Reusable LEARNING

National Science Digital Library
Reusability and Interoperability Workshop

GUIDELINES - RIGHTS

Rights

Types and Perspectives

- Rights important for reusability
  - Copyright & Terms of Use
  - Attribution
  - Modifiability

- Perspectives on rights
  - Author, Developer, Copyright Owner
  - Collection
  - Reuser

Copyright & Terms of Use

- (Almost) all resources are copyrighted
- "We" are sloppy about granting and obtaining permissions
- "Fair use" is (almost) never applicable
- TEACH Act imposes requirements
- Issues with "deep linking," "Framing" and "in-lining"
- *Recommendation: grant permission in advance*
- Creative Commons is one good solution for granting predefined 'bundles' of rights

Attribution

- Attribution is required
- "We" are sloppy about attribution

Modifiability

- Includes *rights* and *ability* to modify

- Applies to adaptation more than adoption

- Source code, modifiable versions needed

- What does the copyright holder want to allow?

Rights & Perspectives

	Copyright	Attribution	Modifiability
Author	• Should grant rights explicitly	• Include attribution • Require attribution	• Documentation • Modifiable versions • Require easily available tools • Permissions / licenses
Collection	• Must manage copyrights & licenses • Metadata is Collection IP	• Collections must manage attribution.	• Point to modifiable versions • Technical metadata
Reuser	• Wants permission and no hassles • Copyright and terms of use	• Properly cite and attribute work	• Tools needed • Permission needed

Rights and Permissions - Guidelines

Description: Provide a statement of rights and permissions associated with a resource. Grant appropriate rights.

Explanation: A resource cannot be reused if doing so would violate the terms and conditions imposed by copyrights, licenses or contracts. A statement of rights and permissions enables potential users to know what they can do in advance.

Three specific Guidelines:

1.1 - Statement of Copyright

1.2 - Terms of Use

1.3 - Grant Modification Rights

1.1 Statement of Copyright – Priority 1

Description: The copyright should be clearly stated, and include contact information for the copyright holder.

Explanation: All resources should be assumed to be copyrighted. A clear statement of copyright and information about how to contact the copyright holder enables the user to ask for any permissions not granted in the terms of use, such as modifying the resource.

Techniques and Examples:

Collection:
- Store/catalog copyright information as metadata, preferably using a standards-based approach.
- Clearly present the user copyright information for the resource.

- Example
  - Before: http://web.archive.org/web/20030622010336/http://joma.org/
  - After: http://www.mathdl.org/mathDL/4/

Developer:
- Develop a standard copyright statement and include it, or a link to it, in the resource.

1.2 Terms of Use – Priority 1

Description: A license or explicit statement of rights and terms of use should be attached to or referenced in the resource.

Explanation: Without such a statement, permission must be asked every time a resource is used. Note that exemptions such as "fair use" have limited scope and applicability in the context of reusing online digital learning resources.

Techniques and Examples:

Collection:
- Store/catalog metadata about Terms of Use, preferable using a standardized digital rights expression language.
- Clearly present a standard set of brief Terms of Use to users.

Developer:
- Develop, copy or modify an applicable license or permission statement and include it, or a link to it, with the resource.
- Choose and link to a Creative Commons license.
- Create a license using a standardized Rights Expression Language and associate to the resource (e.g., via a link or by referencing it in a an associated metadata record).
- Example: OCW content: http://ocw.mit.edu
- Example: Creative Commons: www.creativecommons.org

1.3 Grant Modification Rights – Priority 2

Description: Grant rights to modify the digital learning resource, or provide contact information for asking permission.

Explanation: To enable others to adapt or customize the resource, the copyright holder should grant permission to modify a resource.

Techniques and Examples:

Collection:

- – Store statement of modifiability in Terms of Use. Include information on where and how to request permission if applicable.

Developer:

- – Provide statement of modifiability in Terms of Use. Include information on where and how to request permission if applicable.

- Example: Lite Applets collection
  http://www.joma.org/vol2/articles/wattenberg/contents.html

Activity – 15 minutes

10 minutes:

1. Review the guidelines and techniques and ask for clarifications.
2. Evaluate a resource (or two), determining which rights guidelines are met.

   – Hearing Conservation, environmental safety and health.
     http://www.skillsoft.com/demo/esh_gotrain.asp
   – Cyberchase applet called "Airlines Builder".
     http://pbskids.org/cyberchase/games/perimeterarea/perimeterarea.html

5. Optional: Examine the Creative Commons site
   (www.creativecommons.org) and the Australian "free for education"
   license: http://www.aesharenet.com.au/ffe/. Compare and comment on
   these.

5 minutes:

5. Discuss evaluations with your table and the larger group.

Rights Examples

1.1 Statement of copyright

- Jules Verne http://www.dpc.ucar.edu/VoyagerJr/credits.html

– Math.com - www.math.com

1.2 Terms of use

– OCW content, Creative Commons license and exceptions statement – http://ocw.mit.edu

– Creative Commons: www.creativecommons.org

1.3 Grant Modification Rights

– Lite Applets collection http://www.joma.org/vol2/articles/wattenberg/contents.html

Next: Guidelines - Metadata

Questions? Comments?