

As a Canadian working in the software industry, I understand how important it is to get the balance correct in copyright law and any type of reform. While this is an issue I care about and think is important, I simply don't have enough time in my life to research and comment as thoroughly as I would otherwise like to. I will, however, lay out the principles that I would base my input around:

- Copyright law must have the good of Canadian citizens as it's prime goal; not corporations. In other jurisdictions, particularly the US, lobbying has created a very unbalanced set of rules and regulations, to benefit a few select corporations. This must NOT be the future in Canada.
- Artists and creators of digital content must be protected, for a period of time that allows them to fully benefit from their creations - but 50+ years is ridiculous. "Disney Laws" are stupid.
- Artists and creators should never be able to completely lose control of their creations. To allow this to happen creates a situation whereby corporations will actively find ways to take advantage of these incredible people, and ensure they are the ones that reap the benefits of creations, not the artists.
- Middle-men monopolizers must be shut out as much as possible. Groups like the RIAA and MPAA, and our horrid Canadian cable companies (Rogers, Bell, Telus, etc) whose main business goal is to artificially create distribution monopolies so they can squeeze citizens for every dime, and take advantage of the amazing work of artists and content creators, are an abomination and a serious detriment to the health of our society. They NEED to be marginalized and shut out of this process, or they will direct it in such a way as to only benefit themselves. I am constantly disgusted but the attitudes and practices of these incredibly unethical groups, and they have no place being involved in the shaping our of society.
- There is definitely a role for distribution specialists in the system, but do not allow them to design it! Their profit model should be based like agencies, where they earn a certain percentage of the revenue they generate for the content creators. Apple's iTMS, while not perfect, is a much better model than any cable company or record label.
- Fair-use provisions must be a critical part of any copyright system.
- Don't fall into the trap of allowing the media corporations to equate copyright infringement with "stealing". They are not even close to the same thing.
- Therefore, copyright infringements by individuals, for their own personal use/amusement, must never be overly punitive. Infringements by people that are attempts to make money from the work of others is what needs to be punished harshly. That, IMO would include create artificial monopolies and controlling distribution channels.

And most importantly:

- Artists and creators are the ones that create the value! They should be the primary beneficiaries. This is the most critical point:
 - By incentivizing the creation of content, it will draw more people towards creating that content, creating more vibrancy and innovation, and thereby more value overall.

- By ensuring that the wealth gets primarily directed to the artists/content creators, it helps distribute wealth more evenly throughout society, which is critical. Monopolies stifle innovation, and pool wealth in the hands of the few.

For more detail, I have almost always agreed with the writings and thoughts of Michael Geist, so I'd lend my support to his thoughts.

Thank you for considering my input.

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