

# Creative Commons: The Licensing Game Playing Rules

# Creative Commons: The Licensing Game

## Summary

Creative Commons: The Licensing Game is an educational game made to teach people about Creative Commons through experiential learning. It models distribution, use and reuse of Creative Commons licensed work; and it educates players with the advantages and disadvantages of different Creative Commons licenses while at the same time providing engaging and competitive gameplay.

There are three main components to the game that players utilize while playing: the licenses, individual “pixels” that comprise work, and the market generator. There are three rounds to the game, and players get three turns per round to score as many points as possible. The game ends at the end of the third round and the player with the most amount of points recorded is declared victorious.

## Objective

A player’s objective is to accumulate the most amount of points by the end of three rounds. There are two distinct ways to achieve this objective:

1. License the most valuable work

Example: Player A plays “Blue Red Blue” for 10pts. and licenses it under NoDerivatives by placing it in a NonDerivatives box.

2. License the components of the most valuable work

Example: Player B plays “Green Yellow” for 3pts. and licenses it under NonCommercial by placing it in a NonCommercial box.

## Materials

- Processing Application running on a preferably large screen
- Containers to represent the three licenses and contain the pixels:

- Attribution License
- NonCommercial License
- NoDerivatives License

- Colored boxes to represent the different pixels (25 each):

- Red
- Green
- Blue
- Yellow

- Paper and pencil to keep score



## Beginning a Game

- 3-4 teams (of 1 player or more)

- Each player receives:

- 10 points
- 3 “pixels” of each color

- Each round begins by bidding. The bidding starts once the board for the round is up. Whomever bids the most points wins the ability to go first, with the second highest bidder going second, etc.

## Rounds

- Each player takes 3 turns per round
- At the beginning of the second round, players get 2 pixels of each color
- At the beginning of the third round, players get 2 pixels of each color

## Possible Moves

Players create “works” by arranging their pixels in forms that are on the generated playing boards.

## Creating Original Work

If the work is “original” (meaning no one else has played it) then the player receives the full amount of points designated by the generated board.

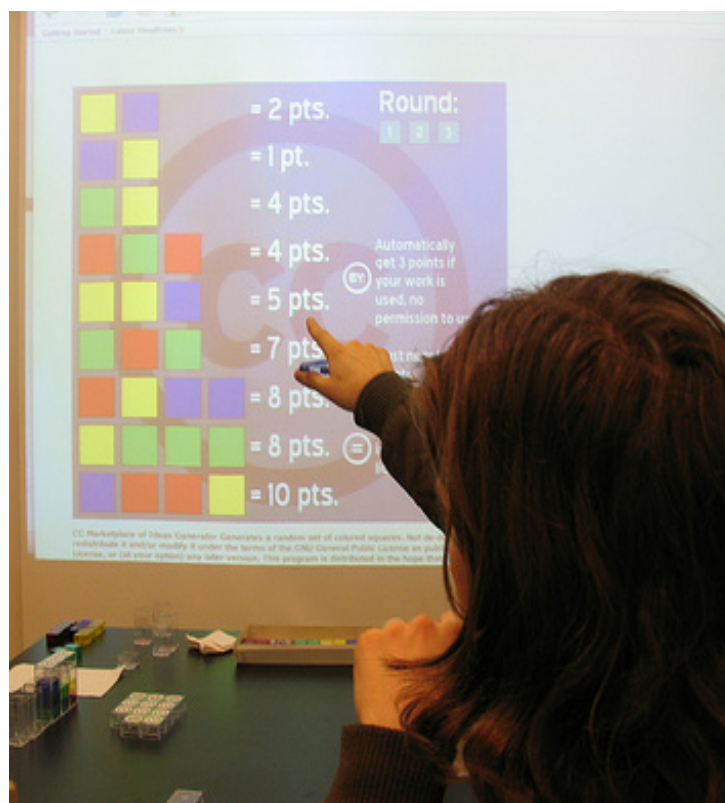
## Reusing Work

- The points awarded to the player are based upon the license of the constituent works.

Example: Player A has licensed “Green Red” under an Attribution license and Player B wants to play “Green Red Blue” for 10 pts. Player B can play it, but only by paying the 2 points required under the Attribution License to Player A. Player B then places whatever license he chooses on the new work.

- If a new work is constituted by two different works, the author of the larger of the works is the recipient of any points paid.

- If a work has two works by two other players and they are equal (e.g. a 4 pixel work comprised of two 2 pixel works) then the Attribution / NoDerivatives points are split between the players.



## Redistributing Work

- Players cannot re-release their own previous work as exact copies.
- Example: A “blue yellow” work is licensed by Player A and a “blue yellow blue” work is licensed by Player B, if Player C plays “blue yellow blue” she must attribute Player B over Player A because Player B 3 unit work is larger than Player A’s 2 unit work.

## Zero Point Works

- Players may create works that are not represented in the board but will receive no points.
- Licenses are “one-off” meaning that you have to give points two times if you play a particular work twice.
- If you don’t catch a use by the end of the person’s turn it then you can’t get it

## Suggestions for Play

- Players may buy and sell pixels for points

## The Licenses & Rules



### Attribution

- License your work under Attribution and automatically get 3 points if your work is used in another work that is larger or the same size. The 3 points is not taken from the player who reuses the work, rather they come from the “ether.”
- No permission is needed to use work licensed under Attribution.
- If multiple players are to be attributed, all parties with “BY:” work involved get 1pt.



### Attribution-NonCommercial

- Permission is necessary to use NonCommercial work, licensor can negotiate how many points it will cost licensee to use work.
- Also ability to negotiate licenses of future works
- Subtract 1 from the point



### Attribution-NoDerivatives

- Can only be applied to works that are 3 pixels or larger.
- Can only reproduced in full
- If a player uses a work licensed under NoDerivatives, licensee and licensor split point rewards.
- In the case of an uneven point allocation (e.g. 5 / 2) licensee gets lion’s share.

## Credits:

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