

The Fair Use Guidelines for Educational Multimedia

The Fair Use Guidelines for Educational Multimedia distinguish between students and teachers. Both can incorporate portions of lawfully acquired copyrighted works into their projects so long as: a student's project is for a specific course; a teacher's project will be a teaching tool in support of curriculum-based instructional activities.

Students may perform and display their own educational multimedia projects for educational uses in the course for which they were created and in their own portfolios as examples of their work.

Instructors may perform and display their projects for curriculum-based instruction to students in the following situations:

- For face-to-face instruction.
- For work assigned to students for directed self-study.
- For remote instruction over a secure network.

Portion limits:

- Motion media: Up to 10% or three minutes - whichever is less.
- Text material: Up to 10% or 1,000 words - whichever is less.
- Music, lyrics, music videos: Up to 10%, no more than 30 seconds.
- Illustrations and photographs: No more than five images by one artist and no more than 10% or 15 images (whichever is less) from a published collective work.
- Numerical data sets: Up to 10% or 2,500 fields or cell entries, whichever is less, from a copyrighted database or data table.

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