

# Playful approaches to copyright literacy: an introduction



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# WHAT IS COPYRIGHT LITERACY?

**“acquiring and demonstrating the appropriate knowledge, skills and behaviours to enable the ethical creation and use of copyright material.”**

# WHAT DOES IT MEAN?



**Getting comfortable  
with uncertainty**

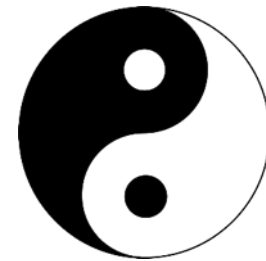


01101100  
01101111  
01110110  
01100101

**Avoiding binaries**



**Education  
not training**



**Balance between  
content and approach**



 **COPYRIGHT**  
**THE CARD GAME**

v3.0





# COPYRIGHT THE CARD GAME: THE ABRIDGED VERSION



Chris Morrison and Jane Secker



<https://copyrightliteracy.org>



@UKCopyrightLit



# Introductions



**Introduce yourself to your team mates**

**Decide on your team name**

**Give us your team name for the score  
sheet**

# THE RULES



Each round will focus on one 'suit'

Each team will have one deck of cards

Each team must nominate a card handler

Teams should confer and agree answers

Answer the scenarios by selecting the cards



# WHAT IS COPYRIGHT?



## Works

(The things it protects)



## Licences

(Legal use with permission)



## Usages

(The activities it regulates)



## Exceptions

(Legal use without permission)

**Works**

# WHY CONSIDER TYPES OF COPYRIGHT WORK?



- Different durations
- Different layers of rights
- Different owners within content
- Different licences
- Some exceptions work specific

# COPYRIGHT WORKS (1)



**Literary**



**Artistic**



**Musical**



**Dramatic**



**Broadcast**



**Sound Recording**



**Film**

# COPYRIGHT WORKS (2)



**Typography**



**Public Domain**



**Crown Copyright**



**Database**



**Moral Rights**



**Performance**



**Non Qualifying**

Work

# ROUND 1



**Use your “Works” cards to identify what types of works are in the object your team has been given**



# Usages

# WHY CONSIDER TYPES OF COPYRIGHT USAGE?



- **They are the CDPA ‘restricted acts’ as defined in law**
- **The ‘restricted acts’ must be ‘mapped’ onto any activity to understand licences and exceptions available**

# COPYRIGHT USAGES



**Copying**



**Issuing copies to the public**



**Rental or Lending**



**Public Performance**



**Communication to the public**



**Adaptation**

**Using your “Usage” cards, decide what types of usage apply in the following scenario.**

## What types of usages apply?



**1. A lecturer uploads a political cartoon to Moodle to share with their students**



Copying



Communication to the public

## What types of usages apply?



**2. The Students' Union are showing TV news in the bar**



Communication to the public



Public Performance



# Licences

# WHY CONSIDER TYPES OF COPYRIGHT LICENCE?



- + First point of call**
  - + Can effectively provide zero risk**
  - + May already have paid for them**
- They all involve limitations**
  - Not carte blanche**
  - Relationship with exceptions**

# COPYRIGHT LICENCES

(1)

L  
Licence



**CLA (Copyright Licensing Agency)**



**NLA Media Access**



**ERA (Educational Recording Agency)**



**Filmbank / MPLC**



**Library E-resources**



**Creative Commons**

# COPYRIGHT LICENCES

## (2)

L  
Licence



**‘Bespoke’ permission**



**Website Terms & Conditions**



**UK Orphan Works Licence**



**You own the copyright**



**You made it as an employee**

Licence  
related

# COPYRIGHT LICENCES

(3)



**Software Licences**



**Open Government Licence\***

**\*Equivalent to Creative Commons Attribution  
Licence (CC-BY)**

**Using your “Licences” cards, decide what types of licences apply in the following scenario?**



## What types of licence might apply?



**1. A librarian scans a printed journal article and emails the scan to a lecturer who uploads it to the VLE for her students**



CLA Licence



Bespoke Permission

# Exceptions

# DISCLAIMER

**The following slides are intended to give an overview of the key UK copyright exceptions for those in higher education institutions. They are not comprehensive, nor do they provide full details of the provisions within the relevant legislation (most notably [Copyright, Designs and Patents Act 1988](#)).**

**The slides are for information purposes only and do not constitute formal legal advice.**

**If you find anything in the slides which appears to be inaccurate or misleading please contact [ukcopyrightlit@gmail.com](mailto:ukcopyrightlit@gmail.com)**

# FAIR DEALING



**Determines whether usage is lawful or infringing based on how a 'fair minded and honest person' would deal with the work.**

