

# **How to Copyright your Buzztouch App**

#### **Preface**

First and foremost: I am not a lawyer. Any text in this document does not construe a legal opinion. Use of this information connotates acceptance of this information as informal, and any true information should be obtained from a qualified legal representative, such as an attorney. Nuff Said. I hope.

#### Preface:

When I first got on the internet, for fun I used to see how many servers I could bounce my email across before I got it. I would touch every continent (with an ISP) while sending email to myself. It was fun, it was educational. Then the rest of the world started logging on. And spam started. And worse. As technology made the internet easier, more people used the internet. The Good, the Bad, and the Ugly. It's the nature of the beast.

And now, we find thieves on the internet. Some try and scam you, others blatantly rip off your work.

This tutorial addresses the latter. While foreigners may or may not be subject to the same restrictions as US Based users, having a copyright to protect your work goes a long way in settling any dispute that might come your way, either by your work being stolen, or you being (wrongly?) accused of stealing work. And as technology connects the world, more and more countries are making agreements with respect to intellectual property rights. It's getting better, slowly but surely.

There is a long winded official document from the Copyright Office detailing <u>copyright laws here</u>, but <u>here is a easy to understand summary from Purdue University</u>. There is also a pretty good tutorial worth reading from the copyright office themselves. You can download it <u>here</u>. There is also a very good writeup on submitting computer programs for copyright <u>located here</u>.

As of this writing, the cost of an electronic filing was \$35. This is not refundable. If your work is denied a copyright, your money went bye-bye.

For heavens sake, read this document 'before' you go online, and refer to it as you proceed. DO NOT proceed while reading this document; it will most likely time out on you requiring that you restart the filing process.

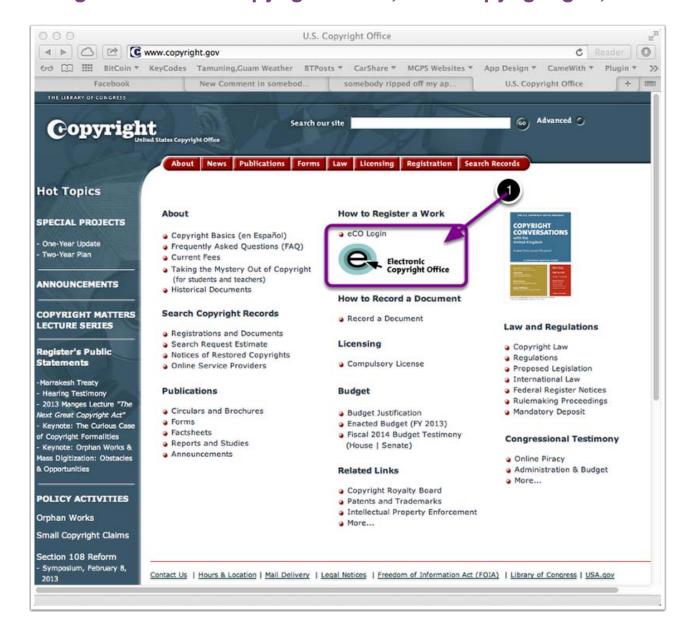
If you have any questions, please don't ask me. I'm not a lawyer, I'm a geek.

Cheers!

-- Smug



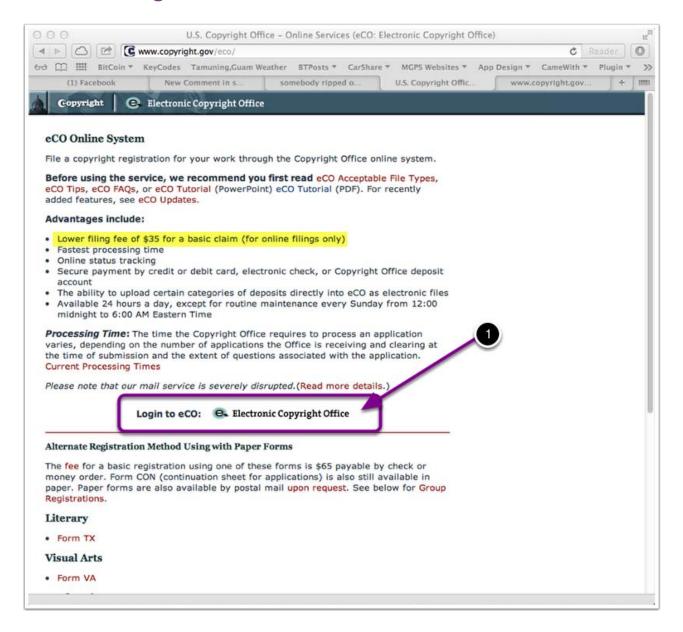
#### Navigate to the US Copyright Office; www.copyright.gov, chose "ECO"



Navigate to the US Copyright office with your favorite browser. If you don't feel like typing it in, you can click here.



