

# COSC 442: Copyright

The logo for the Centre for Scholarly Communication is an orange circle with a white border, containing the text "Centre for Scholarly Communication" in white. It is positioned in the upper right quadrant of the slide, partially overlapping a large white graphic element consisting of several thick, curved lines that sweep across the right side of the slide.

Centre for  
Scholarly  
Communication

Lori Walter

Scholarly Communication  
Librarian

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**Helping You  
Create and  
Communicate  
with Impact**

# Learning Objectives

At the end of this class you will have an understanding of:

- Copyright as it applies to your assignment
- Steps for determining copyright and seeking permission, if needed



## Contact:

Lori Walter  
Scholarly Communication Librarian  
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**Book a consultation appointment with Lori Walter:**

<https://ubc.mywconline.com>

**Access UBC's online resources:**

<http://copyright.ubc.ca/>

# copyright.ubc.ca




UBC100




THE UNIVERSITY OF BRITISH COLUMBIA



## Copyright at UBC

Home Requirements ▾ Guidelines & Resources ▾ Support ▾



Instructors	Students	Staff
 <p>Information for instructors and instructional support staff.</p>	 <p>Information for students, academics, and researchers.</p>	 <p>Information for administrative and technical support staff.</p>

## Updates

- **June 11, 2015**  
Bill C-65, the [Support for Canadians with Print Disabilities Act](#), was introduced in the House of Commons on 8 June 2015. [Read More](#)
- **April 30, 2015**  
The recent federal budget (tabled in the House of Commons 21 April, 2015), included notification that Canada will accede to the Marrakesh Treaty to Facilitate Access to Published Works for Persons Who Are Blind, Visually Impaired or Otherwise Print Disabled. [Read More](#)

## Google Play guidelines Intellectual Property: Copyright Infringement:

[https://play.google.com/about/developer-content-policy/#!?modal\\_active=none](https://play.google.com/about/developer-content-policy/#!?modal_active=none)

## Apple Developer guidelines:

<https://developer.apple.com/app-store/review/guidelines/>

Use browser Find (**command+F**) “copyright” to easily find the sections that discuss third party materials and copyright.

# What is copyright?

A legal framework (*Copyright Act*) that protects creators of literary, artistic, musical, and dramatic works by granting them economic and moral rights in their work.

Copyright is a bundle of rights, including the right to:

- Make copies of the work
- Distribute copies of the work
- Prepare derivative works
- Perform or display the work publicly
- Authorize any of the above to someone else

# What does copyright protect?

All original literary, artistic, dramatic, and musical works, computer programs, translations and compilations of works, as well as sound recordings and performances.

This encompasses a wide range of things:

- books and articles
- films, documentaries, and TV broadcasts
- images (figures, illustrations, tables, posters, etc.)
- music (including performances)
- websites

# How do I know if something is copyrighted?

## Copyright is automatic

Copyright protection arises automatically (for those works that can be protected by copyright).

Not sure? Assume the work is protected by copyright, unless there is a clear indication to the contrary.



By Horia Varlan.

<http://www.flickr.com/photos/horiavarlan/4839454263>



# How long does copyright last?

Copyright in Canada - life of the author plus 50 years

Some variation depending on the context and format

For joint works, 50 years after death of last author

**Public domain** = works for which copyright has expired or been waived



Photo by Pedro Moura, used by CC BY-NC-SA:  
[http://creativecommons.org/licenses/by-nc-sa/2.0/deed.en\\_CAP](http://creativecommons.org/licenses/by-nc-sa/2.0/deed.en_CAP)

# Questions to consider

1. Is the work under copyright? Or is it in the public domain?
2. Is the work covered by a [Library license](#) that the Library has with publishers or another license, such as a [Creative Commons license](#)? Is what I want to do permissible under that license?
3. If not, is what I want to do covered by the *Copyright Act*, either under the [educational exceptions](#) or under the [fair dealing exception](#)?
4. If not permitted by any license or the *Copyright Act*, how do I obtain permission to copy or use the work?