- 1. Does using the work affect the market for the original work?  
Does it affect or substitute the normal exploitation of the work.**
- 2. Is the amount of the work taken reasonable and appropriate?  
Was it necessary to use the amount?**

# KEY EXCEPTIONS TO COPYRIGHT 1

# E Exception

**S29 – Research or Private Study**



**S29a – Text & Data Mining**



**S30 – Quotation**



**S30A – Caricature, Parody or Pastiche**



**S31A-F - Accessible Copying**



**S32 – Illustration for instruction**



# KEY EXCEPTIONS TO COPYRIGHT 2

## E Exception

**S34 – Educational Performance**



**S35 – Recording of Broadcasts**



**S36 – Educational Copying of Published Extracts**



**S40B - Dedicated Terminals**



**S41 – Library to Library Copying**



**S42 – Library Preservation**





# KEY EXCEPTIONS TO COPYRIGHT 3

## E Exception

**S42A – Library Copying for Users**



**S43 - Library copying of unpublished works**



**S45-50 – Public Administration**



**S44B - Orphan Works**



# COPYRIGHT EXCEPTIONS

E  
Exception



? rphan



# NON-CONTRACTUAL OVERRIDE



**“To the extent that a term of a contract purports to prevent or restrict the doing of any act which, by virtue of this section, would not infringe copyright, that term is unenforceable.”**

Copyright, Designs and Patents Acts 1988

# ROUND 4



**The final round uses all the cards:**



# ROUND 4



- 1. Consider the following scenarios within your teams**
- 2. Play the relevant 'Works', 'Usage', 'Licences' and 'Exceptions' cards**
- 3. Choose a level of risk from 0 to 5 and play the corresponding card**

# ROUND 4



2. Your university are running a digital footprint and digital identity webinar for new students and need to use a number of images in the presentation. Some images for the presentation have been found on the internet, some are from social media and some are screenshots from library databases. They will share the slides and recording on the learning management system (LMS) after the session.

## 2. Digital literacy training

# W

Works



# U

Usages



# 1

Risk



# L



Licences



# E

Exception

# SCENARIO

**1. A cultural studies lecturer is logging into their own personal Spotify account on a university lecture theatre PC in order to play music in a lecture. She plays 2 entire songs as well as numerous extracts from other songs to demonstrate the link between certain musical genres and youth sub-cultures.**



W

Works



Streaming Service

U

Usages



1

Risk



L

Licences



E

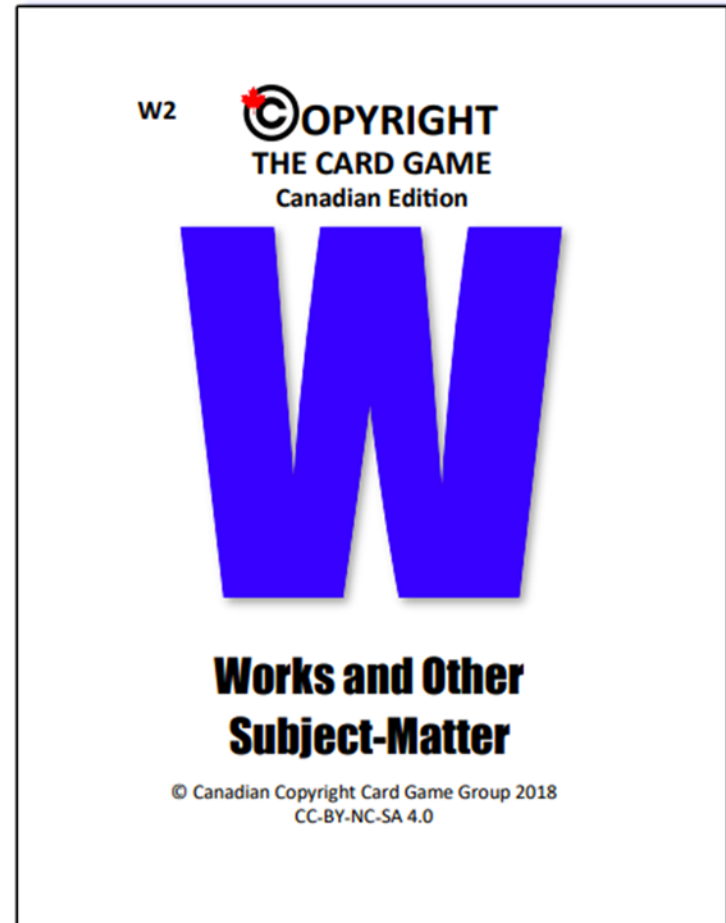
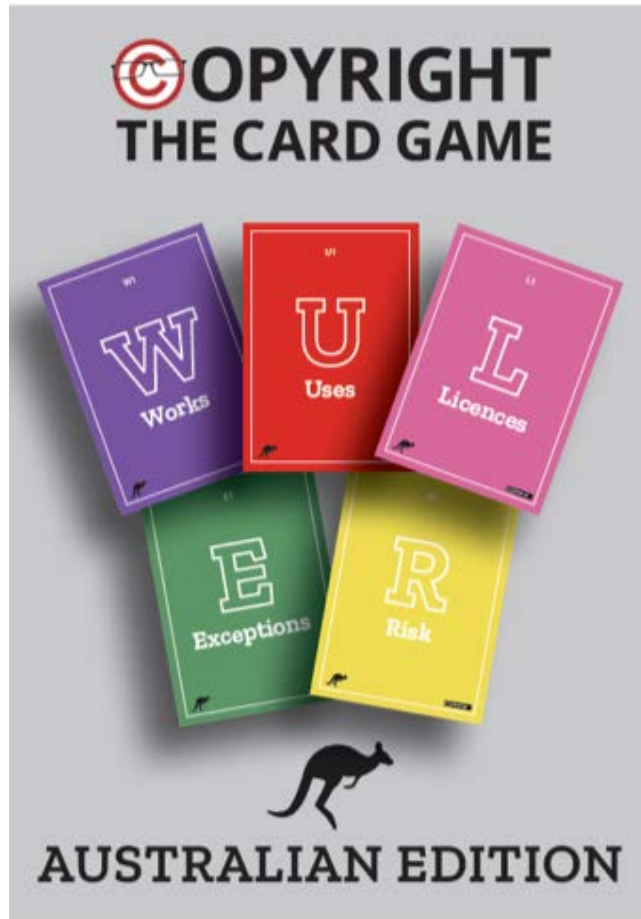
Exception

