
INTRODUCTION TO CREATIVE COMMONS & AFFILIATE TEAMS

This document provides an overview of Creative Commons, the Affiliate Teams and the work they do to build and help maintain communities of people who use CC licenses and tools. 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, shorthand: BY), ShareAlike (author allows sharing as long as derivative works carry the same license, shorthand: SA), NonCommercial (author does not allow commercial works, shorthand: NC) and NoDerivs (no derivative works, author only allows reuse in original form, shorthand: ND).



Attribution (BY)



ShareAlike (SA)



NonCommercial (NC)



NoDerivs (ND)

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 jurisdiction. Currently, there are over 50 jurisdictions with adapted licenses, with several more in process. The jurisdictional projects are headed by local CC Affiliate Teams.

CC AFFILIATE TEAMS

The goal of CC Affiliate Teams is three-fold: to bring together people who want to share their works into a community and to help this community use the tools; to localize CC legal tools; 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 Affiliate Teams have a wide range of responsibilities, including building communities, 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 Affiliate 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. They are the face of the project, and in charge of organizing events the team does as part of the project, fielding inquiries, consulting with local adopters and other general outreach activities. Community building includes workshops, salons, showcases, license launches 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 help CC and its communities understand local copyright regimes and how the licenses operate in the jurisdiction under its laws. They also adapt the legal tools to local copyright law, when necessary. The porting process has a strict 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, develops a second draft, and submits to CC HQ for approval. This process should take about 7 -8 months. Members also keep CC HQ informed of relevant legal changes in the jurisdiction.

People with legal training who are not part of the Affiliate 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 Affiliate 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 and other internet services for the jurisdiction. The site will be used throughout the project for promoting CC and the team's events. After 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 the technical arrangements of the license files to prepare for CC HQ to post on the CC site.

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

LANGUAGE

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

People interested in helping the Affiliate Team with translations must be fluent in English as well as the language into which they wish to translate materials. Your Affiliate 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 Affiliate 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 Affiliate Team and serve as the official house of the CC project in the jurisdiction. Affiliate Teams partner with an institution for a number of reasons. One of the main reasons is credibility. Because the Affiliate Teams are part of the international CC Affiliate Network, they cannot incorporate locally as a separate non-profit. With an institution supporting them, Affiliate Teams are viewed as legitimate and accountable. Affiliate Institutions give the Affiliate 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 Affiliate Team might wish to conduct.

If you would like to donate or offer a grant to an Affiliate Team, please contact the Team's Affiliate Institution. If your institution would like to get involved in a local CC project, please contact CC HQ.

BECOMING PART OF THE CC AFFILIATE NETWORK

Working with Creative Commons and CC Affiliate 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 CC Affiliate Network.

If you are interested in joining or starting a CC Affiliate Team, please contact CC HQ for information on your jurisdiction's current team or to receive the CC Affiliate Team Self-Assessment Tool; email affiliate-program@creativecommons.org.

MORE INFORMATION

If you would like more information about the porting process or building a Affiliate Team, please visit: <http://wiki.creativecommons.org/Affiliates>.

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