

# CREATIVE COMMONS

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**Abstract:** In the paper a new way or mind set of academic writing is trying to identify which will totally change the concept of copy right, with the help of Creative Commons. Creative Commons is a global nonprofit organization that enables sharing and reuse of creativity and knowledge through the provision of free legal tools. These legal tools help those who want to encourage reuse of their works by offering them for use under generous, standardized terms; those who want to make creative uses of works; and those who want to benefit from this symbiosis. Our vision is to help others realize the full potential of the internet. CC has affiliates all over the world who help ensure their licenses work internationally and who raise awareness of our work.

**1.0 CC Affiliate Network:** As of 2017, Creative Commons is shifting from the current Affiliate Program to a new Global Network structure. This page contains all resources related to the Affiliates and the history of the CC Affiliates Network and will no longer be updated once the transition process is completed.

If you are interested in learning more about or interested in joining CC Global Network, please read this article. If you have any questions or requests regarding CC's global network, please join our community channel on Slack or contact Simeon Oriko, Global Network Manager, at [network@creativecommons.org](mailto:network@creativecommons.org).

Creative Commons Affiliate Network consists of 100+ affiliates with over 500 volunteers and community members who serve as CC representatives in over 85 countries.

The teams have a wide range of responsibilities, including public outreach, community building, translating information and tools, fielding inquiries, conducting research, communicating with the public, maintaining resources for CC users, and in general, promoting sharing and our mission. These teams have a formal relationship with Creative Commons via an agreement between organizations, universities or individuals in the jurisdiction and CC HQ.

Visit Affiliates page on the CC wiki for more information, including regional activities and history of our work. (Commons, Creative Commons)

## **2.0 History of Creative Commons licenses:**

In December 2002, Creative Commons released its first set of copyright licenses for free to the public. Creative Commons developed its licenses — inspired in part by the Free Software Foundation's GNU General Public License (GNU GPL) — alongside a Web application platform to help you license your works freely for certain uses, on certain conditions; or dedicate your works to the public domain. In the years following the initial release, Creative Commons and its licenses have grown at an exponential rate around the world. The licenses have been further improved, and ported to over 50 jurisdictions.

**2.1 Science:** Since 2005, Creative Commons has undertaken projects to build commons-based infrastructure for science through identifying and lowering unnecessary barriers to research, crafting policy guidelines and legal agreements, and developing technology to make research, data and materials easier to find and use.

**2.2 Education:** Creative Commons also works to minimize legal, technical, and social barriers to sharing and reuse of educational materials, with dedicated projects in this field since starting in 2007.

**2.3 Global infrastructure for sharing:** Creative Commons licenses, public domain tools, and supporting technologies have become the global standard for sharing across culture, education, government, science, and more. (Commons, Creative Commons)

**2.4 How can I use Creative Commons:** One may download high resolution versions of the Creative Commons logos and use them in connection with their work or website, provided comply with our policies. Among other things, if you use the logos on a website or on your work, you may not alter the logos in any respect—such as by changing the font, the proportions, or the colors. CC's buttons, name, and corporate logo (the "CC" in a circle) are trademarks of Creative Commons. You cannot use them in ways not permitted by our policies unless you first receive express, written permission. This means, for example, that you cannot (without our permission) print your own buttons and t-shirts using CC logos, although you can purchase them in CC's store.



**3.0 How Does Creative Commons Work?**

Creative Commons provides free, easy-to-use legal tools that give everyone from individual "user generated content" creators to major companies and institutions a simple, standardized way to pre-clear usage rights to creative work they own the copyright to. CC licenses let people easily change their copyright terms from the default of "all rights reserved" to "some rights reserved." Creative Commons licenses are not an alternative to copyright. They apply on top of copyright, so you can modify your copyright terms to best suit your needs. We've collaborated with copyright experts all around the world to ensure that our licenses work globally. Getting a Creative Commons license is easy. Visit our Web site at [creativecommons.org](http://creativecommons.org) and click "License Your Work." Based on your answers to a few quick questions, we'll give you a license that clearly communicates to people what you will and won't allow them to do with your creativity. It only takes a few minutes and it's totally free. (Commons, Creative Commons )


**3.1 Where is it?**

Creative Commons (CC) licenses have grown to include nation-specific differences in copyright law. Copyright owners can now choose either a generic license or one that reflects laws in one of nearly three dozen countries. This process of adding variations of licenses to accommodate the copyright landscape is likely to continue, increasing the adoption of the licenses by a wider range of content owners. As understanding of the licenses spreads, greater numbers of content users will specifically seek out material that is covered by a Creative Commons license. A renewed sense of openness—rather than restrictiveness—will support new educational efforts, particularly in developing countries, that cross institutional and national boundaries. Educational content will be shared freely, with programs and degrees based on learning objects and resources from multiple sources. (Educase learning initiative, 2007)

**4.0 Elements of the Creative Commons Licence:**



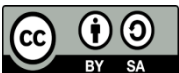


These elements allow the creator to select the different ways they want the public to use their work. The creator can mix and match the elements to produce the CC licence they want. This process is a simple and quick way for creators to indicate how they wish their work to be used.


