

COPYRIGHT EXCEPTIONS



Copying vs. Inspiration

When creating a new work, it needs to be substantially different to any other work which it may have been inspired by. According to UK copyright law, your work is considered original if you use your skill, labour, judgement and effort to create it. If you want to substantially re-use someone else's work, including adapting, copying, or sharing, you must obtain permission from the copyright owner.

Copyright Exceptions

Fair dealing



There is no statutory definition of fair dealing. Factors to consider include:

- If use of the work acts as a substitute for purchase, and thus causes the copyright owner to lose money, then it is unlikely to be considered fair.
- If the amount of the work taken cannot be deemed reasonable and appropriate, it is not considered fair.

Judgements of fair dealing vary from case to case, but placing yourself in the position of the copyright owner and considering whether you would deem the use acceptable is a good judge.



Non-commercial research and private study

Making copies of limited extracts of works for non-commercial research or private study is permitted when it is considered 'fair dealing'. However, use of the work must not have any financial impact on the copyright owner. If using this exception, the work you reproduce must have sufficient acknowledgement.



Criticism, review and reporting current events

Copying for criticism, review or quotation is permitted for all copyright works, except photographs, under the terms of fair dealing. Sufficient acknowledgement must be given.

Teaching



There are a few different copyright exceptions related to works being used for educational purposes. For example:

- Works can be copied as long as the use is solely to illustrate a point for instruction. There can be no commercial purpose, sufficient acknowledgement must be given, and the use must fall within the limits of fair dealing. In practical terms, this means using a few lines from a written work in presentation slides for teaching is acceptable where acknowledgement has been given, but copying large amounts of the work which would undermine the sale of the work are not.
- Performing or showing copyright works in educational establishments for educational purposes is permitted, but only if the audience is limited to those within the establishment.



- Educational copyright licences are held by many HE institutions to allow broader use of copyrighted works. These licences include:
 - The CLA Licence: covers copying from books, journals, and magazines, and allows copying of up to 10% or one chapter (whichever is greater) for works included in the licence.
 - The ERA Licence: allows the recording of broadcasted programmes, and enables these recordings to be shared on VLEs and embedded in presentations.
- Always remember to check what licences your institution has before assuming you are covered!

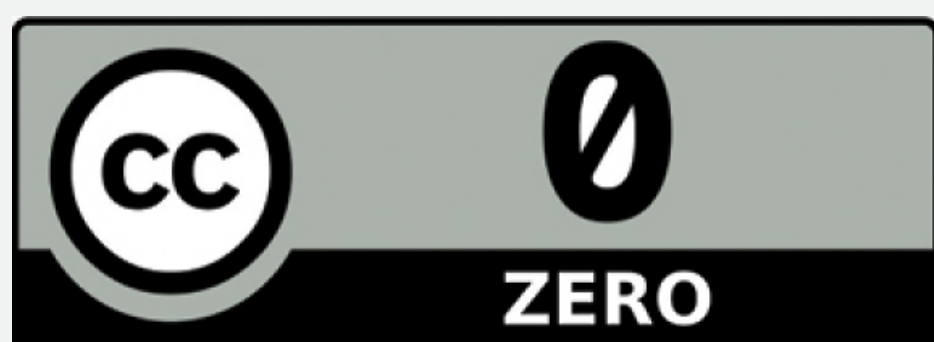
INFORMATION SHEET

Information from:

