Chapter 2: Experimentation, Integration, Play: Developing Digital Voice Through Audio Storytelling

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Educating Yourself on Copyright Laws and Fair Use (Handout)

When you use the work of others in your own work, you need to make sure that you are abiding by copyright laws, or if you are breaking copyright laws on purpose, you are doing so under Fair Use.

- Visit <u>the U.S. Copyright Office website</u> to browse through the laws.
- Read about Fair Use on the U.S Copyright Office website.

Fair Use: The Four Factors

The following information on Fair Use is taken from the <u>Stanford University Library website</u>. Visit the site for a detailed description of each factor and <u>example court cases for each factor</u>. You can also read about Fair Use at American University's <u>Center for Media and Social Impact website</u>.

The four factors judges consider when determining Fair Use are

- 1. the purpose and character of your use;
- 2. the nature of the copyrighted work;
- 3. the amount and substantiality of the portion taken; and
- 4. the effect of the use upon the potential market.

The 2010 Anti-Circumvention Exemption Ruling

Read about the U.S. Copyright Office's <u>Anti-Circumvention Exemption Ruling</u>. This ruling allows university professors and students to circumvent the copyright on DVDs for educational purposes.

Searching for Material in the Public Domain

You can use items in the Public Domain (PD) in any way you wish. Works created in the U.S. before 1923 are in the PD, and works created before 1964 that did not have the copyright renewed are also in the PD. Read more about how works enter the PD. These works may be labeled with these icons:



Here are some useful websites to use when you want to search for media assets (audio clips, video clips, still images, or written works) that are in the Public Domain. You can also use a search engine like Google to search for items and include "Public Domain" in the search criteria.

- <u>Public Domain Info Project</u>: list of songs in the PD
- <u>The Internet Archive</u>: a digital library of internet sites and online artifacts in the PD

- The Internet Archive's <u>Prelinger Archive</u>: films, movies, videos, and commercials
- <u>Creative Commons Search</u>: images, music, and media in the PD and under CC licensing
- <u>CCMixter</u>: songs in the PD and under CC licensing
- <u>FreePlayMusic</u>: free songs with use on YouTube or in classrooms
- <u>Musopen</u>: free recordings, sheet music, and textbooks with a classical music focus
- <u>Flickr</u>: still images licensed under creative commons (after searching, check the "Creative Commons Only" option under the License menu. Be sure to double check the kind of CC license and record author information.
- <u>Pexels</u>: free stock photos in the public domain
- Mitch Martinez's Free Stock Footage: short stock video clips
- <u>Freesound</u>: Database of CC-licensed sounds
- <u>Soundeffectsplus</u>: Sound effects provider for film and video, 5000 free sounds

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Insert 4 images here: cc-by.png, cc-by-sa.png, cc-by-nc-sa.png, and cc-by-nd-sa.png

BY stands for Attribution: you need to credit the original creator of the work.

SA stands for Share Alike: you need to share any work you make with the material just as it was shared with you (meaning you should license your own material under a SA license).

NC stands for Non-Commercial: you can't use the work to make money.

ND stands for No Derivatives: you can't alter or change the work in any way, but you may use it in unchanged format.

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Advice for Educational Remixers

DOUBLE CHECK: Always double check all images, video clips, and music you want to use to make sure they are in the Public Domain or licensed for reuse under Creative Commons. If it's not labeled, you have to assume it's under copyright.

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