SHOW ME THE COPYRIGHT!

Teaching copyright law and educating students on fair use can be a challenege. How do you know if the information is being understood? Game techniques can be used to increase workshop participation and retenton of material. Quiz games and role playing are effective mediums for teaching students copyright law in order to assess their knowledge and to correct misunderstandings during the workshop. During Spring 2017, Jeopardy! style quiz games and role playing were introduced to Copyright and Your Rights, and Copyright and Your Thesis workshops at Florida Gulf Coast University.

"I'll take copyright infringement for $200, Smalex."

FAIR USE	AUTHOR'S RIGHTS	STUDENT LIFE	CREATIVE COMMONS
$200	**$200**	**$200**	**$200**

Quick quiz games were implemented after the taught section of the workshop. Quizzes increased participation and engaged students with active critical thinking of copyright. Role playing scenarios were primarily used to assess understanding of fair use. Role playing allows students to immediately utilize the information taught in the workshop in scenarios they will likely encounter. "Trick" questions that deal with grey areas of copyright can be used to catch misunderstandings, provide an opportunity for class discussion, and increase the retention of information.

Example Scenario: You're a teaching assistant and want to include samples of copyrighted music in a class presentation.

Is this fair use?   Yes   No

Why or why not is it fair use? Justify by providing short answers based on the four fair use factors.

1: Purpose and character of use: _____
2: Nature of copyrighted work: _____
3: Portion used: _____
4: Effect of use upon potential market: _____

What if you posted your presentation to YouTube?

Games lead to better copyright understanding

Attendees from three spring workshops were asked to rate their understanding of copyright in a post-workshop feedback form. Based on a scale of 1-10, students averagely rated their understanding of copyright as 5.5 before the workshop began, 7.0 after the taught section, and 8.5 after the games.

When asked to rate their understanding of fair use, participants averagely rated their understanding as 2.0 before the workshop and 7.5 after completing the workshop and role playing exercises.

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