

Activity

- Short Description: Students will learn about intellectual property in the music world.
- Methodology: Project-based learning
- Duration: 2 hours.
- Difficulty (high medium low): Medium
- Individual / Team: Individual
- Classroom / House: The activity should be developed during class.
- What do we need, to do this activity? (Indicate what resources we need to be able to carry out the proposed activity)
 - We will need a device (computer, smartphone, or tablet)

Description

• Text description: Activity 3- Voices and sounds on the web: whose melody is this?

a) In many parts of the world there are melodies by unknown authors that are well known, give an example of a melody from your country that has "Unknown Author".







- b) Investigate a case of musical "plagiarism" within the last 5 years: How was it resolved?
- c) Do you know what should you do to use a video posted on YouTube as work material? Explain us briefly.

Instructions

- 1. STEP 1: Give an example of an unknown author from your country.
- 2. STEP 2: Do some research about a case of musical plagiarism within the last 5 years and explain how was it resolved.
- 3. STEP 3: Explain briefly how you can use a YouTube video as work material.

Expected outcomes

• Recognize the current legal framework for the registration of intellectual property of the products that are designed for the O-City Platform.

This activity can be used in other (module, course, topic, lesson):

• Any Module, Course, Topic or Lesson, as background regarding intellectual property.

DIGICOMP (Competences developed):

- 1. DIGITAL CONTENT CREATION
 - 2.1 Copyright and licenses

ENTRECOMP (Competences developed):

- 1. INTO ACTION
 - 1.1 Learning through experience





