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Doctorow's Third Law: Information Doesn't Want to Be Free, People Do; 3.1 What the Copyright Is About; 3.2 Two Kinds of Regulation; 3.3 Anti-Tank Mines and Land Mines; 3.4 Who's Talking?; 3.5 Censorship Doesn't Solve Problems; 3.6 The Problem with Cutting Off Access; 3.7 Copyright and Human Rights; 3.8 A World Made of Computers; 3.9 Renewability: Digital Locks' Sinister Future; 3.10 A World of Control and Surveillance; 3.11 What Copyright Means in the Information Age; 3.12 Copyright: Fit for Purpose 3.13 Term Extension Versus Samplers 3.14 What Works?; 3.15 Copyright's Not Dead; 3.16 Every Pirate Wants to Be an Admiral; 3.17 It's Different This Time; 3.18 All Revolutions Are Bloody; 3.19 Cathedrals Versus the Protestant Reformation; 3.20 Three-Hundred-Million-Dollar Movies; 3.21 What Is Copyright For?; 4. Epilogue; 4.1 What Does the Future Hold?; Acknowledgments; About the Author

Sommario/riassunto

Filled with wisdom and thought experiments and things that will mess with your mind." Neil Gaiman, author of *The Graveyard Book* and *American Gods* In sharply argued, fast-moving chapters, Cory Doctorow's *Information Doesn't Want to Be Free* takes on the state of copyright and creative success in the digital age. Can small artists still thrive in the Internet era? Can giant record labels avoid alienating their audiences? This is a book about the pitfalls and the opportunities that creative industries (and individuals) are confronting today about how the old models have failed or found new footing, and about what might soon replace them. An essential read for anyone with a stake in the future of the arts, *Information Doesn't Want to Be Free* offers a vivid guide to the ways creativity and the Internet interact today, and to what might be coming next. This book is DRM-free.
