

You want to know about

COPYRIGHT

in Education

If this... then...

Can I use it?

Can I use material I found online for teaching or school work?

There is a lot of confusion. What can a teacher do, to not infringe on copyright and model for their students digital citizenship, information and media literacy? What are guidelines for students to create, remix and learn with presentations and other multimedia projects?

Know About COPYRIGHT

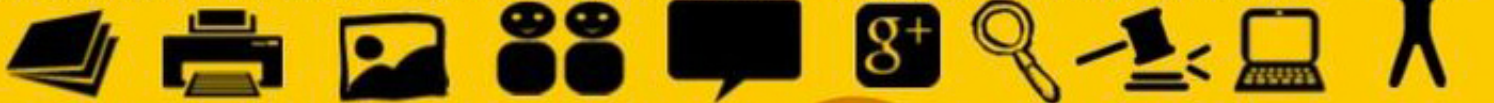
Become

- Information Literate
- Media Literate
- a Digital Citizen

Ensure creative and ethical use of media and information resources in teaching and learning through copyright compliance.

A NEW ERA OF COPYRIGHT CONSCIOUSNESS

Today, we have ubiquitous digital access, ease of duplication and distribution of information. We encourage students and faculty alike, to write, record and film, for global audiences, thus ushering in a new era of copyright consciousness. Everyone has rights and responsibilities.



Do you need media for a school project or as part of teaching? Use the following flow...



Copyright

All original work is protected under copyright when it is created. No further action is required by creator.



Creative Commons

CC licenses allow creators to communicate which rights they reserve, and which rights they waive for the benefit of recipients or other creators.



Public Domain

Public Domain consists of works that are publicly available; works that are unavailable for private ownership or are available for public use



Fair Use

Fair Use is not law, but it is a legally defensible position based on balancing four factors: nature, amount, purpose, and effect. Determining Fair Use is always a case by case.

Model



Digital Citizen

Copyright Flowchart

DO YOU WANT TO CREATE YOUR OWN MEDIA?



Go ahead & license



Start searching

Can be used by others with attribution and under certain conditions.

The simple act of creation, automatically gives copyright to the creator. No further action is required. No one can use it without the creator's permission

Creative Commons

Copyright

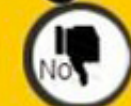


Do you want to spend money?

- Attribution
- Attribution, Share Alike
- Attribution, Non-Commercial
- Attribution, Non-Derivative
- Attribution, Non-Commercial, Share Alike
- Attribution, Non-Commercial, No-Derivatives



Purchase Media



Search & Find

If you can't find any copyright notice for the media in question, you have to assume it is copyrighted.

Is media copyrighted?



Is media in Public Domain?

No licensing obvious? Assume copyright



Can you obtain written permission?



Use it

to model for students, consider labeling media: "used under Public Domain"



Is it Creative Commons?



Use AFTER receiving written permission



Do you want to claim Fair Use?



Don't Use it



Use it



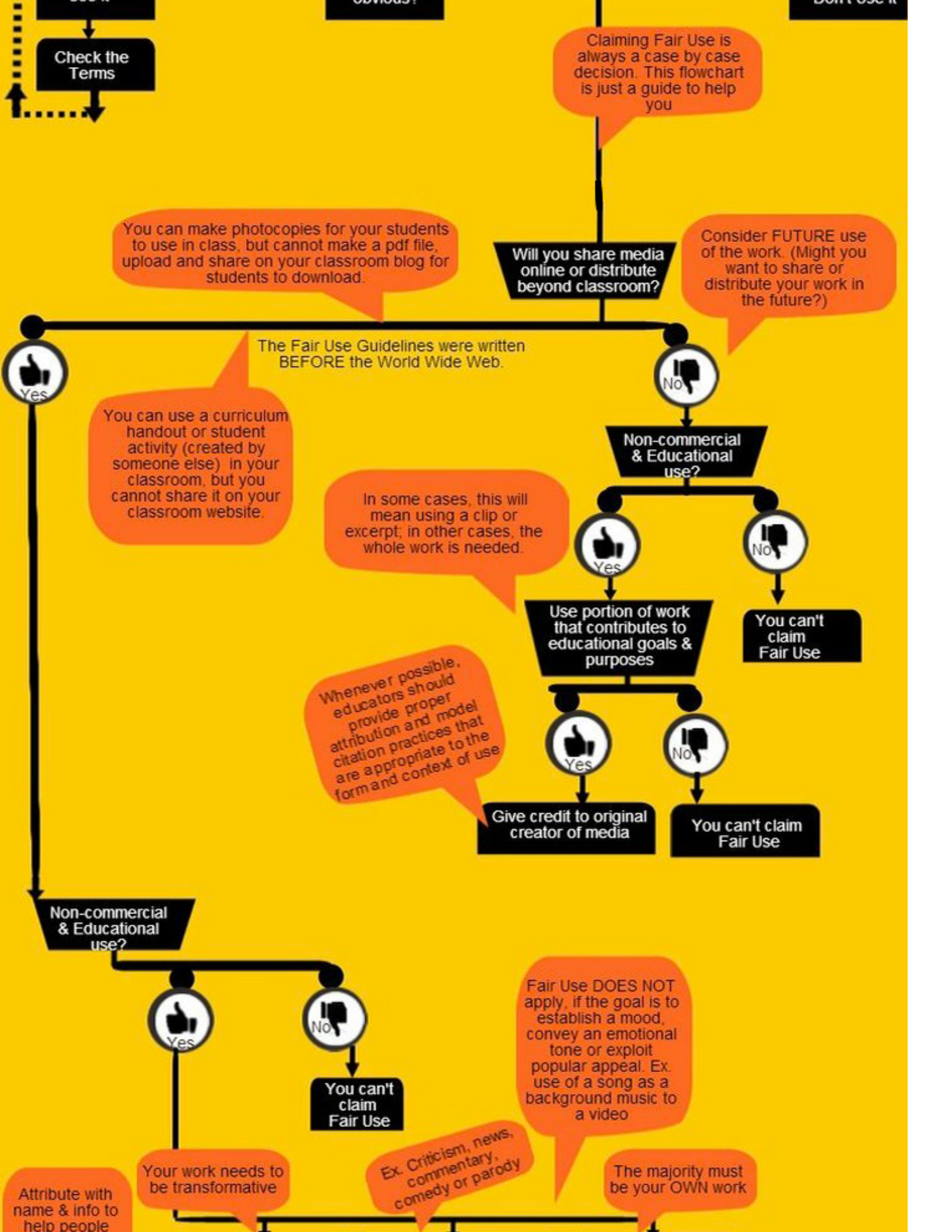
No licensing obvious?



