Intellectual Property

Your Tasks
☐ Reflect on who owns your creative work
☐ Read and reflect: Fortnite Stealing Dance Moves
☐ Watch the videos on copyright
☐ Revisit: Fortnight Stealing Dance Moves
☐ Explore Fair Use
☐ Explore Kind of Bloop
☐ Define key vocabulary
☐ Receive credit for this lab guide

☐ Reflect on who owns your creative work

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| Imagine you were using some of our pixelation tools to create an image and you posted it online for your friends to see - but, a week later you find out someone took that image and put it on a T-shirt that they're selling for $10 each. How would you feel in this situation? |
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| What if the owner gives you credit for the drawing on the T-shirt - does that make it more or less okay? |
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| If we use the pixelation widget, then our image is just a binary number that's been transformed into an image - can we really 'own' a number? |
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| What if, instead of this happening a week later, it happened 20 years later. Does that change anything? |
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☐ Read and reflect: Fortnite Stealing Dance Moves

| Read the article Article - Fortnite Stealing Dance Moves. In the space below, in 25 words or less, write a brief summary of the article. |
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| The Milly Rock video below was used in the case against Fortnite. Watch the videos below and compare the dances. Based on what you observe, do you feel Fortnite did something illegal? What questions do you have about copyright? |

https://www.youtube.com/watch?v=PMzDoFuVgRg	https://www.youtube.com/watch?v=LRTEFcB1zSI
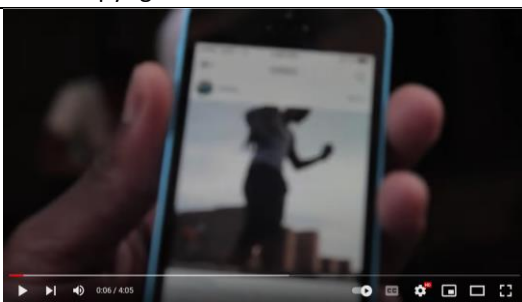
☐ Watch the videos on copyright

Today's central question is as follows: Are our current copyright policies helping society or hurting society?

Before we can really discuss this question, we need some additional background information. We are going to watch three videos. Our goal is to better understand the rules of copyright and to better understand when we can reuse or remix something.

https://youtu.be/GPNWvU_IphU

https://youtu.be/ITASCSxnBqw

https://youtu.be/wC-m23T7cPM
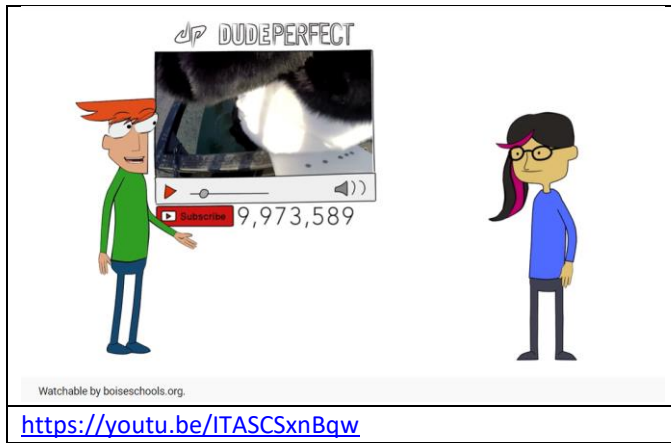
□ Revisit: Fortnite Stealing Dance Moves

Now that we better understand the rules & controls of copyright, we're going to revisit this issue to see if we can determine if current copyright policies are helping or hurting society

Revisit the topic by watching the video below, https://youtu.be/WO1H4K4ayes
What was the goal or purpose of digitizing the dance moves?
Is someone benefiting from this situation? If so, who?
Is someone being harmed (or disenfranchised?) in this situation? If so, who?

Are these impacts intended or unintended? How do you know?

Although none of the above-named performers won their cases, the saga against Fortnite stealing dance moves continues: https://earlygame.com/fortnite/epic-dance-emote-lawsuit

☐ Explore Fair Use

Have Pluska show the videos below, then answer the prompts.
What was the goal or purpose of the South Park producers?
Is someone benefiting from this situation? If so, who?
Is someone being harmed (or disenfranchised?) in this situation? If so, who?

Based on what you now know about copyright, is this illegal? Why or why not?

Watch the video below which explores Fair Use as it applies to copyrighted material, then answer the prompt.

How does this interpretation of "Fair Use" affect how you feel about the legality of the reproduction of the song "What what (in the butt)"?

☐ Explore Kind of Bloob

Kind of Bloop is a chiptune tribute to Miles Davis' Kind of Blue, a track-by-track 8-bit reinterpretation of the bestselling jazz album of all time. Check it out here: https://kindofbloop.com/

The image on the left below is an original. The image to the right is an 8-bit interpretation. Based on what you now know about copy right and legal precedence, is this copyright infringement or fair use?

Read more about the author of the 8-bit creation of the Miles Davis album and the legal interpretation of Fair Use as it applied to this case: https://waxy.org/2011/06/kind_of_screwed/

☐ Define key vocabulary

Copyright

Fixed (as it applies to copyright)

Creative Commons

Fair use

☐ Receive credit for this lab guide

Submit this portion of the lab to Pluska to receive credit for the lab guide.