

Copyright and Creator Rights in DH Projects: A Checklist

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This checklist is an offering to the digital humanities community by participants of the [Digital Humanities 2017](#) panel "[Copyright, Digital Humanities, and Global Geographies of Knowledge](#)".

Do you have suggestions for improving it? Please email vzafrin@bu.edu.

I. Questions to Ask and Answer

We recommend creating a document, published as part of your project, that articulates answers to the following questions. This is not an exhaustive list — just the beginning. What would you add?

- What country's/countries' copyright laws apply to other people's work(s) we use in our project? How do we justify our use(s)?
 - Public domain
 - Type of use is allowed within the limits of applicable law (e.g., Fair Use in the U.S.)
 - Payment of royalties
 - Author-provided license allows use
- Does our project incorporate knowledge created by historically vulnerable people(s)?
 - If yes: how do the affected people(s) benefit?
 - If they don't: how do we remedy this?
 - If yes: is our work in accord with their culturally established acceptable methods of knowledge production and transmission?
 - If it isn't: how do we remedy this?
 - If yes: what do we need to document, and how?
- What country's/countries' copyright laws apply to our original work?
- What contributors to our project have a copyright stake in it?
 - How will they be compensated? (Non-exhaustive possibilities: money; explicit credit *and* a voice in the disposition of the project)
- What contributors to our project *do not* have a copyright stake in it?
 - How will they be compensated/credited? What input, if any, will they have in the disposition of the project?
- Is student, contingent, or other vulnerable labor used in the creation of any part of this project?
 - If yes, how will these contributors be compensated?
 - How are the contributors credited?

II. Suggested Resources

- [Berne Convention](#)
- [Collaborators' Bill of Rights](#)
- [A Student Collaborators' Bill of Rights](#)
- [Stanford Copyright and Fair Use Center](#)
- Roopika Risam et al. "[An Invitation towards Social Justice in the Digital Humanities.](#)" 2015-present. See in particular "[Access.](#)"
- Kathy Bowrey & Jane Anderson, "[The Politics of Global Information Sharing: Whose Cultural Agendas Are Being Advanced?](#)" *Social & Legal Studies* 18(4), 479-504. 2009. N.B.: this resource is *not* openly accessible.
- Vaidhyathan, Siva. *Intellectual Property: A Very Short Introduction*. Oxford, New York: Oxford University Press, 2017. Print. Very Short Introductions.
- Stallman, Richard. [Free software, free society: Richard Stallman at TEDxGeneva 2014](#). Youtube. (accessed July 30, 2017)
- Bustillo, Maria. [The GNU Manifesto Turns Thirty](#). The New Yorker. March 17, 2015
- Lars Eckstein and Anja Schwartz, [Postcolonial Piracy: Media Distribution and Cultural Production in the Global South](#). Universität Potsdam, 2015.
- Samantha Rayner and Rebecca Lyons, eds. [Academic Book of the Future: BOOCS \(Books as Open Online Content\)](#). UCL Press, 2017.
- Your local librarians knowledgeable about digital humanities and copyright/author rights
 - Having trouble finding someone? [ADHO Lib+DH SIG](#) may be able to help