



Icepops 2023 International Copyright-Literacy Event with Playful Opportunities for Practitioners and Scholars

CILIP Information Literacy Group – infoilit.org.uk
UK Copyright Literacy - copyrightliteracy.org

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And thanks to our hosts, the CREATe and the University of Glasgow

Welcome to Icepops 2023



We are delighted to be welcoming you to Icepops, the fourth International Copyright-Literacy Event with Playful Opportunities for Practitioners and Scholars. The main event is being held on **Thursday 20th July** at the Advanced Research Centre, University of Glasgow with pre and post-conference events on **Wednesday 19th July** and **Friday 21st July**. The conference hashtag is **#icepops23** and we encourage you to share your experiences on social media throughout the event. Enjoy the day! And thanks for joining us.

Chris Morrison and Jane Secker

Wednesday 19th July 2023 – Pre-conference

14.30 Registration and refreshments

15.00-17.30 E-lending and e-book workshop

- Matteo Frigeri (University of Glasgow) and Konrad Gliściński, Centrum Cyfrowe/Jagiellonian University - eLending in Europe. Rebecca Giblin, University of Melbourne - Untapped, The Australian Literary Heritage Project
- Kyle K Courtney, Harvard University – Controlled Digital Lending and US e-book state laws and Daniel Gilbert, Monash University – eLending: Where are we Now? with Jennie Rose Halperin, CEO, Library Futures

17.30 Drinks reception with music, open to all delegates

19.30 Evening social at [Curlers Rest Pub](#) (at own expense)

Icepops – Thursday 20th July 2023

9.00 Registration and coffee available

9.45 Welcome: Professor Martin Kretschmer, Director of CREATE, University of Glasgow

10-10.30 Icebreaker and opening remarks from Co-Chairs: Chris Morrison and Jane Secker with Jess Napthine-Hodgkinson

10.30-11.30 Keynote 1: Amy Thomas, University of Glasgow, What copyright can learn from games.

11.30-11.45 Coffee Break

11.45-13.00 Copyright Education World Café (10 mins X 7)

13.00-14.00 Lunch and networking

14.00-15.00 Keynote 2: Nicola Whitton, Durham University. Play: The Secret to Success, Happiness, and Wisdom.

15.00-15:40 Lightning Talks (5 x 7 mins)

15:40-16:15 Extended coffee break with playful activity

16.15-17.15 Panel Discussion: Copyright and gaming. Speakers: Amy Thomas, University of Glasgow and Justin Alae-Carew, [Blazing Griffin](#).

17.15-17.30 Wrap up and conference close

19.30: Evening social event with food and drinks at [Oran Mor](#).

Friday 21st July 2023

10.00-11.00 ALT COOL SIG Committee AGM

10.00-12.00 Tours of University of Glasgow (details to be confirmed)

Our Keynotes

Our confirmed keynote speakers will be [Prof Nicola Whitton](#), University of Durham and [Dr Amy Thomas](#), University of Glasgow.



Nicola Whitton is Director of the Durham Centre for Academic Development and Professor of Education at Durham University. She has been researching play in education for over twenty years, from video games to escape rooms and playful learning. Most recently she has been applying principles of play to academic leadership, with varying success.

Play: The Secret to Success, Happiness, and Wisdom In her talk, Nicola Whitton will argue that play can transform how we live, love, and learn. She will explore how games and playful

approaches can change how we engage with other people, how we respond to new challenges, and how we develop throughout our lives. The concept of the 'magic circle' will be introduced as a way of theorising play and understanding how playful reframing can change how we approach our lives. There will be lots of opportunities to play.



Amy Thomas is a Lecturer in Intellectual Property and Information Law at the University of Glasgow School of Law / CREATE centre. Amy joined the University of Glasgow as a PhD student and Research and Teaching Associate in 2017 (completing in 2021). Her main research interests lie at the intersection of copyright law and socio-legal research, with a particular focus on video games, eSports

and fan communities.

What copyright can learn from games: In her talk, Amy will look at how video games can teach us how to navigate the largest multi-player, real-time strategy survival game of all: copyright. Her talk will examine how games teach us to navigate rules-based systems, gain tools and skills, and make the best choices at the right times to develop our copyright-characters on their journey.

