

Copyright the Card Game – Instructions

Introduction

Copyright the Card Game is an open educational game resource designed to train educators and information / e-learning professionals in HE and other educational institutions in UK copyright law. The resource reflects the important changes to educational copyright exceptions in 2014.

The game is designed to be played by up to 5 teams of up to 6 people and takes delegates from copyright basics through to real world scenarios which explore the relationship between licences and copyright fair dealing exceptions.

Copyright the Card Game was created by Chris Morrison, Copyright and Licensing Compliance Officer at the University of Kent, in association with Naomi Korn, Copyright Consultant and Jane Secker, Copyright and Digital Literacy Advisor at the London School of Economics. The training was delivered by Naomi Korn Copyright Consultancy Ltd in association with Chris Morrison and Dr Jane Secker to delegates at SCONUL Copyright Training events in early 2015.

Learning Objectives

- Understand how copyright really works in HE
- Encounter existing licences and the new legislative framework
- Practice using the exceptions and licences in specific HE examples
- Discuss the role of risk management in making decisions

The Cards

The playing cards for the game are available in the PDF named “Copyright the Card Game – Full Final Card Deck”. For the best results, these should be printed double-sided on A4 paper of at least 250gsm and cut into fours with a guillotine. There are four ‘suits’ and the cards are numbered to help keep track of them during the game:

- Works
- Usages
- Licences
- Exceptions

The Game

The game is designed to be played using the PowerPoint slides (“Copyright the Card Game – Slides March 2015”) in conjunction with the printed cards to work through scenarios presented. Slide 2 shows a suggested overview of the game timeline with a three hour duration (including tea break).

Introduction - slides 3-11 show a suggested ice-breaker exercise and “pub quiz” exercise.

From slide 12 onwards the gameplay is described via the PowerPoint introducing each of the four rounds, with the remaining information available to delegates on the cards.

Round 1 – the trainer will need to supply a separate item (e.g. a book or a CD) to each team and slide 18 should be amended to list these items.

Round 2 – suggested answers to each scenario are revealed by progressing the PowerPoint. It should be made clear to delegates that more than one interpretation of the answers might be possible, but these differences of interpretation should lead to useful discussions.

Round 3 – again, suggested answers to each scenario are revealed by progressing the PowerPoint.

Exceptions – it should be made clear to delegates that they should always refer to the legislation and case law when making a risk decision, but the slides are designed to focus on the key exceptions for HE.

Round 4 – in this round all the cards are in play including the numbered “risk” cards.

Use and re-use of the resource

The cards, slides and these instructions are available for reuse under Creative Commons, Attribution, Non-Commercial Share-Alike licence. You can use them for training purposes as an employee of an educational institution, but not if you are charging for attendance or undertaking commercial consultancy. Any derivative works you create from the resources must be licensed under an equivalent licence.

The resources are provided ‘as is’ and do not come with any official support. However I would be very interested to hear about any improvements you have made and of course I would like to know if you find any errors or anything that doesn’t make sense so that these can be fixed.

Chris Morrison 2015 (@cbowiemorrison)

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