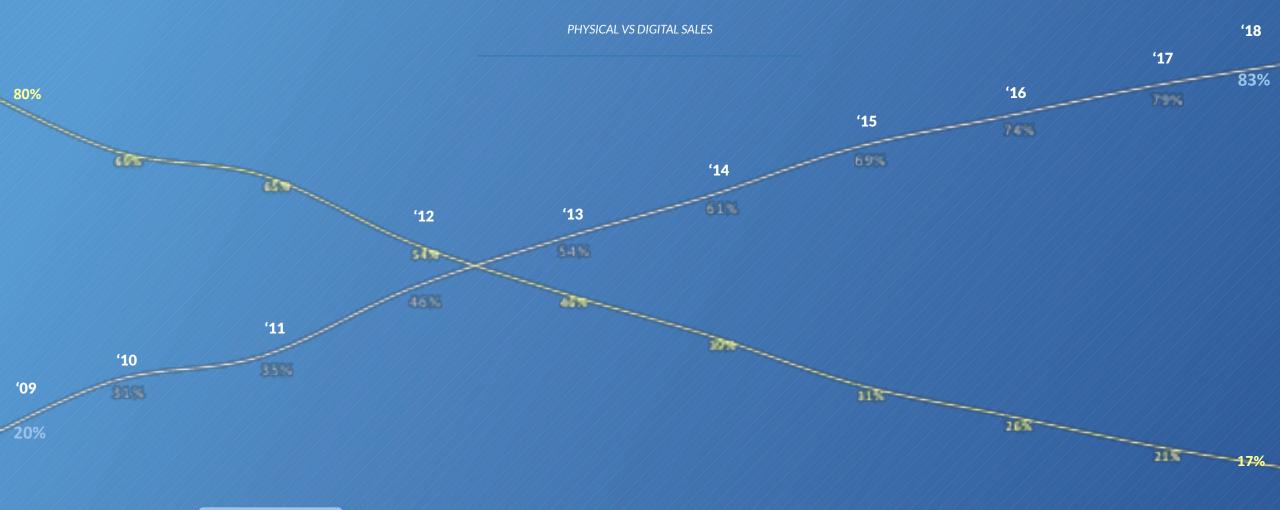








EVOLUTION OF VIDEO GAME PURCHASES





DIGITAL SALES

PHYSICAL SALES

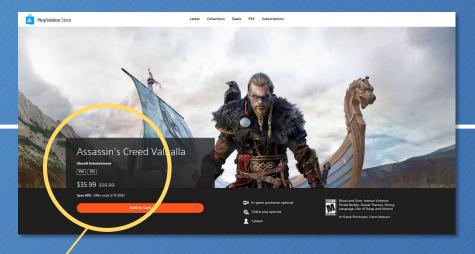
EVOLUTION OF VIDEO GAME PURCHASES

FROM PHYSICAL TO DIGITAL



PHYSICAL

From Cartridges to DVDs inserted into a



DIGITAL

Files downloaded to console or PC



...

MONTHLY SUBSCRIPTION

Pay a monthly fee to play a single title (varies by game)



EVOLUTION OF VIDEO GAME PURCHASES

FROM PHYSICAL TO DIGITAL



IN-GAME PURCHASES

Digital items that can add to your in-gaminventory (Outfits, cars, currency...)



STREAMING

Play (almost) any game on any device for a monthly fee



GRAND THEFT AUTO V

ZERO TO \$1 BILLION

2023 Unlike other mediums, video games are updated to add new content to keep 2018 updates adding new modes and game content. This doesn't include over 200 seasonal events in 8 years (Avg. New Event ~11 Days) • = CONTENT UPDATE 2016 2014 24 HOURS LATER •••• •••• FILLUTION 2013 2014 2015 2020 2021 Rockstar Released GTAV Rockstar Releases Rockstar Releases Rockstar Releases Rockstar Releases on PS5 & XBOX Series X



