

"The way people work, communicate and are entertained has completely shifted since OIN was created. Open Source Software is at the heart of nearly every application and platform in use today."

WHY DID SONY HELP ESTABLISH OIN

Sony played a founding role in establishing & funding OIN two decades ago, recognizing the urgent need to protect the emerging Open Source ecosystem. At the time, proprietary platforms — notably Microsoft Windows — were shielded by Intellectual Property (IP) protections, while Linux & Open Source software were rapidly gaining traction without any safeguards. We helped create OIN to serve as a guardian of Open Source innovation & to stand with a community committed to defending it.

WHAT IS THE MOST IMMEDIATE BENEFIT SONY HAS EXPERIENCED FROM OIN MEMBERSHIP?

The most visible benefit has been the absence of patent confrontations in the Open Source space. Since joining OIN, we haven't experienced any business-impacting incidents involving patents being asserted against us. I attribute much of that protection & stability to our OIN membership.

HOW HAS OIN MEMBERSHIP SUPPORTED SONY'S BROADER ROLE IN THE OPEN SOURCE COMMUNITY?

OIN membership has enhanced our credibility as a serious player in Open Source. It's helped facilitate our involvement in key initiatives — we founded the Consumer Electronics Linux Forum, were early contributors to the Academy Software Foundation with the Linux Foundation, and today we're a Gold Member of the Linux Foundation and OpenChain certified. OIN has been a catalyst for much of our engagement in the broader Open Source ecosystem.

"Had patent aggression against Open Source been left unchecked, the business tools & entertainment platforms we have today would be much less robust. We look forward to OIN continuing its activities to protect & advance the Open Source community."

About SONY

Founded in 1946, Sony Group Corporation is a Japanese multinational conglomerate headquartered at Sony City in Minato, Tokyo, Japan, is ranked 88th on the Fortune Global 500 list. The company's business segments include Game & Network Services, Music, Pictures, Entertainment Technology & Services, Mobile Communications/Imaging Products & Solutions/ Home Entertainment & Sound, Imaging & Sensing Solutions, Financial Services & others.