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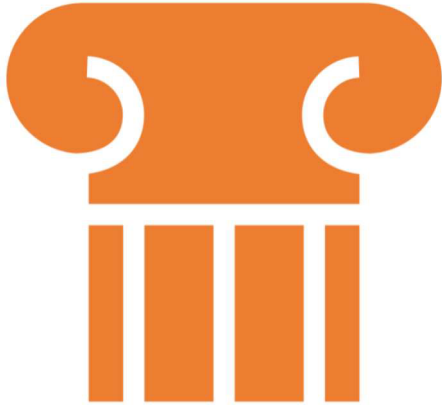
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Architecture



Created by Timur Zima
from Noun Project

The design of a building as embodied on any tangible medium of expression.

Examples: Buildings, architectural plans or drawings.

Literature



Created by Icons Bazaar
from Noun Project

The creative "ordering of words."

Examples: Books, journals, poetry, lyrics, plays, scripts, diaries, emails, blogs, software.

Drama



Created by Hea Poh Lin
from Noun Project

Musical or dramatic performance as fixed in a film or sound recording.

Examples: Acting, musical performance, public recital.

Music



Created by Edward Boatman
from Noun Project

The creative ordering of musical notes.

Examples: Songs, symphonies, jingles.



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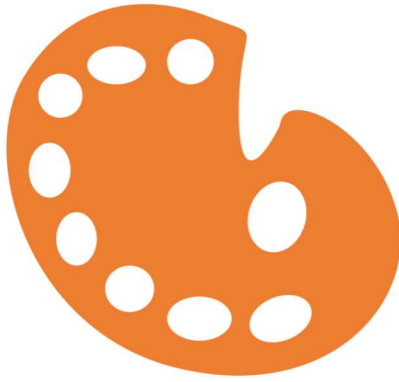
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Art



Created by Kelly Ness
from Noun Project

Creative "visual" works.

Examples: Paintings, photographs, drawings, sketches, sculptures, maps, logos, charts.

Choreography



Created by Mark S Waterhouse
from Noun Project

Written notation for a choreographic sequence.

Examples: Ballet.

Audio



Created by Clayton Meador
from Noun Project

Recording of sound in any "fixed form."

Examples: Musical recordings, film and TV soundtracks, oral history recordings, recordings of public oratory.

Video



Created by Loïc Poivet
from Noun Project

Audio-visual recordings.

Examples: TV programs, movies, home videos, filmed animation.



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Reproduction of a copyrighted work in any material form including electronic means.

Examples: Making a photocopy, downloading a copy, making a hand-drawn facsimile, reproducing recordings of a musical work, taking photographs of certain types of copyright work (e.g., a photograph or a painting).

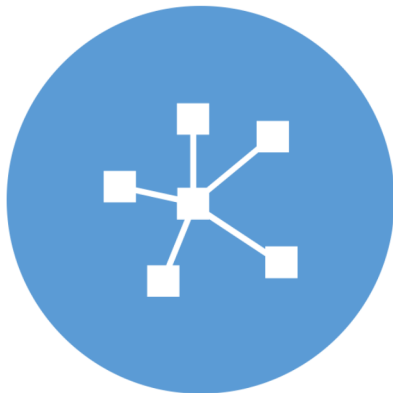
Federal Government



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Examples: NASA briefs, FAA reports, Hubble images.

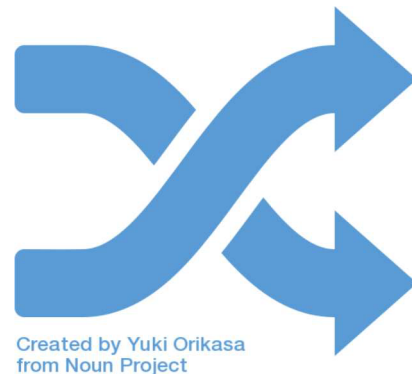
Distribution



Effectively publishing by putting works into "circulation."

Examples: Publishing a book or journal, distributing sound recordings, selling copies of a film.

Adaptation



Changing a pre-existing copyrighted work and recording it in writing or another "fixed" format.

Examples: Translating a literary work, altering a photograph, remixing a sound recording or film, "porting" computer software from one language to another.