on PS4 & XBOX One

PHYSICAL PIRACY

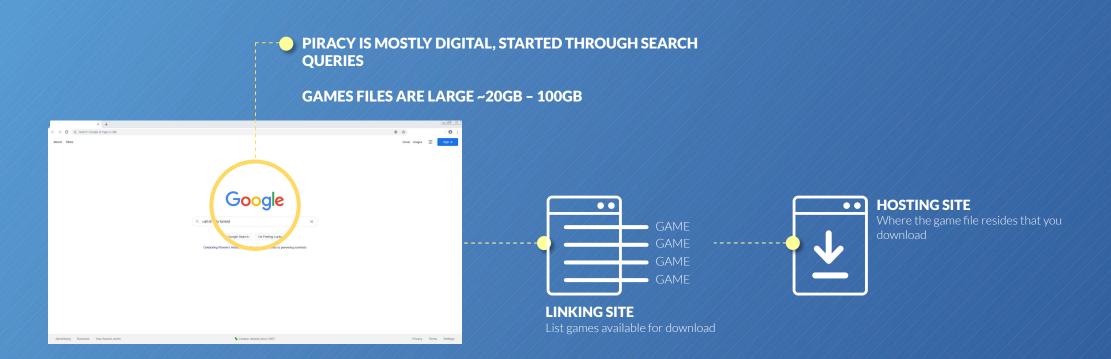
BLAST FROM THE PAST





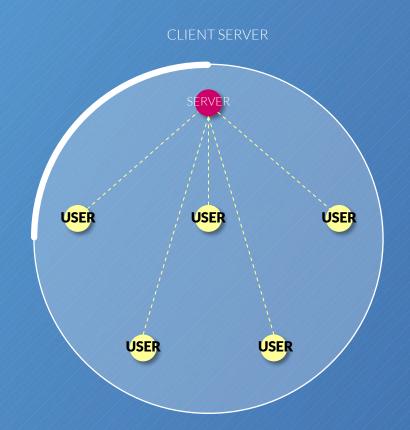
VIDEO GAME INFRINGEMENT TODAY

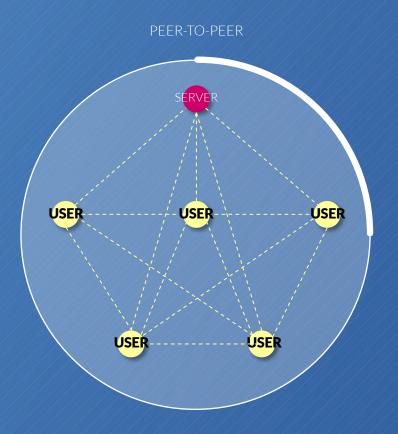
FROM PHYSICAL TO DIGITAL



PEER TO PEER DIGITAL PIRACY

IT'S FASTER

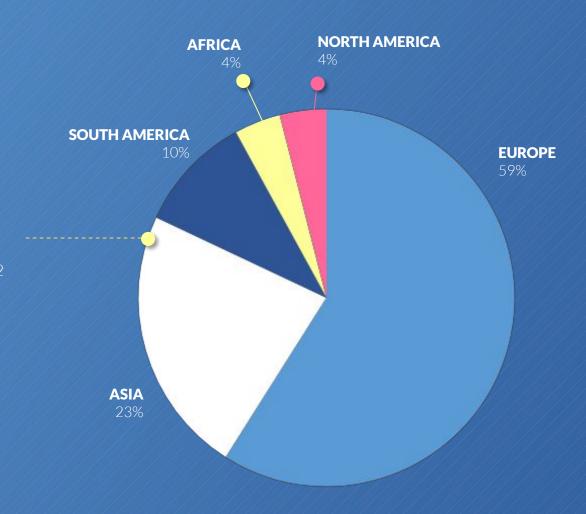




PEER TO PEER DIGITAL PIRACY

P2P

3 BILLION



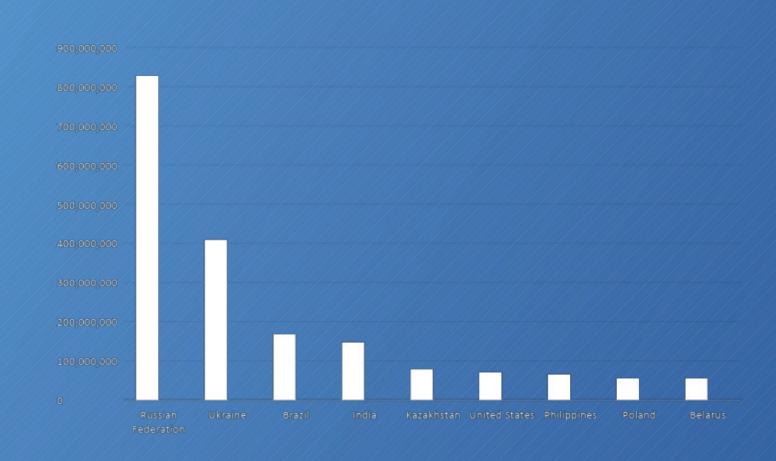


PEER TO PEER DIGITAL PIRACY

BY COUNTRY

INFRINGEMENTS ---DETECTED

JAN '22 - DEC '22



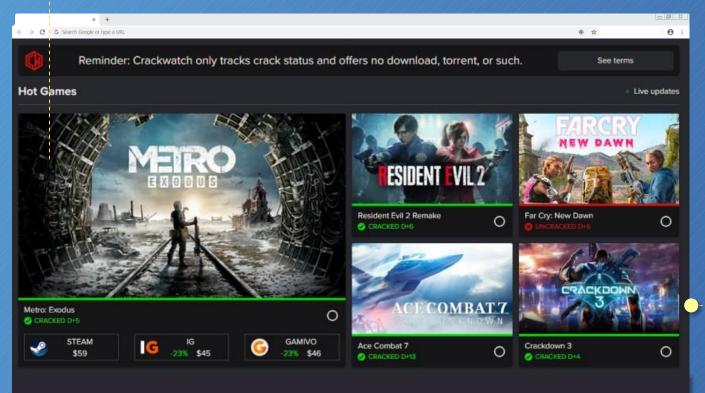


SCENE RELEASE GROUPS

CRACKING GAMES

VIDEO GAME PIRACY IS MORE INVOLVED THAN PIRATING OTHER IP

Pirate Needs To Circumvent Their Console, And also Have A Cracked Version Of A Game



ANTI-TAMPER PROTECTIONS (DENUVO FOR PC) DO EXIST THAT HELP EXTEND THE TECHNICAL PROTECTION MEASURES (TPMS)

While TPMs Are Helpful, Piracy Can Impact Game Sales During Initial Release Period



WELL-KNOWN SCENE RELEASE GROUPS

3dmgame Codex CPY Empress

CRACKWATCH'S REDDIT THREAD PROVIDES A TABLE OF CRACKED VERSIONS OF GAMES

PLUG-N-PLAYS

ALL-IN-ONE





Unauthorized use of Official Nintendo Seal - TMK 09-00046 (See Pg. 19)

Violation of Nintendo's NES controller design.
(Usually found on top or front of packaging) COP 18-00037 (See Pg. 19)

Infringing copies of Nintendo copyrighted works: Donkey Kong, Dr. Mario, Excitebike, Super Mario Bros3, or Zelda II - The Adventure of Link

