
ENGL 3380: Critical Art & Culture Writing

Eunsong Kim
Copyright and Fair Use

About Copyright and Fair Use

If you are planning to use, adapt, or republish materials created by others—including text, images, audio, and video files—be sure that it does not violate copyright. The best practice is to use only media that is in the **public domain** or is published under a **Creative Commons License**.

- **Public Domain:** Material that belongs to or is available to the public and is *not* subject to copyright. Every year, more material enters the public domain as public domain status is largely determined by publication date. As of this year (2020), all works published or released in the United States before January 1, 1925 have lost their copyright protection and are now available in the public domain (with a few notable exceptions*). All materials that are in the public domain are not protected by intellectual property law, and anyone can use, republish, or adapt these works without needing to obtain permission.
- **Creative Commons Licenses:** Creative Commons is a non-profit organization that provides and regulates copyright licenses that allow for **a)** original creators to get the credit they deserve while **b)** allowing others to copy, remix, or reuse their content in ways they have allowed. Publishing work with a Creative Commons license allows for collaboration and creative reuse with a variety of different media.

There are six types of **Creative Commons licenses** for media with different models of use, attribution, and distribution. When searching for media with a Creative Commons license, **it is important to pay attention to which license it has**. The key components of Creative Commons licenses are:

- **Attribution:** this specifies that re-publishers must provide credit to the creator(s) or owner(s) of the original material. All Creative Commons licenses require attribution.
- **ShareAlike:** this allows for the tweaking, remixing, and adaptation of material. If you tweak, remix, adapt, or build upon the original material in any way, you must license the modified material under identical terms.
- **NonCommercial:** this limits republication of works to only non-commercial or not-for-profit uses.
- **NoDerivs:** this allows only for un-adapted, unedited forms of republication.

Link to Online Materials: <http://bit.ly/diti-spring2022-kim-storymap>

Developed by: Caroline Grand, DITI Fellow
Questions? Contact us! nulab.info@gmail.com



While all Creative Commons licenses require attribution, there are **six** different license types composed of these different components. Some licenses allow for commercial uses, some don't allow for adaptation, and so on. You can find information on each license, the full license deeds, and a description of what kind of republication each license allows, here: <https://creativecommons.org/about/cclicenses/>.

Creative Commons also provides a **search engine for licensed content** that you can reuse, as well as an example of an "ideal" attribution practice, here: <https://creativecommons.org/use-remix/>.

Generally, an **ideal attribution** includes:

- The **title** of the republished work
- The **author, creator, or owner's** name
- The name of the **source** and a link to where you found it
- The name of the **license type**, with a link to the license deed

If you would like to have an **embedded HTML version** of the license on your material, or another person's licensed material, the Creative Commons will generate that code for you here: <https://creativecommons.org/choose/>

*Some owners of famous materials that would otherwise be in the public domain (think: Disney movies) have extended their copyright, and thus these materials are not available for you to redistribute or reuse. Always exercise caution, and do your due diligence!

Additional Resources:

https://wiki.creativecommons.org/wiki/Best_practices_for_attribution