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Fall 2021

## Open Licensing: Introduction to Creative Commons Licenses

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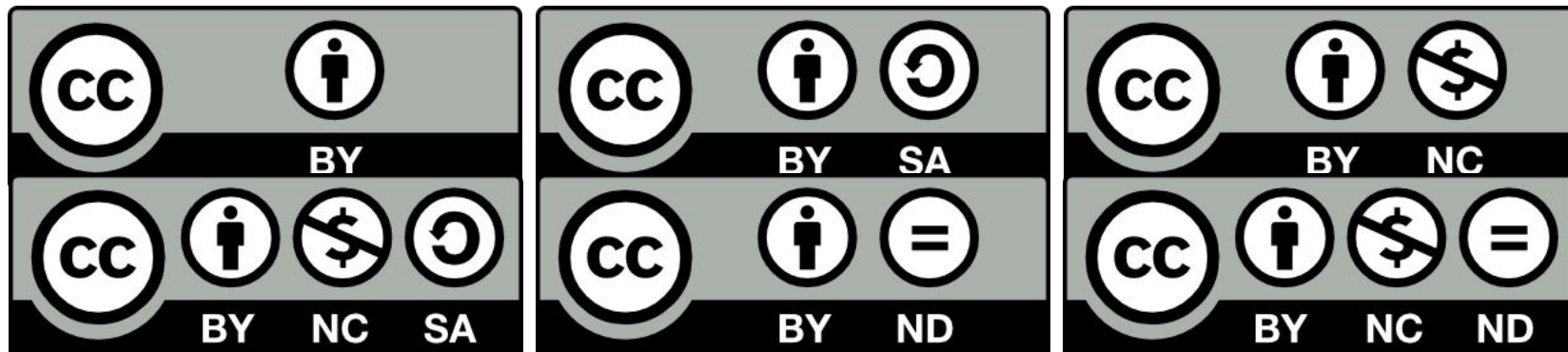
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# Open Licensing: Introduction to Creative Commons Licenses



Rowan University Libraries  
Fall 2021

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# Do you want to ...

- ... adapt open access materials for teaching?
- ... create an Open Educational Resource (OER)?
- ... share your work for free but retain copyright to it?
- ... use free media and images in creative projects and scholarship?
- ... publish in an Open Access (OA) journal?

# Overview

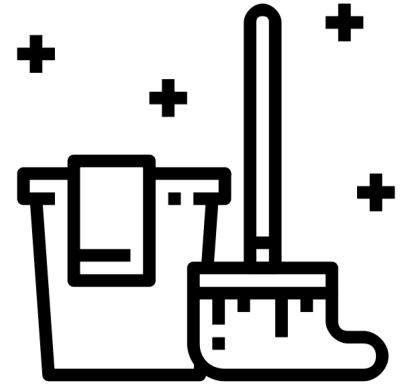
- Overview of Copyright and Public Domain
- Overview of Copyright Exemptions and Fair Use
- Creative Commons (CC) Licenses
- Attributing and Licensing CC Content
- Finding CC Materials
- Collections and Adaptations

# Learning Outcomes

- Participants will understand the rights and limitations of the six different creative commons licenses.
- Participants will be able to apply creative commons licenses to created works.
- Participants will be able to find and adapt works with creative commons licenses.

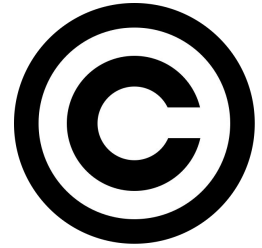
# Presentation Housekeeping

- Please enter questions into the chat and they will be answered as we go. You can also ask questions during Q&A at the end of the presentation.
- You can also email questions following this presentation to Bret, Christine and Shilpa (Email contacts on the final slide).
- The slides will be made available online following the presentation on the <https://libguides.rowan.edu/libraryworkshops> web page.



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# What is Copyright?



Copyright is a form of protection grounded in the U.S. Constitution and granted by law for original works of authorship fixed in a tangible medium of expression.

Copyright covers both published and unpublished works.

