

CALIFORNIA ASSEMBLY BILL 1921 (AB 1921)

PUBLIC COMMENTARY, COMMUNITY IMPACT ANALYSIS, AND TECHNICAL REVIEW COMPANION BRIEF

Protect Our Games Act

Consumer Protection, Digital Preservation, Community Continuity, and Long-Term Sustainability in the Interactive Entertainment Industry

PREPARED FOR

Members of the California State Legislature

Legislative Staff

Committee Analysts

Consumer Protection Stakeholders

Digital Preservation Advocates

Interactive Entertainment Industry Participants

EXECUTIVE BRIEF

This report provides a multidisciplinary examination of California Assembly Bill 1921 (AB 1921), commonly known as the Protect Our Games Act.

The document evaluates the proposal through three independent but complementary perspectives:

1.

Gaming Legacy and Community Overview

Examination of consumer expectations, community continuity, cultural preservation, multiplayer ecosystems, legacy support realities, and the historical role of independent preservation efforts within the video game industry.

2.

Game Industry and Designer Perspective

Analysis of practical development considerations, project lifecycle realities, implementation flexibility, technical feasibility, and long-term impacts from the perspective of professional game development and project management.

3.

Engineer's Report: Cost and Sustainability Testimony

Independent examination of operational sustainability, infrastructure lifecycles, maintenance considerations, resource planning, and cost-management realities through the lens of engineering and facility operations expertise.

Collectively, these perspectives support the conclusion that AB 1921 represents a measured, flexible, and practical first step toward modernizing consumer protection expectations for digitally distributed video games while preserving operational flexibility for industry participants.

CONTRIBUTING AUTHORS AND SUBJECT-MATTER EXPERTS

Gaming Legacy and Community Overview

Jeff Odgis, Gaming Community Expert

*Founder and Chief Executive Officer Gaming Brethren Advocates Mutual-aid
Federation & Society (GBAMFS)*

CompTIA A+ CompTIA Security+ AWS Certified Cloud Practitioner

Florida, United States

Game Industry and Designer Perspective

Martin Strnad, Game Development Consultant

Veteran Game Project Manager Game Designer Game Developer

Czechia, European Union

Engineer's Report: Cost and Sustainability Testimony

Van Shannon, Operations, Facilities, and Oversight Expert

Professional Stationary Engineer License No. 5476

Houston, Texas, United States

KEY FINDINGS

- Community-operated preservation and continuity efforts have existed throughout the history of the video game industry.
- Multiplayer functionality has historically relied upon a mixture of publisher-operated, third-party, peer-to-peer, and community-operated infrastructure models.
- Consumer expectations increasingly conflict with modern practices that can render purchased products unusable following service termination.
- AB 1921 does not require perpetual operation of online services and provides multiple compliance pathways.
- The proposal recognizes practical distinctions between a game's commercial lifecycle and its community lifecycle.
- Preservation and community continuity contribute to education, workforce development, technical literacy, and digital cultural preservation.
- The legislation represents an incremental and realistic policy approach rather than a comprehensive restructuring of the video game marketplace.

SUBMITTED IN SUPPORT OF INFORMED LEGISLATIVE REVIEW

& In friendship to the Stop Killing Games campaign

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Gaming Brethren Advocates Mutual-aid Federation & Society (GBAMFS)
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Consumer Advocacy • Digital Preservation • Gaming Community Representation