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.

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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.

**PURPOSE**
*Why are you using the copyrighted work?*

- **FAVORS:** education (teaching and research), news, parody, critique
- **OPPOSES:** commercial use, entertainment

**NATURE**
*What kind of copyrighted work are you using?*

- **FAVORS:** published work, factual and nonfiction work
- **OPPOSES:** unpublished work, creative work, fiction

**AMOUNT**
*How much are you using?*

- **FAVORS:** small quantities, portions not central to original work
- **OPPOSES:** large quantities, portions central to the work

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

- **FAVORS:** few copies made, marginal impact on market value of original
- **OPPOSES:** replacement for original or sequels, web availability, many copies made