Keep these questions in mind as you read chapter 6.

1. In your own words, define the concept of copyright. Why should all Internet users be aware of copyrighted material?
2. What is the difference between digital and printed documents that makes it easier to violate copyright law with digital ones?
3. What is a peer-to-peer architecture? Provide an example of at least one well-known peer-to-peer network.
4. What is the DMCA and why is it significant to copyright, especially with regards to electronic works (documents, images, videos, etc.)?
5. What are Open Access and Creative Commons? How have they impacted the sharing of digital information?
6. The Blown to Bits book is released under a Creative Commons (CC) license, specifically the [Attribution-NonCommercial-ShareAlike 3.0 license.](https://creativecommons.org/licenses/by-nc-sa/3.0/us/) What does this license allow people other than the authors to do? What is the relationship between the original Blown to Bits book and the newer, [Blown to Bits (version 2.0)](http://newbitsbook.com/index.php?title=Main_Page) book? Did the authors of the newer version stay true to the CC license? How can you tell? (Optional) If your favorite book or movie was released with a CC license, how would you change it?
7. The chapter describes three peer-to-peer networks, each of which can be used to share copyrighted works illegally. Why did the courts find that Napster and Grokster were liable for the illegal activities of it's users, while BitTorrent is not?
8. What effect have streaming services such as Netflix and Spotify had on illegal downloading activities?
9. Why was it important for Jack Andraka to have access to research articles? In general, how has access to information helped to identify problems, develop solutions, and disseminate results?
10. What is your responsibility as an app developer in regards to the fair use of copyrighted works such as images and music? Give one example use of a copyrighted work in an app that follows fair use guidelines and one example that violates fair use guidelines.
11. In your opinion, are YouTube users violating copyright terms when they make lyric videos? Why or why not?

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[7.8 Impacts of CS: Who Owns the Bits? Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=26&lesson=81)

Keep these questions in mind as you read chapter 6. For each question, write a short answer and post your answers on a page calledBlown to Bits, Chapter 6 on your portfolio. Don't worry if you think you don't know the right answer. Just give it your best shot.

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