

FAIR USE GUIDELINES

Students may use portions of lawfully acquired copyrighted works in their academic multimedia programs with proper attribution and citation and may perform their program for educational purposes and may retain it in their personal portfolios as examples of their academic work. The principles listed below are factors considered that would likely cause the use to be deemed fair:

Purpose of use: The purpose and character of the use is educational in nature.

Status of Original Material: The copyrighted work has been previously published since the creator of a work intends for it to be viewed by the public.

Amount of Material: A portion of the work may be used, but not a substantial portion. Substantial constitutes a large amount and/or a central or critical part of the original work.

Marketability: The marketability of the copyrighted work will not be impaired.

Portion Limitations

Motion Media – 10% or 3 minutes text material – 10% or 100 words

Music - Up to 10% or 30 seconds

Illustrations and Photographs – up to 5 images of an artist or photographer in its entirety, no more than 10% or 15 images from a collective work

Poem – entire poem may be used if less than 250 words, no more than one poem by a poet or 5 poems from an anthology

Longer Poems – 250 words but no more than one poem by any poet or 5 poems from an Anthology

Exercise caution in using digital material downloaded from the Internet. Access to works on the Internet does not automatically mean that these can be reproduced and reused without permission or royalty payment. Credit should be given on the screen.

The following statement should be included for all projects being submitted for contest and competition purposes:

Fair Use Guideline Statement to be placed on the opening screen and on any accompanying print material:
"Certain materials are included under fair use exemption of the U.S. Copyright law, prepared with fair use guidelines and are restricted from further use."