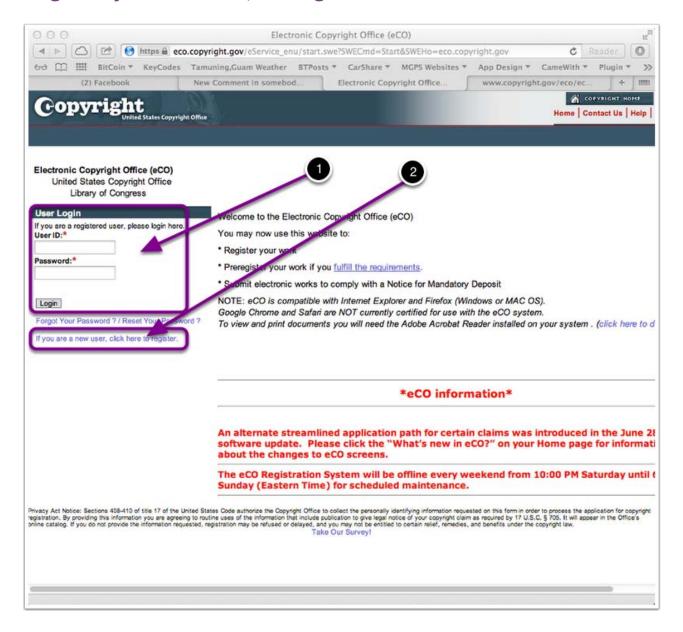
#### Choose to login to the ECO



Click in the area indicated to proceed to the login/registration screen



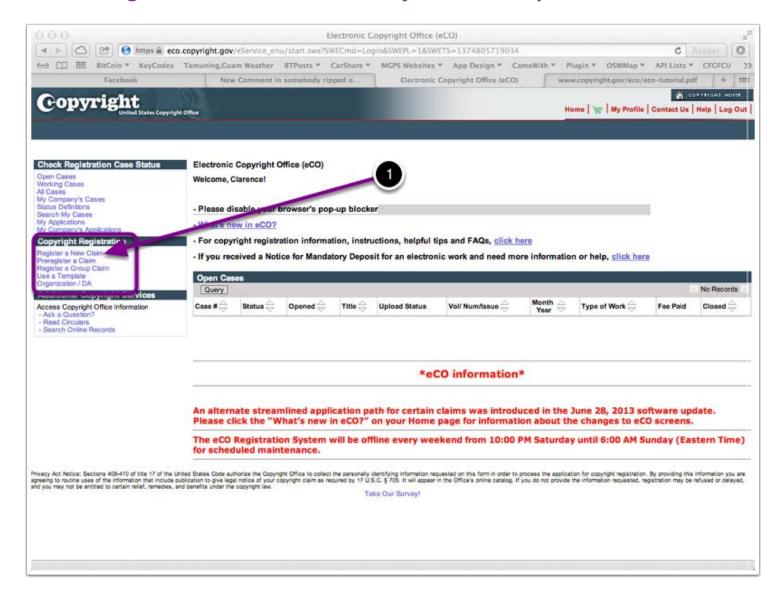
#### Login to your account, or Register a new account



- 1) If you already have a login, login.
- 2) If you do not, click here to register.



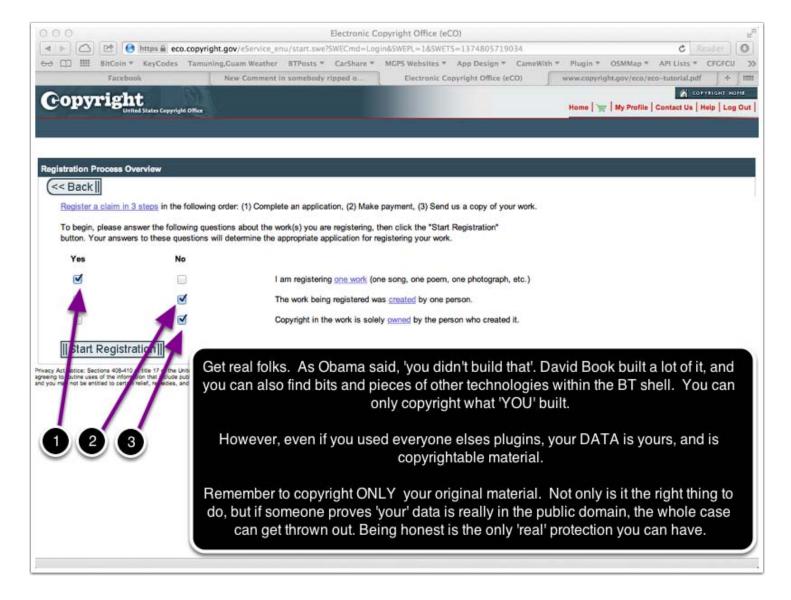
## Select 'Register a new claim' once at your 'control panel'.



1) This is your 'dashboard' and will hold a summary of all transactions that are pending. If you're filing a new copyright, click on 'Register a new claim'.



