## INTERNATIONAL INTELLECTUAL PROPERTY ALLIANCE®



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## IIPA COMMENDS USTR IDENTIFICATION OF NOTORIOUS MARKETS FACILITATING GLOBAL PIRACY

Special 301 Report of "Notorious Markets" Includes Online and Physical Marketplaces
That Cause Significant Economic Harm to Copyright Creators and the U.S. Economy

**Washington**, **DC** — The United States Trade Representative ("USTR") today announced the results of its 2017 Special 301 Out-of-Cycle Review of Notorious Markets. The 2017 USTR report identifies more than 35 online and physical marketplaces around the world that engage in and facilitate substantial copyright piracy by marketing and distributing infringing goods and services. The International Intellectual Property Alliance (IIPA), representing five leading trade associations of the U.S. copyright industries, praises the USTR report, noting in particular that the list includes many of the notorious online and physical markets identified by IIPA members in their respective filings to the U.S. government in 2017.

The 2017 USTR report includes some markets not previously listed, such as *Sci-hub.io*, which is allegedly based in Russia and continues to be the most problematic online actor for science, technical and medical and other scholarly publishers. The list also includes several previously-identified markets, such as *ThePirateBay.org*, which has reestablished itself as the single most popular BitTorrent index site in the world. Additionally, the report notes some markets that have closed due to the notoriety of past listings and the ensuing enforcement actions.

IIPA Counsel Eric J. Schwartz commented, "We commend USTR and all who worked in the inter-agency process for their outstanding work in identifying notorious markets for copyright piracy and for identifying Illicit Streaming Device (ISD) piracy, recognized in the report as an unfortunate emerging trend in digital copyright infringement of audiovisual programs, as well as highlighting the problem of stream-ripping services. The process of identifying specific online and physical illegal markets is a vital tool to help rights holders in their quest to develop legal services and markets for the ultimate benefit of consumers worldwide. Ridding marketplaces of blatant infringers allows greater access to legal content, including literary works, music, movies and TV programming, video games, software, and other products and services, all of which are available now for consumers, in more formats than at any time in history. The Notorious Markets list also helps foreign governments identify online piracy operations with connections to their jurisdictions and guides the U.S. government in engaging our trading partners in cooperative efforts to open their markets to licensed distribution of U.S. creative materials."

The 2017 USTR Notorious Markets Report can be found here: <a href="https://ustr.gov/sites/default/files/Fress/Reports/2017%20Notorious%20Markets%20List%201.11.18.pdf">https://ustr.gov/sites/default/files/Fress/Reports/2017%20Notorious%20Markets%20List%201.11.18.pdf</a> ###











About the IIPA: IIPA is a private sector coalition, formed in 1984, of trade associations representing U.S. copyright-based industries working to improve international protection and enforcement of copyrighted materials and to open foreign markets closed by piracy and other market access barriers. Members of the IIPA include <a href="Association of American Publishers">Association of American Publishers</a> (www.publishers.org), <a href="Entertainment Software Association (www.theesa.com)">Entertainment Software Association (www.theesa.com)</a>, <a href="Independent Film & Television Alliance">Independent Film & Television Alliance</a> (<a href="www.mpaa.org">www.mpaa.org</a>), and <a href="Recording Industry Association of America">Recording Industry Association of America</a> (<a href="www.mpaa.com">www.mpaa.org</a>), and <a href="Recording Industry Association of America">Recording Industry Association of America</a> (<a href="www.mpaa.com">www.mpaa.com</a>). IIPA's five member associations represent over 3,200 U.S. companies producing and distributing materials protected by copyright laws throughout the world. These include entertainment software including interactive video games for consoles, handheld devices, personal computers and the Internet, and educational software; motion pictures, television programming, DVDs and home video and digital representations of audiovisual works; music, records, CDs, and audiocassettes; and fiction and non-fiction books, education instructional and assessment materials, and professional and scholarly journals, databases and software in all formats.

As detailed in the most recent IIPA report on "Copyright Industries in the U.S. Economy," (see <a href="http://www.iipawebsite.com/copyright\_us\_economy.html">http://www.iipawebsite.com/copyright\_us\_economy.html</a>) industries whose primary purpose is to create, produce, distribute, or exhibit copyright materials:

- generated over \$1.2 trillion dollars of economic output in 2015, accounting for 6.88% of the entire economy;
- employed over 5.5 million workers in 2015, accounting for 4.6% of total private employment in the U.S., earning on average 38% higher wages than other U.S. employees;
- grew over 127% faster than the economy as a whole between 2012 and 2015 (4.81% v. 2.11%);
- contributed \$177 billion in foreign sales and exports in 2015, much more than many other industry sectors, including: chemicals, aerospace products and parts, agriculture, and pharmaceuticals and medicines.