

# COPYRIGHT THE CARD GAME ONLINE

An Introduction to Copyright



**Research Support Games event**  
**8<sup>th</sup> December 2020**

**Chris Morrison and Jane Secker**





# UK Copyright Literacy

*Decoding copyright and bringing you enlightenment*

About ▾

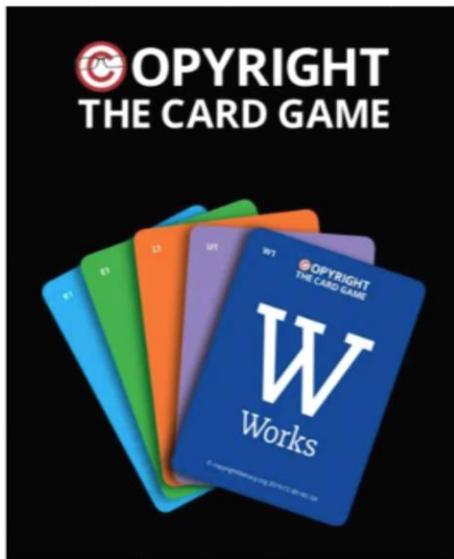
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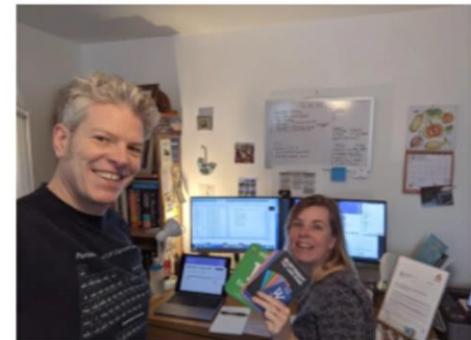
Copyright the Card Game –  
CILIP Training



What do we need to know about OA copyright publisher policies today and for the future: a SPARC Europe webinar

SPARC Europe published a report at the end of Sept taking stock of the Open Access copyright publisher policies of...

[#copyright](#), [#licensing](#), [#open access](#), [#publishers](#),  
[#SPARC](#)



## Copyright the Card Game Online

Last Friday we were delighted to be joined by 12 copyright games enthusiasts who agreed to help us test out...

[#copyright and online learning](#)

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# COPYRIGHT THE CARD GAME

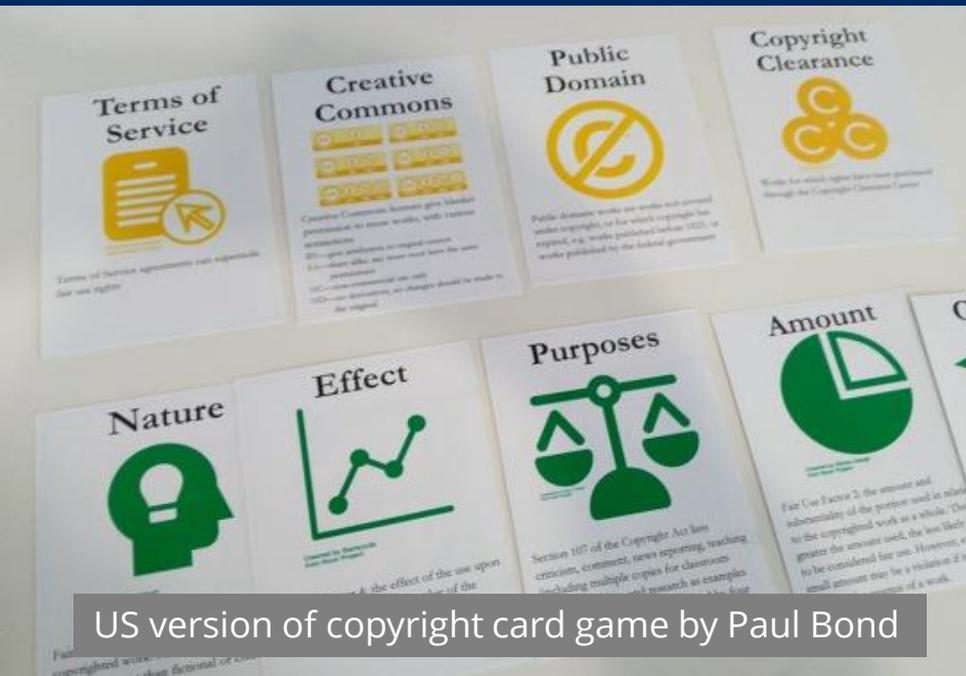
 UK game downloaded over 2,500 times from Jorum

