

## Introduction

Copyright the Card Game is an open educational game resource designed to teach educators, librarians and information / e-learning professionals in higher education and other educational institutions about key aspects of UK copyright law that are relevant to their work. The resource reflects the important changes to educational copyright exceptions introduced in the UK in 2014.

The game is designed to be played by between 4-5 teams of around 6 people and takes around 2.5 hours to play from beginning to end. Delegates are taken from copyright basics through to real world scenarios which explore the relationship between licences and copyright fair dealing exceptions. It is possible to play the game with more or larger teams, but this increases the amount of time it takes to complete the game.

## Learning Outcomes

- Understand how copyright works in practice in libraries and cultural / educational establishments
- Become familiar with available licences and the legislative framework
- Compare the roles of exceptions and licences through a series of real world scenarios
- Reflect on the role of risk management in making decisions and developing institutional policy.

## 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. Each team will need one deck of cards. There are five 'suits' and the cards are numbered to help keep track of them during the game:

- Works
- Usages
- Licences
- Exceptions
- Risk

## **The Game**

The game is designed to be played using the PowerPoint slides - "Copyright the Card Game – v2.0 (2017) - 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 5-11 include an ice-breaker and warm up 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.

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 educational establishments and libraries.

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

In all rounds points are awarded for accurate answers, or well-argued positions at the trainer's discretion. We recommend keeping a scoreboard in order to present the 'winning' team with a small prize.

### **Use and re-use of the resource**

The cards, slides and these instructions are available for reuse under a Creative Commons, Attribution, Non-Commercial Share-Alike licence. You can use them for teaching and training purposes as an employee of an educational or not-for-profit organisation, 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 we would be very interested to hear about any improvements you have made and of course we would like to know if you find any errors or anything that doesn't make sense so that these can be fixed.

Copyright the Card Game was originally created by Chris Morrison in 2015, in association with copyright consultants Naomi Korn and Jane Secker. The game has been subsequently updated and maintained by Chris and Jane and is available through their website [copyrightliteracy.org](http://copyrightliteracy.org).

Chris Morrison and Jane Secker 2017 (@UKCopyrightLit)  
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