

As schools increase technology use for teaching, more students and teachers have questions about copyright law. Students are often unclear about how they can legally incorporate images, music, video, and other multimedia into classroom projects. Copyright laws are very complicated, and it is often difficult to find adequate answers about educational use.



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#### REFERENCES

US Copyright Office-Fair Use, http://www.copyright.gov/fls/fl102.html

Stanford Copyright & Fair Use, http://fairuse.stanford.edu/overview/fairuse/what-is-fair-use/

Fair Use Guidelines for Students, http://midway.libguides.com/copyright/fair-usestudents

Copyright and Fair Use Guidelines for Teachers, http://www.techlearning.com/techlearning/pdf/ events/techforum/tx05/TeacherCopyright\_chart .pdf

### Fair Use

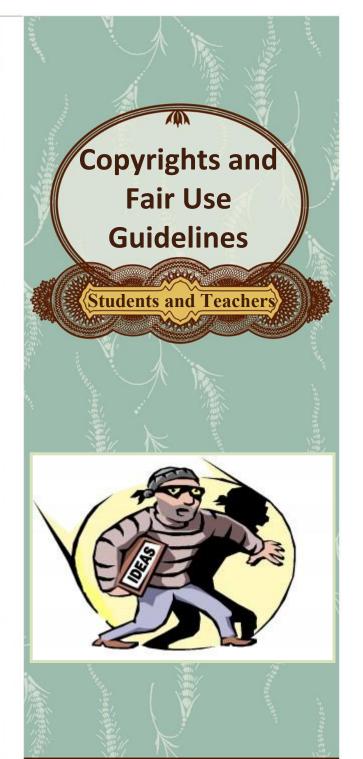
Small portion of original material used.

Commercial value of original is not diminished.

Fair Use

New work is critique, satire, or education.

Benefit to user is predominantly other than commercial. New work is predominantly original product of user.





# What is copyright?

Copyright is a form of legal protection automatically provided to the authors of "original works of authorship," including literary, dramatic, musical, and artistic works.

U.S. copyright law generally gives the author/creator or owner of an original creative work an exclusive right to:

- Reproduce (copy) or distribute the original work to the public (e.g., create and sell copies of a film)
- Create new works based upon the original work (e.g., make a movie based on a book)
- Perform or display the work publicly (e.g., perform a play)

Violation of one of these rights is called copyright infringement. However, the use may be authorized by copyright limitations such as fair use.

### **FAIR USE**

Fair use offers an extraordinarily important opportunity for educators and students to make reasonable and limited uses of copyrighted materials. Clipping, cutting, pasting, uploading, posting, and many other activities that are common in schools may be within fair use.

#### Four factors that determine fair use--

- 1. Purpose and character of the use
- 2. Nature of the copyrighted work
- 3. Amount of the portion used
- 4. Effect on the work's value





## **Teachers May**

- Make copies of printed materials for classroom use
- Show videos for classroom viewing
- Use photographs and illustrations limited to five from the same source
- Use charts, diagrams or drawings from a newspaper, magazine or book
- Images may be downloaded for teacher lessons.
- Sound files and video may be downloaded for use in multimedia projects

### Students May

- Incorporate text into multimedia projects.
- "Use portions of lawfully acquired copyright works in their academic multimedia," defined as 10 percent or three minutes (whichever is less) of "motion media."
- Create a link to another website
- Download images for student projects.

