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IIPA SUPPORTS USTR IDENTIFICATION OF NOTORIOUS MARKETS FACILITATING GLOBAL PIRACY TO PROTECT U.S. CREATORS

Special 301 Report of “Notorious Markets” Includes Online and Physical Marketplaces that Cause Significant Economic Harm to Copyright Creators and the U.S. Economy

Washington, DC —The International Intellectual Property Alliance (IIPA), representing five leading trade associations of the U.S. copyright industries, congratulates the Office of the U.S. Trade Representative (USTR) on today’s release of the 2024 Special 301 “Notorious Markets” Report (The Report). The Report identifies 38 online markets and 33 physical markets that are reported to engage in or facilitate substantial trademark counterfeiting or copyright piracy, many of which were identified by IIPA members in their respective filings to the U.S. government in 2024.

The 2024 USTR Report includes several previously-identified online markets that are highly problematic, such as *Libgen.rs*, *nsw2u*, and *Sci-Hub.se* which provide access to millions of journal articles and academic papers, the stream-ripping site *Savefrom*, which circumvents copyright protections of online music and videos, and BitTorrent sites like *1337x.to* that provide access to a range of pirated content. This year’s Report also includes newly identified markets such as *Fitgirl-repacks*, *MagisTV*, *unknowncheats*, and *Y2mate*, all of which were nominated by IIPA or IIPA members. The Report also notes markets such as Vietnam-based *Fmovies* that shut down due to the notoriety of past listings and ensuing enforcement actions and highlights successful enforcement campaigns including Brazil’s Operation 404.

IIPA Executive Director Kevin M. Rosenbaum commented, “We commend USTR and their interagency partners for their outstanding work on this year’s Special 301 Report of Notorious Markets. The Notorious Markets List is an important trade tool that continues to achieve meaningful results by helping rid marketplaces of blatant infringers. This leads to increased access for legitimate creative content, including books and journals, movies and television programming, video games, and recorded music, ultimately benefitting U.S. workers and consumers both in the United States and around the world. IIPA fully supports USTR’s goal ‘to motivate appropriate action by the private sector and governments to reduce piracy and counterfeiting’ which continue to cause significant financial losses to U.S. rights holders and legitimate businesses. This undermines critical U.S. comparative advantages in innovation and creativity to the detriment of American workers, and pose significant risks to consumer health and safety.” The 2024 USTR Notorious Markets Report can be found [here](#).

About the IIPA: IIPA is a private sector coalition, formed in 1984, of trade associations representing U.S. copyright-based industries working to improve copyright protection and enforcement abroad and to open foreign markets closed by piracy and other market access barriers. Members of the IIPA include Association of American Publishers (www.publishers.org), Entertainment Software Association (www.theesa.com), Independent Film & Television Alliance (www.iftaonline.org), Motion Picture Association (www.motionpictures.org), and Recording Industry Association of America (www.riaa.com). Collectively, IIPA’s five member associations represent over 3,200 U.S. companies producing and distributing copyrightable content. The materials produced and distributed by IIPA member companies include: video games for consoles, handheld devices, personal computers, and online; motion pictures, television programming, DVDs and home video and digital representations of audiovisual works; music recorded in all formats (from digital files to CDs and vinyl) for streaming and other online services, as well as broadcasting, public performance and synchronization in audiovisual materials; and fiction and non-fiction books, educational, instructional and assessment materials, and professional and scholarly journals, databases and software in all formats.

In December 2022, IIPA released the latest update of its comprehensive economic report, *Copyright Industries in the U.S. Economy: The 2022 Report*, prepared by Secretariat Economists. (2022 Report). According to the 2022 Report, the “core” copyright industries in the United States generated over \$1.8 trillion of economic output in 2021, accounting for 7.76% of the entire economy, and employed approximately 9.6 million workers in 2021, accounting for 4.88% of the entire U.S. workforce and 5.53% of total private employment in the U.S. The jobs created by these industries are well-paying jobs; for example, copyright industry workers earn on average 51% higher wages than other U.S. workers. The report also broke new ground by measuring the copyright industries’ significant contributions to the U.S. digital economy, as that concept was [defined](#) by the federal government. In 2021, the core copyright industries accounted for 52.26% of the U.S. digital economy and 48.1% of U.S. digital economy employment, even though the government’s digital economy definition does not encompass the full range of the copyright industries’ digital activities. In addition, according to the 2022 Report, the core copyright industries outpaced the U.S. economy, growing at an aggregate annual rate of 6.15% between 2018 and 2021, while the U.S. economy grew by 1.76%. Additionally, the 2022 Report highlights the positive contribution of selected copyright sectors to the U.S. overall trade balance. Given the importance of digital delivery to the copyright-based industries, this sector has the potential to multiply its export revenues if our trading partners provide strong copyright-protective environments. In 2021, these sectors contributed \$230.3 billion in foreign sales and exports, exceeding that of many other industry sectors, including chemicals, pharmaceutical and medicines, agricultural products, aerospace products and parts, and food and kindred products. The full economic report is available at <https://iipa.org/reports/copyright-industries-us-economy/>.