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# INTRODUCTION TO CREATIVE COMMONS & JURISDICTION TEAMS

This document provides an overview of Creative Commons, the license porting process and the Jurisdiction Teams that handle this process. The purpose of the document is to provide information for those who are interested in learning more about Creative Commons' international work and in getting involved in their local community.

## CREATIVE COMMONS

Creative Commons (CC) is a nonprofit corporation that provides free licenses and other legal tools to mark creative work with the freedom the creator wants it to carry. This makes it easier for people to share and build upon the work of others, consistent with the rules of copyright. There are six different CC licenses, based on four core elements. These elements are attribution (author requires credit), share alike (author allows sharing as long as derivative works carry the same license), noncommercial (author does not allow commercial works) and no derivative works (author only allows reuse in original form).



attribution



share alike



noncommercial



no derivative works

CC licenses are applicable to anything to which copyright applies and are used by a variety of entities around the world, including Al Jazeera, Google, Nine Inch Nails, OER Africa, and the White House. While CC's headquarters is based in the United States, the organization is international. The licenses are adapted to match the local copyright legislation of a country. Currently, there are over 50 completed jurisdictions, with several more in process. The jurisdictional projects are headed by local CC Jurisdiction Teams.

## CC JURISDICTION TEAMS

The goal of CC Jurisdiction Teams is three-fold: to adapt the CC licenses to local copyright laws; to bring together people who want to share their works into a community and to help this community use the licenses; and to generally promote legal sharing. The team does this in partnership with one or more local Affiliate Institutions and Creative Commons Headquarters (CC HQ). Teams are headed by Project Leads, who report to, and work with, CC HQ.

CC Jurisdiction Teams have a wide range of responsibilities, including building community, adapting the CC licenses, translating materials, and maintaining resources for CC users. They serve as the hub for CC activity in their jurisdictions. Each team has a point person for the following four areas: Community Building, Legal, Tech and Language. People wishing to become involved in a certain area can contact that area's point person. Sometimes, one Jurisdiction Team member will handle more than one area or one area will have more than one point person.

## COMMUNITY

Community building is coordinated by the Public Lead. Public Leads are the face of the project, and in charge of organizing the official launch of the licenses and any other events the team does as part of the project.

Community building includes workshops, salons, showcases and other events that help promote and educate about Creative Commons licenses. If you are interested in helping to build the CC Community in your area, contact your Team's Public Lead or community point person.

## LEGAL

Legal team members work under the Legal Lead to adapt the CC license suite to local copyright law. Because of its legal nature, the porting process has a strict outline and procedure, which the legal team members must follow. Members prepare a first draft of one of the licenses and submit it to CC HQ for review. (There is a helpful procedural guide for this step.) After CC's approval, the draft is submitted to the local community for public review. The Legal Lead considers the input from the community and develops a second draft. The second draft is submitted to CC HQ for approval. This process should take about 7-8 months.

People with legal training who are not part of the Jurisdiction Team can contribute to the porting process during the public discussion phase. The more input from local lawyers, the better the local licenses will be. Contact your Jurisdiction Team's Legal Lead or legal point person if you would like to be informed when your jurisdiction-specific license enters public discussion.

## TECH

The tech members are responsible for maintaining a webpage for the jurisdiction. The site will be used throughout the project for promoting CC and the team's events. Once the legal part of the team completes the licenses and CC HQ approves them, the tech part of the team will be in charge of preparing the new licenses for CC HQ to post on the CC site.

If you have a tech background and are interested in helping your Jurisdiction Team with its website or other tech-involved work, such as promoting events through social media, contact your Jurisdiction Team's tech point person.

## LANGUAGE

Language team members are responsible for translating the jurisdiction specific CC licenses and the library of CC resources. The Jurisdiction Team as a whole decides how many and in which languages the licenses and resources should be available. The licenses and the FAQ must be translated before the licenses can officially launch.

People interested in helping the Jurisdiction Team with translations must be fluent in English as well as the language into which they wish to translate materials. Your jurisdiction team can tell you which languages are planned for translation. If you would like to help translate the CC materials or would like to suggest another language to add, contact your Jurisdiction Team language point person. If you would like to translate general CC informational items, visit <http://wiki.creativecommons.org/Translate>.

## AFFILIATE INSTITUTION

Affiliate Institutions provide the local infrastructure for the Jurisdiction Team and serve as the official house of the CC project in the jurisdiction. Jurisdiction Teams partner with an institution, for a number of reasons. One of the main reasons is credibility. Because the Jurisdiction Teams are part of the international CC group, they cannot incorporate locally as a separate non-profit. With an institution supporting them, Jurisdiction Teams are viewed as legitimate and do not need to deal with suspicion. Affiliate Institutions give the Jurisdiction Team a path through which funding can travel if the team seeks grants, as well as providing a location and partner for various programs and workshops the Jurisdiction Team might wish to conduct.

If you would like to donate or offer a grant to a Jurisdiction Team, please contact the Team's Affiliate Institution.

## BECOMING PART OF THE INTERNATIONAL CC NETWORK

Working with Creative Commons and CC Jurisdiction Teams is entirely voluntary, and volunteers do what they are able. A successful team is comprised of dedicated people with a desire to see CC grow in their community. All team members, including the Affiliate Institutions are part of the international CC network.

If you are interested in joining or starting a CC Jurisdiction Team, please contact CC HQ for information on your jurisdiction's current team or the CC Jurisdiction Team Self-Assessment Tool; email Michelle at [michelle@creativecommons.org](mailto:michelle@creativecommons.org) or Aurelia at [aurelia@creativecommons.org](mailto:aurelia@creativecommons.org).

## MORE INFORMATION

If you would like more information about the porting process or building a Jurisdiction Team, please visit: [http://wiki.creativecommons.org/International\\_Overview](http://wiki.creativecommons.org/International_Overview).

If you would like more information about Creative Commons in general, please visit: <http://creativecommons.org>.