# RUNNING THE CARD GAME



- 1. Creative Commons Licensed**
- 2. You will need to be familiar with copyright to deal with queries and questions**
- 3. You can train from 6 - 60 people**
- 4. Allow 1.5 – 2.5 hours**
- 5. Room set up – cabaret style**
- 6. Customise the scenarios for your own context**
- 7. Keep the pace up and have fun**

# COPYRIGHT THE CARD GAME. THE CANADIAN AND AUSTRALIAN VERSIONS

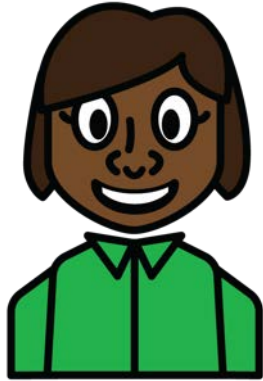


<http://libcopyright.org.au/content/copyright-card-game-australia>

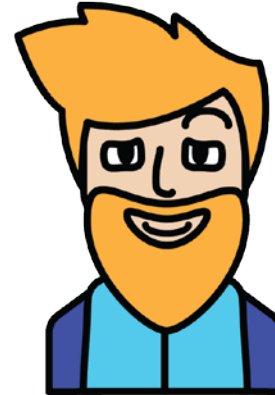
<https://copyrightliteracy.org/2018/12/21/launch-of-the-copyright-the-card-game-canadian-edition/>



