

Utah Valley University

From the Selected Works of Anne M Arendt

October 22, 2009

How to Commit a Legal Rip-off: Creative Commons

Anne M Arendt



Available at: https://works.bepress.com/anne_arendt/6/

How to Commit a Legal Rip-off: Creative Commons

Anne Arendt 10.21.09

In order to not be plagiarizing materials, we need to ensure adequate copyright release and attribution for resources we use inside and outside the classroom. This presentation, instead of focusing on copyright issues and limitations, will focus on items placed in whole or in part into the public domain.

PUBLIC DOMAIN

Public domain items are available for anyone to use for any purpose. It should be noted that a number of books that are public domain are old – potentially very old – in order to be free of all copyrights. For example, the Project Gutenberg Encyclopedia is from a 1911 version (Project Gutenberg).

Some examples of Public Domain resources:

- http://www.gutenberg.org/wiki/Main_Page
- http://en.wikipedia.org/wiki/Public_Domain_Resource

Public domain resources are good, but limited since all rights must be given up. Therefore, a new trend is taking place and that trend is selective or limited release. One example of this is the Creative Commons; another example is Australia's AShareNet licensing system.

CREATIVE COMMONS

Larry Lessig of Stanford is pursuing something called the Creative Commons which frees materials from automatically applied copyright restrictions by providing free, easy-to-use, flexible licenses for creators to place on their digital materials that permit the originator to grant rights as they see fit (Fitzgerald, 2007; Smith & Casserly, 2006). As the Creative Commons Website located at <http://creativecommons.org/> noted, "Creative Commons provides free tools that let authors, scientists, artists, and educators easily mark their creative work with the freedoms they want it to carry. You can use CC to change your copyright terms from 'All Rights Reserved' to 'Some Rights Reserved'" (Creative Commons, 2007). This holds promise for OER movements because it helps control the costs and legal issues revolving around offering materials freely online (Caswell et al., 2008). Currently, over 30 nations now have creative commons licenses although it has only been in place for four years (Smith & Casserly).

A summary video can be found at <http://creativecommons.org/about/> that explains CC well. Other videos, equally good in explain CC, can be found at <http://creativecommons.org/videos/>

CC License Variations

Before we go further, let's remind ourselves what attribution is. It is the ascribing of a work (as of literature or art) to a particular author or artist (Merriam-Webster).

All information below was taken from <http://creativecommons.org/about/licenses/>. However, the emphasis is by the author of this article.

Creators choose a set of conditions they wish to apply to their work.

 Attribution	 Share Alike	 Noncommercial	 No Derivative Works
You let others copy, distribute, display, and perform your copyrighted work — and derivative works based upon it — but only if they give credit the way you request.	You allow others to distribute derivative works only under a license identical to the license that governs your work.	You let others copy, distribute, display, and perform your work — and derivative works based upon it — but for noncommercial purposes only.	You let others copy, distribute, display, and perform only verbatim copies of your work, not derivative works based upon it.

The CC License Options



Attribution

This license **lets others distribute, remix, tweak, and build upon your work, even commercially, as long as they credit you for the original creation.** This is the most accommodating of licenses offered, in terms of what others can do with your works licensed under Attribution.



Attribution Share Alike

This license **lets others remix, tweak, and build upon your work even for commercial reasons, as long as they credit you and license their new creations under the identical terms.** This license is often compared to open source software licenses. All new works based on yours will carry the same license, so any derivatives will also allow commercial use.



Attribution No Derivatives

This license allows **for redistribution, commercial and non-commercial, as long as it is passed along unchanged and in whole, with credit to you.**



Attribution Non-Commercial

This **license lets others remix, tweak, and build upon your work non-commercially,** and although their new **works must also acknowledge you and be non-commercial,** they don't have to license their derivative works on the same terms.



Attribution Non-Commercial Share Alike

This license lets **others remix, tweak, and build upon your work non-commercially, as long as they credit you and license their new creations under the identical terms.** Others can download and redistribute your work just like the by-nc-nd license, but they can also translate, make remixes, and produce new stories based on your work. All new work based on yours will carry the same license, so any derivatives will also be non-commercial in nature.



Attribution Non-Commercial No Derivatives

This license is the most restrictive of our six main licenses, allowing **redistribution**. This license is often called the “free advertising” license because it allows others to download your works and share them with others as long as they **mention you and link back to you, but they can’t change them in any way or use them commercially**.

