4 : Professional Responsibility ethics and Plagiarism

IT3106 – Communication Skills

**Level II - Semester 1**

Overview

This is the fourth topic of the course module, Communication Skills (EN3106). This section will introduce the aspects related to Professional Responsibility ethics and Plagiarism.

The section will provide an overview of the different Permissions and Plagiarism types. Using resources and their licenses under Creative Commonce, GNU Public License and Public Domain. It will also provide an overview of efficient use of Search Engines.

Intended Learning Outcomes

At the end of this lesson, you will be able to;

- demonstrate responsible behavior in the communication knowing the legal implications or consequences of irresponsibility and misconduct.
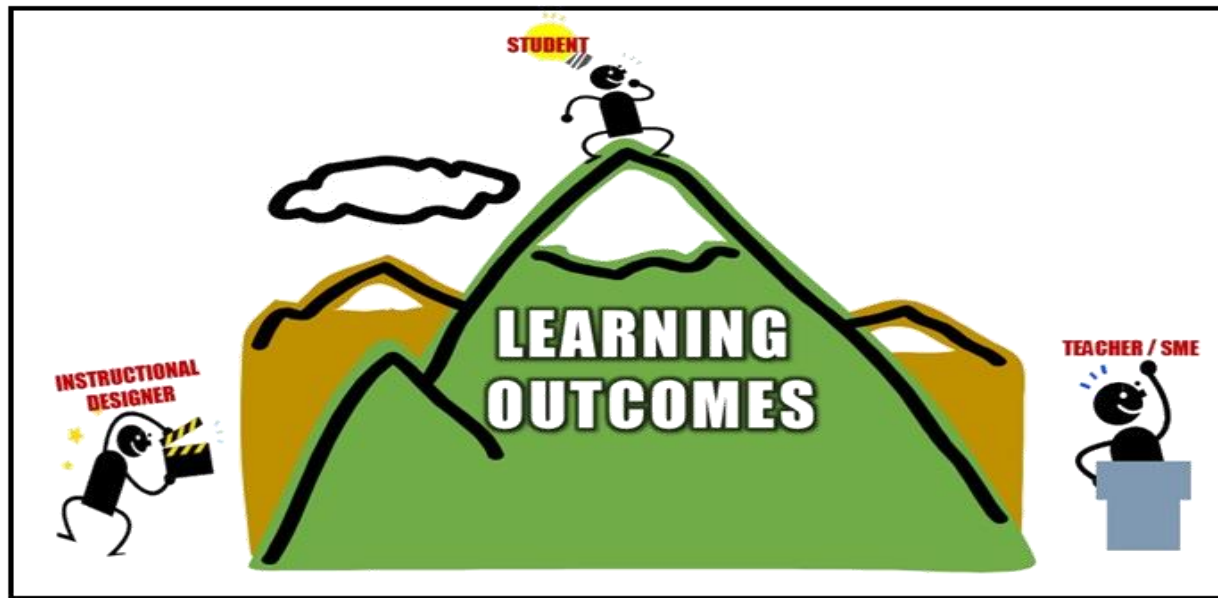
List of Sub-Topics

References

[REF1] Laplante, P. A., (2018) Technical Writing: A Practical Guide for Engineers, Scientists, and Nontechnical Professionals -Routledge; 2nd edition.

[REF5] Laurent, A.M.S., (2004) Understanding open source and free software licensing: guide to navigating licensing issues in existing & new software. " O'Reilly Media, Inc.".

4.1 Permissions and Plagiarism

Permissions [Ref1]

- A person is producing intellectual property (IP) when writes something or creates a drawing or embodiment of some idea.

- The IP is owned by someone. It could be the author or artist, or their employer or customer for whom the work was done, or a third person or entity to which the IP has been sold.

- One needs to obtain permission to use the IP, when you do not own the IP.

4.1 Permissions and Plagiarism

Permissions [Ref1]

Any material being reproduced exactly, or in a modified form, requires permission, including material you are using courtesy of a colleague or company. Even if you are reproducing your own previously published material, you need to apply for permission, unless you have retained the copyright. Permissions usually need to be obtained for each publication. Quoting copyrighted poetry or lyrics always requires permission, no matter how short the quotation. [Taylor & Francis]

4.1 Permissions and Plagiarism

Permissions [Ref1]

• Permissions can be requested in many ways.