S. No.	Symbol	Description
1.		You must credit the creator, the title and the licence the work is under. This is compulsory for all Creative Commons licences. For more information on how to attribute a work, see information guide, 'How to Attribute Creative Commons Material'
2.		Any use of the work must be for non-commercial purposes only. For example, file sharing, educational use and film festivals are all allowed, but advertising and for profit uses are not.
3.		The work can only be used exactly how it is. The work cannot be adapted or modified in any way. This means you will need to get extra permission if you want to remix the work, crop a photo, edit down text or use a song in a film.

4.		Any new work produced using this material must be made available under the same licence as the original work. So, for example, if you remix a work under an Attribution Share Alike licence, you have to release the new work you create under an Attribution Share Alike licence.
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**5.0 Six Standard Creative Commons Licences:**

These elements are mixed and matched to create the six standard CC licences. The table below lists these licences and the different conditions which attach to each.

Licence	Symbols	Type of use	You can
Attribution (BY)		Commercial and non-commercial	<ul style="list-style-type: none"> <li>• Copy;</li> <li>• Adapt or modify;</li> <li>• Redistribute (publish, display, publicly perform or communicate the work); and</li> <li>• License to others.</li> </ul>
AttributionNoncommercial (BY-NC)		Non-commercial only	<ul style="list-style-type: none"> <li>• Copy;</li> <li>• Adapt or modify;</li> <li>• Redistribute (publish, display, publicly perform or communicate the work); and</li> <li>• License to others.</li> </ul>
Attribution-Share Alike (BY-SA)		Commercial and non-commercial	<ul style="list-style-type: none"> <li>• Copy,</li> <li>• Adapt or modify;</li> <li>• Redistribute (publish, display, publicly perform or communicate the work); and</li> <li>• License to others on the same terms as the original work.</li> </ul>
Attribution-No Derivative Works (BY-ND)		Commercial and non-commercial	<ul style="list-style-type: none"> <li>• Copy;</li> <li>• Redistribute (publish, display, publicly perform or communicate the work) verbatim copies; and</li> <li>• License to others</li> </ul>
AttributionNoncommercial-Share Alike (BY-NC-SA)		Non-commercial only	<ul style="list-style-type: none"> <li>• Copy;</li> <li>• Adapt or modify;</li> <li>• Redistribute (publish, display, publicly perform or communicate the work); and</li> <li>• License to others on the same terms as the original work.</li> </ul>
AttributionNoncommercial-		Non-commercial only	<ul style="list-style-type: none"> <li>• Copy;</li> </ul>

No Derivative Works (BY-NC-ND)		<ul style="list-style-type: none"> <li>• Redistribute (publish, display, publicly perform or communicate the work) verbatim copies; and</li> <li>• License to others (Smartcopying)</li> </ul>
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**6.0 Conclusion:**

Creative Commons symbols are doing what the creator wanted to do with it, by providing the legal aspects of the creator and the use of its work so that the created work can be used with the choice of its creator. But still I feel that there are some issues in the creative commons, need to be discussed by the authorities so that the symbols can be used in more efficient way and according to the choice of its creator. Never the less the initiative is appreciable by the Creative commons.

**6.1 References:-**

1. Commons, C. (n.d.). *Creative Commons* . Retrieved July 17, 2017, from [www.creativecommons.org](http://www.creativecommons.org): <https://creativecommons.org/faq/#what-is-creativecommons-and-what-do-you-do>
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3. Commons, C. (n.d.). *Creative Commons*. Retrieved July 17, 2017, from [www.creativecommons.org](http://www.creativecommons.org): <https://creativecommons.org/about/history/>
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6. Smartcopying. (n.d.). *What is Creative Commons? For Teachers and Students*. Retrieved July 18, 2017, from [www.smartcopying.edu.au](http://www.smartcopying.edu.au): [http://smartcopying.edu.au/docs/default-source/creative-common-pdf/what\\_is\\_creative\\_commons\\_\\_website\\_.pdf?sfvrsn=2](http://smartcopying.edu.au/docs/default-source/creative-common-pdf/what_is_creative_commons__website_.pdf?sfvrsn=2)