Q1.4 Copyright and Licensing of My Prototype

Intellectual Property (IP) refers to creations of the human mind such as inventions, designs, artistic works, software, and digital content that are legally protected through different rights. These include copyrights, trademarks, patents, industrial designs, and trade secrets. IP makes sure that creators can benefit from their original work while preventing unauthorized use or reproduction. In South Africa, IP is protected under multiple laws including the Copyright Act 98 of 1978, and international agreements such as the Berne Convention, TRIPS, and WIPO treaties.

For our prototype; a mobile coffee-ordering application designed in Figma, intellectual property applies to both the visual design and functional concept of the app. The layout, icons, color schemes, and interface design qualify as artistic works under copyright law, while the written content (such as button labels or descriptions) qualifies as literary works. Should the app progress into a coded version, the source code would be classified as a computer program, also protected as a literary work under the South African Copyright Act.

By owning this prototype, We automatically obtain copyright protection now of creation. This means others cannot copy, modify, or distribute our design without permission. The prototype was developed collaboratively, thus copyright ownership is shared among us the contributors, as collaborative works are co-owned by their authors.

To ensure proper legal and ethical use, We applied the MIT License to this prototype when publishing it on GitHub. The MIT License is an open-source license that allows others to use, copy, modify, and distribute the software freely, if they give appropriate credit to the original author. This promotes innovation and sharing while maintaining recognition for our work. In Figma, We can also include a short notice indicating “© 2025 [LL Rantsane, Monde, Yamikani, Katleho ] – Licensed under MIT License” to remind users of the terms.

Additionally, We must respect the copyright of others by not using copyrighted icons, images, or fonts without permission. Any third-party assets used must be under open or royalty-free licenses such as Creative Commons.

In conclusion, intellectual property safeguards creative and technical efforts like my Figma prototype. By applying the MIT License and adhering to copyright laws, We maintain ownership while allowing open collaboration in a legally protected manner.

**Reference List (APA 7th edition)**

1. Rosebank College. (2025). *ITPP5112/p/w Module Manual 2025*. Rosebank College.
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