www.gov.uk/guidance/exceptions-to-copyright

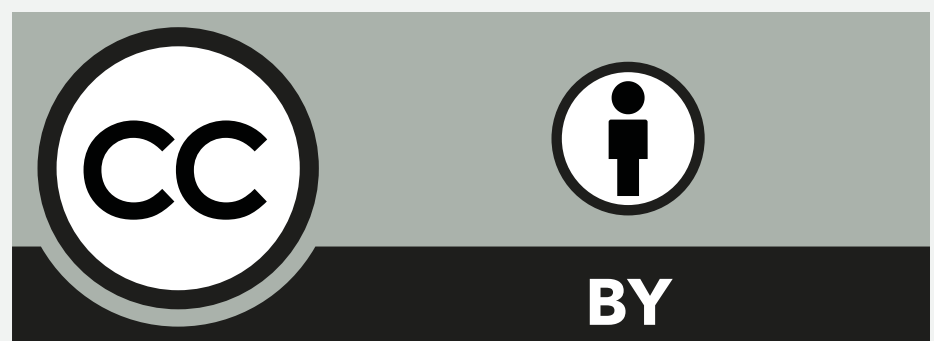
<https://www.copyrightuser.org/understand/rights-permissions/using-reusing/>

LICENCES



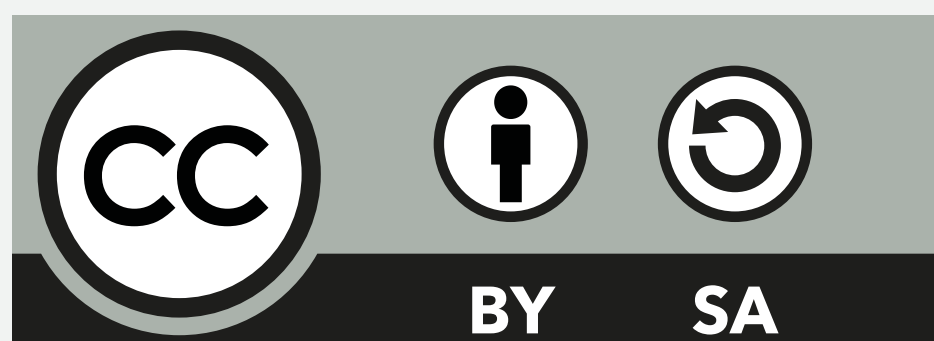
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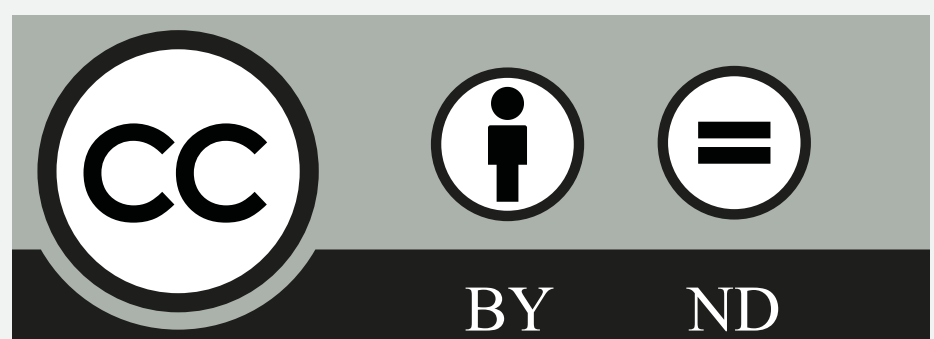
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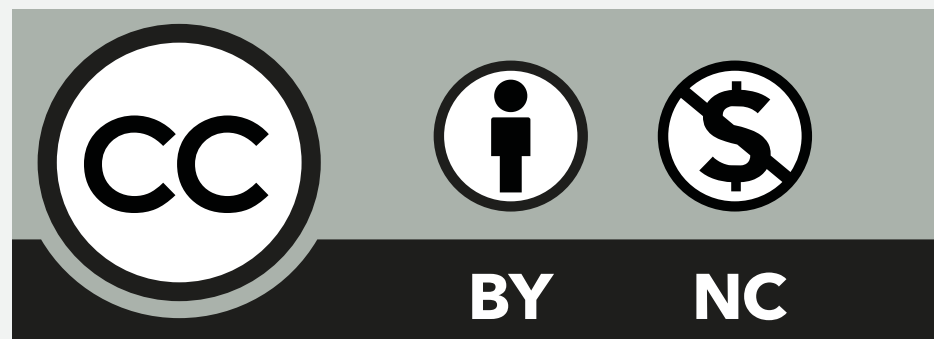
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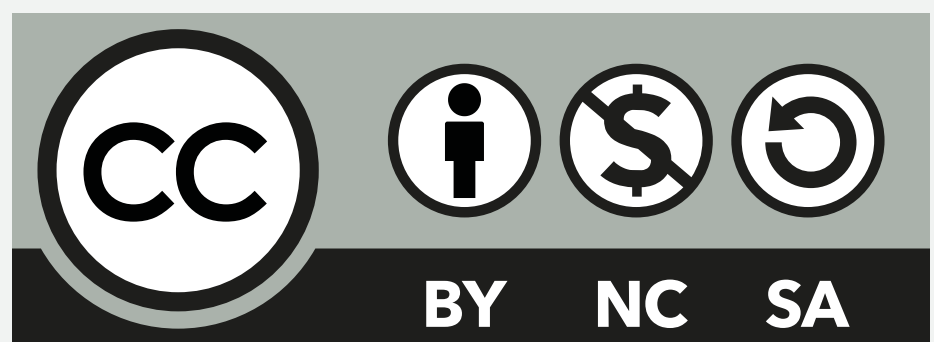
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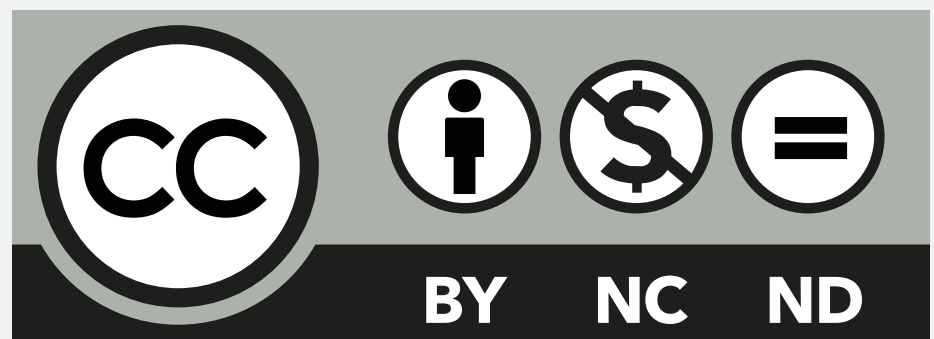
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All rights reserved