 Over 7,500 hits on <https://copyrightliteracy.org/resources/copyright-the-card-game>

 International versions in development



Playing Copyright the Card Game in Scotland



US version of copyright card game by Paul Bond

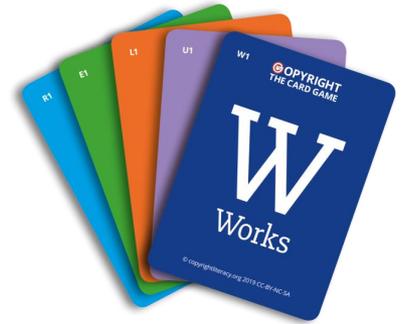


Canadian version of Copyright the Card game

# COPYRIGHT THE CARD GAME

Time	Arrival and registration
9:45–10:00	Registration
10:00-10:15	Introductions
10:15-10:50	Copyright the Card Game Round 1: Copyright works
10:50-11:10	Copyright the Card Game Round 2: Copyright usages
11:10-11:40	Copyright the Card Game Round 3: Copyright licences
11:40-11:50	Quick break
11:50-12:50	Copyright the Card Game Round 4: Copyright licences, exceptions and risk
12:50-13:00	Wrap up

# THE RULES



4 rounds focusing on one 'suit'

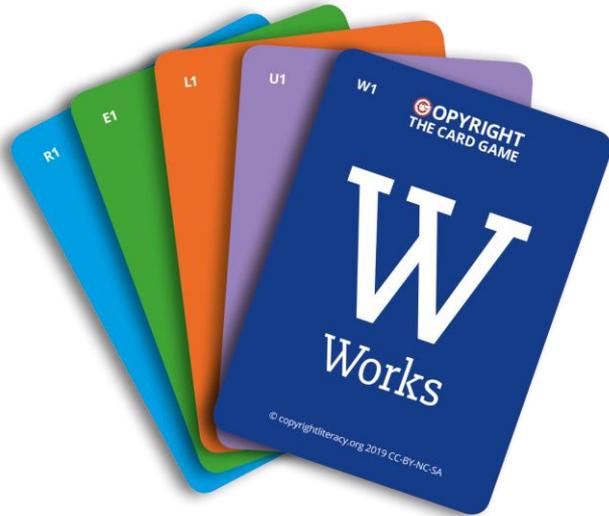
Each team will have a deck of cards

Each team must have a team captain

Teams should confer and agree answers

Answer the scenarios by selecting the cards

# SHIFTING THE GAME ONLINE



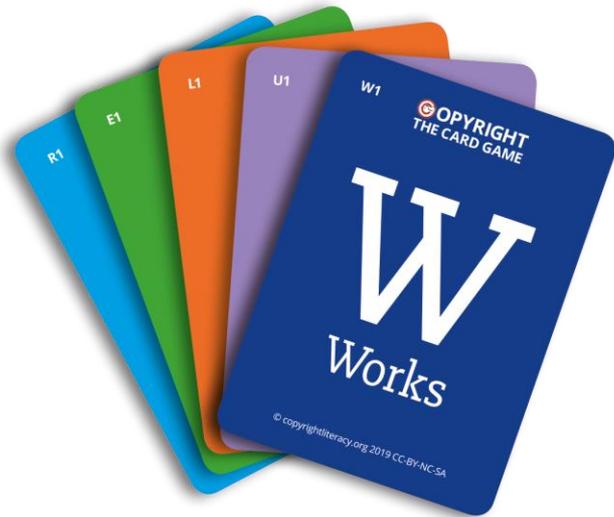
- Online cards on our website to replace printed decks of cards
- Polls for warm up quiz
- Break out rooms in Zoom for group discussion
- Google forms for teams to submit their answers each round
- Screen sharing to look at scenarios, answers and scores