• Many publishers provide permissions request forms on their websites. Or you can create your own permissions request e-mail or letter.

• When permission is granted, the publisher will indicate if a fee must be paid and if specific language must be included with the material used.

4.1 Permissions and Plagiarism

Permissions [Ref1]

This Photo by Unknown Author is licensed under CC BY-SA-NC

- Permission is not granted until a confirming e-mail or letter is received.

- There is No need to always seek permission for using the ideas of other people if you are quoting or paraphrasing a small amount of that work and you properly reference (cite) that work.

4.1 Permissions and Plagiarism

Permissions [Ref1]

• Some specific rules for citing and seeking permissions for published materials include

> ➢ Using any verbatim text from a source document must be cited and set out from other text via quotes, or different font type or indentation.

> ➢ Using any idea from a source document, even if the wording is substantially changed, must be cited

> ➢ Using considerable portions of text in commercial works must be cleared by obtaining permissions from the author or publisher of the source work (whomever holds the copyright).

4.1 Permissions and Plagiarism

Permissions [Ref1]

- Some specific rules for citing and seeking permissions for published materials include

    ➢ If you are reusing your own work and you transferred the copyright to another entity, permission to reuse that material must still be requested unless permission is explicitly granted in the copyright transfer agreement

    ➢ Figures and diagrams, if used unaltered from other sources, must be cited; and in the case of commercial use, permissions to reprint these materials must be obtained.

    ➢ Figures and diagrams, if redrawn and altered from other sources, must be cited.

4.1 Permissions and Plagiarism

Permissions [Ref1]

Violating any of the rules, intentionally of unintentionally, is considered as a copyright infringement or plagiarism.

4.1 Permissions and Plagiarism

Plagiarism [Ref1]

- Plagiarism is basically presenting others work or your own work (self-plagiarism) in unethical and unlawful way without following generally accepted referencing standards.

4.1 Permissions and Plagiarism

Plagiarism

Plagiarism includes,

- turning in someone else's work as your own.

- copying words or ideas from someone else without giving credit.

- failing to put a quotation in quotation marks.

- giving incorrect information about the source of a quotation.

- changing words but copying the sentence structure of a source without giving credit.

- copying so many words or ideas from a source that it makes up the majority of your work, whether you give credit or not.

4.1 Permissions and Plagiarism

Plagiarism

Plagiarism can be categorized as,

- Copy & Paste plagiarism - copying word to word textual information

- Paraphrasing - restating same content in different words

- Translated plagiarism - content translation and use without reference to original work

- Artistic plagiarism - presenting same work using different media: text, images etc.

Ref: Computer-based plagiarism detection methods and tools: An overview. Available from: https://www.researchgate.net/publication/220795593_Computer-based_plagiarism_detection_methods_and_tools_An_overview

4.1 Permissions and Plagiarism

Plagiarism

Plagiarism can be categorized as,

- Idea plagiarism - using similar ideas which are not common knowledge

- Code plagiarism - using program codes without permission or reference

- Improper use of quotation marks - failing to identify exact parts of borrowed content

- Misinformation of references - adding reference to incorrect or non existing source

Ref: Computer-based plagiarism detection methods and tools: An overview. Available from:
https://www.researchgate.net/publication/220795593_Computer-based_plagiarism_detection_methods_and_tools_An_overview

4.1 Permissions and Plagiarism

Plagiarism [Ref1]

Methods of Plagiarism Detection

- Plagiarism can be identified manually or with the use of a software.

- Plagiarism detection tool relies on

  ➤ Content repositories: New materials are checked against the repository, and similarities are flagged.

  ➤ Writing style and patterns: Search for substantial changes in writing style between paragraphs or sections based on authoring metrics.

  ➤ Violation of referencing standards

Beware of content theft through plagiarism detection tools.

4.1 Permissions and Plagiarism

Plagiarism [Ref1]

Plagiarism Detection Tools

- There are both free and commercial tools for plagiarism detection.

