

OLA  
Super Conference  
Toronto, ON  
January 30, 2019



# COPYRIGHT the Card Game (Canadian Version):

Copyright Literacy  
Through Game-Based  
Learning

C. Winter, M. Brunet,  
R. Graham, S. Spong

# ABOUT THE GAME

- UK game by Jane Secker (LES) and Chris Morrison (U of Kent)
- First released by UK Copyright Literacy ([copyrightliteracy.org](http://copyrightliteracy.org)) in 2015 to help information professionals learn about copyright
- Adapted by group of 9 Canadian copyright educators
- Version 1.0 presented at ABC Copyright Conference, May 2018
- Version 1.2 publicly released on [copyrightliteracy.org](http://copyrightliteracy.org), December 2018
- Openly licensed for use by all (CC BY NC SA)
- French version in development
- **We welcome your feedback!**

# Canadian Copyright Card Game Group



Front: Obianuju Mollel, Alex Kohn, Rumi Graham, Mélanie Brunet, Lisa Di Valentino.  
Back: Kate Langrell, Christina Winter, Joshua Dickison. Absent: S. Spong

# COPYRIGHT THE CARD GAME:

WORKS AND OTHER SUBJECT-MATTER,  
USAGES, LICENCES, AND EXCEPTIONS



**Canadian Edition**



Version 1.2 (November 2018)

Adapted by the Canadian Copyright Card Game Group  
from Copyright the Card Game v2.0 by [copyrightliteracy.org](http://copyrightliteracy.org)



# DISCLAIMER

**The slides are for information purposes only and do not constitute formal legal advice.**

# OVERVIEW

Time	Activity
10 minutes	Welcome, introductions and warm up quiz
8 minutes	Round 1 – Works and Other Subject-Matter
8 minutes	Round 2 – Usages
8 minutes	Round 3 – Licences
8 minutes	Round 4 – Exceptions
15 minutes	Round 5 – Works and Other Subject-Matter, Usages, Licences, & Exceptions
10 minutes	Wrap up and questions

# INTRODUCTIONS



Introduce yourself to your  
teammates

Decide on your team name

Give us your team name for the  
score sheet



# COPYRIGHT QUIZ



# COPYRIGHT QUIZ



**Q. Does copyright protect ideas?**

# COPYRIGHT QUIZ



**Q. Does copyright protect ideas?**

**A. No, copyright does not protect ideas alone. What *is* protected is original ways in which ideas are expressed.**

# COPYRIGHT QUIZ



**Q. What tests must a work pass to be protected by copyright?**

# COPYRIGHT QUIZ



**Q. What tests must a work pass to be protected by copyright?**

**A. For a work to be protected by copyright, it must be 'original' and be recorded or 'fixed'.**

# COPYRIGHT QUIZ



**Q. Who first owns copyright in a new work?**

# COPYRIGHT QUIZ



**Q. Who first owns copyright in a new work?**

**A. The *creator*, unless the work was created in the course of employment. In the latter case, the *employer* is the copyright owner unless there is an agreement to the contrary.**