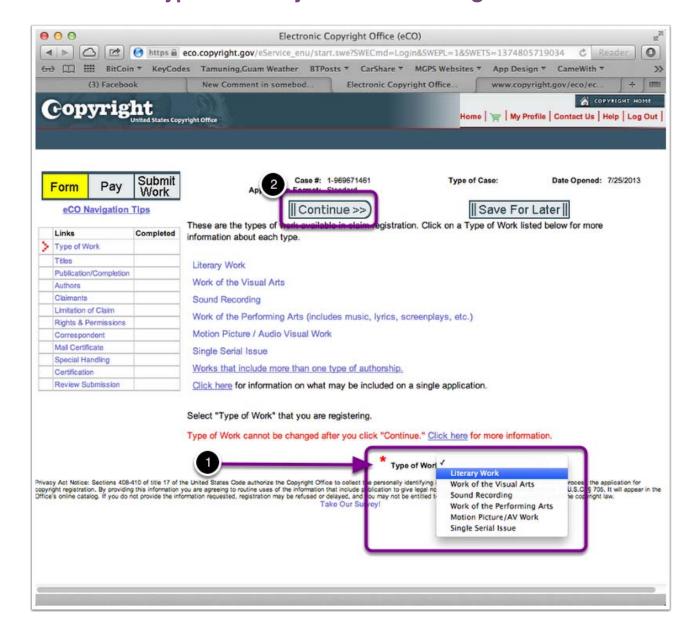
## Choose the appropriate situations for your copyrighted material



- 1) You can register more than one work under a single license. If this is the case, choose 'No'. Otherwise, choose 'yes'.
- 2) Remember, any BT App has a lot of David Book in it. If you wrote a plugin, where did the source come from? Was it completely yours, or a modified github project?
- 3) Because of everything that goes into a BT Project is made by several individuals, this will most likely ALWAYS be 'No'.



#### Choose the 'type' of work you are submitting



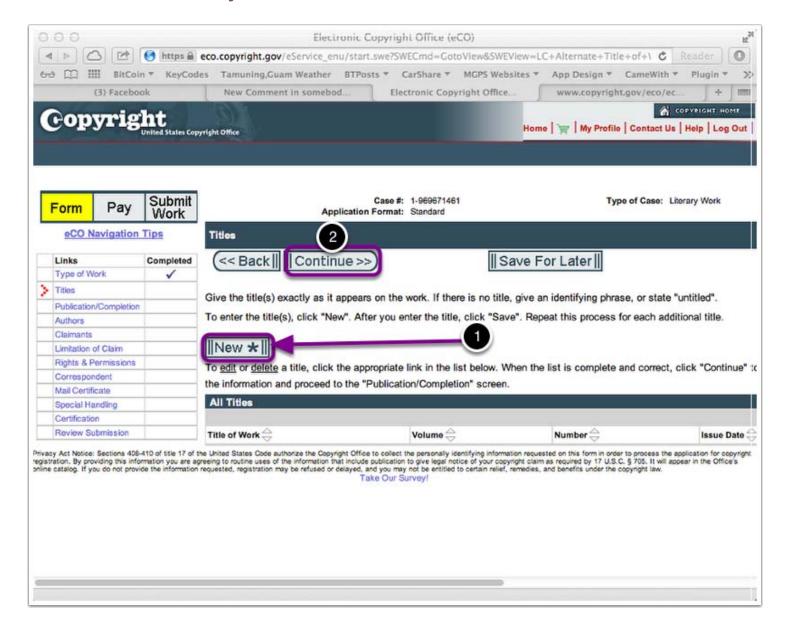
1) The choice 'Literary Work' encompasses computer programs and databases. Chances are, this is the choice you want.

HOWEVER you CAN NOT make a change to this once you start, so if you're trying to register something else, read through the descriptions (it wouldn't be a bad idea anyway) to determine the best option for your work.

I say this with experience. I didn't lose much other than a few bucks and some time. But I 'attempted' to copyright my Garmin maps under 'visual arts' and it got denied. Submitting through 'Literary Work' was a piece of cake.



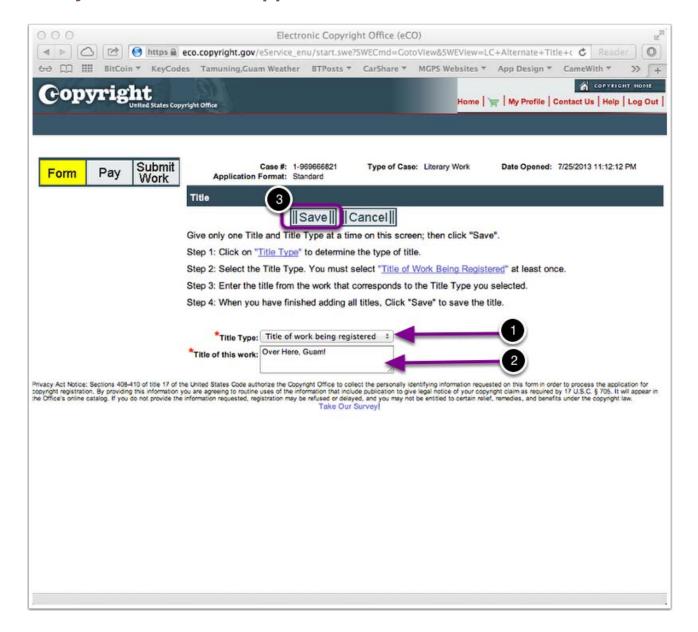
#### Provide a Name for your work



1) Choose 'New' if you're working on a new application. If you're looking for an older app, it 'should' be listed in the titles below.



