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CLOUD LICENSING AND COPYRIGHT EXHAUSTION

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Abstract

Cloud computing has changed a lot like how the people buy, use and also share the digital content such as software, music and e-books. Instead of owning or getting a copy, most the users are now getting access through cloud licensing agreements, which has limit in their rights. The exhaustion doctrine clearly says that once a copyright holder sells a product legally, their control over to resale the product or distribution ends. The cloud licensing , companies argues that users are nor really buying the work, but getting permission only to use it. Cloud licensing prevents resale, lending, or transfer of digital goods, reducing users freedom and creating legal uncertainty. This research explores the intersection of cloud licensing and the doctrine of copyright exhaustion, focusing on its application and implications for the intellectual property rights in the digital age. The study aims to highlight whether copyright law has any updated for the cloud era, the balance between creator rights and user rights is fair and future – proof.

Keywords : Cloud licensing, cloud era, copyright, agreements, intersection and freedom.

Introduction.

The rapid growth in cloud computing has been transformed in many way in software is delivered, used and licensed. Cloud licensing, which allows the users to access software applications over the internet, has developed and become increasingly popular. The complex questions has raised about the intellectual property rights as well as doctrine of copyright exhaustion.

The doctrine of copyright exhaustion, are also known as first sale doctrine, which is legal principle that allows the purchaser of the copyrighted work to resell or dispose the work without obtaining permission from the copyright holder. The applicability of this particular doctrine , the context of cloud licensing is uncertain.

Most of the people in the today's digital world, no longer buying the physical copies of the books, music and the software. Instead of buying the physical copies they get access for

all these through the online platform itself and through cloud services. The doctrine of copyright exhaustion, which allows traditionally for the resale of the product or to transfer the product, which has been lawfully purchased at once. The cloud licensing approaches has some limits in resale, transfer or lending, and the consumers will have few rights with physical products. The European union's case of *UsedSoft v. Oracle* is the landmark case in the cloud licensing. The Supreme court of India has recognized the doctrine of copyright exhaustion in the software, but there is the limit imposed by End-User License Agreements (EULAs). By analyzing the current state of the law and its applications, the study seeks to provide insights into the complex relationship between the cloud licensing and the copyright exhaustion.

Research question.

1. Whether this doctrine of copyright exhaustion is applied to cloud-licensed software, and if so, under what conditions?

2. How do EUAs affect the applicability of copyright exhaustion in cloud licensing, and can they override the doctrine?
3. What are the impact of cloud licensing and copyright exhaustion on the software industry, and how can the stakeholders navigate the changing landscape?
4. How does cloud licensing differ from the traditional “sale” of copyrighted works ?
5. To what extend can the doctrine of copyright exhaustion apply to cloud-based content and services ?
6. How does cloud licensing affect students and consumers in terms of ownership, affordability, and access to digital resources ?
7. Should copyright law be reinterpreted or reformed to better address challenges arising from cloud computing?

Objectives.

1. To analyze the current state of copyright exhaustion doctrine in India and its applicability to cloud licensing.
2. To examine the role of EULAs in shaping the doctrine’s applicability.
3. To explain the concept of copyright exhaustion and its role in traditional copyright law.
4. To analyze whether the principle of exhaustion can be applied to cloud-based digital content.
5. To study important case laws, especially UsedSoft v. Oracle, and their impact on the exhaustion debate.
6. To evaluate how cloud licensing affects students and consumers in terms of digital ownership, resale rights, and affordability.

Research Methodology.

1. Nature of Study – This research deals with descriptive and analytical. This describes the doctrine of copyright exhaustion and its examines its applicability in cloud licensing.
2. It deals with both primary and secondary sources.
3. Approach analysis.

Doctrinal analysis : Examining the legal principles, statutory provisions, and the judicial interpretations.

Comparative analysis : Study the different jurisdictions (like the European Union, USA, and the India) treat copyright exhaustion in the context of cloud licensing.

Critical analysis : Evaluating the effects of current legal framework on students, consumers, and copyright holders, and suggesting reforms.

4. It deals with Qualitative research like Literature Review and Expert interviews.

Literature review.

1. Origins and the core doctrine

The exhaustion or the first-sale doctrine which is traditional and has limits and a copyright owner’s control after a lawful sale: once a copy is sold, then the copyright holder’s exclusive right to the control its distribution is exhausted and the purchaser may resell or to lend that copy. In the United states that the doctrine was reaffirmed in

Kirtsaeng v. John wiley & Sons, the supreme court of U.S held that the first -dale doctrine applies to lawfully made copies even if it manufactured in abroad – which is a key decision for the resale markets and the consumers right.

2. Comparative jurisdictional approaches and policy tensions.

There is the different jurisdictions have reached the different balances. The European Union (through UsedSoft) has been more willing to recognize the resale rights for downloaded software, whereas U.S courts and the commentators focus on how the first sale of the doctrine interacts with the contractual licenses along with that the technical architecture of the cloud services. Research compilations and the comparative chapters are highlighted policy between the prompting secondary markets (consumer interests) and the protecting incentives for the creators and the platforms for the business models.

