

#### Intellectual Property

Original creations of the mind that can be protected by law; literary and artistic works, designs, symbols, images, names, etc.

#### Copyright

The exclusive legal right to reproduce, publish, sell or distribute the expression of an intellectual property (literature, design, audio, video, etc.)

#### **Trademark**

O A mark (logo, symbol, word, phrase, etc.) legally registered or established by a company to represent a service or product; cannot be used without the permission of the owner.

#### Fair Use

 A legal allowance of using a copyrighted material without permission from the owner, provided the circumstances are reasonable and do not make the material less profitable.

# QUESTIONS TO CONSIDER

- O Differentiate between:
  - Intellectual property
  - Copyright
  - Trademark
  - Fair Use
- O What can be copyrighted?
- O Does a copyright mean it can't be used?

## FAIR USE GUIDELINES

For use of media to fall under fair use guidelines, the following factors must be considered:

- Purpose and character of use—is it for commercial or non-profit education use.
- O What is the nature of the copyrighted work.
- The amount of the portion being used.
- The effect of the use on the potential market value of the product.

# CREATIVE COMMONS

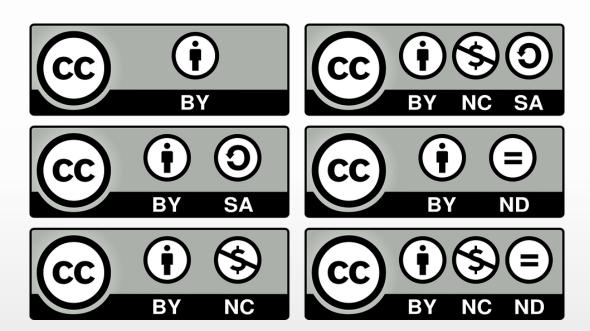
- A nonprofit organization that enables the sharing and use of creativity and knowledge through free legal tools.
- Free, easy-to-use copyright licenses provide a simple, standardized way to give the public permission to share and use your creative work — on conditions of your choice.
- Creative Commons licenses are not an alternative to copyright. They work alongside copyright and enable you to modify your copyright terms to best suit your needs.

# TYPES OF CREATIVE COMMONS

<u>Creative Commons</u> Video

Creative Commons Licenses

Six types with different features



## QUESTIONS TO CONSIDER

- Explain how a copyrighted work could be used under Fair Use guidelines.
- Which Creative Commons license could you use
  - For an educational project?
  - For a company logo?
  - For a song that you wanted to use in a mix?

#### Plagiarism

O Taking someone else's work or ideas and passing them off as your own.

#### Libel

 A published (written or printed) false statement that is damaging to a person's reputation or success.

#### Slander

 An oral (spoken) false statement that is damaging to a person's reputation or success.

#### **Invasion of Privacy**

o Intruding into someone's personal space, using their image or likeness, or revealing information about them without their permission.

## PHYSICAL SAFETY ISSUES

#### Electrical Hazards

• Electrical connections not handled properly, may result in electric shock, burn, or other injury.

### Tripping Hazards

• Connecting cables not managed properly, could result in blocked walkway or tripping hazard.

#### Ergonomics

 Designing the workplace to best fit the worker, reducing strain on the body and enhancing comfort during digital media creation.

# DIGITAL SAFETY ISSUES

### Cyberbullying

O When a person is threatened, harassed, humiliated, tormented, or otherwise targeted using the Internet, mobile phones, or other digital technology.

#### **Identity Theft**

 When personal information (SSN, credit card number, passwords, etc.) is stolen and used to gain access to financial or personal accounts.

## DIGITAL SAFETY ISSUES

#### Virus/Malware

 Programs that are specifically designed to damage a computer when installed; can access personal information, corrupt files, and even erase the hard drive completely.

#### Spam

O Unwanted emails (usually sent in a large volume) that advertise products or promote services that were not requested by the recipient.

## DIGITAL SAFETY ISSUES

#### Online Hoax

 A false claim that is spread through electronic means (email, social media, blogs, etc.); examples include chain letters, untrue accusations, etc.

#### Internet Addiction

Compulsive disorder that causes an unhealthy obsession with the Internet and other digital resources; examples include online gambling addiction, cybersex addiction, social media addiction, etc.

# QUESTIONS TO CONSIDER

- What are some ways to prevent or avoid
  - Identity Theft?
  - Virus/Malware?
  - Spam?
  - Online hoax?