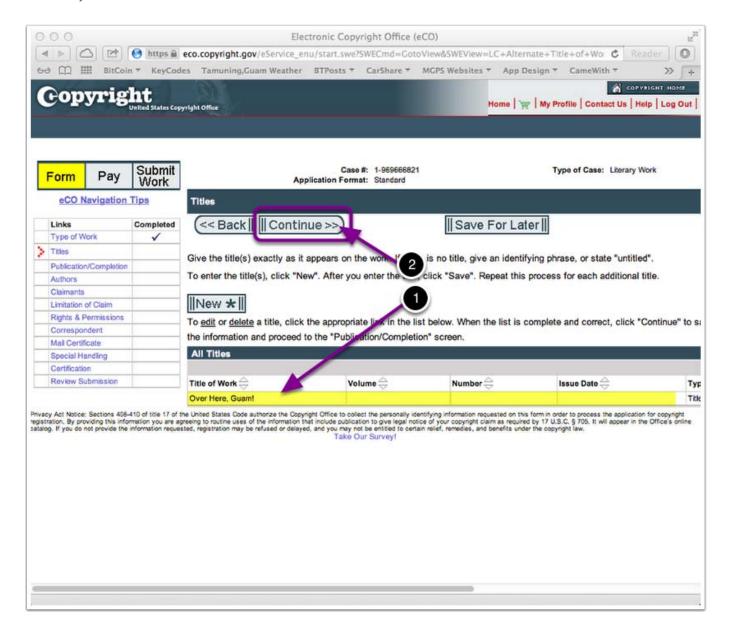
## Add your 'Title' to the application



- 1) Select the title type ('Usually' the title of the work being registered)
- 2) Type the name of your work ('Ususally' the app being registered)



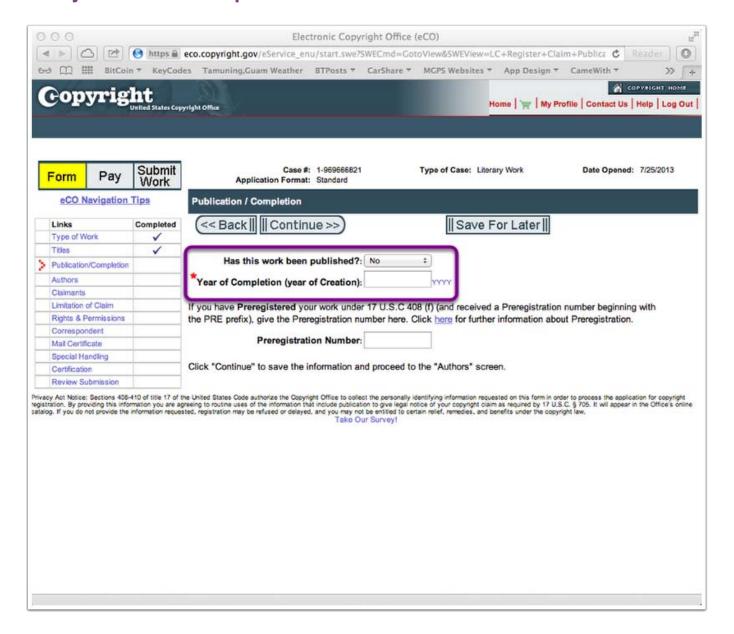
#### Umm, Continue...



Press Continue...



#### Has your work been published? No?

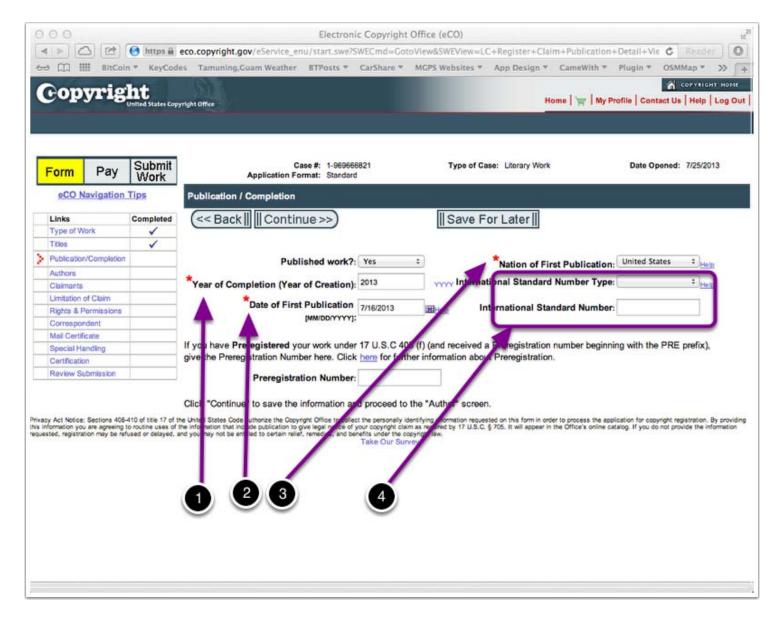


If your work has NOT been published, choose 'no' and fill out the fields. You'll most likely only need to populate the 'Year of Completion' field.

