

# Copyright Heights

## Solutions explained

We hope you enjoyed playing *Copyright Heights*. This guide explains the game answers and scenarios in more detail.

As it explains the answers, this guide obviously contains 'spoilers' for the game. If you've not yet played the game, you might want to do that first before reading the answers!

### General overview

In the game, your four housemates are all using other people's material in different ways. In the context of UK copyright law, there are several ways you can use material legally:

1. **Public domain:** Applies to works where the copyright has expired or where the copyright owner has waived all their rights. You can use these works for any purpose without requiring permission. You don't even need to acknowledge the original creator, although it's often good practice to do this, especially in an academic situation to avoid potential plagiarism.
2. **Copyright exceptions:** These are provisions in copyright law which allow you to reproduce material for certain purposes provided your use meets certain conditions. In the UK, these different permitted uses are explicitly specified. Sometimes the law outlines specific limits on what can be copied, but most exceptions just have a 'fair dealing' requirement. 'Fair dealing' does not have a precise definition, but it's normally assumed to be using the material in a way that is fair and reasonable, acknowledging the original creator where practical, and not creating copies that undermine the rightsholder's ability to profit from or share their work in the way they want to.
3. **Licences and permissions:** This is where the rightsholder gives permission for their work to be copied. The work might be licensed for use by specific people or specific uses e.g. electronic journal articles licensed for use by members of a university, or it might have an open licence allowing anyone to use the work, subject to certain conditions. If your use of a protected work is not covered by an exception or existing licence, you need to ask the rightsholder for permission to use their work.

# Game scenarios explained



## Scenario A - Ali Applebaum

Ali's scenario involves copying extracts from copyright-protected works for personal private study.

In UK law there is an **exception** which permits copying of material for personal private study, subject to a 'fair dealing' limitation. There's no strict definition of how much copying counts as 'fair' but it's normally considered to be up to 1 chapter from a book or 1 article from an issue of a journal.

Ali has copied individual articles and chapters from different books for her own personal private study. So long as she wasn't copying multiple chapters from the same book, or articles from the same issue of a journal, this would normally be considered acceptable under UK copyright law.

## Scenario B- Billy Bluestone

Billy's scenario also involves copying material for educational use. However, Billy has copied an entire TV series and shared it with multiple people. This is unlikely to be considered 'fair dealing' as it reproduces an entire work, and the material was shared with many people, so falls outside the scope of personal private study. It is also unlikely to fall within the scope of the 'illustration for instruction' exception due to the amount copied and because it is harming the market for the original TV series by acting as a substitute.



**Has copyright expired?** The newspaper article in the Quad indicates the programme creator (Professor Dingstone) has recently died, but (as the newspaper title hints) this is a bit of a 'red herring'. The work remains protected by copyright for 70 years after the death of its creator. A work like a TV series or film will also have multiple creators who may own copyright to different aspects of the work, such as the script, background music etc. These reasons mean that the TV series would still be in copyright.

**Could the work have an open licence?** The DVD case indicates that the material doesn't have an open licence as it is marked as 'all rights reserved'. Even if a work doesn't have an 'all rights reserved' statement, you should assume this is the case unless it explicitly states that it's provided under a different licence.



## Scenario C - Chris Carmine

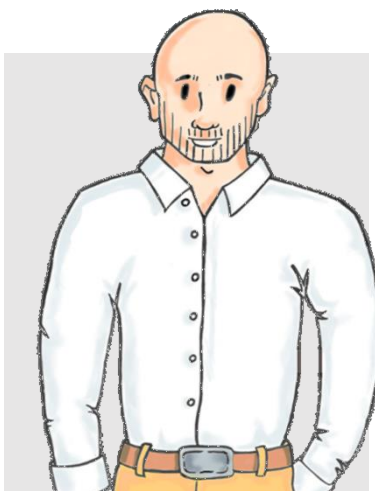
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## Scenario D - Drew Damson

Drew has used an artwork without permission or acknowledgement to promote their band. However, the book in the student bookshop indicates that the (fictional!) artist who created the work died more than 70 years ago in 1927. Therefore, the artwork is in the public domain and can be freely reused without any restrictions.

Any faithful copies of the work will be free from copyright restrictions too, including reproductions produced by galleries or museums, or sold commercially. However, if someone makes an adaptation based on the original work which includes new creative input, their new work will have its own copyright protection.



## Help and support

In the game, you can visit the Library to ask the Librarian questions about copyright. You can do this in real life too!

Simply email your query to [library@abdn.ac.uk](mailto:library@abdn.ac.uk) and one of our copyright specialists will get back to you. Alternatively, you can visit the Subject Enquiries office on Floor 6 of the Sir Duncan Rice Library to speak to library staff in person.

You can also find lots of guidance about copyright on the Library's [copyright webpages](#).

As in the game, the library can also help sourcing material with appropriate licences for teaching or research purposes. Contact your tutor so they can request reading material for taught courses, or contact the Library directly if it's for your own individual research.