



University of Essex

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



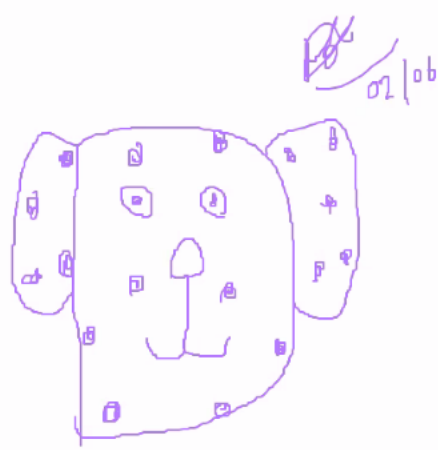
Moving online

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

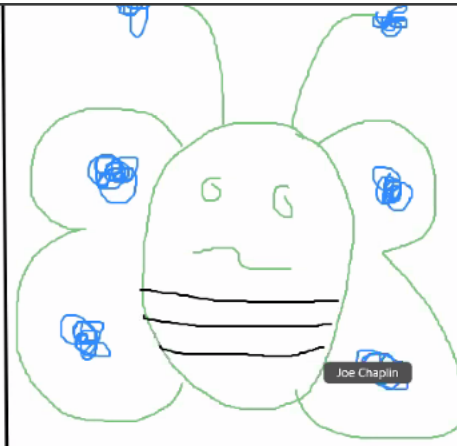




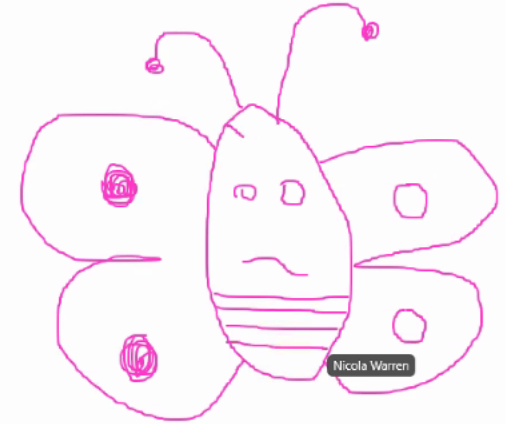
Player 1



Player 2



Player 3



Player 4



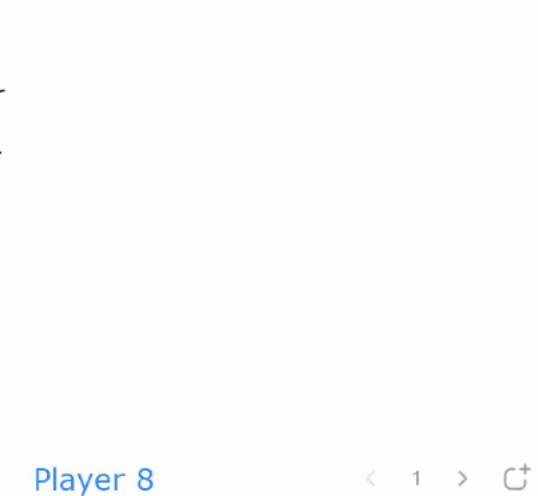
Player 5



Player 6



Player 7



Player 8

< 1 > ⌂



University of Essex





University of Essex



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](#)



University of Essex



Thank you!

Get in touch

Hannah Pyman

Scholarly Communications and Research Support Manager
University of Essex

hpyman@essex.ac.uk