

Software Piracy

Abstract

This master thesis deals with software piracy, and other phenomena that comes with it. The phenomena are primarily warez groups, crackers and hackers.

The work itself is divided into five parts. First part sets out foundation that this thesis is based on, it also defines terms used in this work. It is focused on computer programs, videogames. Videogames are the main target of warez groups. Warez groups compete with other groups to be the first one to break the anti-piracy protection implemented into the videogame by game developers to prevent pirates from using their videogame illegally.

Second part of the work analyzes Czech and international law that is applicable onto computer programs. Its main focus is Czech law; however, it is important to describe international as it is the base for Czech law. Main part of this section deals with intellectual property rights, but administrative law protection, and criminal law protection are mentioned as well.

Third part analyzes software piracy as stand-alone phenomenon, points out its declining popularity. It also describes forms of software piracy.

Fourth part of this work analyzes the production of pirated goods. It describes the process that is behind software piracy, how warez groups supply the public with illegal stuff. It describes crackers are they are such an important part of the whole process. They break the anti-piracy protection and allow public to use pirated software. This section also analyzes hackers as they are one of the phenomena that comes with piracy. It describes Anonymous in detail as they may be the most famous group of hackers nowadays. Describes its history. Author also considers Anonymous's functionality and its position on the Internet. The part also describes social engineering as it is very popular tactics to gather information from you targets.

Keywords: piracy, warez, crackers