

HMHS Library

401 Kings Hwy E. Haddonfield, NJ 08033 * 856-429-3960 * [Library Homepage](#)

Intellectual Property Information Sheet

Describes concepts such as intellectual property, copyright, trademark, patent, fair use, plagiarism, and creative commons

Intellectual Property Summary Sheet

Briefer version of the sheet above

What does copyright protect?

FAQ's from the U.S. Copyright Office

Finding Public Domain and Creative Commons Media

Webpage from the Harvard Law School Library site that explains the difference between public domain and creative commons, includes a three-minute video describing the value of creative common, introduces different types of creative common licenses, and includes annotated links to sites that offer public domain and creative common images, audio, and video

Creative Commons Frequently Asked Questions

An extensive, easy to understand, list of questions and answers related to Creative Commons

Patent FAQs: Patent Information

A clearly stated answers to questions for those who are seeking to patent a new invention

Patent and Trademark FAQs

Another resource of clearly stated answers from the Free Library of Philadelphia

An Enduring Understanding about Intellectual Property Rights

A concept worth understanding when considering issues related to the ethical use of information

Haddonfield Board of Education Academic Dishonesty Policy

Describes district expectations, potential consequences for incidences of academic dishonesty, and the procedure for handling such case

USE INFORMATION & MEDIA ETHICALLY

Using information and media ethically means understanding what is fair for you to borrow, use, or remix. There are both legal and academic reasons why information or media might not be fair for you to use.

Intellectual Property



Intellectual property are creations - artistic, literary, commercial, technological, etc. - over which the creator has legal rights. Intellectual property and the laws that protect it are designed to keep your ideas or creations from being stolen and used by someone else.

Copyright



Copyright is a legal protection given to someone who has created an artistic work. Copyright can apply to anything from a work of literature or a piece of art or music, to a character, video game, piece of software, or even a signature phrase. Copyright doesn't apply to ideas or processes - only to products or works.

Public Domain



Public domain refers to content, ideas, or products that are not owned by anyone. Items within the public domain are public property - meaning anyone can use, share, or remix them. Creators can choose not to pursue legal protection of their work and allow it into the public domain, or works can fall into the public domain after their copyright expires.

Creative Commons



The Creative Commons is an organization that promotes the sharing of intellectual property by providing free legal tools to creators who wish to allow their work to be more freely shared in certain contexts. Creators who work with the Creative Commons can grant greater access to their work without giving up their copyright protections.

But It's for School...



It's a common misconception among both students and educators that using copyrighted information or media is fine as long as it's "for school." The truth is, the situation is a lot more nuanced than that. In most cases, it's fair to use pieces of a work for educational reasons, but it's rarely ok to share a work (book, film, music, etc.) in its entirety if copies or rights haven't been paid for. Use of works must always support an educational goal or lesson, and should not be used for profit or fundraising.

For more help, stop by the library!