However, if your app is already in a store (Apple, Google, Amazon, etcetera) then your app 'HAS' been published, and you'll choose 'YES'. If you are reasonably certain that your app will make it through the app store gauntlet, you 'may' want to consider choosing yes. Apple, as slow as they are, is still faster than the government.



#### Has your work been published? Yes?

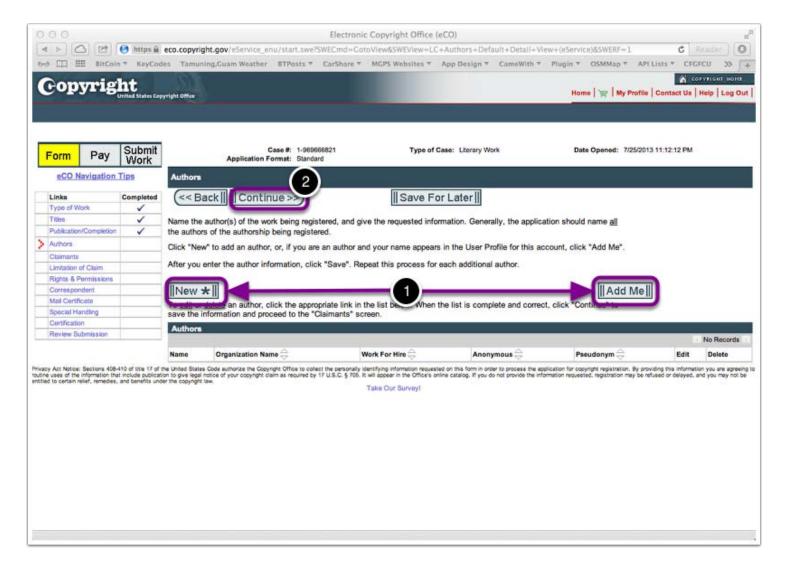


#### Complete the required fields:

- 1) Year of completion
- 2) Date of first publication (available in the app stores)
- 3) Nation of first publication (most likely, the US)
- 4) ISBN/ISSN are numbers given to published documents, such as books, magazines and such. Chances are, you won't have one.



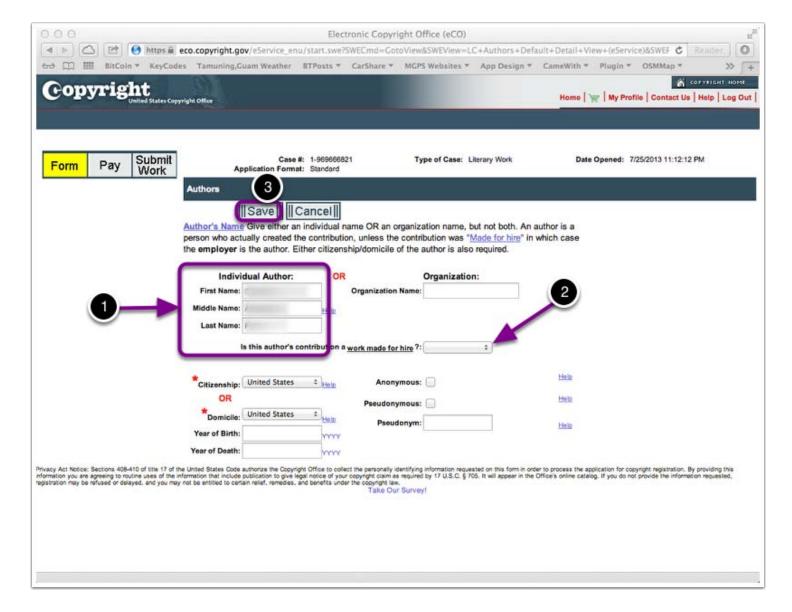
## Choose the primary author of the app.



1) For the most part, you should be able to press 'add me'. However, if you are an individual registering on behalf of a company, it may be different.



#### **Ensure correct information is provided.**



Confirm your Name if you need to. Especially important is the 'yes/no' dropdown "Is this a work made for hire" meaning, did someone hire you to do this?

