Learning through Gaming: Finding a better understanding of copyright through play

Monica VanDieren, Robert Morris University, Pittsburgh PA
with A. Ames, D. Bennett, C. Devine, J. Klentzin, & C. Wertley

Artwork by Emily Buzzie
Origins

C. Morrison & J. Secker developed a card game as part of a copyright training workshop.

Other editions:
- Version 2.0, 3.0, & online
- USA
- Canadian in English & in French
- Australian
- Welsh
Reimagining the Game

- Game Design Elements
- Player-generated scenarios
- 4 Factors of Fair Use and Creative Commons Content
- New Card Suits
- Student artwork
Sample Hand & Tokens

Digital Image
Creative Commons Attribution Share Alike
Public Multi-use
No Credit Given
Substantial Amount
Education
Sample Hand & Tokens

Digital Image
Creative Commons Attribution Share Alike
Distribution
Attribution
Substantiality
Setting / Usage

Public Multi-use
No Player takes credit for the work
Substantial Amount
Education
Digital Image
Creative Commons Attribution Share Alike
Public Multi-use
No Credit Given
Substantial Amount
Education
Full credit is given to the author
+1
Ending Play Version 2

Digital Image
Creative Commons Attribution Share Alike
Public Multi-use
No Player
Substantial Amount
Education

- 6
For more information:

Email: Monica VanDieren vandieren@rmu.edu

Online Prototype version of the game available for 30 days: https://playingcards.io/kbj56j