Intellectual property and Copyright

Objectives:
- To get participants familiar with the idea of intellectual property and copyright
- Get participants to think critically about cases of copyright infringement
- Get participants to understand the fair use of copyrighted materials, creative commons and public domain

Pre-workshop tasks:
- Prepare Miro board
  Note: To use Miro in the workshop, the facilitators will have to create a Miro board similar to the board linked above. This video provides a quick guide to joining and using Miro for workshops.

- Get the presentation slides ready

- Get the following activity sheets ready for reference
  - Can you use them?
  - Tug-of-war
  - I used to think___ and I now think___

Facilitator Notes:
- *If you are using a whiteboard tool such as Miro, make sure that the participants are familiar with it. You can do a brief 20-30 minutes session on Miro at the beginning of the workshop, and then proceed with the workshop's flow.*
- *In case it's not possible for you to use such tools, you can adapt all the uses of Miro in the lesson with the use of Sticky notes and newsprint papers in a physical workshop.*
- *Delivering this workshop requires a certain level of content related knowledge from the facilitator's side. Please refer to the relevant resources under "**theme 2: Creating Digital Contents**" of the toolkit to learn the stuff you find unfamiliar in this guide.*

Tools used:
- Miro

Flow:

Topic	Objectives	Description
Intro and Energizer 15/15 mins	Get participants to work together on a fun task Get participants curious about the idea of intellectual property and its use	Start with the facilitator's introduction and provide an overview of the workshop. Inform the participants that we'll be starting with an energizer. Distribute them into groups of 4-5 each. *Facilitator's notes: Refer to this [activity sheet](#) to learn about the energizer in detail.* Present screen and show the [Miro frame for this activity](#). Show the region for each group to work on. Share the link. Participants have 7 minutes for this activity. Ask - Do you think the article you worked on could be published in a reputed magazine, newspaper or journal? Get participants to question if their use of the images is legal. Lead the discussion towards the idea of intellectual property.
Introduction to intellectual property 25/40 mins	Get participants to think critically about intellectual property and its infringement	Ask - What according to you is an intellectual property? Acknowledge their responses. Present screen and introduce them to the concept of intellectual property. Ask - Why is intellectual property easier to infringe? Acknowledge their responses and connect their responses to the points below: ● Non-depleting nature of the property ○ Unlike material property, intellectual property doesn't deplete upon use or consumption ● Ease of copying due to digitization ○ Unlike material property, digital contents can be easily replicated and reproduced ● Problems of appropriation by the buyer

		○ An author cannot restrict a buyer from unauthorized reproduction of the content Try to have an interactive discussion on each point above. Present the slides and give a brief presentation on **Intellectual property infringement and its impact**
Appropriate use of Intellectual Property 40/80 mins	Get participants to think if the given uses of intellectual properties are appropriate or not Introduce participants to Creative commons and Public domain	Ask - what are some legal ways to use intellectual properties? Discuss the ideas presented and ask participants to recall instances of use of intellectual properties from their lives. Ask if they think the uses had been legal or not. Participants now categorize certain uses of intellectual property as appropriate or not using the **Tug-of-war** thinking routine. This is a group activity. *Facilitator notes: Refer to* *this activity sheet* *to learn about this activity in detail.* Present screen and show the Miro frame. Explain the activity with a brief demo. Once they are clear, share the link and give them 15 minutes for the activity. Give 2 minutes to go through the work of each other. Encourage participants to notice the differences in the work and raise questions about the cases that raise confusion. Ask other participants to respond to the question to the best of their knowledge. Present the slides and provide a brief tour on **fair use, creative commons and public domain**. Now ask participants to revisit their work from the previous activity and make changes on their categorization based on the new information they received. Give them 10 minutes to do this Once they are done, ask each group to talk about the changes they made and the new insight that led to it. Ask them to keep it brief due to time constraints. Finally, introduce participants to some **creative commons** and **public domain** resources *(youtube creative commons, unsplash, wikimedia commons, google image search filter, project gutenberg.)* Present your screen and give a tour of the following sites.

		● Images - [unsplash](), google image search creative commons, [wikimedia commons]() ● Music - [musopen]() ● Videos - youtube creative commons ● Books - [standard ebooks library]()
Reflection and closure 10/90 mins	Get participants to think about how their thinking has changed during this workshop Highlight the key ideas from the workshop	Finish the session with a reflection using the thinking routine **I used to think . . . And I now think . . .** *Facilitator note: Refer to [this activity sheet]() to learn about this activity in detail.* Here's the [Miro frame for the activity](). It can also be done using any other suitable medium. Ask a few participants to talk about their experience from the workshop. Provide closure about the need for a digital content creator to be familiar with the concepts of intellectual property and copyright.