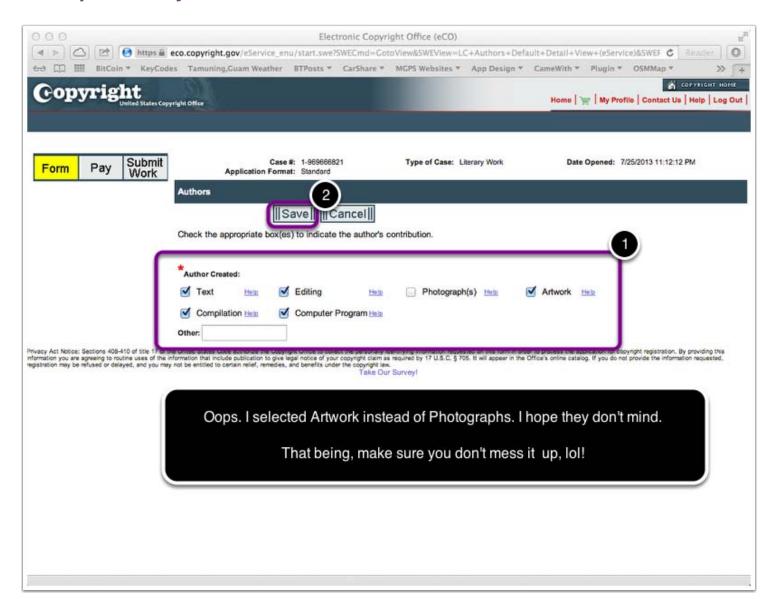
Way back in the late 70's, Steve Wozniack worked for Hewlett Packard. Most companies have an intellectual property clause in all contracts that state 'any' new ideas or development from an employees tenure belong to the company, regardless of 'when' it was developed (on company or personal time). Steve wisely asked permission, and recieved it in writiing, with respect to his devlopment of the Apple I on his own time. Good thing, yes?



If you created an app for hire, by all rights the 'Client' has the copyright rights. Not you. Unless there was a prior agreement. Make sure your contracts list who has the rights to intellectual property. The contract you sign today could have serious consequences later, if things get popular. Protect yourself.

- 1) Fill it out or confirm the right information
- 2) Designate whether this is part of a 'work for hire' project.

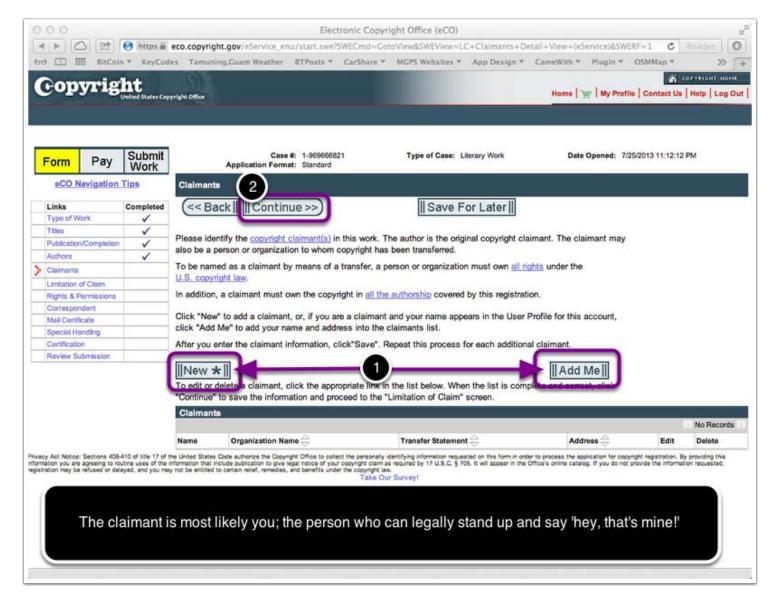
#### What parts did you do?



Check all that rightfully apply. Save, and continue.



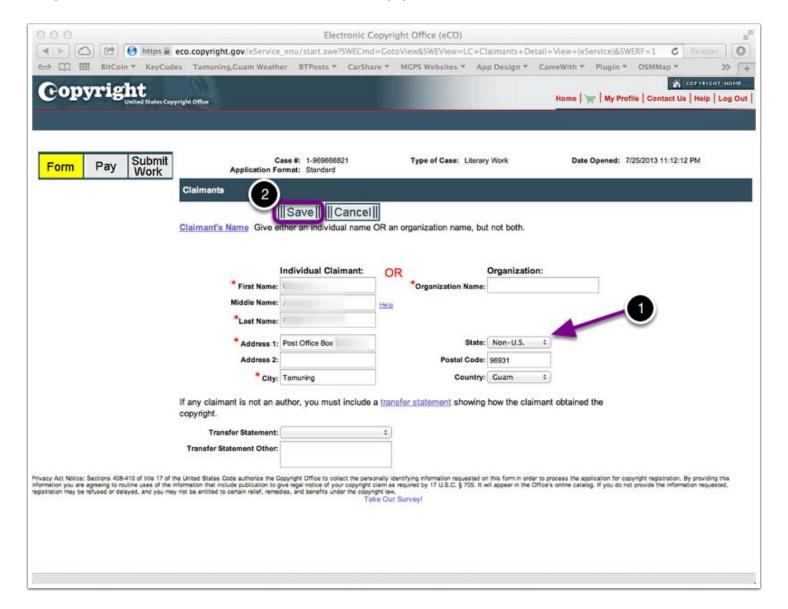
#### Choose the claimant of the copyright



1) Again, this is most likely going to be 'add me', however, it may not be. Choose the appropriate button, and fill in the appropriate fields.



