MAKE
SCHOOL

RESPECTING COPYRIGHT

or how to avoid a lawsuit

WHAT CAN YOU COPYRIGHT?

You can copyright:

text, music, illustrations, tangible works

You CANNOT copyright:

ideas, systems, mechanics

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FAIR USE

exception to copyright law -- vague and no one understands it

FAIR USE WON'T PROTECT YOU

Using other people's copyrighted material in a released app / game **IS NOT FAIR USE**

You **must** get permission

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CAN I USE IT?

Scenario 1:

Owner informally says you can use it

Collect artist info, location of work, screenshot of permission

CAN I USE IT?

Scenario 2:

Owner releases it under a license

Read the license & determine if okay to use

Collect all info if okay

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CAN I USE IT?

Scenario 3:

No license listed with materials

Assume full copyright -- you cannot use it without explicit permission

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READING LICENSES

Can use:

Okay for commercial use

Okay for commercial use *with attribution*

Cannot use:

Noncommercial use only

MAINTAIN A SPREADSHEET

Artist info

Location of work

Screenshot of permission

License

Attribution info

ATTRIBUTION SCREENS

If you have any assets requiring attribution, you must have credits somewhere in your app or game

IF THE LICENSE SAYS YOU CANNOT MODIFY THE ASSET

YOU CANNOT MODIFY THE ASSET. NO EXCEPTIONS.

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IF THE LICENSE SAYS YOU CANNOT USE IT COMMERCIALLY

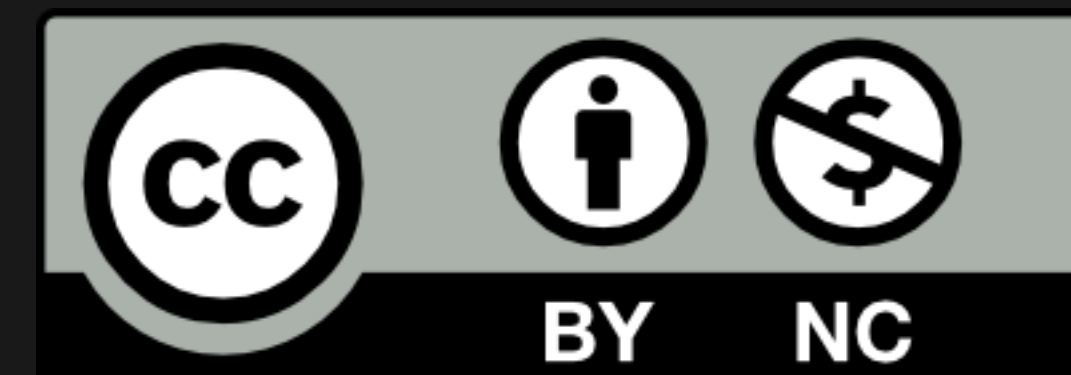*YOU CANNOT USE IT. NO EXCEPTIONS.*

IF THERE IS NO VISIBLE LICENSE

YOU MUST GET EXPLICIT PERMISSION TO USE IT COMMERCIALLY.
Save all the communications and give credit if they ask for attribution.

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CREATIVE COMMONS LICENSES

creativecommons.org/licenses

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