<https://copyrightliteracy.org/resources/copyright-the-card-game/copyright-the-card-game-online/>

# SCOREBOARD

Team name	Round 1 (Works)	Round 2 (Usages)	Round 3 (Licences)	Round 4 (Licences & Exceptions)			Total
Top Notch	1	2	2	2	2	2	11
The Infringers	2	1	2	2	1	2	10
Copy Cats	2	1	1	1	1	2	8
The Exceptionals	2	2	1	2	1	2	10

# CHRIS AND JANE'S TOP TIPS WHEN SHIFTING ONLINE



1. Return to the learning outcomes of your game and key learning opportunities
2. Low tech is easier to get working but aesthetics matter!
3. Play test, get feedback, refine
4. Embrace new opportunities, but don't reinvent the wheel

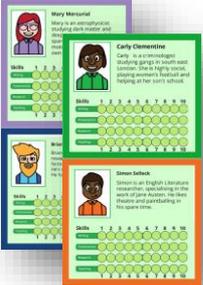
# GAME COMPONENTS



Impact tower



Impact assessment cards



Character cards



Character tokens



The board



Money and knowledge tokens



Advice cards

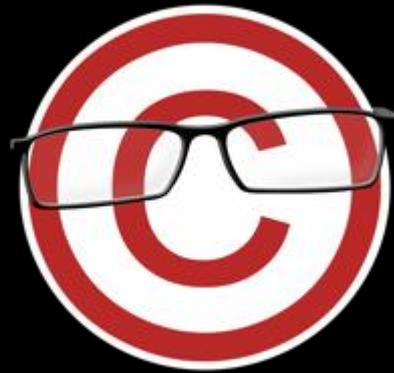


Wild cards



The playbook

# Thank you!



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# FURTHER READING

Cornish, Graham (2019) *Copyright: Interpreting the Law for Libraries, Archives and Information Services*. Facet Publishing: London. Sixth Edition.

Padfield, Tim. (2019) *Copyright for Archivists and Records Managers*. Facet Publishing: London. Sixth Edition

Morrison, C and Secker J. (2015) Copyright Literacy in the UK: a survey of librarians and other cultural heritage sector professionals. *Library and Information Research*. 39 (121)  
<http://www.lirjournal.org.uk/lir/ojs/index.php/lir/article/view/675>

Morrison, C and Secker, J (2016) Exceptions for libraries.  
<http://www.copyrightuser.org/educate/intermediaries/libraries/>

Morrison, C.M. & Secker, J. (2017). Understanding librarians' experiences of copyright: findings from a phenomenographic study of UK information professionals. *Library Management*, 38(6/7), pp. 354-368. doi: 10.1108/LM-01-2017-0011 Available at: <http://openaccess.city.ac.uk/17385/>

Gadd, E.; Morrison, C.; Secker, J. (2019) Understanding the value of the CLA Licence to UK Higher Education. Universities UK / GuildHE Copyright Negotiation and Advisory Committee. Final report. Available at <https://ukcopyrightliteracy.files.wordpress.com/2019/07/cnac-research-project-report-final-with-logos-1.pdf>

Gadd, E.; Morrison, C.; Secker, J. (2019). The Impact of Open Access on Teaching—How Far Have We Come? *Publications*, 7, 56. <https://doi.org/10.3390/publications7030056>

Secker, Jane , Morrison, Chris and Nilsson, Inga-Lill (2019). Copyright Literacy and the Role of Librarians as Educators and Advocates. *Journal of Copyright in Education & Librarianship*, 3(2), doi: 10.17161/jcel.v3i2.6927

Secker, J and Morrison, C. (2016) *Copyright and E-learning: a guide for practitioners*. Facet publishing: London.