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## The Four Factors of Fair Use

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# The Four Factors of Fair Use

## **Abstract**

This poster was created in a collaborative effort by Musselman Library's Copyright Committee as part of a display for Fair Use Week 2019. The poster was intended to get viewers to think about the 4 factors of fair use in the context of fan fiction and was paired with an interactive quiz game applying the four factors to a series of court cases over creators' uses of copyrighted work.

To take our quiz and see if you can determine whether each case is or is not an example of fair use, visit our [Fair Use Week 2019 interactive website](#).

## **Keywords**

fair use, fair use week, copyright, four factors, libraries, fan fiction

## **Disciplines**

Information Literacy | Library and Information Science

## **Comments**

Displayed on the main floor of Musselman Library from February 25th to March 1st, 2019, during [Fair Use and Fair Dealing Week 2019](#).

# PURPOSE

*Why are you using the copyrighted work?*

Fair Use FAVORS: education (teaching and research), news, parody, critique

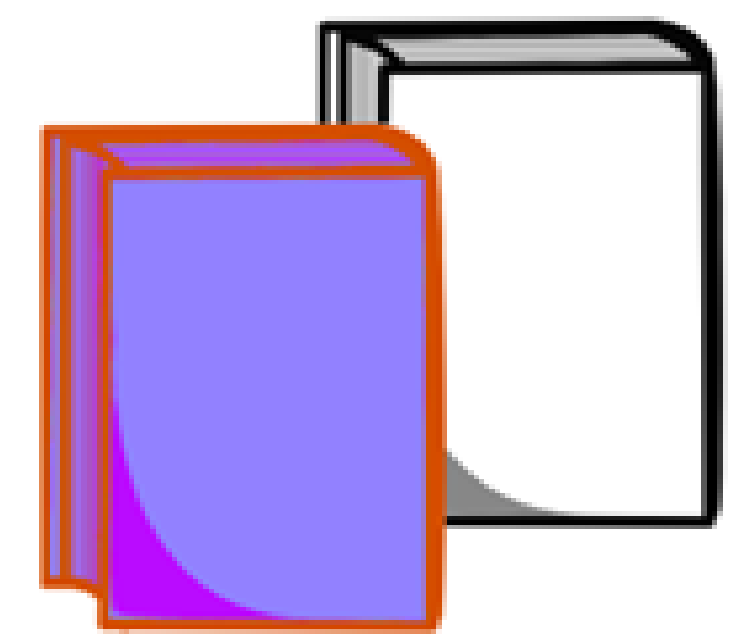
Fair Use OPPOSES: commercial use, entertainment

# NATURE

*What kind of copyrighted work are you using?*

Fair Use FAVORS: published work, factual and nonfiction work

Fair Use OPPOSES: unpublished work, creative work, fiction



# The 4 Factors of Fair Use



Fair use promotes freedom of expression by permitting the unlicensed use of copyrighted works in certain circumstances, including criticism, comment, news reporting, teaching, scholarship, and research.



# AMOUNT

*How much are you using?*

Fair Use FAVORS: small quantities, portions not central to original work

Fair Use OPPOSES: large quantities, portions central to the work

# EFFECT

How could it impact the *market value* of the original work?

Fair Use FAVORS: few copies made, marginal impact on market value of original

Fair Use OPPOSES: replacement for original or sequels, web availability, many copies made