



# Creative Commons Integration With Your Website

[http://wiki.creativecommons.org/Web\\_Integration](http://wiki.creativecommons.org/Web_Integration)

From simple blogs to elaborate user-generated content sites, there are easy ways to share website content by publishing it under a Creative Commons license. This document provides a basic overview of how you may integrate Creative Commons licensing into your website.

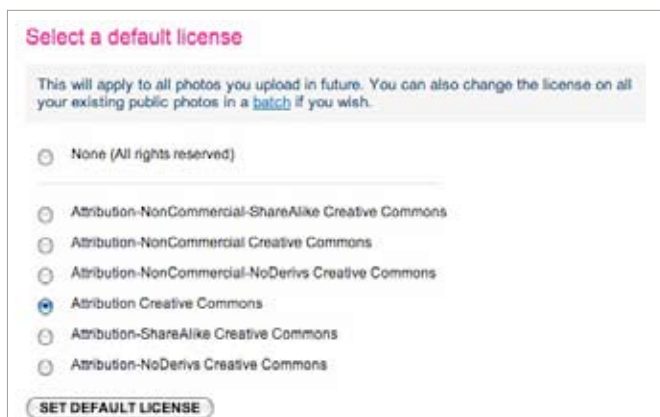
## License Content

<http://creativecommons.org/licenses/>

Visit the Creative Commons license page and use our simple license chooser to select a Creative Commons license that indicates how others may use your creative content. Many websites apply a default license to govern all the content on that site. For example, Creative Commons publishes all content on its site under the Creative Commons Attribution license (<http://creativecommons.org/licenses/by/3.0/>) and displays this at the bottom of every page.



Many wikis and remix sites use a single default license for the entire site so that all the content is cross-compatible. User-generated content sites like Flickr, Blip.tv, and SlideShare give contributors the option of setting a default content license, and allow the use of a different license for individual content items.



The CC Javascript Widget (<http://wiki.creativecommons.org/Jswidget>) provides another lightweight method for integrating license selection into web applications. The licensing widget is used by TypePad as well as in WpLicense for Wordpress.



## Publish License

### Basic

<http://creativecommons.org/projects/marketing>

After reviewing the conditions and selecting a license, grab the basic HTML code that is produced and add it to your website. For example, users who choose the Creative Commons Attribution license receive the following code snippet:

```
<a rel="license"
href="http://creativecommons.org/licenses/by/3.0/us/">

</a>
<br/>
This work is licensed under a <a rel="license"
href="http://creativecommons.org/licenses/by/3.0/us/">
Creative Commons Attribution 3.0
United States License</a>.
```

The code will display an icon as well as a link to the full license deed hosted at the Creative Commons site. This is the appropriate way to mark your CC-licensed content.



If you are using multiple licenses on your website, replace the license URLs with the appropriate variables that signal another license.

### Intermediate

<http://wiki.creativecommons.org/RDFa>

RDFa allows building metadata into XHTML and other XML documents with attributes. It is a good way to exhibit semantic relationships for search engines. RDFa allows users to annotate human readable notices on individual assets that include the custom properties needed for attribution and other useful properties.



**Advanced**

<http://wiki.creativecommons.org/XMP>

XMP facilitates embedding metadata in files using a subset of RDF. Most notably, XMP supports embedding metadata in PDF and other image formats, though it is designed to support nearly any file type. Further information for more advanced users can be found at <http://creativecommons.org/projects/ccREL>.

## License-aware User Interface

**Search**

<http://search.creativecommons.org/>

Some sites facilitate search based on license properties, such as:

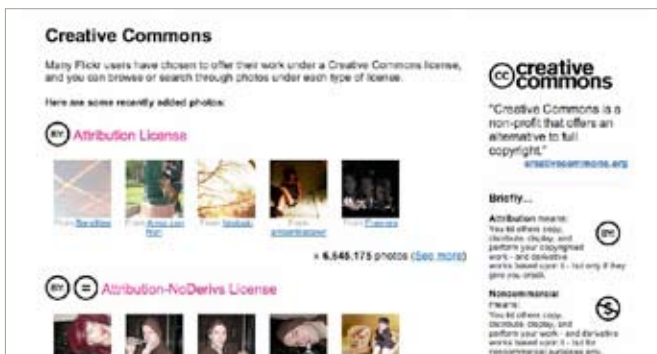
1. Any Creative Commons license.
2. Creative Commons licenses that allow remix.
3. Creative Commons licenses that allow commercial use.

Examples of search engines with these capabilities built in can be found at Creative Commons Search.



**Browse**

You can create a CC-portal on your site for browsing CC-licensed content. This could be based upon tags, internal marking of licensing, or any way you see fit to limit browsing. Good examples are provided by Flickr (<http://flickr.com/creativecommons/>) and Jamendo (<http://jamendo.com/creativecommons/>).



## morePermissions

<http://creativecommons.org/projects/ccplus>

The CC+ initiative makes it possible for you to grant users rights beyond the rights granted by a CC license. Use `rel="cc:morePermissions"` to denote links allowing a user to do more than the CC public license permits, e.g. purchase commercial rights.

## Participate

<http://wiki.creativecommons.org/>

Please visit the Creative Commons Wiki for more information on this project and to participate in refining these documentation efforts. See the developer mailing list (<http://lists.ibiblio.org/mailman/listinfo/cc-devel>) for information on subscribing and list archives. Finally, help out by adding your CC-licensed project to our Content Directories ([http://wiki.creativecommons.org/Content\\_Directories](http://wiki.creativecommons.org/Content_Directories)).

**More Information**

Please visit <http://creativecommons.org/>



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