COPYRIGHT
THE CARD GAME

Works

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Usages
**Definition:** Reproduction of a substantial part of a copyright work in any material form including by electronic means.

**Examples:** Making a photocopy, downloading a copyright work, copying to a digital storage device, making a hand-drawn facsimile, reproducing recordings of a musical work, taking photographs of certain types of copyright work (e.g. a photograph of a painting).
**Definition:** Putting tangible copies of products containing copyright works into circulation. Largely synonymous with ‘publishing’.

**Examples:** Publishing a book or journal, distributing sound recordings, selling copies of a film.

**Does not include:** Making digital copies of works available online (see Communication to the Public).
Rental or lending to the Public

**Definition:** Making copies of most type of copyright work temporarily available to the public for either economic or non-economic advantage.

**Examples:** Renting computer games, lending books from a library.

**Does not include:** Making available for the purpose of performing, playing or showing in public.
Public Performance

**Definition:** The performance, showing or playing of certain types of work in public.

**Examples:** Delivery of lectures, addresses, speeches or sermons, musical performances, dramatic performances, playing of sound recordings and films.

**Note:** The exhibition of artistic, literary or musical works (e.g. putting a book or musical score on display at a museum) is not a public performance.
**Definition:** Communication of copyright works to the public by electronic transmission. It means that both broadcast and online transmissions are subject to copyright law.

**Examples:** Use of copyright works in broadcasts, websites, podcasts, social media services, blogs, VLEs.

**Caution:** The definition of ‘public’ does not necessarily have to be the general public. E.g. making material available on a closed intranet still involves a ‘public’ communication.
Definition: Adapting a pre-existing copyright work and recording it in writing or other ‘fixed’ format.

Examples: Translating a literary work, altering a photograph, remixing a sound recording or film, ‘porting’ computer software from one language to another.