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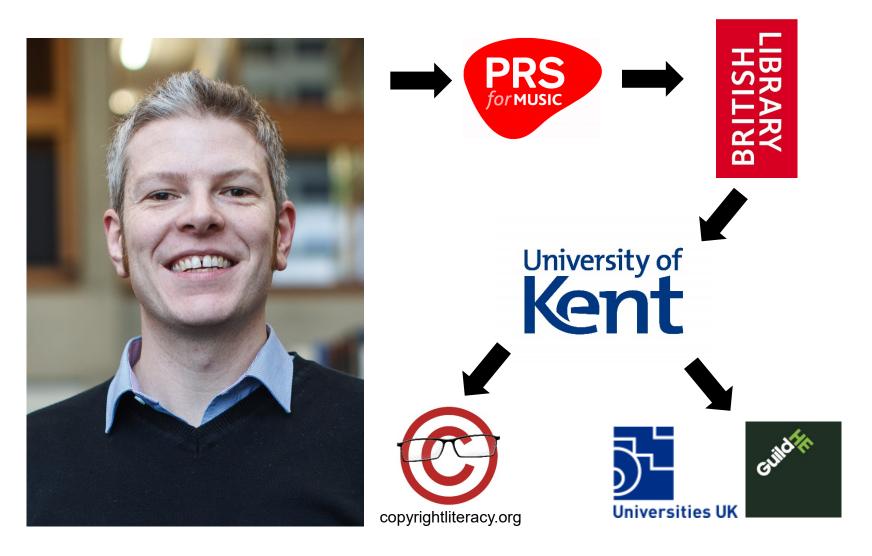
Digital Literacy, Copyright and Creativity

Digital Literacies and Open Practice Webinar, City, University of London 22 October 2019

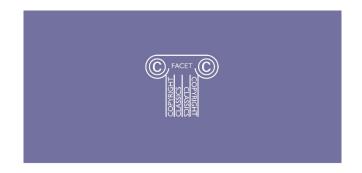
Chris Morrison: Copyright, Licensing & Policy Manager, Information Services

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Chris Morrison - Introduction



Two books from Facet Publishing



Copyright and E-learning A guide for practitioners SECOND EDITION

> Jane Secker with Chris Morrison

> > fp

DIGITAL LITERACY UNPACKED



KATHARINE REEDY & JO PARKER

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



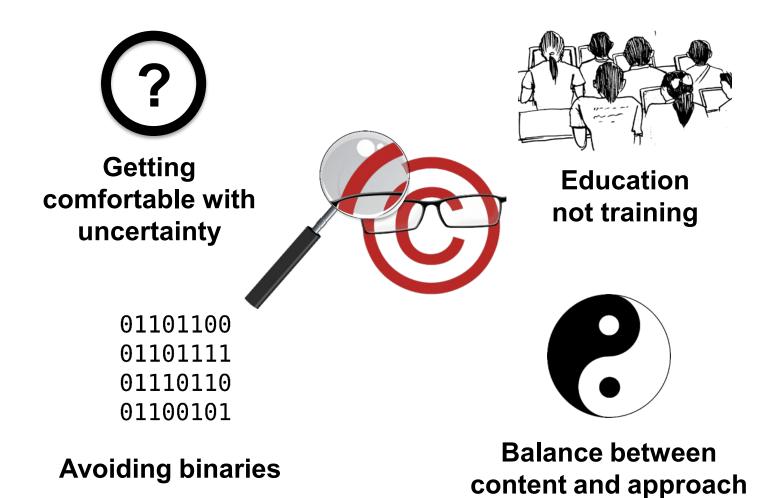
How does copyright make vou feel?