Copyright Education World Café Sessions 11.45-13.00

Neil Sprunt and Charlotte Evans, University of Manchester - Our Friends in the North – the ALN Copyright and Research Resource

The Academic Libraries North (ALN) Copyright Community of Practice has been working on an online resource around copyright and how it impacts on Research outputs/issues. We would like to use the World Café to demo/pilot this resource and get feedback from those attending Icepops. The idea is that the resource will be openly licenced and can be adapted for whichever institutions wishes to use it, and will be based on an HTML platform developed by the University of Manchester. The content and design will be an entirely collaborative effort between representatives of member institutions across the North of England. Communities of Practice are obviously very important for the sharing of experience and best practice, but this would be a creative and innovative venture, where collaboration and copyright (and scholarly comms) knowledge come together to produce something which will help promote copyright literacy and open research in the HE sector.

Jess Naphthine-Hodgkinson, University of Manchester - Cultivating Creative Commons Cognisance in Colleagues – CC education for PgCert HE participants

As a unit lead on the PgCert in Higher Education at University of Manchester, I have co-developed a unit focussed on Open Knowledge in Higher Education which highlights the use of Creative Commons licensing for staff, students, and researchers. I would like to use the World Café to highlight the creative ways in which we embed openness throughout the unit in both its content and delivery, the materials that we have developed from undertaking the CC Certificate for Educators and to generate ideas on how we may further develop the aspects of the unit that relate to copyright and sharing.

Rachel Scanlon, Bodleian Libraries - Playing in the Open: The Creative Commons Attribution Game

At ICEPOPS 2022 I play tested a card game with the attendees. The aim of the game was to combine the four key elements of a quality attribution, as described by CreativeCommons.org (<https://creativecommons.org/use-remix/attribution/>): Title, Creator, Source & Licence. The input from the ICEPOPS attendees was incredibly useful and the game mechanics went through several different iterations as part of the play test. The final game evolved into a quick paced card game that incorporates the ethos of openness in the game mechanics. The game has been positively received by attendees at my Creative Commons training sessions. At ICEPOPS 2023 I'd like to demonstrate the final version of the game.

Chris Morrison and Jane Secker, Introducing the Learning on Screen Code of Best Practice

This Code is the product of a collaborative effort between Learning on Screen, Bodleian Libraries, University of Oxford, and City, University of London. The Code is a comprehensive resource that provides film educators with guidance on navigating

copyright and promoting the ethical use of films and audiovisual materials in educational settings.

We are also pleased to share that the Code of Fair Practice underwent a rigorous review process by our esteemed Copyright Advisory Panel, consisting of experts from government, industry, and academia. Their invaluable insights and feedback have contributed to the Code's credibility and effectiveness.

This session is a chance to explore the [Code of Fair Practice](#), which is now available on the Learning on Screen [website](#). This resource will empower film educators to make informed decisions regarding copyright and promote the ethical use of audiovisual materials in their teaching practices. Together, we hope we can ensure that the [Code of Fair Practice](#) reaches film educators across the country, providing them with the guidance and tools they need.

Emily Hudson, Kings College London – Third Party Copyright and Open Access

Emily will be discussing her work on inclusion of third party copyright material in Open Access monographs.

Kerry-Jane Packman, Learning on Screen - Engaging with Learning on Screen services for teaching

Kerry-Jane is the CEO of Learning on Screen and will share a number of services to help your staff and students make the best use of audiovisual works in teaching.

Kyle K Courtney, Harvard University – AI and Comparative US Fair Use

Today faculty, staff, and students can hardly escape the conundrum of AI, but its implication on intellectual property, especially copyright, are still untested. Copyright law has potential impacts on AI input - in training the machines - and AI output - in regard to ownership. As our work increasingly encompasses AI-intensive programs and projects, questions arise about topics such as copyright, fair use, and, of course, risk. Fortunately, in the U.S. there is fair use caselaw that covers some of the AI training issues. Join Kyle K. Courtney in exploring some of these critical fair use cases for AI, drawing on statutes, case law, anecdotes, and his own research.

Tim Riley, University of Aberdeen - Optimism or anxiety? Engaging with the university community to create a copyright literacy strategy [for the University of Aberdeen]

What do university students and staff think about copyright? What challenges do they face? What support do they need? Hot on the heels of its new Rights Retention Strategy, the University of Aberdeen is engaging with students and staff to develop an institutional copyright policy and copyright literacy strategy. These will address copyright across the whole institution and aim to enable and empower all who use or create copyright works. We'll discuss our progress so far, what we've learned, future plans, and things to consider if your institution is planning something similar.

