

Tips for running Copyright Dough

Printing the game

The materials for Copyright Dough have been created with the intention of the game being ready to print when it is downloaded. This means that certain settings are required to make the most of the resources.

Copyright Dough information sheets

- Print these double-sided.
- You will need multiple copies of pages one and two, as these are distributed to the players of the game.
- You will likely only need one copy of pages three and four, the instructions and their cover sheet. These are intended only to be used by the game facilitator.

Licence cards

- Print these double-sided.
- Select the option to have six pages per sheet before printing as below. This will ensure that each card has its corresponding cover sheet in the correct place. There are intentionally four blank spaces.

Print

Printer: \\visswin287\Managed Print Properties Advanced Help ?

Copies: 1 Print in grayscale (black and white) Save ink/toner

Pages to Print

☒ All
☐ Current page
☐ Pages 1 - 20
[More Options](#)

Page Sizing & Handling

Size Poster Multiple Booklet

Pages per sheet: 6 by

Page order: Horizontal

☐ Print page border

☒ Print on both sides of paper

☒ Flip on long edge ☐ Flip on short edge

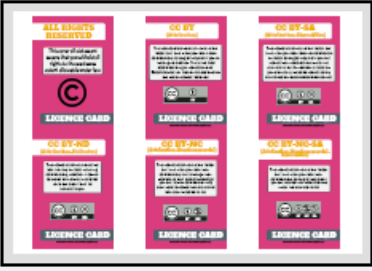
Orientation:
☒ Portrait
☐ Landscape
☐ Auto-rotate pages within each sheet

Comments & Forms

Document and Markups

[Summarize Comments](#)

11.69 x 8.27 Inches



[Page Setup...](#) < > Page 1 of 4 (1) Print Cancel

Task Cards

- Print these double-sided.

- Select the option to have six pages per sheet before printing as above. This will ensure that each card has its corresponding cover sheet in the correct place.

Role Cards

- Print these double-sided.
- Select the option to have six pages per sheet before printing as above. This will ensure that each card has its corresponding cover sheet in the correct place.
- Two role cards for each category have been left blank, in case you would like to create some of your own characters.

Purchasing materials for the game

- Play dough is needed to play this game.
- Please bear in mind that play dough often contains gluten. You may want to consider purchasing gluten-free play dough for some of your players.

Setting up the game

- You can have as much control over the game as you choose. We have found that selecting certain tasks and licences can allow for a broader (and potentially more realistic) discussion, particularly when playing with a small group, but this is entirely up to you.
- We have found that circulating the role cards at random works well, but again this is up to you.

Playing the game

- Before starting the game, it can be useful for the facilitator to explain the different types of playing cards, and to briefly mention what is expected of the players during the game.
- The facilitator helps the game to progress, as they can prompt discussion. However, be aware not to lead the players to conclusions too much before the players have voted for “ok” or “not ok”.
- Once the players have voted, it is useful to allow them to explain their answers. This usually leads to more discussion within the group, where again the facilitator can input more detail or knowledge.
- The facilitator should summarise their views too to ensure the players know the ‘correct’ answer (of course acknowledging that there is often not a clear yes or no answer when it comes to copyright!)
- At the end of the game, a general summary of how copyright licences affect different people throughout their academic careers in various ways is usually given.
- Some mention may also be given to real life examples where copyright decisions have affected either people within academia, or in the news, etc. This helps to give some context to the discussion, and reaffirms the importance of understanding the complexities of copyright licences and exceptions.