- Most of the tools are online due to

  ➤ The data required for detection process cannot be easily made available for all users.

  ➤ Data processing requirements.

- Some examples for Plagiarism detection tools are

  ➤ Turnitin,

  ➤ BlackDuck,

  ➤ Viper, etc.

4.2 Using Resources and their Licenses

What is a Software Licenses

- A software license is the contract between the software owner and the licensee defining terms of use of software.

Why licenses are important

- Protect the owner and user rights and benefits.

- Protect the user from allegations.

- Encourage contribution to the community.

- Discourage unethical behavior such as plagiarism.

4.2 Using Resources and their Licenses

- Resources that can be licensed

    ➢ Software

    ➢ Images

    ➢ Writings

    ➢ Any artifact created by anyone

- Before using resources

    ➢ Check and verify if the software/resources you are using can be used in the way you are using it now.

    ➢ Spend time in reading the terms and conditions, software license, and related documentation bundled or referred by the software or resources so that you spend less time and money on consequences.

4.2 Using Resources and their Licenses

Copyright and Ownership

- Copyright law does not protect any particular idea, it protects the expression of that idea.

  e.g. if you draw a picture in a piece of paper, the particular drawing is copyrighted. Owners does not have to state something copyrighted.

- Once somethings is created, it is copyrighted to that particular owner.

- Owner is decided by more agreements.

  e.g., if you build a software as an employee, then the copyright belongs to that organization.

4.2 Using Resources and their Licenses

Categories of Licenses in Software

4.2.1. Creative Commons – A Permissive license;

4.2.2. GNU Public Licenses – A Copy left license;

4.2.3. Public domain;

4.2.1 Creative Commons License – A Permissive Licenses

- Licensed under the Creative Commons Attribution-NoDerivs License.

- The license supports more granular copyrights. It gives a way to address "all rights reserved" dilemma.

- You are free to

  ➢ copy, distribute, display, and perform the work

  ➢ make commercial use of the work under the following concepts;

4.2.1 Creative Commons License – A Permissive Licenses

- Concepts behind creative commons licenses

    ➤ Attribution

    ➤ Sharing

    ➤ Derivative work

    ➤ Commercial use

More information read https://creativecommons.org/licenses/

4.2.1 Creative Commons License – A Permissive Licenses

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cc BY NC	Attribution + Noncommercial	BY-NC
cc BY NC SA	Attribution + Noncommercial + ShareAlike	BY-NC-SA
cc BY ND	Attribution + NoDerivatives	BY-ND
cc BY NC ND	Attribution + Noncommercial + NoDerivatives	BY-NC-ND

Ref: Wikipedia.org

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- GNU Public License is a free software licenses that guarantee end users the freedom to run, study, share, and modify the software.

- Originally written by Richard Stallman, founder of the Free Software Foundation (FSF), for the GNU Project.

- GNU Public License is a Copyleft license

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- Main difference between Open-Source licenses is that Copyleft licenses allow derivative work but require them to use the same license as the original work.

  ➢ Free and Open-Source Software (Free Software)

  ➢ Fee in the sense of freedom of speech, not as free Beer.

  ➢ Further reading and ref: https://www.gnu.org/licenses/gpl-3.0.en.html

4.2.2 GNU Public License – A Copy Left License.

- GNU Public License is a free software licenses that guarantee end users the freedom to run, study, share, and modify the software.

- Originally written by Richard Stallman, founder of the Free Software Foundation (FSF), for the GNU Project.

- GNU Public License is a Copyleft license

4.2.2 GNU Public License – A Copy Left License.

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  ➢ Fee in the sense of freedom of speech, not as free Beer.

Further reading and ref: https://www.gnu.org/licenses/gpl-3.0.en.html

4.2.3 Public Domain

- Refers to creative work that are not protected by intellectual property laws such as copyright, trademark, or patent laws.

- Anyone can use a public domain work without obtaining permission, but no one can ever own it.

- Work may come under this license due to:

  ➢ created before copyrights existed;

  ➢ copyrights expired;

  ➢ dedicated by authors;

  ➢ etc.

