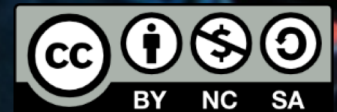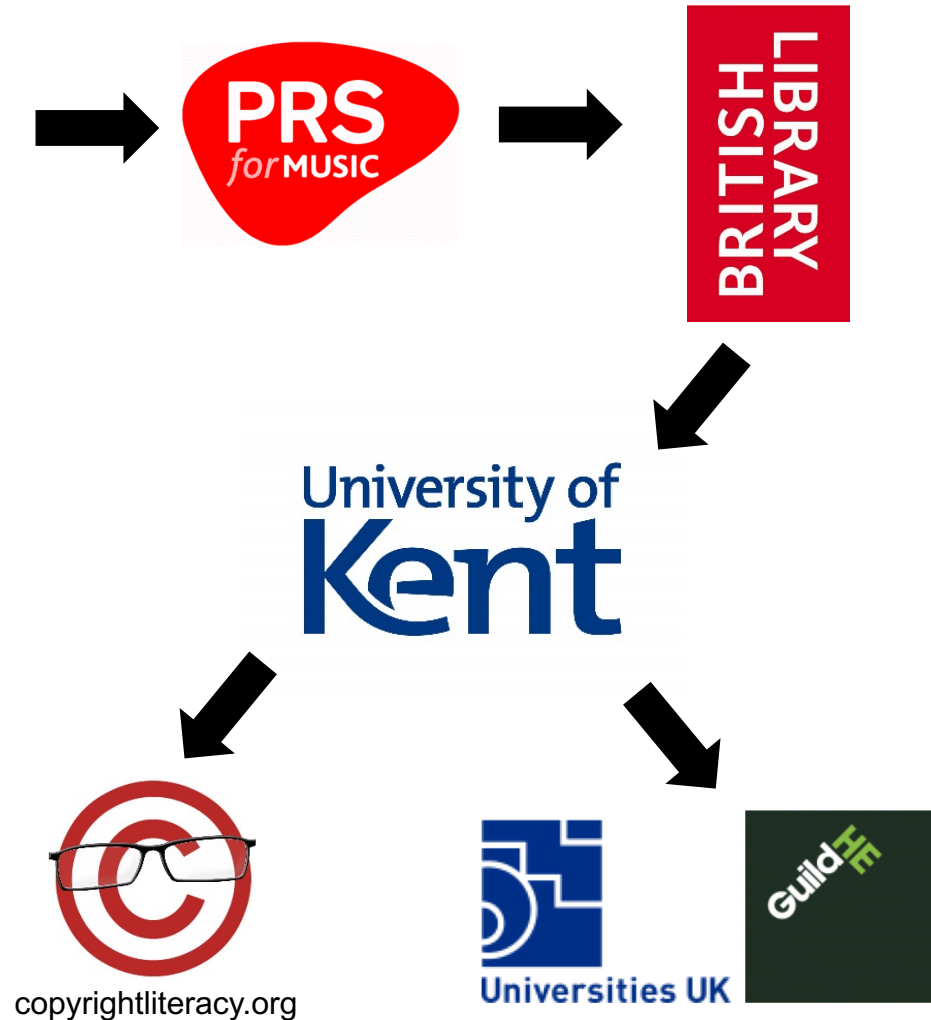The UK's European university

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An Introduction to Copyright Literacy

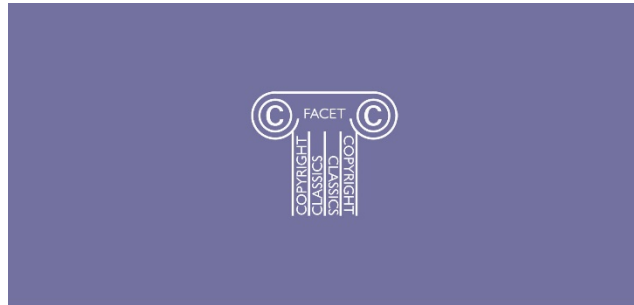*Digital Literacies and Open Practice Webinar, City, University of London 26 October 2018*

Chris Morrison: Copyright, Licensing & Policy Manager, Information Services

Chris Morrison - Introduction

copyrightliteracy.org

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Two books from Facet Publishing

