H5P IN CANVAS
COPYRIGHT – WHAT YOU NEED TO KNOW

This factsheet is intended for University of Newcastle staff members to use in the context of their employment only and provides general advice. University staff should contact the Copyright Advisor if they have specific questions or concerns.

What is H5P?

LDTI are promoting the use of H5P in Canvas courses as a way to engage students. H5P allows for creation, sharing and reuse of interactive content in your course.

'Third-party' copyright

When you add images, graphs, tables, text, memes, etc., to your course materials from sources such as books, articles, and the Internet, this is known as using third-party copyright. When reusing this external content, there are requirements you must follow in your course so that you do not infringe copyright. UON's Copyright Compliance Guidelines

As H5P allows for sharing of external content (including images, videos, links, etc.), course coordinators should be careful not to introduce unintentional copyright infringement into their courses via H5P objects. When adding copyright material to objects created in H5P, there is an option to add source and copyright/licensing information to cover your reuse.

The 'educational statutory licence'

The *Copyright Act 1968* includes a provision, known as the educational statutory licence (or S113P) which allows for teaching staff to share certain third-party content for educational purposes without infringing copyright. There are some restrictions:

- Material used must be housed in a secure environment, with 'closed' access limited to students of the University;
- You must include a copyright warning notice "on or with" the material (see **Best Practice**, below);
- There may be limits on how much (and where) you can reproduce material, depending on the type.

Open-licensed materials

Material shared under Creative Commons or other open licensing will include specific requirements for reuse. At a minimum, reuse will require attribution (outlining the source, the licensing involved, and any changes you have made).

Other permissions

Where you have direct permission for appropriate reuse of material from a copyright owner, keep track of any requirements attached to the permission, including attribution, etc.

Adding copyright, attribution and licensing information to H5P objects

It is important to add appropriate information for copyright materials used in H5P, regardless of the copyright or licensing involved. Attribution and licensing details for open-licensed materials can be added either via 'Edit copyright' or to 'License' (under 'Metadata'), depending on the H5P template. Materials added that are reliant on the statutory licence, or via direct (or other) permissions, should have their copyright information included via the same method.

What about H5P objects outside of Canvas?

Where H5P objects are not created as embedded objects in Canvas (or in an 'open' way, such as for MOOCs, short courses and OER), we are unable to rely on the educational statutory licence to reuse copyright material. As these objects could be publicly accessible, best practice is to make use of open-licensed materials and/or other permissions.

Best practice

- Keep track of all images used in H5P objects, to add the source and copyright/licensing information.
- When relying on the educational statutory licence for reuse/sharing of third-party images, add the S113P warning notice to (or above/near) the H5P objects in Canvas.
- Do not add or link to infringing content.
- YouTube (and some other online videos) can be directly added to H5P.
- Music files can be added as streaming content under our Tertiary Music Agreement – see Copyright for Teaching.

For more information see **Copyright Support** below.

Copyright Support

Ask a question: **newcastle.edu.au/copyright-request**
Phone: **(02) 492 16456**
Web: **newcastle.edu.au/copyright-support**

GETTING COPYRIGHT 'RIGHT'