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Videogames are a unique media. They can't be treated in the same way that media such as novels, movies, or photographs have been treated when it comes to their preservation efforts. Due to the fact that videogames rely on ever-evolving technology, there is little thought put into how to easily preserve the software once it is no longer a commercial product. As it turns out, violating the DMCA is one of the only avenues there is to preserve videogames. So that it why it is important to allow organizations like The MADE museum to break DMCA in order to preserve videogame software for future generations, because there aren't any viable alternatives short of leaving them to fade into obscurity.

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