**Revision Questions: LU8**

**1. When does something original you've created become copyrighted?**

a. After you turn in the copyright paperwork

b. After the copyright is officially approved by a government office

c. As soon as it's recorded in a fixed form

d. Copyright law promotes freedom and creativity

**2. How can you add copyright information to digital content without having a visually distracting copyright notice on the artwork?**

a. By adding metadata into your digital files

b. A copyright isn't valid unless it's visible

c. By adding microdata into your digital files

d. Place the copyright information subliminally into your design

**3. Issues a court would likely consider when making a decision about fair use include Purpose, Nature, Amount, and:**

a. Strength

b. Success

c. Effectiveness

d. Effect

**4. Which of these is an example of licensing:**

a. Shooting digital images, yourself for your design

b. Using Adobe Stock to procure images for your design

c. Using an image for free for educational purposes

d. Using an image that is in the public domain

**5. Which type of Creative Commons license requires that you not change the material when you incorporate it into your own work?**

a. ShareAlike

b. NonCommercial

c. NoDerivs

d. NoChange

**6. The first step of the problem-solving process is to:**

a. Learn

b. Think

c. Do

d. All of these answers are correct

**7. When brainstorming, it's important to:**

a. Analytically judge your ideas for soundness

b. Let your ideas flow

c. Sort your ideas

d. Keep in mind how much time you have

**8. Two critical points that must be a part of every project plan are:**

a. The Storyboards and Specifications

b. The Design Idea, and the Project Deadline

c. The Project Scope and the Project Deadline

d. The Project Cost and the Project Deliverables

**9. What is Project Creep?**

a. When a project becomes unfocused and out of control

b. When a client asks you for a favour

c. When a project moves along at a steady, but slow pace

d. A person you dislike who is in charge of a project

**10. What's the best way to avoid project creep without jeopardizing the professional relationship?**

a. Revise the project scope periodically throughout the course of the project

b. Charge more at the outset to cover the costs of project creep

c. Say no if the client requests a change

d. Make sure the project's scope is clearly stated

**11. Which of these is an important part of a feedback loop?**

a. Not bothering the client with details

b. Iterative work

c. Copyright requirements

d. Respecting the client's privacy