CIRCUMVENTION DEVICES

NINTENDO SWITCH

Illegal Products Designed To Circumvent The Technological Protection Measures Employed By Nintendo





UNITED STATES v. GARY BOWSER

CIRCUMVENTION DEVICES

- <u>Team Xecuter</u> A global operation that sold illegal devices to allow people to play pirated video games on popular ESA-member consoles.
 - Cost ESA companies more than \$65 million from pirated video games
- <u>FEB. 2022</u> Gary Bowser, a video game hacker, pleaded guilty to two federal felonies in connection with the circumvention of consoles to enable the use of pirated and unauthorized copies of video games.
- <u>Victim Impact Statement</u> ESA provided the U.S. District Court for the Western District of Washington a Victim Impact Statement (VIS) on behalf of members to demonstrate the negative impact that the defendant and similar groups have on the video game industry.
 - Bowser was sentenced to over 3 years in prison.



LAW ENFORCEMENT ENGAGEMENT

CONNECTED GLOBALLY

- ESA has referred several targets to agencies such as FBI, CBP and City of London Police
- ESA maintains relationships with DHS, IPR Center, FBI, CBP, Interpol, Europol and City of London Police
- Provides trainings to border agents, participates in panels and coordinated activities



NEW CHALLENGES IN THE VIDEO GAME SPACE

WHAT IS A UDG?