Source: <https://www.copyright.gov/help/faq/faq-general.html#what>

# Definition of Terms

- **Original** = must have some degree of creativity, not common
  - Example: The phrase “I love you” cannot be copyrighted
- **Works**
  - **Literary works**
  - **Musical works**, including any accompanying words
  - **Dramatic works**, including any accompanying music
  - **Pantomimes and choreographic works**
  - **Pictorial, graphic, and sculptural works**
  - **Motion pictures and other audiovisual works**
  - **Sound recordings**, which are works that result from the fixation of a series of musical, spoken, or other sounds
  - **Architectural works**
- **Fixed in a tangible medium of expression** (example):
  - Work = choreographic work
  - Tangible medium of expression = video of the performance or some other fixed documentation



# Why Do We Have Copyright?

- Promotes the progress of science, the arts, and knowledge
- Encourages creators by granting a temporary monopoly, allowing them to profit from their work
- This monopoly is limited by the potential benefits of the public

## **What is Copyright Protection? OR What Are My Rights As A Creator?**

Your work is under copyright protection the moment it is created and fixed in a tangible form that it is perceptible either directly or with the aid of a machine or device.

1. Reproduce copyrighted work
2. Prepare derivative works
3. Distribute copies of the work
4. Perform the work publicly
5. Display the work publicly
6. Perform the work publicly by digital transmission

# What Do I Need To Do To Protect My Work?

**Nothing!** After 1979, copyright is automatic once an original work is fixed.

Potentially register your work with the [US Copyright Office](#) if you receive monetary gain through your work and want to establish the date of your claim.

You may also want to add the following to your work:

- The copyright symbol ©
- Your name
- Your contact information where permission can be obtained
- Years for which the copyright pertains
- The phrase "All Rights Reserved"

# How Long Does Copyright Last?

The duration of copyright is fixed by national and state governments. In general, works in the US after 1979 are copyrighted for **the life of the author plus seventy years after the author's death**.

Once this duration ends, works enter what is called the **Public Domain**. Works in the public domain may be used freely.




# What is in the Public Domain?

The Public Domain also includes works that do not qualify for copyright protection, such as federal government documents, works of insufficient originality, or works prior to 1979 that failed to renew their copyright.

**Cornell University Library Copyright Term and the Public Domain in the United States Tool:**

<https://copyright.cornell.edu/publicdomain>

# Copyright & Other Methods of Protecting Intellectual Property

Intellectual Property Protection Method	Definition	Registration Required?	Is it Free?
<b>Copyright</b> 	Protected <i>expression</i> of ideas or creative works	No	Yes
<b>Trademark</b> <b>TM</b> 	Protected <i>symbol</i> distinguishing products and services of one organization from other those of others	Yes	No
<b>Patent</b> 	Protected <i>invention</i> whose creator has monopoly for some time period	Yes	No

# Public Domain & Copyright Exemptions

- Public Domain



- Copyright Exemptions
  - Fair Use
  - Fair Dealing

# Introduction to Fair Use

Section 107 of the Copyright Law allows some exemptions to copyright infringement, given certain uses, including:

- Criticism
- Comment
- News reporting
- Teaching (including multiple copies for classroom use)
- Scholarship
- Research

**Fair use is a guideline for courts to consider, and going to court is the only way to officially decide whether a use is “fair”.**



# Four Factors of Fair Use

1. The **purpose** and **character of the use**, including whether such use is of a commercial nature or is for nonprofit educational purposes;
2. The **nature** of the copyrighted work;
3. The **amount** and **substantiality of the portion used** in relation to the copyrighted work as a whole; and
4. The **effect of the use upon the potential market** for or value of the copyrighted work.

All four factors are weighed against each other in determining whether a use is “fair”

\* If you want to learn more, come to the [Fair Use and Instruction workshop!](#) (September 27, October 27)

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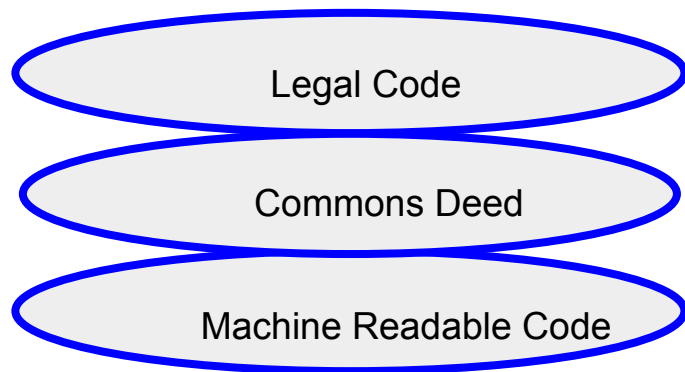
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- Appropriate when creators want to let people freely distribute or create derivative works from it.

