**Copyright Campetition 2016**

University of Michigan Library Copyright Office

*You have been assigned to one of two teams: Team Maize and Team Blue.*

*Earn as many points as possible for your team by completing the tasks below and uploading the results of your work (or a photograph, scan, etc. of the results) to your team’s Copyright Camp Google Drive folder:* [*Team Maize folder*](https://drive.google.com/drive/folders/0BxwPN_0t_2boMk1xZTJTUnVyMXc)*,* [*Team Blue folder*](https://drive.google.com/drive/folders/0BxwPN_0t_2boVHNWZ2NDZDFEWmM)*. The filename of your item must include your name and a* [*Creative Commons*](https://creativecommons.org) *license of your choosing. If you wish to include more than one file in your submission (e.g., a photograph and a caption), create a folder with the designated filename and put all related files in the folder. The items in the two team folders will be shared on the Library website after camp. Your team can repeat tasks for additional points, so long as it does not exceed the point limit for the category.*

[*Cameras and other photo-taking devices*](https://staff.lib.umich.edu/content/library-loaner-equipment-fact-sheet) *are available for check-out by MLibrary librarians and staff at Askwith Media Library.*

**Easier tasks**

*These tasks are worth 1 point each. Teams are eligible for a total of 15 points per task.*

1. Identify a copyright-related problem you face in your work (or your personal life). Using the Prototyping Cart in the Shapiro Design Lab, prototype a tool that would help solve that problem. Write a short description to accompany your prototype.
2. Much of the [public art](http://www.public-art.umich.edu/the_collection/) on campus is protected by copyright. Select one of those works. Create your own representation of its subject that does not infringe the copyright in the original work. You can use any medium.
3. [These items](https://docs.google.com/document/d/1tVd_-3hHvuIrUx7GKh_DAvcYZmwawmgGqoTTgA0RcKg/edit) that are part of the library collection have all been the subject of copyright disputes. Write a short description an item in the collection that could be used in an exhibit showcasing the library’s copyright-related holdings.
4. Write a joke or a pun about copyright law.
5. Create something you think would not entitle you to a copyright. Note: You should put a [Public Domain Mark](https://creativecommons.org/publicdomain/mark/1.0/) on this, not a Creative Commons license.
6. Photograph a building on the UM campus.
7. Create a physical collage based on materials provided in the Design Lab or a digital collage based on [UM Library Digital Collections](http://quod.lib.umich.edu/lib/colllist/).
8. Read one of these [cases](http://fairuse.stanford.edu/overview/fair-use/cases/) and incorporate any element from the opinion into a rough design of a product (poster, t-shirt, etc.).
9. Write a poem expressing your views on copyright law.
10. Write a letter home from Copyright Camp, detailing your favorite example of fair use.
11. Create a task for a future Copyright Campetition. The team that submits the best task will receive a **five-point bonus**.

**Harder tasks**

*These tasks are worth 3 points each. Teams are eligible for a total of 30 points per task.*

1. Record yourself and others singing “Happy Birthday” to the University of Michigan.
2. Record yourself doing a dramatic reading of a portion of the Copyright Act, a Copyright Circular, or another federal government document.
3. Find or create a [requested photograph](https://en.wikipedia.org/wiki/Category:Wikipedia_requested_photographs) for Wikipedia, and upload it to Wikipedia. Consider working from this list of [Washtenaw County requested photographs](https://en.wikipedia.org/wiki/Category:Wikipedia_requested_photographs_in_Washtenaw_County,_Michigan).
4. Prototype a 3D object based on a [useful article](https://www.law.cornell.edu/uscode/text/17/101).
5. Create a Copyright Camp anthem and record it.
6. Write a skit illustrating a moment from copyright history. Record a performance of it.
7. Create a game or a sport that illustrates or incorporates an aspect of copyright law.
8. Use John Oliver’s [raw footage of the Supreme Court Justice dogs](https://www.youtube.com/watch?v=tug71xZL7yc) to create a reenactment of oral argument in a copyright case.