## Populate the fields for the Claimant(s)

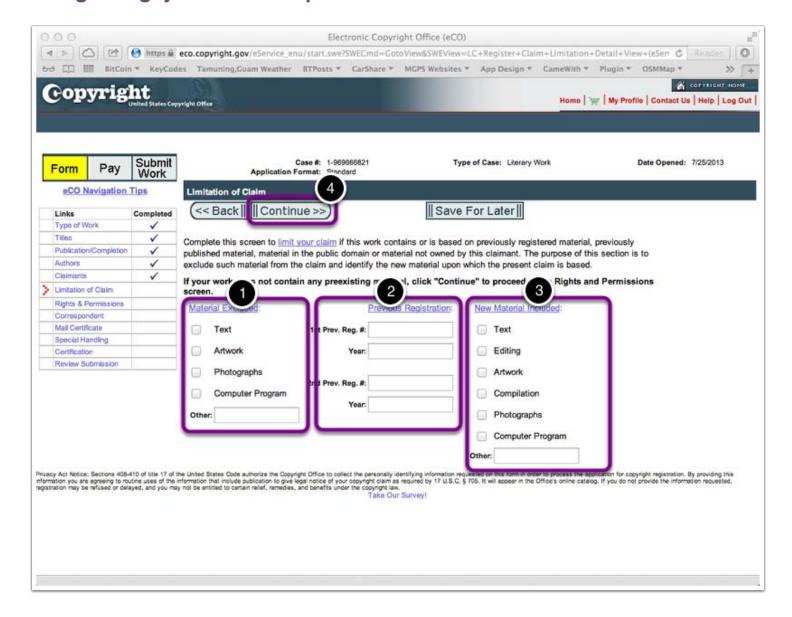


1) I can't begin to tell you how annoyed I get when the United States, of which I am a proud citizen, treats my home of Guam, a US Territory, like a 3rd world country. And as US Citizens we are not permitted to vote for our president. As small as we are, it's probably not going to make much of a difference, but it's the principle of the matter. Enough rant.;)

Fill out the fields, and choose 'save' and continue...



#### Designating 'your' work as part of the claim



Because you didn't create 'everything' this is where you point out what is yours, and what is not yours.

- 1) What you didn't do.
- 2) When what you didn't do was copyrighted
- 3) What you DID do

For a typical BT App, check both "Computer Program" for what you didn't do, but also check "Computer Program" for what you did do.

There will be many instances when you will check 'matching' checkboxes for both "did" and "didn't" do. Don't worry about it. It's normal.

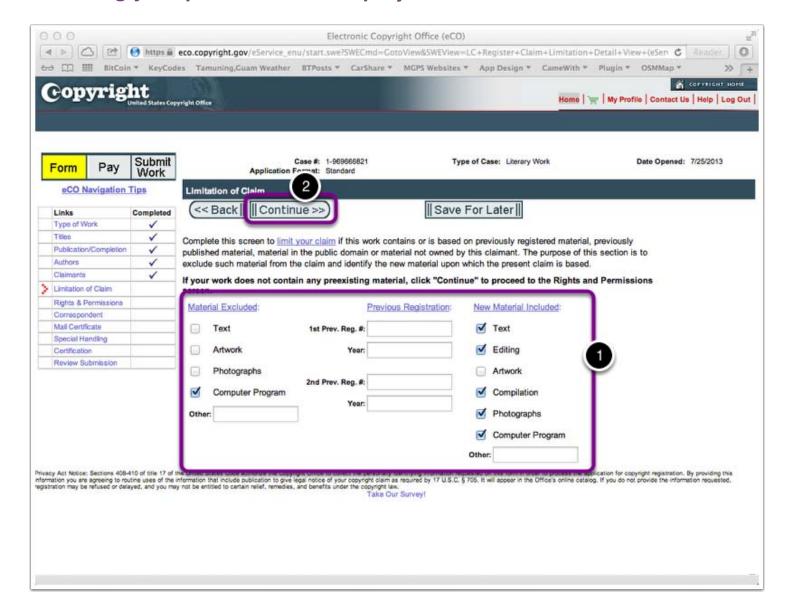


Just because you didn't write 'all' of the computer code, does not mean you don't have a claim to protect. If you created a plugin from scratch, for instance. Also, all kinds of data, from photographs, to content that you created or assembled, can be protected. Just because you didn't write the dictionary doesn't mean you can't protect the way you arrange your words. However, stealing a work, and rearranging a few sentences is not 'original' work.

If, later in life, someone files a claim against your product, and it is discovered that there are few differences between yours and theirs, the claimant with the earlier copyright date will most likely win the dispute. Again, protect yourself by claiming 'only' what is rightfully yours.