# COPYRIGHT QUIZ



**Q. Does a work need to be marked with a “©” in order to be protected by copyright?**

# COPYRIGHT QUIZ

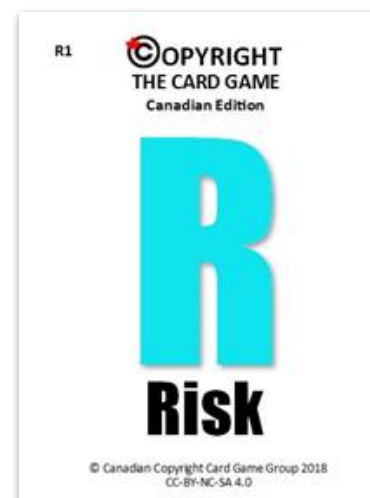
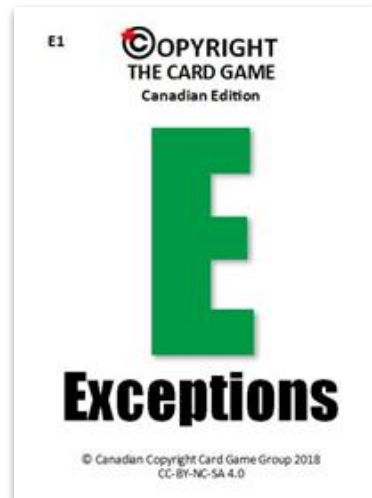
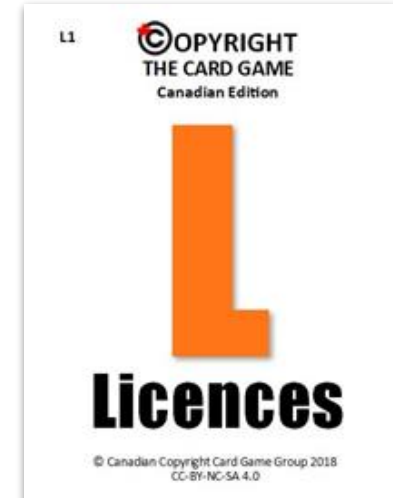
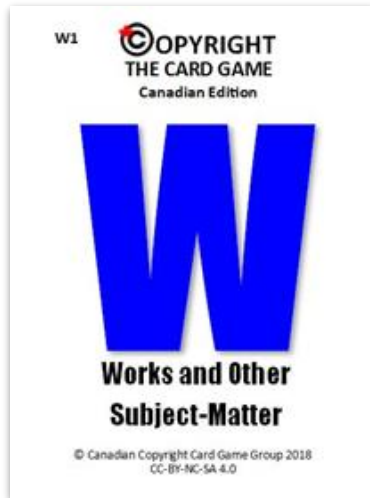


**Q. Does a work need to be marked with a “©” in order to be protected by copyright?**

**A. No. In Canada a copyright work doesn't need a “©” to be protected, but it helps to indicate that it is protected.**



# COPYRIGHT: THE GAME



# THE RULES



Each round will focus on one 'suit'

Each team will have one deck of cards

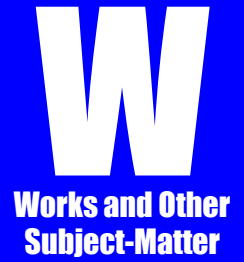
Each team must nominate a card handler

Teams should confer and agree on answers

Answers to the scenarios are given by selecting the cards

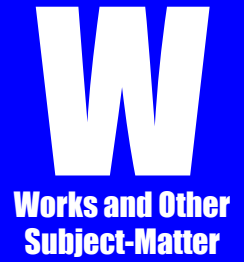
# Works and Other Subject-Matter

# WHY CONSIDER TYPES OF COPYRIGHT WORKS AND OTHER SUBJECT-MATTER?



- Different durations
- Different layers of rights
- Different owners within content
- Different licences
- Some exceptions work-specific

# COPYRIGHT WORKS AND OTHER SUBJECT-MATTER



Literary



Artistic



Musical



Dramatic



Anonymous/Pseudonymous



Unpublished



Posthumous

# COPYRIGHT WORKS AND OTHER SUBJECT-MATTER

 Public Domain



Communication Signal



Sound Recording



Moral Rights



Performer's Performance



Non-Qualifying

Work-related

# ROUND 1

Use your “Works and Other Subject-Matter” cards to identify what types of works or other subject-matter are in the object your team has been given.

2 points

# Usages



# WHY CONSIDER TYPES OF COPYRIGHT USAGE?

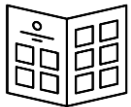


- They are the economic rights as defined in the *Copyright Act*
- The rights must be 'mapped' onto any activity to understand licences and exceptions available

# COPYRIGHT USAGES



Copying



Issuing Copies to the Public



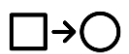
Rental or Lending



Public Performance



Communication to the Public



Adaptation

Using your “Usages” cards, decide what types of usage apply in the following scenario.

2 points

## **What types of usages apply?**

**1. A blogger uploads an image to their blog.**

# What types of usages apply?

**1. A blogger uploads an image to their blog.**



Communication to the public



Copying

# Licences

# WHY CONSIDER TYPES OF COPYRIGHT LICENCE?

- + Can effectively provide zero risk
- + May already have paid for them
- **They all involve limitations**
  - Not carte blanche
  - Relationship with exceptions

# COPYRIGHT LICENCES



Audio Cine/ Criterion Pictures



Library Licensed Resources



Creative Commons



Access Copyright/Copibec



Copyright Clearance Center



SOCAN



# COPYRIGHT LICENCES



Crown Copyright



Copyright Owner



Website Terms & Conditions



Unlocatable Copyright Owners



You Own the Copyright



Work Produced by  
Employees

Licence related

# ROUND 3



Using your “Licences” cards, decide what types of licences apply in the following scenario.