## CC License DOES NOT Apply to:

- Non-copyrighted materials (public domain)
- Fair Use

# Three Layers of a CC License

- Legal Code - legal language
- Commons Deed - explanation in plain language
- Machine Readable Code - format that applications and search engines can read



# CC Licenses' Four License Elements



BY = Attribution - must give credit to creator



NC = Non Commercial



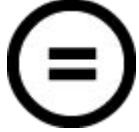
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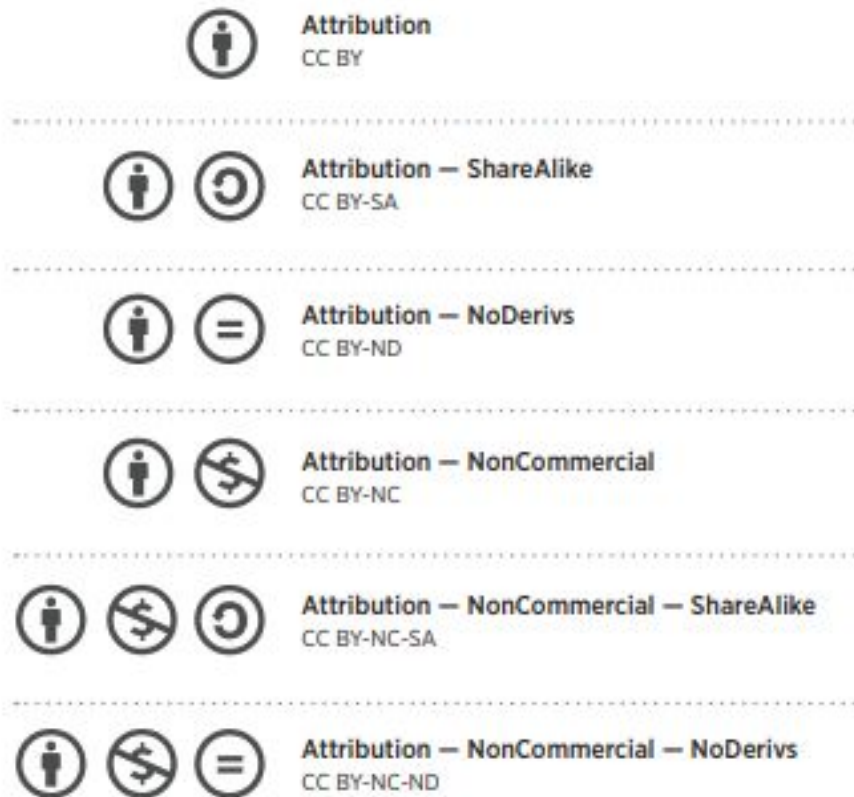


ND = No Derivative

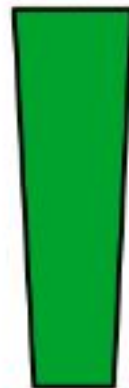


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ND

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Lesson: “[Create an Interactive Story Game \(Using Google Slides\)](#)” by [John Whitfield](#) is licensed under [CC-BY 4.0](#)



## Overview

This document details a simple way for anyone to create an interactive digital adventure game with zero programming. This activity can be done as an individual or with a team. Use a cloud-based PowerPoint program to get started (Google slides recommended).