To learn about licensing your own work visit <http://creativecommons.org/choose/>

It should also be noted that there is one more option, CC0, which permits you to waive your copyright rights to the fullest extent permitted by law. See http://wiki.creativecommons.org/CC0_FAQ for more information.

Finding Creative Commons Resources

Individuals place Creative Commons licenses on individual items. Thus, there is no fool-proof way to search all items with some type of CC release on them. However, there are some good resources to get you started:

- <http://search.creativecommons.org/>
- http://wiki.creativecommons.org/Content_Curators

Equally, there are a number of area-specific methods of searching for creative commons released items. Some examples are below:

Images

- http://images.google.com/advanced_image_search?hl=en (usage rights section)
- http://commons.wikimedia.org/wiki/Main_Page
 - http://commons.wikimedia.org/wiki/Category:Pictures_and_images
- <http://www.flickr.com/creativecommons/>

Video

- http://www.archive.org/details/opensource_movies

Music & Audio

- http://www.archive.org/details/opensource_audio
- http://commons.wikimedia.org/wiki/Category:Music_sound
- <http://commons.wikimedia.org/wiki/Category:Sound>

Other

- http://en.wikipedia.org/wiki/List_of_projects_using_Creative_Commons_licenses

CCLEARN

A development stemming from Creative Commons is ccLearn, which was launched in July of 2007, focused specifically on open learning and open educational resources. It emphasizes diminishing legal, technical, and social barriers. A primary goal of ccLearn is to build a

comprehensive directory of open educational resources with the assistance of Google with encourages their discovery and subsequent use (Atkins et al., 2007; Bissell, 2007; Brantley, 2007).

Learn more about ccLearn and the Open Education Community at <http://learn.creativecommons.org/>

Finding ccLearn Resources

A good place to find educational resources that are creative commons released, visit one of the below resources:

- <http://discovered.creativecommons.org/search/>
- <http://www.ocwfinder.com/>
- <http://www.oerrecommender.org/>

AESHARENET

AEShareNet located at <http://www.aesharenet.com.au/> permits users to incorporate either instant licenses or mediated licenses. These materials have been developed from the Australian perspective. Of the instant licenses users can choose from (a) free for education, (b) unlocked content, (c) share and return, or (e) preserve integrity. The free for education license permits others to use or copy the materials for educational purposes but not others; the unlocked content license means the resource may be freely copied, adapted or used by anyone; the share and return license can be used and enhanced by anyone but rights must be consolidated with the original copyright owner; and preserve integrity says the material may be copied but must remain in its original form with the owners copyright notice (TVET Australia Product Services, 2007).

If you want to learn more about AESharenet as compared to Creative Commons, visit <http://www.aesharenet.com.au/aesharenet/pdf/FAQAEShareNet%2520and%2520Creative%25200Commons3.pdf>

REFERENCES

Atkins, D. E., Brown, J. S., & Hammond, A. L. (2007). A review of the open educational resources (OER) movement. San Francisco: William and Flora Hewlett Foundation.

Bissell, A. (2007). Announcing ccLearn - the education division of creative commons. Retrieved April 16, 2008, from <http://creativecommons.org/weblog/entry/7583>

Brantley, P. (2007). Open education search. Retrieved April 17, 2008, from <http://radar.oreilly.com/archives/2007/08/open-education-search.html>

Caswell, T., Henson, S., Jensen, M., & Wiley, D. (2008). Open educational resources: Enabling universal education. *International Review of Research in Open and Distance Learning*, 9(1), 1-12.

Creative Commons. (2007). Retrieved August 8, 2007, from <http://creativecommons.org/>

Fitzgerald, B. (2007). Open content licensing (OCL) for open educational resources. Brisbane, Australia: Organisation for Economic Co-operation and Development.

Project Gutenberg, Initials. (2009). *The Project Gutenberg Encyclopedia by Project Gutenberg*. Retrieved from http://www.gutenberg.org/catalog/world/readfile?fk_files=35559

Smith, M. S., & Casserly, C. M. (2006). The promise of open educational resources. *Change*, 38(5), 8-18.

TVET Australia product services. (2007). TVET Australia welcomes you to the AShareNet licensing system. Retrieved December 8, 2007, from <http://www.aesharenet.com.au/>