1 point

## What types of licence might apply?

**1. A student group wants to screen *Black Panther* as part of their orientation week activities.**

## What types of licence might apply?

**1. A student group wants to screen *Black Panther* as part of their orientation week activities.**



Audio Cine/Criterion

# Exceptions

**Allows limited copying and use of works for the purpose of research, private study, education, parody, or satire.**

- **6 factors - CCH v LSUC, [2004] 1 SCR 339**
  - purpose of the dealing (Commercial or research/educational?)
  - amount of the dealing (How much was copied in relation to the whole?)
  - character of the dealing (What was done? Isolated or repetitive use? Widely distributed?)
  - alternatives to the dealing (Could the purpose have been achieved without using the work?)
  - the nature of the work (A public interest in its dissemination? Previously unpublished?)
  - the effect of the dealing on original work (Does use compete with market of original work?)

# KEY EXCEPTIONS TO COPYRIGHT



## Exceptions



**S.29 Fair Dealing**



**S.29.1 Fair Dealing: Criticism or Review**



**S.29.2 Fair Dealing: News Reporting**



**S.29.21 Non-Commercial User-Generated Content**



**S.29.23 Reproduction for Later Listening or Viewing**



**S.29.5 Performances**

# KEY EXCEPTIONS TO COPYRIGHT



## Exceptions



**S.30.01 Communication of Lessons by Telecommunication**



**S.30.04 Work Available Through Internet**



**S.30.1 Management and Maintenance of Collections**



**S.30.2 Research or Private Study**



**S.30.3 Machines Installed in Educational Institutions, Libraries, Archives, and Museums**



**S.32 Reproduction in Alternate Format**



# ROUND 4



## Exceptions

Using your “Exceptions” cards, decide what types of exceptions apply in the following scenario.

3 points

## What types of exceptions might apply?

**1. An instructor is conducting a distance education course that takes place fully online. The instructor has created lecture slides (which include some copyright-protected images from the Internet) that they would like to share with the students in the course through a password-protected learning management system.**

## What types of exceptions might apply?



**S. 30.04 Works available through the Internet**



**S. 29 Fair Dealing**



**S. 30.01 Communication of Lessons by Telecom**

# ROUND 5



## The Rules:

- 1. Consider the following scenario within your teams**
- 2. Play the relevant 'Works', 'Usage', 'Licences' and 'Exceptions' cards**

# ROUND 5



**A Fine Arts professor wants to create a 3D printed version of a sculpture that is permanently on display in a public sculpture garden. The creator of the sculpture is still alive. The researcher would like to display the 3D printed version of the sculpture during her academic conference presentation, and also display images of the original sculpture during the presentation. There is a fee for attending the conference, which will be attended primarily by artists and fine arts researchers/academics.**

6 points

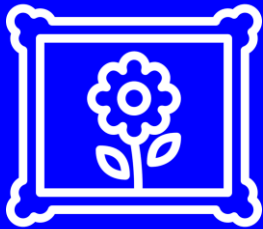
# W

## 3D Printing

# U

**Works and Other  
Subject-Matter**

**Usages**



# L



**Licences**

# E

**Exceptions**

# FEEDBACK ABOUT THE GAME

Form on your table

OR

Online (Google form): <https://bit.ly/2W9Fj73>

- ❖ Questions au sujet de la version française en cours d'élaboration?  
[melanie.brunet@uottawa.ca](mailto:melanie.brunet@uottawa.ca)

# TO DOWNLOAD THE GAME

Blog post: « Launch of the Copyright the Card Game – Canadian Edition », *UK Copyright Literacy* (Dec. 21, 2018)

<https://copyrightliteracy.org/2018/12/21/launch-of-the-copyright-the-card-game-canadian-edition/>

Cards and slide deck (version 1.2 – December 2018):

<https://copyrightliteracy.org/resources/copyright-the-card-game/>



# CREDITS

This material is adapted for a Canadian audience from Copyright the Card Game v2.0 © Chris Morrison and Jane Secker (@UKCopyrightLit) 2017 and is available for reuse under a [Creative Commons Attribution- NonCommercial-ShareAlike 4.0 licence](#).

UK Copyright Literacy: <http://copyrightliteracy.org>

The following slides and accompanying cards with changes are (apart from any images contained within):

© Canadian Copyright Card Game Group 2018 and are available under a [Creative Commons Attribution-NonCommercial-Share Alike 4.0 licence](#).



Icons from The Noun Project ([thenounproject.com](http://thenounproject.com)), NounPro royalty-free licence, attribution not required.