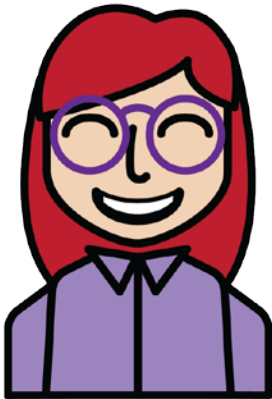
# Meet the characters



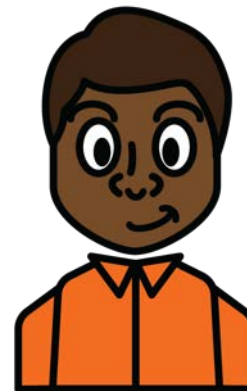
Misha the criminologist



Brian the microbiologist

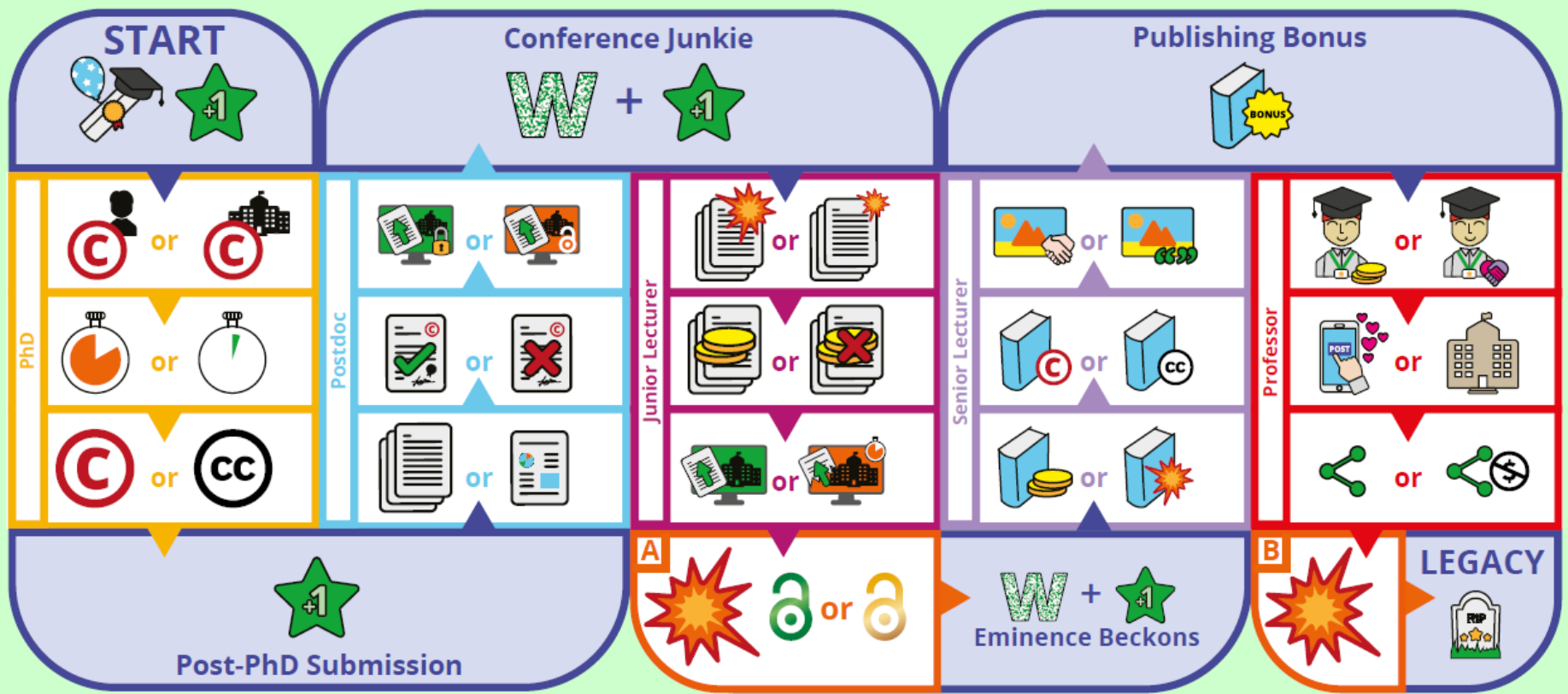


Mary the space scientist



Simon the Jane Austen expert

# The board







# Impact to date

- Downloads and hits on website:
  - over 7,900 hits on website and 490 downloads to date\*
- Who has played it
  - PhD students, early career researchers, publishers and librarians
- Worldwide interest
  - UK, USA, Canada, Australia, New Zealand
  - Europe including France, Germany, Sweden, Czech Republic, Norway, Spain, Denmark
  - Elsewhere: Japan, Singapore, Saudi Arabia and many more!

\* as of 31 August 2019

# ICEPOPS\* 2019, University of Edinburgh



\*International Copyright-literacy Event with Playful Opportunities for Practitioners and Scholars



FIND OUT MORE ...



**[copyrightliteracy.org](http://copyrightliteracy.org)**

**[@UKCopyrightLit](https://twitter.com/UKCopyrightLit)**

# FURTHER READING

Morrison, C and Secker J. (2015) Copyright Literacy in the UK: a survey of librarians and other cultural heritage sector professionals. *Library and Information Research*. 39 (121)

<http://www.lirjournal.org.uk/lir/ojs/index.php/lir/article/view/675>

Morrison, C & Secker, J. (2017). Understanding librarians' experiences of copyright: findings from a phenomenographic study of UK information professionals. *Library Management*, 38 (6/7)

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Secker, J and Morrison C (2018). The Publishing Trap. *Information Professional*. April 2018 edition Available at: <https://www.cilip.org.uk/page/PubTrapAprMay18>

Secker, J and Morrison, C. (2016) *Copyright and E-learning: a guide for practitioners*. Facet publishing: London. Chapter 6: Copyright education and training available online.

Todorova, Tania et. al. (2017) Information Professionals and Copyright Literacy: A Multinational Study. *Library Management*, 38 (6/7).

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Slide 4 – Open Clip Art