This cover all statement means that you withhold all rights to the maximum extent allowable under law.

INFORMATION SHEET

INSTRUCTIONS

What's included?

- 16 role cards (4x creator, 4x student, 4x teacher, 4x researcher)
- 8 licence cards
- 24 task cards (6x creator, 6x student, 6x teacher, 6x researcher)
- One double-sided information sheet with copyright exceptions and licences for each player
- One double-sided 'OK'/'Not OK' voting card for each player

What will I need?

- Play dough for each participant

Setting up the game

- Distribute one information sheet to each player - players can take these away with them
- Distribute one double-sided 'OK'/'Not OK' voting card to each player
- Distribute one role card to each player, ensuring that you have at least one creator, one teacher, one researcher, and one student. Ask players to keep the details on their role card hidden from others, but to display their colour by leaving the card face-down on the table.
- Distribute one task card to each player, ensuring they receive a task that corresponds to their role. Again, players should keep their task hidden.
- Distribute one licence card to each player. These are also hidden until later in the game.

Playing the game

- The players take turns to read their role cards to the group, introducing themselves as if they are that character.
- Players complete task 1 from their task card, keeping in mind the information they have on their role card.
- Once each player has finished task 1, the players take turns to complete task 2. The creator always starts. As each player completes task 2, they reveal their licence card to the group.
- As each task 2 is completed, the players vote whether they think the task is "ok" or "not ok". This discussion includes consideration of the licences, and potentially the exceptions.
- Players are encouraged to discuss their decisions. The facilitator can use the 'copyright exceptions' sheet to prompt discussion. Note that in many cases there will not a clear yes or no answer!

INFORMATION SHEET



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