This chapter describes copyright and material sharing concerns.

**Reading Questions:** Keep these questions in mind as you read [chapter 6](http://www.bitsbook.com/wp-content/uploads/2008/12/B2B_3.pdf). For each question, write a short answer. Don't worry if you think you don't know the right answer. Just give it your best shot. Create a page called *Blown to Bits Chapter 6* under the *Homework* category on your ***Portfolio*** and post your answers to these questions on that page. You can revise your answers after we discuss this reading in class.

***Questions for pages 195-228***

***Short answer:***

1. Why should all Internet users be aware of copyrighted material?
2. What is a GB? How many bytes are in GB?
3. What is the NET Act and what is its significance in the history of copyright?
4. What is a peer-to-peer architecture? Provide an example of at least one well-known peer-to-peer network.
5. What is the DMCA and why is it significant to copyright?
6. What are Open Access and Creative Commons? How have they impacted the sharing of digital information?

***Free Response*:**

1. Before reading this chapter, were you aware of copyright infringement? When you put digital content (e.g. images, videos) in your apps, where did you get it from? Is it possible that you violated any copyright terms?
2. In your opinion, are YouTube users violating copyright terms when they make lyric videos? Why or why not?
3. In your opinion, are computers that use DRAM violating copyright terms? Why or why not?

***Bonus Questions (may require additional reading)***

1. Visit [www.chillingeffects.org](http://www.chillingeffects.org) and read about digital copyright issues. Write a paragraph describing your findings.