

Part A

Copyright in an Electronic Environment (Guidelines from Consortium of College & University Media Centers)

<http://www.dpi.state.nc.us/copyright1.html>

- Students may use portions of lawfully acquired copyrighted works in their academic multimedia projects, with proper credit and citations. They may retain them in personal portfolios as examples of their academic work.
- Fair use ends when the multimedia creator loses control of his product's use, such as when it is accessed by others over the Internet.
- Educators or students need not write for permission if their presentation falls within the specific multimedia fair use guidelines; however, "educators and students are advised to note that if there is a possibility that their own educational multimedia project incorporating copyrighted works under fair use could later result in broader dissemination, whether or not as commercial product, it is strongly recommended that they take steps to obtain permissions during the development process for all copyrighted portions rather than waiting until after completion of the project.

Copyright and Fair Use: Stanford University Libraries

http://fairuse.stanford.edu/Copyright_and_Fair_Use_Overview/chapter0/0-e.html

http://fairuse.stanford.edu/Copyright_and_Fair_Use_Overview/index.html

- Only programs broadcast to the general public may be taped. This includes all programs broadcast to homes and schools. The guidelines do not apply to programs available only from cable television services such as Showtime, HBO, The Disney Channel, C-Span and ESPN.
- The tape may be shown only during the first ten consecutive school days after it is made, and only in a classroom or similar place devoted to instruction. A tape may be shown to several classes if appropriate.
- The tape may not be altered in any way. For example, tapes may not be edited to create an anthology or compilation.
- Copyright protects works such as poetry, movies, CD-ROMs, video games, videos, plays, paintings, sheet music, recorded music performances, novels, software code, sculptures, photographs, choreography and architectural designs.
- To qualify for copyright protection, a work must be "fixed in a tangible medium of expression." This means that the work must exist in some physical form for at least some period of time, no matter how brief. Virtually any form of expression will qualify as a tangible medium, including a computer's random access memory (RAM), the recording media that capture all radio and television broadcasts, and the scribbled notes on the back of an envelope that contain the basis for an impromptu speech.

All works published in the United States before 1923 are in the public domain.

Works published after 1922, but before 1978 are protected for 95 years from the date of

publication. If the work was created, but not published, before 1978, the copyright lasts for the life of the author plus 70 years. However, even if the author died over 70 years ago, the copyright in an unpublished work lasts until December 31, 2002.

For works published after 1977, the copyright lasts for the life of the author plus 70 years. However, if the work is a work for hire (that is, the work is done in the course of employment or has been specifically commissioned) or is published anonymously or under a pseudonym, the copyright lasts between 95 and 120 years, depending on the date the work is published.

Lastly, if the work was published between 1923 and 1963, you must check with the U.S. Copyright Office to see whether the copyright was properly renewed. If the author failed to renew the copyright, the work has fallen into the public domain and you may use it.

- Just as users can sometimes post information onto a website, in the reverse process a user may take material from the website and transfer it to the user's computer. This is typically done either by downloading or by copying. Many sites are set up for users to download material. Shareware sites, for example, allow users to download software they want by clicking on a downloadable file, which will then be transferred onto the user's computer. Another way of obtaining material from websites is simply by selecting text, copying and pasting it into a word processing document on the user's computer. Strictly speaking this is not downloading, but the effect is the same. The user has obtained material from the website and copied it onto her own computer.

Part B

Walton County Acceptable Use Policy (found in High School Agenda pg.18)

<http://media.walton.k12.ga.us/District/Departments/CurrInst/Documents/HSAgenda.pdf>

The Walton County Acceptable use policy states the following that applies to copyright protections:

- The most important prerequisite for someone to receive an Internet account is that he or she **take full responsibility for his or her own actions.** The Walton County Public School System will not be liable for the actions of anyone connecting to the Internet through this hook-up. All users shall assume full liability, legal, financial, or otherwise, for their actions.
- In addition, the Walton County Public School System takes no responsibility for any information or materials that are transferred through the Internet.
- Because of the size of the Internet, many kinds of materials eventually find their way onto the system. Should a user happen to find materials which may be deemed inappropriate while using his or her Walton County Public School System Internet account, he or she shall refrain from downloading this material, and shall not identify or share the location of this material. Be aware that the transfer of certain kinds of materials is illegal, and punishable by fine or jail sentence.
- The Walton County Public School System strongly condemns the illegal distribution of software, otherwise known as pirating. Any students or employees caught transferring such files through the Internet, and any whose accounts are found to contain such illegal files, shall immediately have their accounts permanently revoked. In addition, all users should be aware that software piracy is a federal offense and is punishable by fine or imprisonment.

Part C

Activity

1. Read/Review the information listed above as a whole group in class.
2. Get into small groups.
3. Each group will receive a box of scenarios (list or group of scenarios written out).
4. The group has to decide if the scenarios violate copyright laws or the county's Acceptable Use Policy.
5. Once all the scenarios have been reviewed by the group, the teacher gives the group the answers about if the scenario violates copyright law.
6. The group presents 1 of the scenarios that is the most surprising to them.
7. Have the class vote on if the scenario violates copyright law.
8. Discuss as a whole group why the scenario does or does not comply with copyright law and the county's Acceptable Use Policy.

Classroom Policy regarding copyright and cheating (Plagiarism)

Many students are not always aware when they violate copyright laws or plagiarize. **The most common types of violations are:**

- copying another person's work
- writing another person's answers on a test or assessment
- copying information off of websites (including translators)
- copying information out a book
- cut and pasting information off of websites and not giving credit

Consequences (all 4 consequences will result if it is found a student plagiarizes or violates copyright laws):

1. 0 for the assignment- NO EXCEPTIONS
2. Contact parents
3. 2 detentions
4. Referral to administration