Additional Licenses

- Proprietary Licenses

    ➢ Licensed by the copyright holder under very specific conditions.

    ➢ Most of the time the source is not distributed and does not allow to modify the software.

    ➢ Example: Microsoft Windows License

- Permissive licenses

    ➢ Code created under these licenses, or derived from such code, may go "closed" and developments can be made under that proprietary license.

    ➢ Example: BSD, MIT

4.3 Efficient use of Search Engines

- Search engines provide advanced features to filter content through different conditions such as license, file type, time, etc.

- Advanced filters of a search engine can be used;

  ➢ to improve the quality of the results to a particular search query (optimize queries)

  ➢ as a tool for you to prevent allegations on license violations to a certain extent

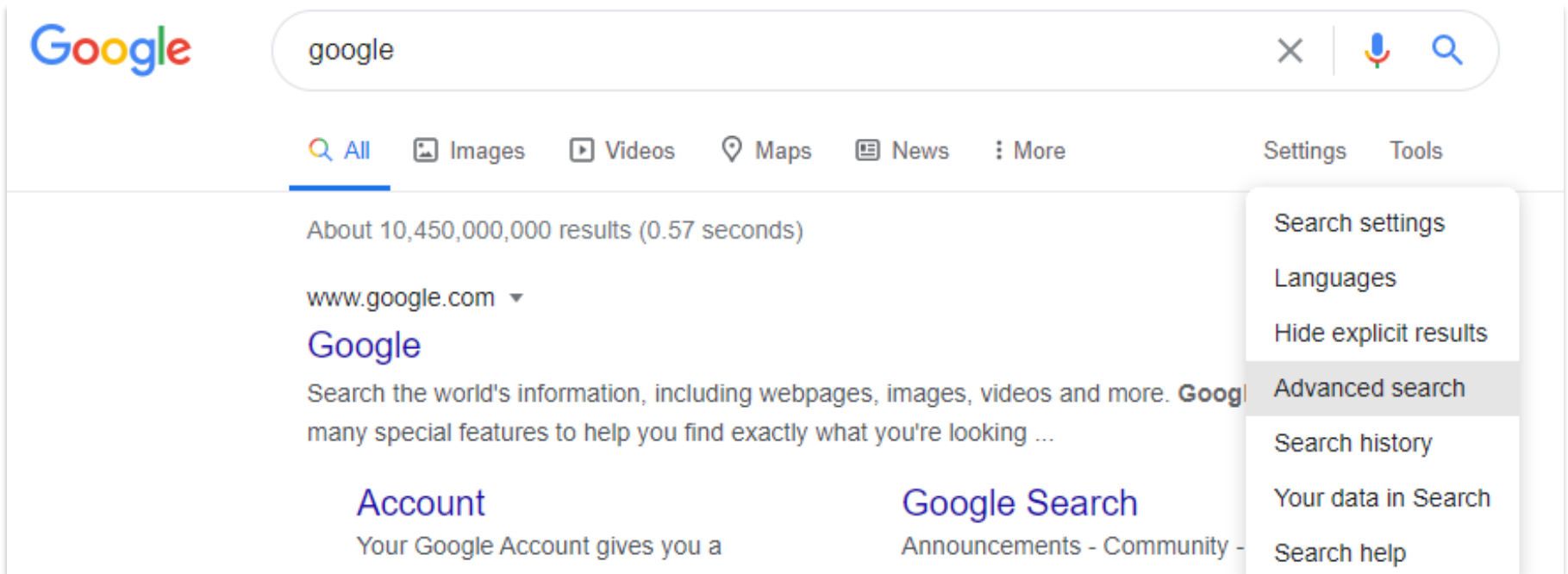 ➢ even to find plagiarized content to a certain extent.

4.3 Demonstration of Efficient use of Search Engines

Google search engine and its advanced features.

- Customize filters

  ➢ Search verbatim, any of the words provided, etc.

- Search for specifics

  ➢ Language

  ➢ Region

  ➢ Time

  ➢ Site or domain

  ➢ File type

  ➢ Rights to use

4.3 Efficient use of Search Engines

Example Google

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