3. India and the question of digital exhaustion.

In India, there is the doctrine of exhaustion which is not been definitively settled by the highest courts, scholarship and practice

which indicate the grow of the interest in clarifying whether, how the exhaustion applies to the digital copies and software, especially increasing the reliance on the cloud services in the education and also the business. Indian commentators and the blogs argue for more applications of the digital exhaustion to protect the consumers and the students, it is legal and practically challenged.

4. Software, downloads and the ECJ's approach (UsedSoft).

The transition from the physical goods to the digital copies complicated the exhaustion because many transactions are framed as licenses, not the sales. In *UsedSoft v. Oracle* the court of justice of the European Union ruled that the distribution right in the software is exhausted on the first sale (including downloads), opening the door for a secondary market which is "used" software licenses – though national courts later grappled with its limits. That decision is widely cited as the principal European precedent shaping debates about the digital exhaustion.

5. Impact on the students, libraries and the education (empirical and policy literature).

Most of the studies examines how the cloud licensing affects the access to the textbooks, campus LMS content, and the library collections. Research in education technology and in library science that highlights the cloud models can reduce resale and long-term access, raising affordability and the preservation concerns for the students – the central policy arguments for rethinking the exhaustion in the educational context. Case studies of the cloud textbooks pilots and library licensing policies illustrate the real-world tensions between the convenience and the ownership.

6. Policy responses and reform proposals.

Scholars has proposed several reforms: (a) Statutory recognition of a limited digital exhaustion (e.g., for permanent downloads); (b) restrictions on the contract clauses that nullify core to resale/lending the rights; (c)

rights to interoperability and portability to preserve secondary markets; and (d) public-policy exceptions for educational uses. These proposals aims to preserve incentives while protecting the consumers and the students. Influential law reviews articles and the policy papers set out the pros and cons of each route.

Case laws.

1. *UsedSoft Gmbh v. Oracle International corp., C- 123/11 (CJEU, July 3, 2012).*

Landmark European Union case allowing exhaustion for certain software downloads; essential for any discussions of digital exhaustion in Europe.

2. *Kirtsaeng v. John Wiley & Sons, Inc., 568 U.S. 519 (2013).*

Supreme court of United States decision is that confirming the global reach of the first-sale doctrine for the physical goods; often used as baseline in US debates.

3. *A. Perzanowski & C. Schultz, "Digital Exhaustion" (Berkeley Tech. LJ/ conference paper)*

The Foundational scholarly piece options for the first-sale in the digital era. Useful for the theory and broader policy framing.

Content

1. The doctrine of copyright exhaustions.

The doctrine of exhaustion is also known as the first sale doctrine, which is the fundamental principle of copyright law, which has some limits the rights of a copyright owners after the first authorized sale of a work. Once a copy is sold, the copyright owner cannot control its resale, lending, or further distribution.

To balance monopoly of the owners with the public access and the free circulation of the goods.

Traditional scope of the copyright : It can be applied to the physical goods like books, CDs, and DVDs. Consumers who purchase these goods to acquire ownership, including to right to resell or to lend them.

In India : The Copyright Act,1957 – Section14 read with Section 30 recognizes the principle of exhaustion for tangible copies.

This Doctrine ensures that the copyright owners are to be compensated in the first point of the sale but it prevents perpetual control over downstream markets.

2. Cloud Licensing: Nature and legal implications.

The emergence of the cloud-based on the technologies it has shifted the market from the ownership to access. Instead of purchasing the tangible copy, consumers are now to acquire the digital content through the streaming services, the subscription platforms, or the software-as-a-services (SaaS) models.

The structure of licensing in cloud-based services that provide the contractual rights to use or access the works, often under restrictive terms.

Key features :

- ❖ No ownership transfer – consumers are the licensees, they are not the buyers.
- ❖ Limited rights – the access may be revoked, and resale or sharing is prohibited.
- ❖ Perpetual control – the copyright owners are retain the significant the authority over usage.

Examples : Entertainment (You tube, Netflix, Instagram, Spotify, kindle eBooks).

Software (Microsoft 365, Microsoft word, Adobe creative cloud).

These models avoid triggering the exhaustion by ensuring there is no 'sale' of a copy, but rather a licensed access.

3. Conflict between cloud licensing and exhaustion Doctrine.

The exhaustion of this doctrine is to presupposes the transfer of ownership in the copy of the work. Cloud licensing structures deny this transfer, leading this to conflict:

- ❖ Erosion of the users rights : In the physical books or CDs can be resold , digital copies acquired via licensing cannot.
- ❖ Resale markets collapse: Secondary markets for digital goods (e.g., second-hand eBooks, movies, or software) are effectively eliminated.

- ❖ Expansion of the copyright owners control: The contractual design, copyright holders extended their monopoly beyond what exhaustion permits in traditional contexts.

- ❖ Consumer protection concerns : Users may pay prices similar to ownership but receive only temporary, revocable rights.

4. Judicial Approaches Across Jurisdictions.

(a) European Union.

UsedSoft GmbH v. Oracle (C-128/11,2012):

The court of Justice of the European Union (CJEU) held that the exhaustion doctrine applied to software downloaded online, permitting the resale of used the software licenses. However, this was limited to software and not generalized to all digital content.