When in doubt, ask permission or don't use the work

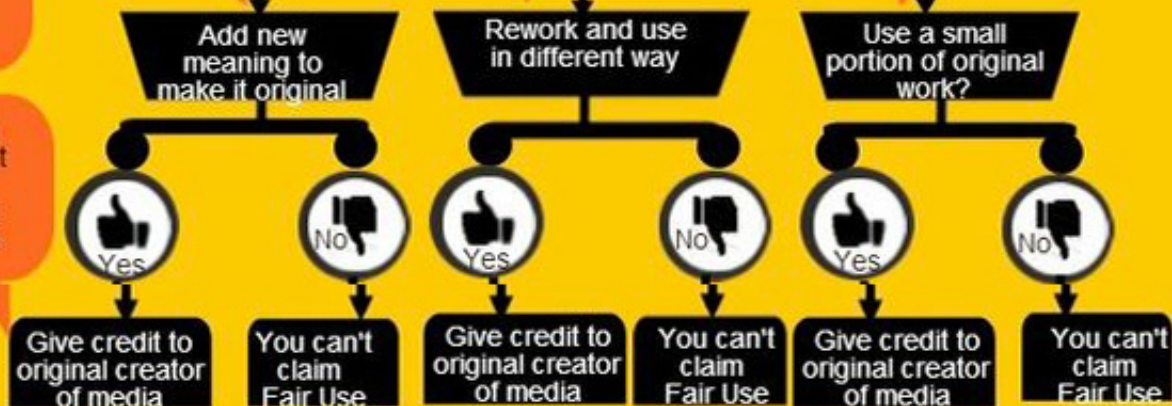


Don't Use it



find original source

Attribution in itself does not convert infringement into Fair Use



ENCOURAGE CREATIVITY, INNOVATION & SPREAD OF KNOWLEDGE

Ethical Digital Citizens



The spirit of the copyright clause in the U.S. constitution is to encourage creativity, innovation and the spread of knowledge. It is purposed to inspire individuals to contribute what they create to society. Copyright protection ensures that consumers will not pass off the work of others as their own, or, reproduce, change, distribute, perform/display publicly without permission of the creator.

We suggest you create, don't copy. The creator always holds the first copyright (until it is legally transferred) and may use the work in any way.

When this is not possible, use works from the public domain (copyright expired or given away) or those registered with more flexible licensing agreements through sites such as Creative Commons. Even here, source citation is always essential.

If nothing besides the original work is sufficient, receive permission from the copyright holder.

When none of these are viable possibilities, educators (along with journalists, commentators, critics, scholars and researchers) have the extra option of employing Fair Use rights.



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RESOURCES CONSULTED

- Code of Best Practices in Fair Use for Media Literacy - <http://www.cmsimpact.org/>
- Hall Davidson- <http://halldavidson.net/chartsort.html>
- Learn NC- <http://learnnc.org/lp/pages/800>
- University of Texas- <http://copyright.lib.utexas.edu/ccmcguid.html>
- Edublogger's Guide to Copyright, Fair Use and Creative Commons- <http://theedublogger.com/2012/02/09/the-educators-guide-to-copyright-fair-use-and-creative-commons/>
- Kari Lee Beasley- Respecting Creative Work <http://eastech.blogspot.com.au/2012/11/creative-commons-explained.html>