

class of works to which the reply comment is responsive: Game consoles and Cellular phones

In support of unlocking or "rooting" of cellular phones and game consoles

These devices are essentially "Throw aways" to device companies, and have a very short (3 year) usable life before cell phone companies and handset manufacturers are no longer interested in supporting them. In reality, many of these devices can continue to function for 3 or 4 times (9-12 years)

Allowing members of the community to unlock and repurpose the equipment that they already own is 1) Fair use 2) extends the useful life of a device 3) keeps devices out of landfills 4) allows for recycling and repurposing 5) allows novel and hobby uses and 5) Creates jobs and niche markets to develop around the repurposing

I work at a research university and devices that are unrestricted allow a variety of novel, research, and education repurposements. The restrictions on use of this "off the shelf technology" for other unimagined purposes is like preventing a homeowner from recycling lumber from their home during a remodel.

Sincerely,

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