Copy Protection methods, such as SecureRom and StarForce, often create problems with legitimate users installing and using games and programs. In numerous cases (recently the games FEAR and Star Wars: Battle Front 2), people whom purchased a game were not allowed to install and play the game because the copy protection detected the installation as being pirated. This problem is becoming increasingly common within the industry, and these copy protection methods are becoming increasingly invasive. When these sorts of problems occur, it forces legitimate, legal users to use illegal means to use the products they purchased. This is partially due to the lack of customer support from the publishers, who often can't or don't fix these errors, rendering the software useless. Also, due to standard return policies for this type of media, it is then impossible for the user to return the program/game to the location they purchased it for a refund. In whole, they are stuck holding a $60.00 piece of plastic.

What's more, this type of copy protection does little of nothing to curtail the copying or pirating of computer games. Pirates, usually within days, and often before the retail product is even released, have circumvented the protection and made available illegal workarounds. In effect, its hurt the pirate none, and only effects the legitimate users of the product.

A very important part of any IT and computer/data system is backup and recovery. Copy protection takes away any legal means of this important step. The media (DVD's and CD's) also tends to be easily damaged. The idea that this media is permanent or even semi-permanent should be dispelled. Personally, I have had many programs and games, which within a few months time, the media was damaged and rendered unusable. Anyone who has ever used such media has experienced the same issues. It's unfathomable that because copy protection is built into these programs, a legal user is not allowed to access and use a backup copy of the program for their use in a case of disaster recovery. Again, accessing illegal backups is not a problem for pirates and illegitimate users, as they have the means to illegally circumvent this protection and back-up the software, and do so easily.

Developers of these programs have incorporated many types of protection to ensure their product is not being pirated or used illegally; many of these are infinitely more effective than copy protection. Examples of this are the use of serial/activation numbers that are unique. Another is online activation or the product. These are far more effective and less problematic to legitimate users. These are often used side by side with copy protection methods, making them redundant, as you cannot use a pirated version of the game with out the activation methods.

Doing away with these invasive and problematic methods of copy protection would not negatively affect the software industry. It only stands to benefit those who purchase the software and would like a legal means to use properly use and access back ups of that software.