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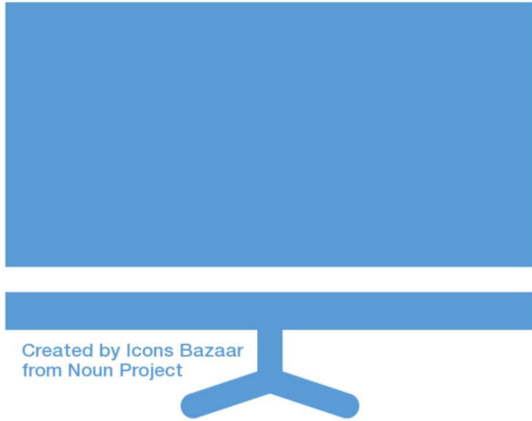
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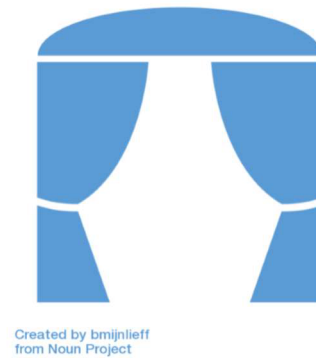
Display



Public Display

Examples: Paintings in a museum or library, exhibiting literary works for public view, photographs.

Performance



The performance of certain types of work in public, for any group of people outside of a small group of family and friends.

Examples: Delivery of lectures, address, speeches or sermons, musical performances, dramatic performances, playing of sound recordings and films.

Risk



0 = no risk, 5 = high risk

Transmission



Perform the copyrighted work publicly by means of a digital audio transmission

Examples: Putting a video clip on Blackboard

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0 = no risk, 5 = high risk



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Purposes



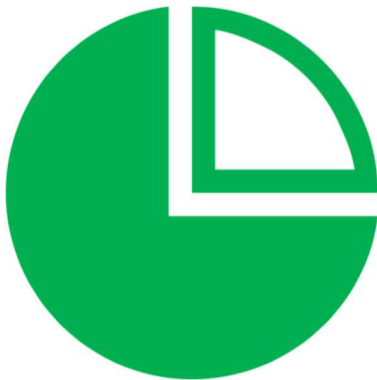
Section 107 of the Copyright Act lists criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, and research as examples of potential fair use, as determined by four factors: character, amount, nature, and effect.

Risk



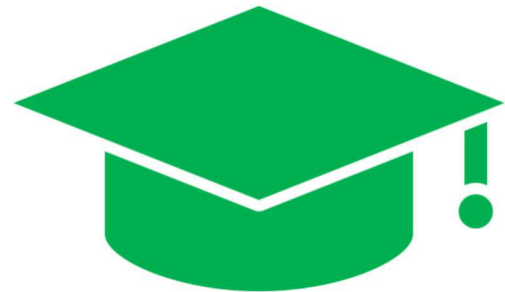
0 = no risk, 5 = high risk

Amount



Fair Use Factor 2: the amount and substantiality of the portion used in relation to the copyrighted work as a whole. The greater the amount used, the less likely it is to be considered fair use. However, even a small amount may be a violation if it contains the essence of a work.

Character



Fair Use Factor 1: the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes. A transformative use, which creates something new, is more likely to be considered fair than simple verbatim copying.

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Effect



Created by Barracuda
from Noun Project

Fair Use Factor 4: the effect of the use upon the potential market for or value of the copyrighted work.

Nature



Created by romzicon
from Noun Project

Fair Use Factor 3: the nature of the copyrighted work. Factual works are more open to fair use than fictional or creative works. Published works are more open to fair use than unpublished ones.

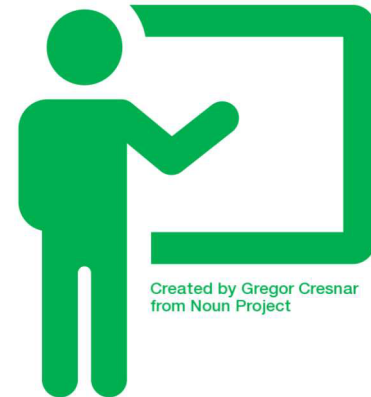
Preservation



Created by Thomas Miller
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Allows libraries and archives to make copies for preservation, security and accessibility

Education



Created by Gregor Cresnar
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Allows for the use of some copyrighted materials for non-profit instruction, both in-person and online, within closed classroom environments, with limitations

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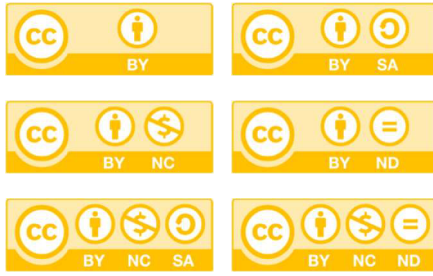
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*Originally developed by Chris Morrison. Adapted for
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