Copyright and E-learning
A guide for practitioners
SECOND EDITION

Jane Secker with Chris Morrison

DIGITAL LITERACY UNPACKED

KATHARINE REEDY & JO PARKER

University of Kent
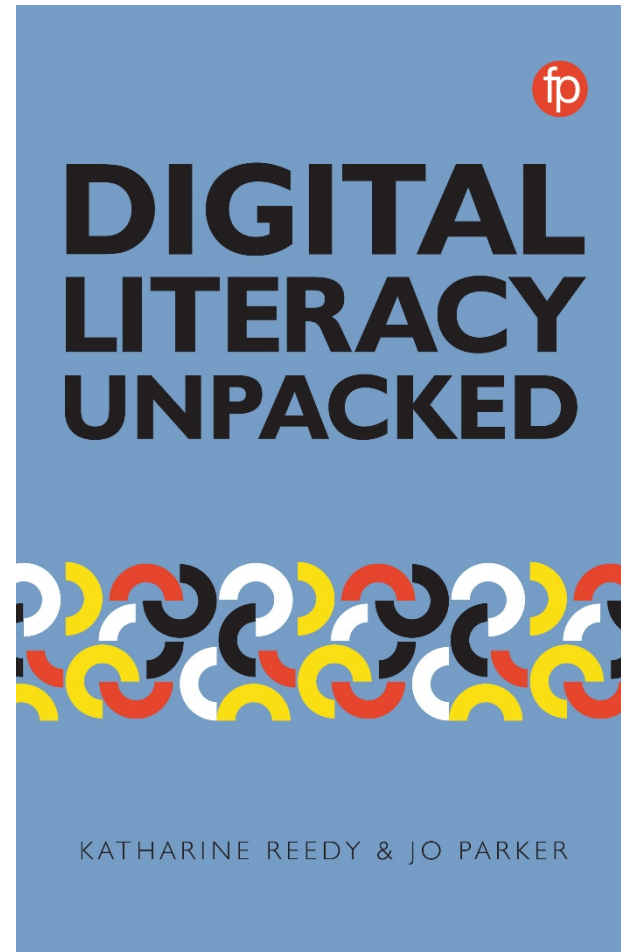
Copyright and digital literacy

7

Copyright and digital literacy: rules, risk and creativity

Chris Morrison

Introduction and definitions

Copyright is now an inescapable aspect of learning and research when using digital technologies, and therefore awareness of it is a fundamental part of digital literacy. Rather than being a separate concept that can be considered in isolation, copyright implications arise whenever anyone creates, interacts with or shares content with others. It is therefore woven through all the key aspects of digital literacies and capabilities, with particular relevance for the ethics of sharing.

Copyright has traditionally been seen primarily as a compliance issue for educational and cultural institutions such as libraries, universities, colleges and museums – protecting an institution from claims of infringement by 'locking down' processes and procedures. Copyright literacy however seeks to situate the subject in a critical and empowering context. It draws on developments in the field of information literacy, which have been shaped in recent years by theories of critical pedagogy (see for example Elmbourg, 2006; McNichol, 2016; Smith, 2013; see also chapter 1 in this volume). Jane Secker and I recently defined copyright literacy as: 'Acquiring and demonstrating the appropriate knowledge, skills and behaviours to enable the ethical creation and use of copyright material' (Secker and Morrison, 2016, 121).

The term was first used in Bulgaria 2012 by Tania Todorova who carried out a survey of librarians' levels of knowledge and understanding of
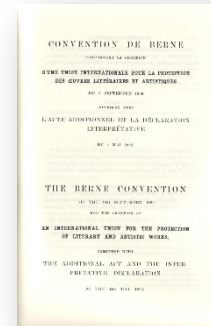
Morrison, C (2018) Copyright and digital literacy: rules, risk and creativity. In: Reedy, K. and Parker, J. (Eds.), Digital Literacy Unpacked. (pp. 97-108). London: Facet Publishing. ISBN 178330197X

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Copyright Literacy Definition

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

Secker and Morrison, 2016, p.211

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Copyright History timeline

Information Society Directive
2001

Berne Convention
1886

Statute of Anne
1710

Invention of the printing press
c. 1440

Copyright Act 1956
1956

| 1440 | 1488 | 1536 | 1584 | 1632 | 1680 | 1728 | 1776 | 1824 | 1872 | 1920 | 1968 |

2018

2014
Changes to UK copyright law

1988
Copyright, Designs and Patents Act 1988

1911
Copyright Act 1911

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Copyright Works and Related Subject Matter

Literary

Artistic

Musical

Dramatic

Broadcast

Sound Recording

Film

Typography

Public Domain

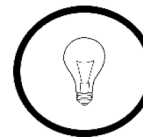Database

Moral Rights

Performance

Non-Qualifying

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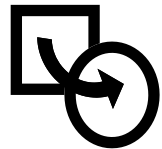# Copyright Restricted Acts (Usages)

