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## A PROPOSED FRAMEWORK BASED STUDENT UNDERSTANDING ON PIRACY

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### **Abstract**

The aim of this research is to identify the understanding of the piracy on students. This paper proposes a framework to identify the understanding of students on piracy. In order to achieve this aim, the proposed framework identifies the aspects that the students is attracted and influenced involved in the piracy. As a result, the study reveals the significance of understanding of students on piracy. This paper is also expected to act as a medium to look the piracy issue that has been getting by the students.

**Keywords:** Piracy, Software, Students, Technology

### **1. Introduction**

With the advance of information and communication technology and the internet facilities the traditional function of the libraries and book as a source of information and knowledge has changed rapidly. But nowadays, many people especially students has use technology into bad way which is do a piracy such as digital piracy in any kind of things. For instance, download new movies or software on website that provide illegal those kind of things. Piracy also known as theft, sale, copying without permission from original creator or plagiarisms. Piracy is a global issue because computer program advancement requires a huge budgetary venture, computer program companies depend on benefits to proceed progressing and building computer program.

When a computer program is wrongfully replicated, downloaded and/or introduced, a privateer commits an act of burglary. A substance that locks in in robbery or piratical movement is known as a privateer. Piracy is as of now respected as one of the foremost well-known shapes mental property burglary and has been characterized as a criminal act within the USA since the Copyright Act of 1976 according (Jackman and Lorde 2013). Due to advancement of technology and internet, students nowadays prefer to use that kind of medium to retrieve information for their assignment. But some of them, used it in negative way for example download illegal new movies, pirate software, online file sharing and etc.

Students did not realize the implication of digital piracy, it might cause profit loss for industry that created software and perhaps some of organization that involved in this industry might close down due to digital piracy that been done by these students. The objective of this paper is to attract attention of people especially students about their understanding on digital piracy in the past decade. The aim of this study is to measure the understanding of the students on piracy. In order to achieve this objective, this research proposes a framework to identify the piracy that always been using by the students.

The remainder of this paper is organized as follows. Section 2 is literature review. Proposed framework is in Section 3. Final section contains some concluding remarks.

## 2. Literature Review

This research is expected to analyze the factors that affect understanding of the students on piracy. Understanding towards piracy of the students can effect on the hot issue in the worlds. For the understanding of the students on piracy is focus on digital piracy, religiousness and costs. This several factor understanding of the students on piracy can be the illegal piracy in downloading, copying and in getting the sources in the bad way.

### 2.1 Digital Piracy

Digital piracy can be define as buying, copying, downloading and/or sharing illicit CDs and software has been an issue of concern for trade. It is the most prominent danger confronting computer program and music industry around the world nowadays (Chiou et al., 2005; Hennig-Thurau et al., 2007; Phau and Liang, 2012). Advanced items are not physical or substantial, can be duplicated at exceptionally costs and have the potential for prompt conveyance through the web , piracy has been a undermining issue stood up to by computerized substance suppliers in later a long time [Business Software Alliance (BSA), 2011, 2014; Jeong et al., 2012; Lahiri and Dey, 2013]. Governments and organizations have utilized different strategies to decrease computer program and computerized media robbery through preventive strategies by making it exceptionally difficult to do so or through obstacles strategies and by utilizing dangers of undesirable results (Al-Rafee and Cronan, 2006; Gopal and Sanders, 1997). Higher costs of copyrighted items, satisfactory quality of pilfered items and lacking discipline since of unclear anti-piracy requirement approaches are the most reasons for which individuals acknowledge pilfered item adaptations. The advancement of innovations that empower the unauthorized distribution of copyrighted works may be a broadly recognized figure for the increment in robbery (Galbreth et al., 2012; Parry et al., 2012).

### 2.2 Religiousness

Every religion in the world whether Islam, Christian, Jews etc. forbid their believer to do any kind of bad thing likes killing other people or stealing things. It same goes to piracy, piracy can be categorized as bad things that must avoid to do. Piracy isn't just to be considered a wrongdoing (sin) exclusively against devout hones but more so against society at huge (Scheepers et al., 2002). For instance, Islamic religion educating their believer as the treatment within the quasi-experimental design and focused only on the relationship between religion and advanced robbery behavioral eagerly. In this way, this will assist construct on the comes about of past inquire about by investigating how other devout educating points of view play a part in an coordinates show that moreover consolidates demeanor, encouraging conditions and periodic behavior (Casidy, Lwin and Phau 2017). Religiousness must have a very significant impact on computerized piracy. However, it is also exceptionally critical to require under consideration social components as well as legitimate and financial punishments connected to advanced

piracy. Plus, it is sensible to hypothesize that people with tall inborn religiousness would put a tall degree of significance on religion, hence making these people more morally mindful on different moral issues counting on piracy exclusively.

### 2.3 Costs

Majority of students understand and know well that piracy is negative thing that must avoid to do, but they have no choice because piracy website provide them many of movies, music, games and piracy software such as Spotify, Adobe and Microsoft Office for free or half of original prices. Students does not have to spend any cost to purchase original software with also their licenses. The explosion development of digital piracy over the past decade speaks to a critical danger to the advancement and supportability of these businesses. Later measurements have appeared that 43 per cent of the bundled computer program introduced on individual computers around the world in 2013 was pilfered, summing to roughly \$62 billion in yearly worldwide misfortunes. Moreover, up to 600,000 illicit duplicates of motion pictures are exchanged each day, costing the film industry over \$18.2 billion all inclusive (BSA, 2014). According Bogdan (2016) factors of people do piracy are not too much complicated specialized items of commonly recognizable brands, costly items actually progressed, e.g. computer recreations, excitement industry items, vehicles and discuss create parts. In expansion, items being delivered as a result of intensive logical investigate and the application of cutting-edge and inventive advances, e.g. pharmaceuticals, computer program (Mróz, 2011).