Copyright Literacy Definition

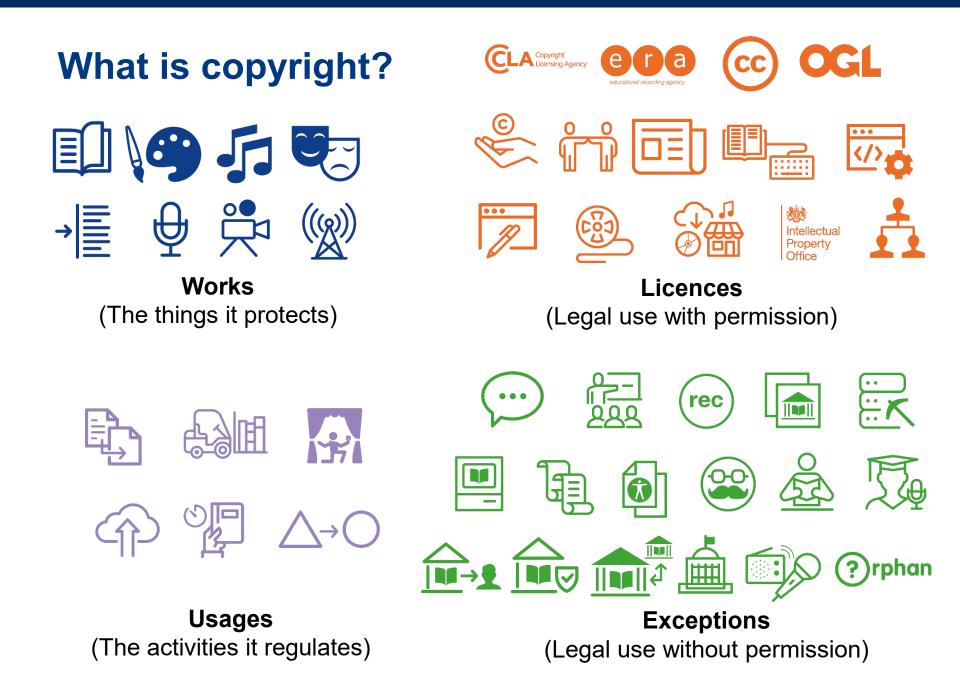
"acquiring and demonstrating the appropriate knowledge, skills and behaviours to enable the ethical creation and use of copyright material."

Secker and Morrison, 2016, p.211

Copyright Literacy in Practice







Communication to the public



Licences



Library E-resources



Creative Commons / Open Licences



'Bespoke' permission



Website Terms and Conditions



IPO Orphan Works Licensing Scheme



You made it yourself



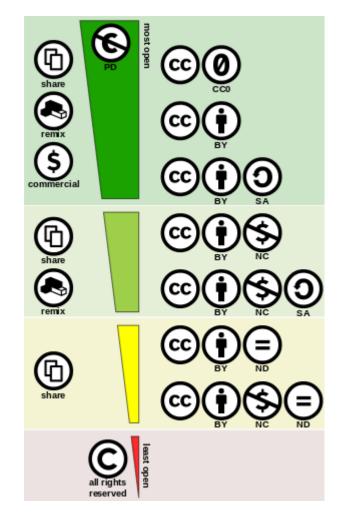
You work for / in collaboration with rights holder

Creative Commons

Users:

- Flickr
- GlaxoSmithKline
- <u>Wikipedia</u>
- <u>Al Jazeera</u>
- Europeana
- Open Access





Key UK provisions for academics and students







Research & private study



Quotation



Orphan works



Illustration for instruction





Library privilege

Fair Dealing and Fair Use





Copyright literacy research

- MA in copyright law at King's College London
 - Interpretations of Illustration for Instruction in UK universities

Morrison (2018) - https://kar.kent.ac.uk/73310/

- Research by UUK/GuildHE Copyright Negotiation and Advisory Committee (CNAC)
 - Response to UK government 2019 call for evidence
 on impact of copyright reforms

UUK/GuildHE (2019) https://www.universitiesuk.ac.uk/policy-andanalysis/Documents/2019/uuk-copyright-group-ipo-callfor-evidence-response.pdf

University interpretations of copyright law

- Examples of good practice
- But inconsistently applied across the sector
- Tensions within academia
- Copyright difficult to communicate
- Issues with legislative drafting
- Locating latent flexibility in the law

Academic perceptions

Were you aware that UK copyright law changed in 2014?

Are you confident that you understand enough about copyright?

UUK/GuildHE survey (2019) n = 464

Academic perceptions

Were you aware that UK copyright law changed in 2014?

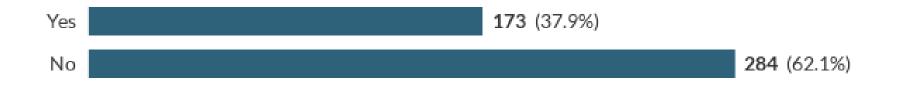


Are you confident that you understand enough about copyright?

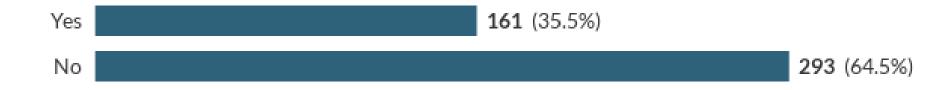
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Academic perceptions

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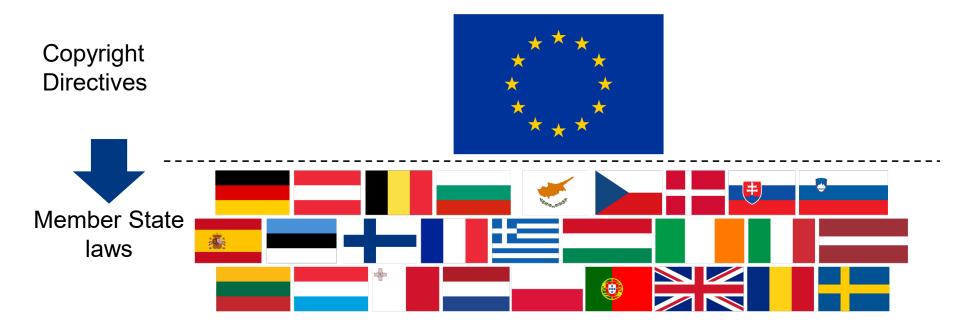