Copying

Issuing copies to the public

Renting or lending to the public

Performing, showing or playing in public

Communication to the public

Adaptation

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Copyright Restricted Acts

Copying

Issuing copies to the public

Renting or lending to the public
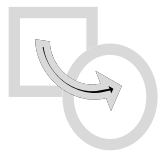
Performing, showing or playing in public
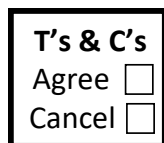
Communication to the public

Adaptation

Communication to the public

Licences

Library E-resources

Creative Commons / Open Licences

'Bespoke' permission

T's & C's
Agree ☐
Cancel ☐

Website Terms and Conditions

Intellectual Property Office
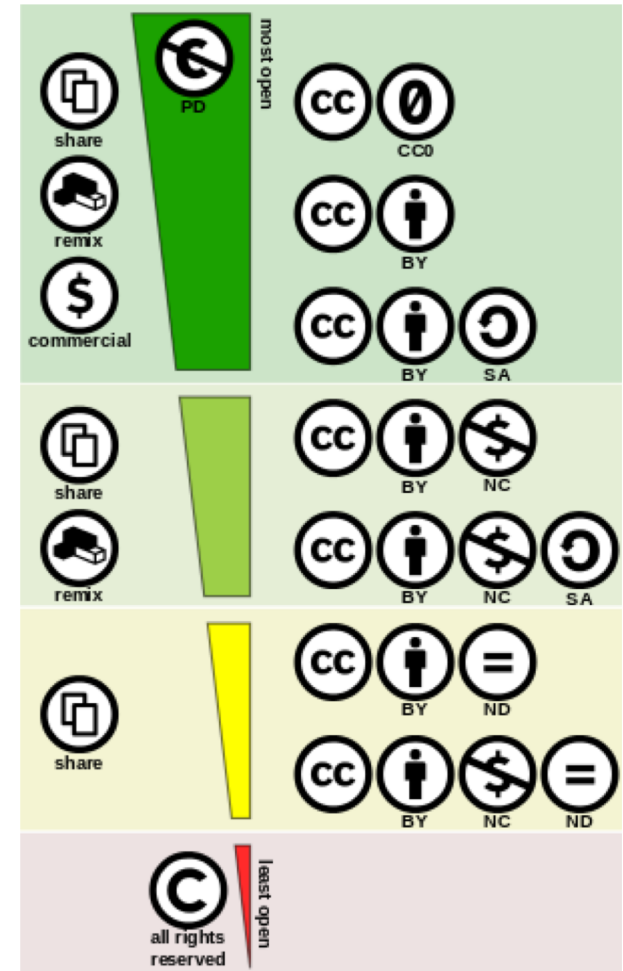?

IPO Orphan Works Licensing Scheme
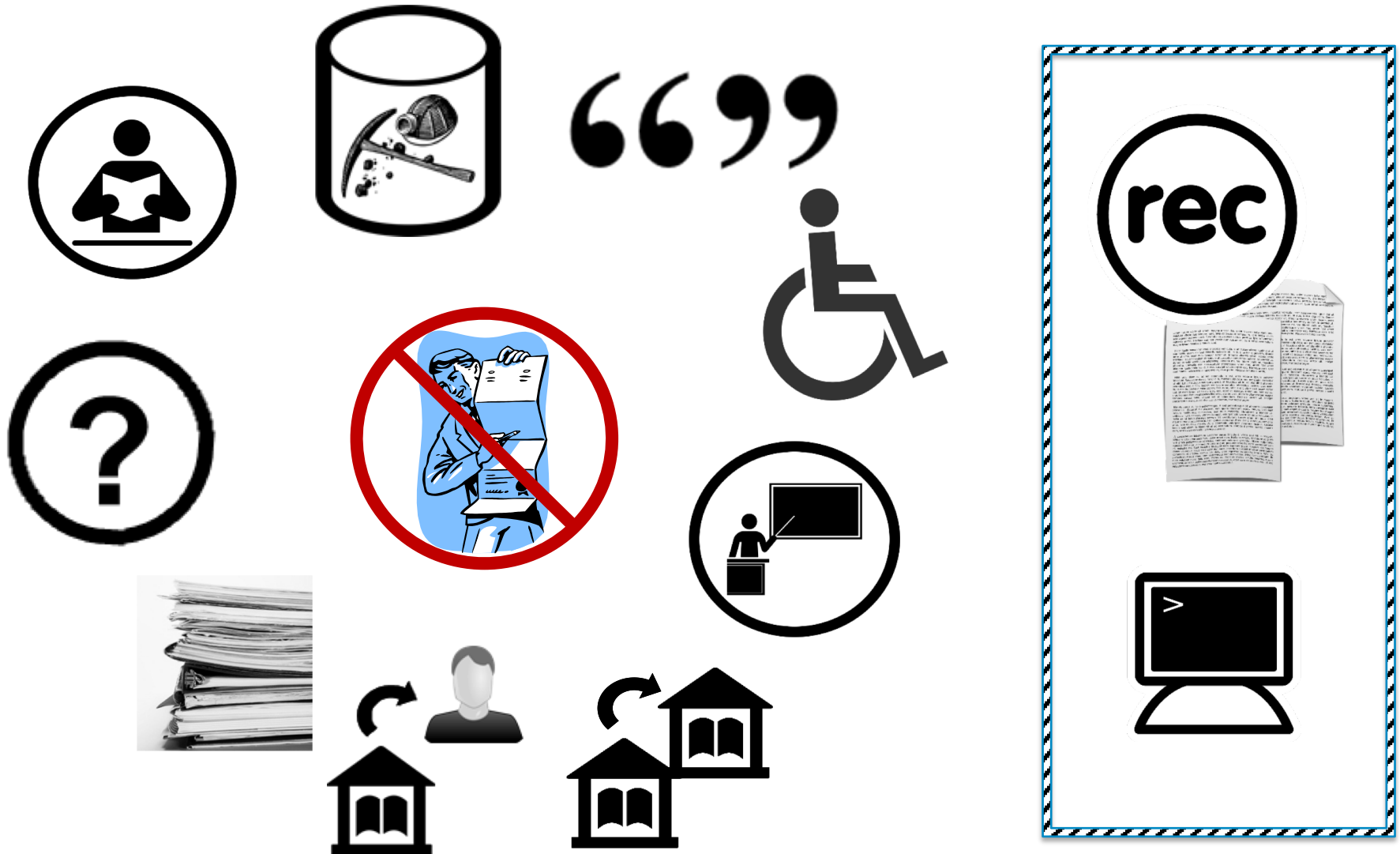
You made it yourself

