

Copyright and Creative Commons

The Days Before Copyright

- Most people were illiterate for most of human history
- Oral tradition and performance were how works were experienced
- Copying was expensive and difficult



The Days Before Copyright (cont.)

- Pirating intellectual property was common:
- Romans copied the Greeks' architecture, art, fashion, literature and even religion extensively.
- Europeans appropriated a great deal of technology from China including gunpowder and perhaps noodles.



Why is licensing important?

- Protects original work
- Provides financial incentive for creative work:
 - artists, writers, all need to make money to live
- Provides Rules for use

Protects original work

- Creative People own should own their work.
- Misuse may damage the intended view of the work.
- “Peeing Calvin” is a perfect example of this.

<https://triviahappy.com/articles/the-tasteless-hist>



Copyright vs. Public Domain

- Copyright:
 - Exclusive rights given to the creator of an original work.
 - Grants “right to copy” but also how a work may be adapted, performed, etc.
- Public Domain:
 - “Works in the public domain are those whose intellectual property rights have expired, have been forfeited, or are inapplicable.” (*Wikipedia*)
 - Examples: Shakespeare and Beethoven, The King James Bible, most of the early silent films

Software:

Open Source vs. Restricted

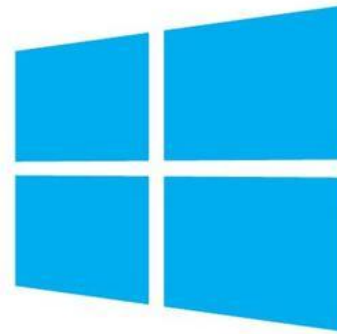
- Restricted Software is licensed for use. You do NOT purchase it, own it or have any rights to modify or distribute it.
- Open Source explicitly allows for redistribution, often with only attribution. No restrictions are placed on modifications. They are, in fact, encouraged.

Examples of Commercial (restricted) Software

- Microsoft Windows
- Adobe Create Suite
- Most Video Games
- iTunes, etc.

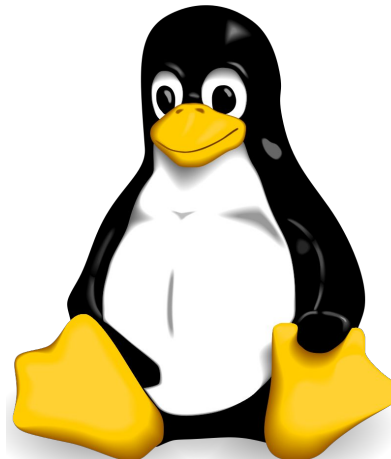
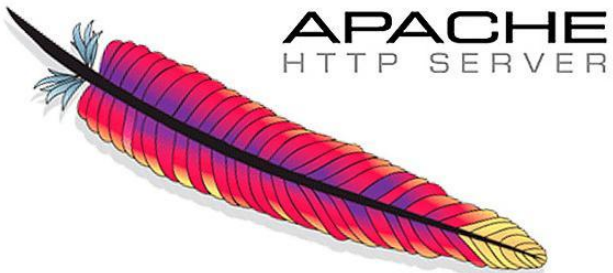


Adobe



Examples of Open Source Software

- Linux
- Apache
- MySQL
- Wordpress
- GNU Image Manipulation Program (GIMP)



So... how do we legally obtain images for our creative projects?

Purchase stock photos:

- [Getty Images](#)
- [iStockPhotos](#)

...or [get them free!](#)



...but:

- available in a “player”
- non-commercial use only
- too small: can’t use for non-web projects
- *So let’s try buying one!*



Creative Commons to the rescue!

- Non-profit organization
- started in 2001
- Promotes the sharing of creative works
- Vital to the growth and vitality of the Internet
- <http://creativecommons.org/>
- [CC video](#)



Where to find Creative Commons Media

<http://www.makeuseof.com/tag/10-creative-commons-projects-pay-attention/>

<http://www.makeuseof.com/tag/7-great-ways-find-free-images-online/>

Creative Commons Exercise

- Break up into 6 more or less equal sized groups
- Each group takes one of the six Creative Commons Licenses
(<http://creativecommons.org/licenses/>)
- Present to class:
 - Describe the license
 - How does it differ from Copyright and Public Domain
 - Present an example