Jennie Rose Halperin, Library Futures- Books are Not Software: What's this License Say, Anyway? (The Game)

Digital content is not software – or is it? From Netflix to Libby, it seems like every piece of digital content is governed by a license or contract that dictates what users can and cannot do. But what do these licenses say, anyway? And what do they mean for institutions that are trying to purchase digital materials for patrons? This quick talk and game will ask you to guess what you can and cannot do with content in both the physical and the digital realm while asking the question: What's this license say anyway?!

Erica Levi, Coventry University - Unwind – unveiling the past. Tantalising reluctant audiences

Join me to discover my brand-new online copyright escape room! With the link, you can journey into a dystopian society, where you'll assume the role of an elite resistance member fighting against the sinister plans of the villainous Lord Schism.

My name is Erica Levi, and I lead on copyright in a Coventry University department that specialises in creating high-quality structured learning content for online teaching. I created this game to entice colleagues' engagement: online escape rooms are a light way to reach out to the wider organisation and increase awareness of copyright.

Lightning talks 15.00-15.40

James Bennett, CLA - A Copyright Booster Shot – CLA's Copyright Essentials for Educators

We understand that copyright can seem confusing. That's why we've designed 'CLA's Copyright Essentials' - an interactive guide to help educators get their bearings in the copyright landscape.

<https://www.cla.co.uk/copyright-essentials>

In our annual surveys, respondents have told us that one of the best ways to support educators and institution staff to understand copyright better, is via a short and concise online guide. The education sector is used to getting these 'shots in the arm' on inset days and in CPD – GDPR, Health and Safety, Cyber security – why not copyright?

As such, CLA has created bespoke guides for schools and FE, where participants are taken through the features of the copyright landscape, and by the end of the 30 minute guide, they'll be familiar with key terms, concepts, and what questions to ask before copying.

This is a beta version of the guide, and we're continuing our work to make it clear, interesting and accessible. Please share it with your trainee teachers, and any feedback can be sent to support@claedqueries.zendesk.com.

Mark Walford, Sage - Is Intellectual Property theft? Copyright and Anarchism

While we all debate the details of rights retention strategies and push for, or argue against, new copyright exceptions, there's a whole different level of debate which has been going on since the 19th century about whether we should have copyright at all. This is an attempt, in a light-hearted way, to explore what the anarchists mean when they say that intellectual property is theft, and some of the consequences of that, including whether anarchist publishers live up to their principles, and how anarchism influenced the beginnings of open access.

Alison Davidson, British Library- Teaching copyright to everyone everywhere all at once

Taking over staff copyright training at the British Library would have been challenging enough, but add in a team restructure in 2019, the pandemic in 2020, and starting during lockdown in 2021 and the task became even greater.

This talk will cover the challenges of building a new copyright training programme at one of the UK's largest cultural heritage institutions. The Library has a broad array of services that involve every aspect of copyright. I will share what I have learnt about how to tailor teaching to a wide variety of teams, as well as how to adapt material for virtual, in-person, and hybrid sessions, and how to decide when an area needs reference material or self-paced learning, rather than a traditional teaching session.

Amanda Wakaruk, University of Alberta - Opening Up Copyright for Canadians: creating instructional videos that people want to watch (all the way to the end)

Copyright is a big topic. Creating open, self-directed instructional modules about copyright that are fun and engaging takes persistence, passion, and a lot of time and research. This lightning talk will lead you through the lessons learned and celebrated by the Opening Up Copyright project team as they prepared 35 (and counting) videos about copyright in Canada. <https://sites.library.ualberta.ca/copyright/>

A list of related presentations, including some dedicated to learner engagement, can be found here: <https://sites.library.ualberta.ca/copyright/scholarly-contributions/>

David Beales, Brunel University - Open Textbooks Advocacy – show me the money!

Adoption of Open Textbooks in the US is more advanced than in the UK. The speaker will use his direct experience of working in a US higher education library which was an early adopter of the Open Textbook Network to explore why US librarians have been so successful in persuading faculty to adopt open textbooks for their reading lists and how this can be translated to the UK environment. This presentation will reference a project currently being conducted by Brunel and Sheffield University to undertake this translation work and build a community of practice in the UK.