# Fair Dealing Exception

**Fair dealing** is a user right contained in the *Copyright Act* that allows you to copy from a copyrighted work, **without the copyright owner's permission, if:**

## 1. The copy is for the purposes of

- Research
- Private Study
- Education
- Criticism or Review
- Parody or Satire
- News reporting

## 2. The use is “fair” ...

# Fair Dealing Exception

Dealing can be considered fair based on:

Factor	Criteria
<b>Purpose</b> of Copying	Education, research, private study, etc.
<b>Character</b> of Copying	Single vs. multiple copies, limited vs. wide distribution, temporary vs. permanent use
<b>Amount</b> of Copying	Proportion of work to be copied; importance of excerpt to work as a whole
<b>Alternatives</b>	Availability of non-copyrighted alternatives
<b>Nature</b> of the Work	Published vs. unpublished
<b>Effect</b> of Copying on the Work	Will use of the copy affect the market for the work?

# Questions to consider

1. Is the work under copyright? Or is it in the public domain?
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- ~~3. If not, is what I want to do covered by the *Copyright Act*, either under the [educational exceptions](#) or under the [fair dealing exception](#)?~~
4. If not permitted by any license or the *Copyright Act*, how do I obtain permission to copy or use the work?

# Creative Commons Licenses

Creative Commons (CC) licenses provide **advance permission** to use copyrighted material under certain conditions.

Depending on the terms of the relevant CC licence, you may be able to use CC-licensed works in your assignment without seeking permission.

<http://creativecommons.org/licenses/>

Licenses with ShareAlike may be difficult to use:  
[https://wiki.creativecommons.org/wiki/Wiki/cc\\_license\\_compatibility#License Compatibility Chart](https://wiki.creativecommons.org/wiki/Wiki/cc_license_compatibility#License_Compatibility_Chart)

# What can you use for your mobile apps?

- Works in the **public domain**
- Use **permitted by a license**
- Otherwise, **ask permission** from the copyright holder

–**Note:** if not in the public domain or license does not allow *derivative* works, then you need to ask permission to change, modify, adapt, etc.

**What can you use for your  
mobile apps?**

**See the Copyright Flowchart**



# Seeking copyright permission for your use

**When to Seek Permission:** Not in public domain or license does not permit your use

**How to Obtain Permission:** See handout

## **What to include in Permission Requests**

- Identify what you are seeking permission to use
- Explain how you want to use it (all uses)
- Tell the copyright owner where their work will be distributed (all distribution)
- Ask for written permission and save a copy (email is fine)
- Have a back up plan for if you don't get timely permission

# **How do you cite your sources and permissions?**

The Copyright Act does not specify citation requirements beyond the source of the material used and (if available) the name of the creator.

While there is no legal requirement to attribute works in the public domain to their creator(s), doing so is an important part of maintaining academic integrity.

# How do you cite your sources and permissions?

Generally, citations should meet the same requirements as a text citation – a reader should be able to find the source based on the information in the citation.

If permission for use is obtained from the copyright holder, the copyright holder may require a particular citation style or that certain information be included.

# Let's look for something to use!

<https://opengameart.org/>

<https://github.com/Kavex/GameDev-Resources>

<https://notabug.org/Calinou/awesome-gamedev/src/master/README.md>

# Quiz: True or False?

Even though I am completing assignments at UBC for my education, I may not be able to use copyrighted works in some of my assignments without permission from the copyright holder.

# Quiz: True or False?

If an item is on a website with no creator listed, I am free to use it.

# Quiz: True or False?

If I adapt or modify a copyrighted work so that it is different from the original, then I don't need to worry about permission from the copyright holder.

# Quiz: Select all that apply

I am free to use an item without asking for permission from the copyright holder if the item

- has a license that permits my intended use
- has been used by someone else with permission
- has no copyright information listed
- is in the public domain



# Quiz: Select all that apply

Creative Commons licenses have terms of use about

- attribution
- adaptation/modification
- commercial use or non-commercial use
- educational use
- sharing alike

# Quiz: Choose one

For my assignment,

- the Fair Use Exception in the Copyright Act does not apply because my game will have wide distribution
- the Fair Dealing Exception in the Copyright Act does not apply because my game will have wide distribution
- the Fair Use Exception in the Copyright Act means that I don't need permission to use copyrighted work in my game
- the Fair Dealing Exception in the Copyright Act means that I don't need permission to use copyrighted work in my game

# To recap

## So, what can you use for your games?

- Works in the public domain
- Works that have a license permitting your intended use
- Works for which you have obtained permission from the copyright holder for your intended use

# Contacts & Support

For copyright-related questions, contact or book appointment with Lori Walter, Scholarly Communication Librarian, Centre for Scholarly Communication, LIB 237:

[lori.walter@ubc.ca](mailto:lori.walter@ubc.ca)

<https://ubc.mywconline.com>

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**Questions?**