## Introduction

This resource teaches you how to create an interactive adventure game with zero programming via Google Slides. It can be a collaborative activity or completed solo. You can find more details beside the ones provided in this resource [here](#)

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**Example:** Wikipedia entries

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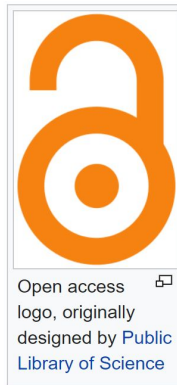
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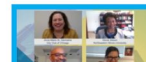
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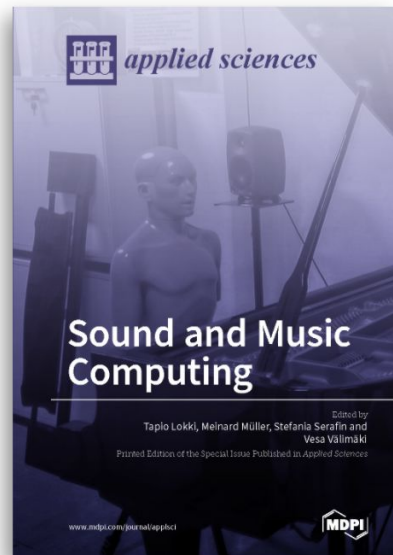


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## Sound and Music Computing

 Tapio Lokki,  Stefania Serafin,  Meinard Müller and  Vesa Välimäki (Eds.)

Pages: 610

Published: June 2018

(This book is a printed edition of the Special Issue [Sound and Music Computing](#) that was published in [Applied Sciences](#))



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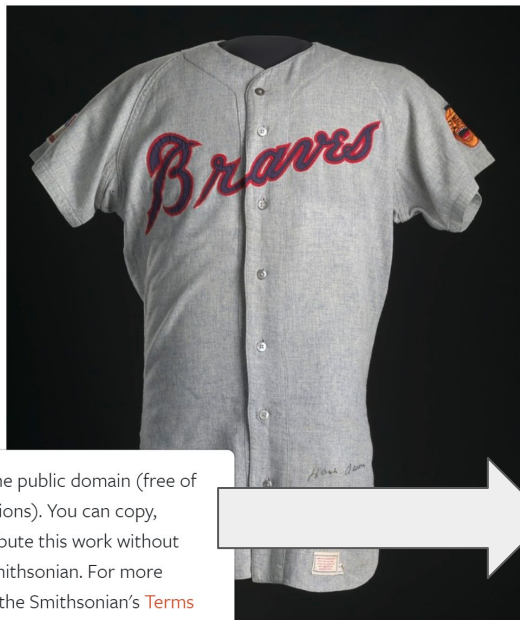


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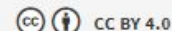
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# Adaptations or Remixes or Derivative Works

- Adaptation/Remix/Derivative: A work based on already existing works
  - Definition depends on jurisdiction but requires adapter to add original expression to work.
- Examples: translating a work to other languages, creating a version of the work in a different medium (such a film based on a book).
- To be an adaptation, remix, or a derivative work, the end product *must be based on or derived from original work(s)*.
- Licenses of components must be compatible.

# Compatible Licenses for Adaptations

	 PUBLIC DOMAIN	 PUBLIC DOMAIN	 CC BY	 CC BY SA	 CC BY NC	 CC BY ND	 CC BY NC SA	 CC BY NC ND
 PUBLIC DOMAIN	✓	✓	✓	✓	✓	✗	✓	✗
 PUBLIC DOMAIN	✓	✓	✓	✓	✓	✗	✓	✗
 CC BY	✓	✓	✓	✓	✓	✗	✓	✗
 CC BY SA	✓	✓	✓	✓	✗	✗	✗	✗
 CC BY NC	✓	✓	✓	✗	✓	✗	✓	✗
 CC BY ND	✗	✗	✗	✗	✗	✗	✗	✗
 CC BY NC SA	✓	✓	✓	✗	✓	✗	✓	✗
 CC BY NC ND	✗	✗	✗	✗	✗	✗	✗	✗

# Practice Picking a License

<https://docs.google.com/document/d/17q9WtqSBPPVl923UAT-jViasOPQd--KgmjEeyfEorLA/edit?usp=sharing>

# Library Copyright Workshops Fall 2021

## Open Licensing: Introduction to Creative Commons Licensing

- Thursday, October 28, 11am-12pm
- Thursday, November 18, 2-3pm

## Workshop Info and Registration:

<https://libguides.rowan.edu/libraryworkshops>

## Open Access Publishing at Rowan University

- Thursday, September 23, 11am-12pm
- Monday, November 8, 2-3pm

*Thank you - Merci - Gracias - 谢谢 - धन्यवाद - תודה - شكریه - շնորհ*

waita hako

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