

# Abstract

Creative commons is a non-profit organisation providing six different licencing schemes for those who don't want to engage there work with copyright restrictions. Inspired by free and open-source software but with different goals, Creative commons is aiming on the free distribution and collaboration of material like music, academic resources, pictures, videos, art, etc. In the following sections we are going to see when Creative commons was established and by who. What are the different licencing schemes you may choose from. How you can apply those licenses and how they can affect your material.

Our resource set consists of a written lecture with slides along with a web-based quiz in the effort of persuading our audience to test their knowledge and be more self-aware about the subject before proceeding to any farther step.

# Introduction

The necessity of individuals to share their copyright material more freely and without the complexities and restricting regulations of the copyright, without contacting a lawyer has resulted in the creation of Creative commons. Inspired by the movement of free and open-source software, Lawrence Lessing, a law professor at the university of Stanford, and a group of copyright experts in the US have established creative commons in 2001. Creative commons is a non-profit organisation with the ultimate goal of supporting creativity among digital environments by allowing people accessing, remixing, distribute, and redistribute copyright material online. The first Creative Commons licences were released in December 2002. Since then, there have been several updated versions, with the current being version 3.0, which was released on 23 February 2007.

A lecture (notes and slides) and a set of multiple questions on



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## by Mixed group 1.22

Lecture notes produced by

•Geoff Birch: gb2g10@ecs.soton.ac.uk (Tutor: Dr Ken S Thomas <kst>)

Quiz produced by

•Fan Hu: fh5g10@ecs.soton.ac.uk (Tutor: Eric Cooke <ecc>)

Poster written by

•Charalampos Ignatiou: ci5g08@ecs.soton.ac.uk (Tutor: Professor RI "Bob" Damper <rid>)

Poster produced by

•Siyuan Liang: sl2g08@ecs.soton.ac.uk (Tutor: Dr Corina Cirstea <cc2>)

-All other content written by the collective<sup>1</sup>-



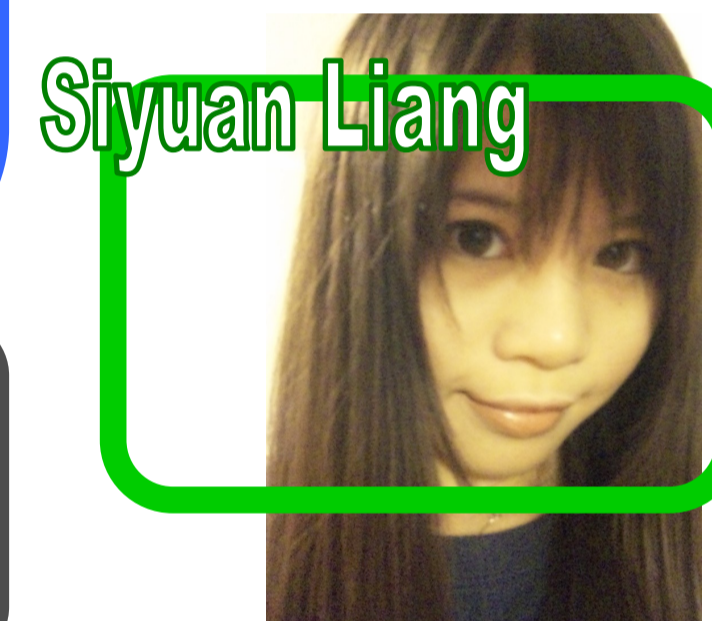
Geoff Birch



Fan Hu



Charalampos Ignatiou



Siyuan Liang

## KEYWORDS

Creative Commons, copyright, licence, Attribution, Non-Commercial, No Derivatives, Share Alike, legal advice, intermediaries, contractual agreement, international law.

# Background

Material licensed under creative commons may have its own restrictions. Six different licencing conditions are available and it depends on the user and his/her needs or purposes, on which one is going to use. Creators are able to choose between the following six licences:

As it can be seen from the above list of the different licencing conditions, Creative commons is not an anti-copyright movement. Rather it should be seen as an alternative model for managing copyright in the digital environment, giving the opportunity to the creator to handle the freedom of his/her material on his/her own preferences. Additionally, it should be made clear that work licensed under any of the six licences offered by Creative commons is perpetuity. Thereafter, there is no way to restrict your work under copyright licence. Finally, software is not recommended to be licensed under Creative commons. There are alternatives for this type of material like open-source software movement.

Nowadays, there are numerous websites using Creative commons licencing to freely share their material with the rest of the world and by the same time maintain some control over it. Among those websites, is the well known Wikipedia. Wikipedia is a free encyclopaedia accessed online that allow its users to edit the content of the encyclopaedia. The content of the website is licensed under GNU Free Documentation Licenses and the Creative Commons Attribution – Sharealike 3.0. This is one great example of how Creative Commons are used in practice to freely share content between individuals and maintain the desirable control over it.

Check it out! All resources are available on:

<http://www.edshare.soton.ac.uk/6305/>



# Method

We decided to produce a simple text tutorial, addressing the most critical parts that should be known to everyone interested in licencing digital material under the Creative commons. The tutorial is written in plain English avoiding complex terminology, in order to be easily understandable by most readers.

Our target reader is our fellow students from all the departments. We believe that this material might be of great significance for students and professionals seeking to make their work publicly available by avoiding copyright restrictions, thus supporting and promoting creativity.

# Discussion

We are persuading people who wants to share their digital material of any kind. Whether this is music, academic resources, art, and everything that it can be transformed or expressed in a digital format. How can we help you go one step farther? By reading our tutorial and going through the quiz, you will learn the critical points you will need to evaluate in order to select the most suitable licence plan according to your needs. How protected is your data and what you should expect from Creative Commons.

# Conclusion

Having seen how Creative Commons became a non-profit organisation out of the necessity of people to share their material freely and their self-determination on promoting creativity, we can create an imaginable future full of beautiful things. We can put knowledge to the edges, we can reform arts, we can share beautiful moments and photo albums with the rest of the world. If you are exited and want to be part of this movement, read our tutorial to learn the different licenses you can share your work and maintain control over it if needed.

# Reference

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1. Edward Payne (ejp1x07@ecs.soton.ac.uk) has not contributed to any part of the activities.