IT'S NOT THE ITEM, IT'S HOW IT IS BEING USED

A digital asset - virtual currency, digital account, skin or other digital good - that is available within a video game environment or works alongside a video game, that is traded, transferred, or distributed in violation of a publisher's rules and/or Terms of Service

While digital items/currencies in video games are created intentionally by game companies for the use and enjoyment by players, unauthorized use or distribution by third-parties for value is unauthorized and poses significant threat to the way video games are perceived by the public and by policy-makers



TYPES OF UDGS

SEVEN TYPES

1 CHEATS

Unauthorized software that modifies a game or network/server used to generate, accumulate and/or transfer UDGs typically in violation of game publishers' rules and End User License Agreements

2 ACCOUNT BOOSTING

The sale of services in which a more experienced player of a game receives (with the buyer's permission) access to the buyer's account and advances that account

3 DIGITAL KEYS

Unauthorized sellers of digital codes (keys) for games, account memberships, or gift cards

4 IN-GAME ITEM RESALES

Unauthorized sale of digital goods (skins, emotes, etc.) for a game

5 DIGITAL ACCOUNT RESALES

The sale or transfer of video game or console accounts and/or credentials that are normally loaded with games, in-game items, or enhanced status to provide advantages in gameplay

6 UDG BETTING

Transactions that allow the wagering of digital items based on the outcome of randomized digital games of chance or the outcome of events such as real-world sporting events, esports tournaments, Premier League matches, or other similar events

7 VIRTUAL CURRENCY SALES

Unauthorized transfer or sale of in-game virtual currencies, typically through prohibited techniques such as lopsided trading, etc., given that most video games do not have a direct, in-game mechanism for transferring such currencies between player accounts



AIMBOTS

AUTO AIM

AUTOMATICALLY TARGETING ANY MOVEMENT ON THE PLAYER'S SCREEN





ESP & WALLHACKS

X-RAY VISION



Commonly called ESP or Wallhacks, this cheat allows you to see enemy players or valuable items through walls. In most games where the element of surprise is crucial, this cheat creates an unfair playing field

CAN SEE OTHER
PLAYERS THROUGH
WALLS



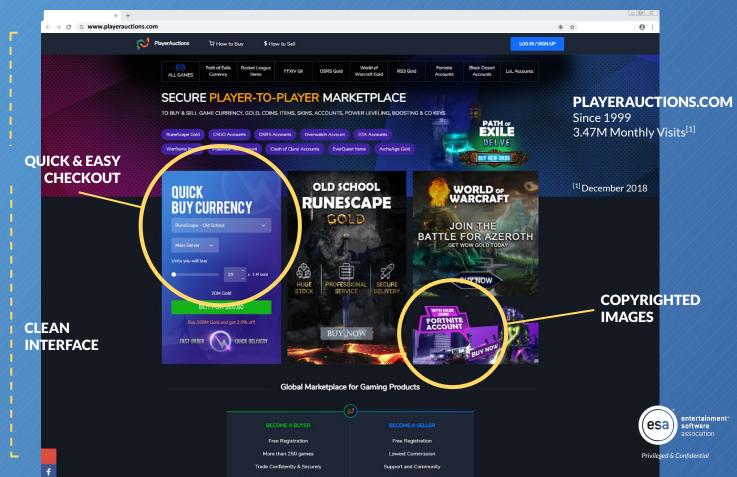
WHERE ARE UDGs FOUND?

FOUR POPULAR PLACES

1

STAND-ALONE MARKETPLACES

A site created by the site operator with its own unique URL in which the transaction is between visitors of the site. The site operator only provides the platform in which to facilitate the transaction



2

STAND-ALONE SITES

A site created by the site operator with its own unique URL in which the transaction is between the site operator and the buyer

3

POPULAR MARKETPLACES

eBay, Amazon, Mercado Libre...

4

SOCIAL MEDIA

Selling directly through social media posts

WHY ARE UDGs AN ISSUE?

A PROBLEM FOR PLAYER & PUBLISHER

LOST REVENUE

Unauthorized sales and charge-backs due to fraud schemes have a negative financial impact on publishers and force them to divert resources



⊙,<u>−</u>,⊗

FAIR PLAYING FIELD

Threats to gameplay integrity, and as a result, alienating and frustrating legitimate players who, over time, might abandon a game

FRAUD

Potential for consumer fraud and money laundering schemes



MALWARE

The use of unauthorized software also increases the risk of exposure to malicious code that can disrupt, damage, or lead to unauthorized access to a user's system



THANK YOU

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