Author	Digital Piracy	Religiousness	Cost
Chiou et al. (2005)	√		
Hennig-Thurau et al. (2007)	√		
Phau and Liang (2012)	√		
Business Software Alliance (BSA), (2011, 2014)	√		
Jeong et al. (2012)	√		
Lahiri and Dey (2013)	√		
Al-Rafee and Cronan (2006)	√		

Gopal and Sanders (1997)	√		
Galbreth et al. (2012)	√		
Parry et al. (2012)	√		
Scheepers et al. (2002)		√	
Casidy, Lwin and Phau (2017)		√	
Business Software Alliance (BSA), (2014)			√
Bogdan (2016)			√
(Mróz, 2011)			√

Table 1

Based on table 1, it shows the list of understanding of students on piracy. It shows most of understanding of students towards piracy is on digital piracy because most of the students is get attracted in piracy on digital in getting the illegal in downloading software or apps without asking any permission from original creator. Then it is also shows a few understanding of students towards piracy is focus on religiousness. Moreover, it also shows the students also get interested on cost to get piracy software or apps for free or half price from the original price. It was shows that religiousness does not give effect to some of students to not do piracy in downloading software and apps. It is can conclude that most students do download software and apps piracy for their own use and also share with their friends.

### 3. Proposed Framework

Prior studies shows that understanding of piracy on students is depends on the digital piracy, religiousness and cost. Thus several factors can affect the students influence in piracy without getting the permission. All the components is considered as independent variables. It is because downloading, sharing, copying and illegal in rather that get the permission. It would give the big impact to the industry to reduce the copyright infringements.

Figure 1 shows the proposed research framework to guide this research. This research is expected to identify the understanding of the student on piracy. . Those factors could be considered as the factor of individual get attract in piracy. As this research also focuses on how the individual getting the content without ask the

permission. This research is expected to be able to be used in all domains and will contribute to the existing literature about the piracy.

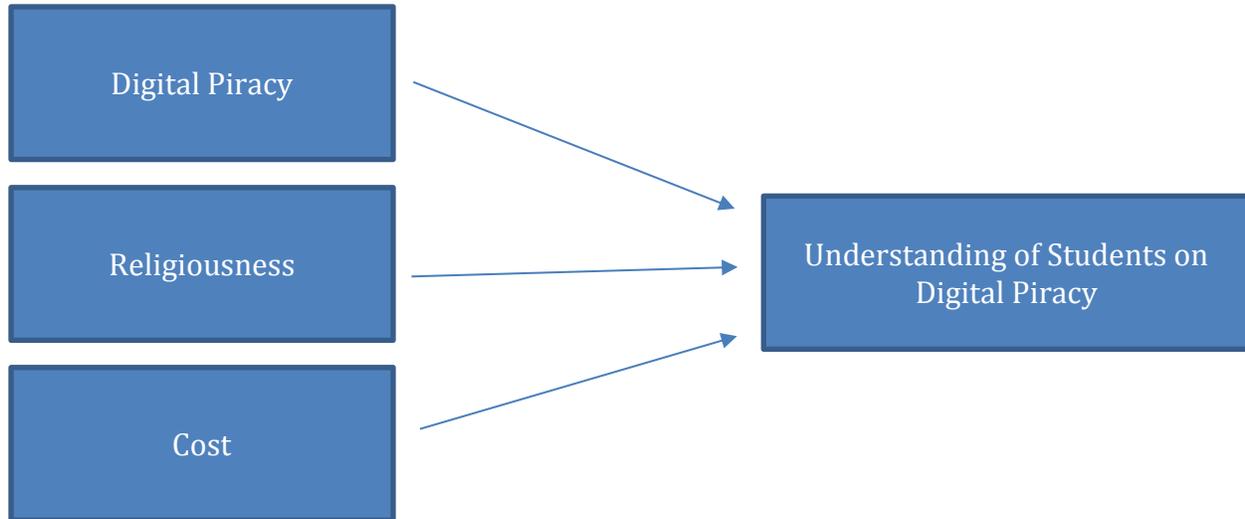


Figure 1. Proposed research framework

#### 4. Conclusions

As a conclusion, piracy is verifiably an issue indeed the foremost incredulous person would have to be concede that robbery costs the initial craftsmen income. Globalization and the fabulous progress of cutting-edge data and communication advances cultivate the development and development of the modern signs of the shadow economy, online robbery being one of them (Mróz, 2012). Studies of digital piracy still appear to be in their early stages. There's still a parcel more data required some time recently any nation can apparently start to effectively police it. There's too the address of whether or not this should be policed. Yes, it could be a wrongdoing, but within the terrific plot of things, it's not an awfully tall positioning wrongdoing. Numerous ponders have pointed out that there may indeed be benefits to digital piracy. These considerations must ceaselessly be inquired about some time recently any conclusions can be drawn and it might have genuine repercussions when it comes to overseeing Intellectual Property and the business/science world.

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