Tom Kabinet case (C-263/19,2019):

CJEU ruled that exhaustion does not apply to all eBooks distributed online, distinguishing them from software. This decision reinforced to the contractual strength of licensing in the digital markets.

(b) United States.

Vernor v. Autodesk (621 F.3d 1102, 2010):

The U.S court of Appeals held that the software transactions labeled as licenses did not trigger the first-sale doctrine. Ownership remained with the copyright holder, and the resale was prohibited.

Capitol Records v. ReDigi (910 F.3d 649, 2018):

Court held that the resale of the digital music files through ReDigi's platform infringed the copyright, as exhaustion did not apply to digital transfers.

(c) India.

Indian Copyright Act,1957 incorporates exhaustion through the rights of distribution and the sale (section 14).

Indian courts have not yet ruled the cloud-based licensing versus exhaustion directly. However, in Warner Bros. Entertainment Inc. v. Santhosh V.G. (2009), The high court of Delhi emphasized the decision between physical scale and digital reproduction, suggesting limited scope for digital exhaustion.

5. Economic and Consumer Impact.

- ❖ Market concentration:
Cloud licensing centralizes control with major platforms, reducing competition.
 - ❖ Loss of Secondary markets:
Users cannot resell digital goods, eliminating traditional resale, lending or gifting markets.
 - ❖ Innovation paradox:
While Cloud licensing enables global reach and lower initial costs, it entrenches monopolistic control by the large corporations.
6. Policy and legal Challenges.
- ❖ Doctrine inconsistency :
Exhaustion applies to physical goods but not to the digital content, creating unfair disparities.
 - ❖ Contractual circumvention:
Licensing agreements undermine statutory rights, shifting the balance the heavy towards copyright owners.
7. Recommendation for Reform.
- ❖ Legislative clarity:
Statutory amendments should explicitly define whether exhaustion applies to digital and cloud-based works.
 - ❖ Consumer protection approach:
Users should not be denied ownership-like rights where they pay comparable to purchase prices.
 - ❖ Hybrid Licensing models:
Introduce limited rights of resale or transfer in cloud services to balance innovation with consumer interests.
 - ❖ Judicial balancing:
Courts should scrutinize contracts that overreach statutory limitations, ensuring that the copyright law's fundamental balance is preserved.
 - ❖ International harmonization:
A coordinated approach at WTO/TRIPS or WIPO level could provide clarity and reduce conflicts across jurisdiction.

Recommendations

1. Recognition of Digital Exhaustion

Lawmakers should consider formally extending the principle of copyright exhaustion to cover digital goods (such as e-books and software) that are sold for permanent use, not just physical copies. This would help consumers and students enjoy similar rights in the digital world as they do in the physical world.

2. Clearer Distinction Between “Sale” and “License”

Courts and legislatures should set clearer rules to distinguish between a genuine “sale” of digital content and a limited “license to use.” If a transaction resembles a sale, exhaustion should apply even if labelled as a license.

3. Consumer-Friendly Licensing Practices

Companies should adopt fairer licensing models that allow limited resale, transfer, or lending of digital works. For example, digital textbooks could have “time-limited licenses” with affordable renewal options or lending rights for students.

4. Contractual Safeguards

Copyright law should restrict overly restrictive contract terms (EULAs or Terms of Service) that take away basic user rights, such as resale, sharing, or backup of purchased content.

5. Educational Exceptions

Special rules should be developed to support students, libraries, and educational institutions. For example, cloud-based textbooks and research materials should have flexible access terms, library lending rights, and affordable student licenses.

6. Promotion of Secondary Markets

Encouraging digital resale markets (similar to used bookstores) can reduce costs for students and promote fair competition, while still respecting copyright.

7. International Harmonization

Since cloud services operate across borders, international cooperation is needed to harmonize digital exhaustion rules, reducing uncertainty for both consumers and businesses.

8. Awareness and Transparency

Students and consumers should be made aware of the differences between ownership and licensing. Companies should be legally required to clearly state whether a digital purchase is a “sale” or a “license.”

Conclusion

The rise of cloud computing has transformed the way digital content is accessed, shifting the traditional idea of ownership toward limited licensing arrangements. While the doctrine of copyright exhaustion has long protected consumer rights in the sale of physical goods, its role in the digital environment remains uncertain. Courts such as in *UsedSoft v. Oracle* have shown that digital exhaustion is possible in certain cases, but the lack of uniform rules creates confusion for both consumers and businesses.

This research highlights that adapting the exhaustion doctrine for the cloud era is not only a legal necessity but also a social one. Lawmakers, courts, and companies should work toward a balanced framework that protects creators’ interests while ensuring user rights, especially for education and research. Clearer laws, fairer contracts, and recognition of digital exhaustion can together promote both innovation and accessibility.

Ultimately, a modern copyright system should uphold the principle that lawful access to knowledge – whether physical or digital – must not be hindered by excessive control. Only then can copyright truly serve its purpose of encouraging creativity while meeting the needs of society in the digital age.

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