



# Is play dough 'virtually' worthless?

**Delivering a hands-on session in an online format**

**Hannah Pyman, University of Essex**



# What is Copyright Dough?

- Interactive workshop activity (or, a game!)
- Gives players a role each
- Asks players to create a model
- Gives each model a licence
- Facilitates discussion

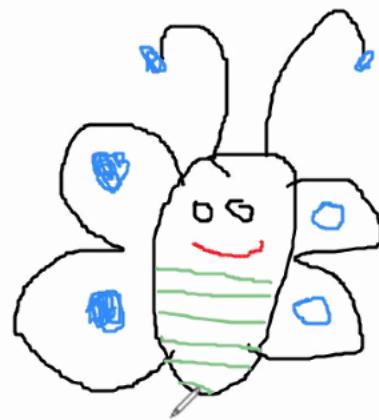
# Why did we design it?

- Copyright affects all stages of an academic career
- But copyright is not a big seller!
- Wanted to create a welcoming environment

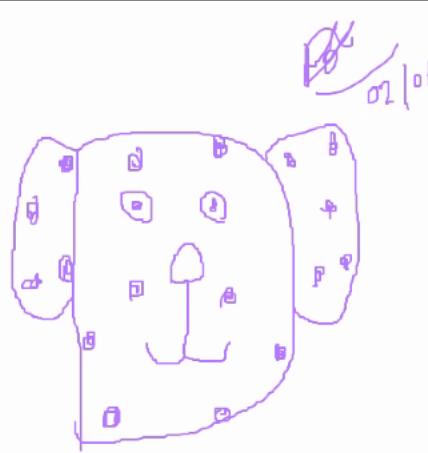
# Moving online

- New online version using Zoom interactive whiteboard
- Player packs sent in private chat

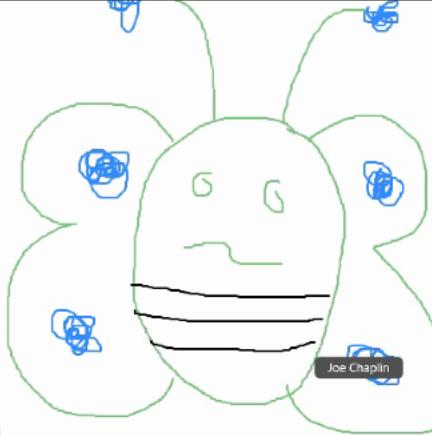




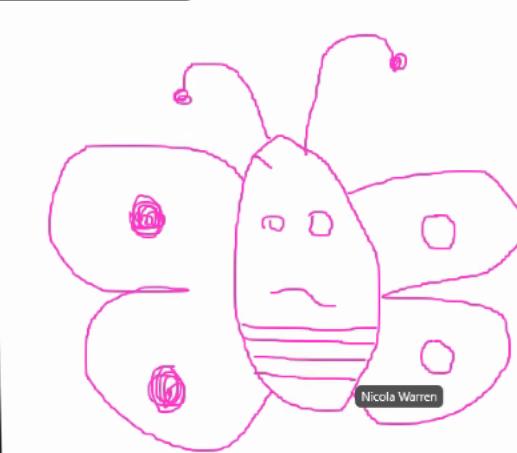
Player 1



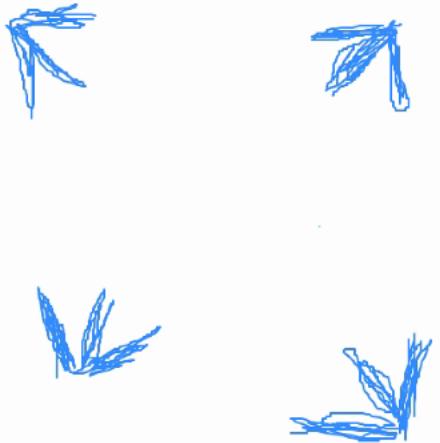
Player 2



Player 3



Player 4



Player 5



Player 6



Player 7

Player 8

< 1 > □<sup>+</sup>



# Why we think it works

- Interactive workshop activity
  - Serious play
  - Immerses players
- Engagement tool
- Prompts discussion

# Why we think it works

- Shows copyright as an enabler of creativity
- Allows a better understanding of how copyright affects different people in different ways
- Keeps the fun of in-person gamified teaching



All Copyright Dough  
materials are  
available under CC  
BY via Figshare

Read more about  
Copyright Dough in  
our project report



# Thank you!

## Get in touch

Hannah Pyman

Scholarly Communications and Research Support Manager  
University of Essex

[hpyman@essex.ac.uk](mailto:hpyman@essex.ac.uk)



University of Essex