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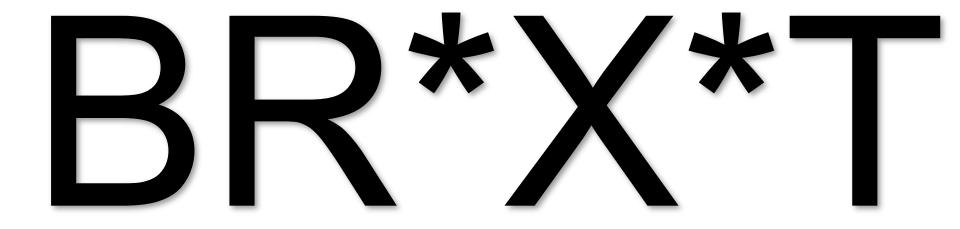


UUK/GuildHE survey (2019) n = 464

European Copyright Reform



Digital Single Market (DSM) Directive proposal, adopted March 2019 http://www.europarl.europa.eu/doceo/document/TA-8-2019-0231_EN.html?redirect



Copyright and Brexit

Even if we don't have to adopt the DSM Directive, EU copyright law will continue to have a huge influence on UK copyright law.

EU DSM Directive and internet freedom

Press publisher right article 15*

- New right for press publishers to licence aggregation of links
- Lasts for 2 years from publication
- Does not apply to academic periodicals
- It will impact on the way links to news articles are disseminated

Online content-sharing services article 17**

- Online platforms will be liable for content posted by users
- Automatic upload filters on online platforms
- Does not apply to academic repositories
- Will it kill the meme and do machines understand fair dealing?

*previously article 11

DSM Directive and researchers / institutions

- Mandatory exceptions
- Text and data mining (articles 3 and 4)
 - Provides some restrictions on publisher use of technical protection measures to prevent researcher access
- Use of works for teaching (article 5)
- Range of library and cultural heritage exceptions
 - Preservation (article 6)
 - Mass digitisation (articles 8-12)
 - No protection for facsimiles of out of copyright visual works (article 14)
- No contract override (article 7)

Copyright Education: Games and Creativity



Copyright the Card Game



©OPYRIGHT THE CARD GAME

- Control Con
- © Over 7,500 hits on
 - https://copyrightliteracy.org/reso urces/copyright-the-card-game
- International versions in development



US version of copyright card game by Paul Bond

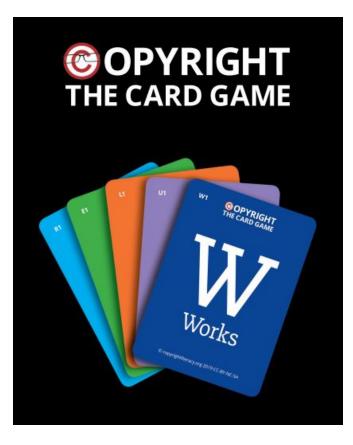


Playing Copyright the Card Game in Scotland



1 35 1 1 2 3 4 4 5

Play copyright the card game



31 October 1-3pm at City, University of London

https://www.city.ac.uk/events/2019/october/copyright-the-card-game

Downloads and hits on website:

- over 8,300 hits on website
- 502 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 18 October 2019

Copyright Waffle Podcast



https://copyrightliteracy.org/resources/copyright-waffle/

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
- Morrison, C and Secker J. (2015) Copyright Literacy in the UK: a survey of librarians and other cultural heritage sector professionals. *Library and Information Research*. 39 (121) http://www.lirgjournal.org.uk/lir/ojs/index.php/lir/article/view/675
- Morrison, C & Secker, J. (2017). Understanding librarians' experiences of copyright: findings from a phenomenographic study of UK information professionals. *Library Management*, 38 (6/7)
- Secker, J and Morrison, C. (2016) Copyright and E-learning: a guide for practitioners. Facet publishing: London.
- Secker, J and Morrison C (2018). The Publishing Trap. Information Professional. April 2018 edition Available at: <u>https://www.cilip.org.uk/page/PubTrapAprMay18</u>

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Next webinar

Tuesday 5th November 11.00am-12.00pm: Lorna Campbell, University of Edinburgh, Open Education

Pre-reading:

http://lornamcampbell.org/highereducation/the-soul-of-liberty-opennessequality-and-co-creation/

