

Do users of pirated videogames pay less for genuine versions? A first report

FUKUGAWA Nobuya¹

Abstract

The acts of downloading pirated videogames via internet and modifying the firmware of portable game machines (such as the Nintendo DS and the Sony PSP) enable downloaders to play various videogames without purchasing the genuine versions. Based on a questionnaire survey, this is the first study to examine the relationship between downloading pirated videogames and purchasing the genuine versions in Japan. The findings are as follows. First, approximately 40% of surveyed DS and PSP users know how to download and play pirated videogames for free. Second, 35% of downloaded files are left intact due to downloaders' lack of time to play them. Third, contrary to expectations, no significantly negative relationships can be found between downloading pirated videogames and purchasing genuine versions.

Keywords

Intellectual property, file sharing, piracy, videogames, Japan

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¹ Associate Professor at Department of Management of Science and Technology, Graduate School of Engineering, Tohoku University; Address: 6-6-11-814 Aoba, Aramaki, Aoba-Ku, Sendai, 980-8579, Japan; Phone: +81-22-795-3945; E-mail: fukugawa@most.tohoku.ac.jp (N. Fukugawa).