You work for / in collaboration with rights holder

Creative Commons

Users:

- Flickr

- GlaxoSmithKline

- Wikipedia

- Al Jazeera

- Europeana

- Open Access

Copyright Exceptions

Fair Dealing and Fair Use
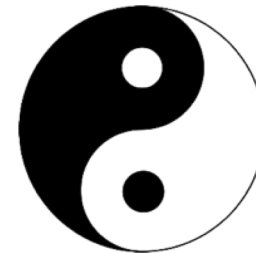
Copyright Literacy in Practice

Getting comfortable with uncertainty

01101100
01101111
01110110
01100101

Avoiding binaries

Education not training

Balance between content and approach
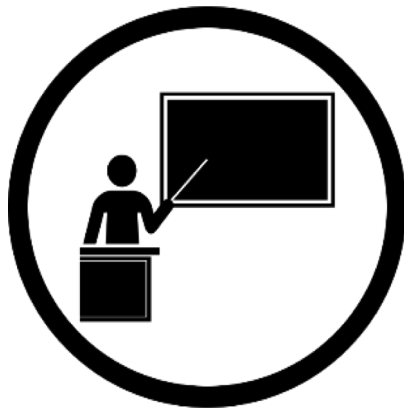
Copyright Literacy Research

International Survey

Qualitative Interviews

Masters in Copyright Law

Podcast

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Copyright Education: Games and Creativity

Copyright the Card Game

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🦉Downloads and hits on website:
- over 3,600 hits on website
- 281 downloads to date*

🦉Who has played it
- Librarians, students, researchers, friends, family members

🦉Worldwide interest
- UK, USA, Canada, Australia, New Zealand, France, Germany, Lithuania, Sweden, Czech Republic, Norway, Spain, Denmark, Japan, Singapore, Saudi Arabia and many more!

* as of 31 May 2018

COPYRIGHT
THE CARD GAME

- UK game downloaded over 2,500 times from Jorum

- Over 7,500 hits on https://copyrightliteracy.org/resources/copyright-the-card-game

- International versions in development

Playing Copyright the Card Game in Scotland

US version of copyright card game by Paul Bond

Canadian version of Copyright the Card game

Further Reading

- copyrightliteracy.org

- copyrightuser.org

- Morrison, C (2018) Copyright and digital literacy: rules, risk and creativity. In: Reedy, K. and Parker, J. (Eds.), Digital Literacy Unpacked. (pp. 97-108). London: Facet Publishing. ISBN 178330197X

- Secker, J and Morrison, C. (2016) Copyright and E-learning: a guide for practitioners. Facet publishing: London.

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- Slide 20, photo of US game © Paul Bond, photo of Canadian game © Sarah Severson

Next webinar

Thursday 8th November 3.30-4.30pm:

Lorna Campbell, University of Edinburgh,

Open Education

Pre-reading:

http://lornamcampbell.org/higher-education/the-soul-of-liberty-openness-equality-and-co-creation/