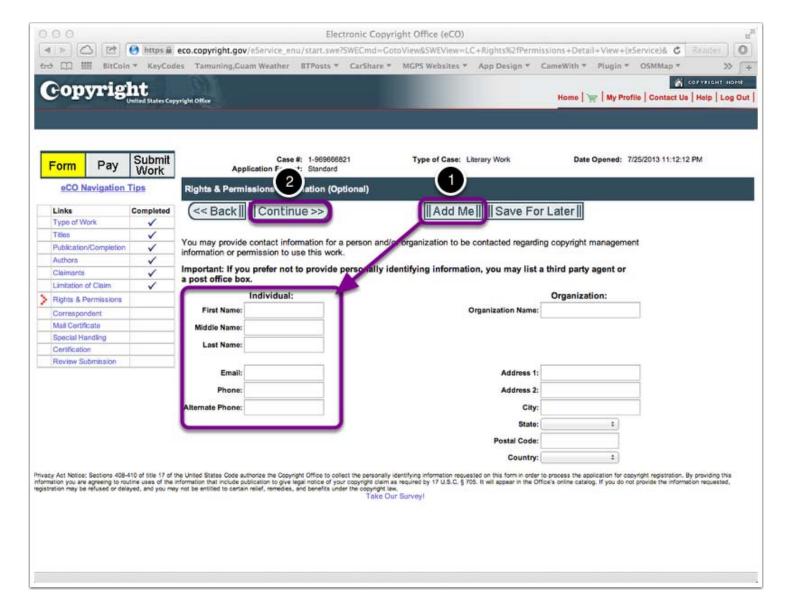
## Choosing your part in the overal project...



Select the portions you feel were already present, and those you feel are part of your claim, and continue.



# Who can give permission to use your work?

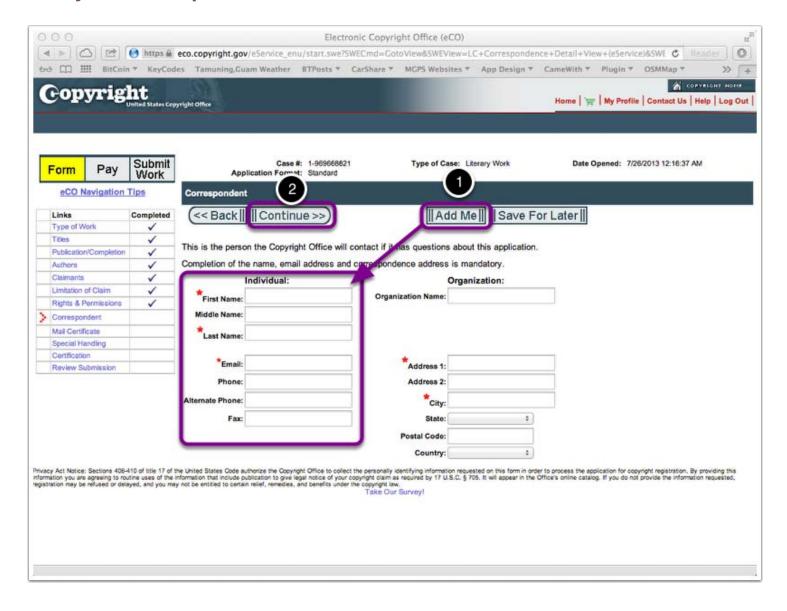


Let's say you wrote a great plugin, it's on the Market, and a big huge company wants to buy you out for millions upon millions of dollars. Who has the right to sell it to them? Hopefully it's you.

Select 'Add Me' if applicable, otherwise provide the name/address of the individual who has management over your copyright.

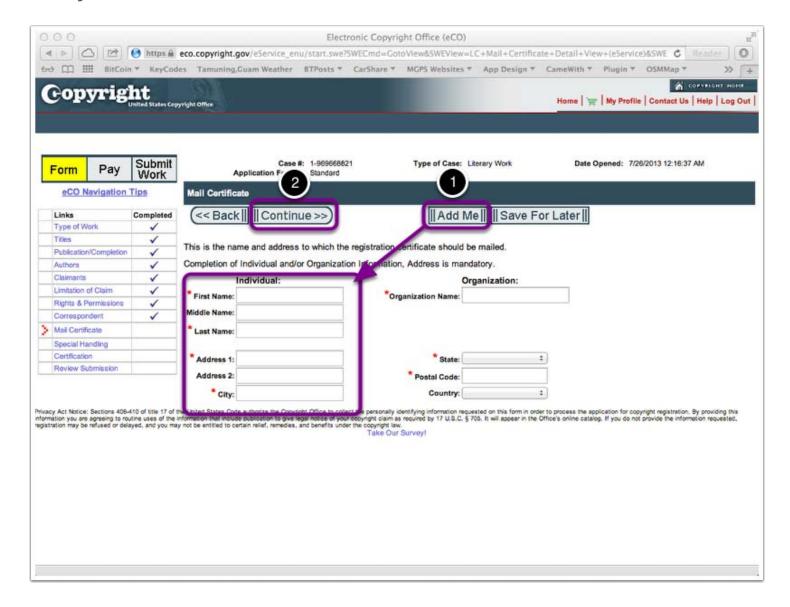


## Add your correspondent



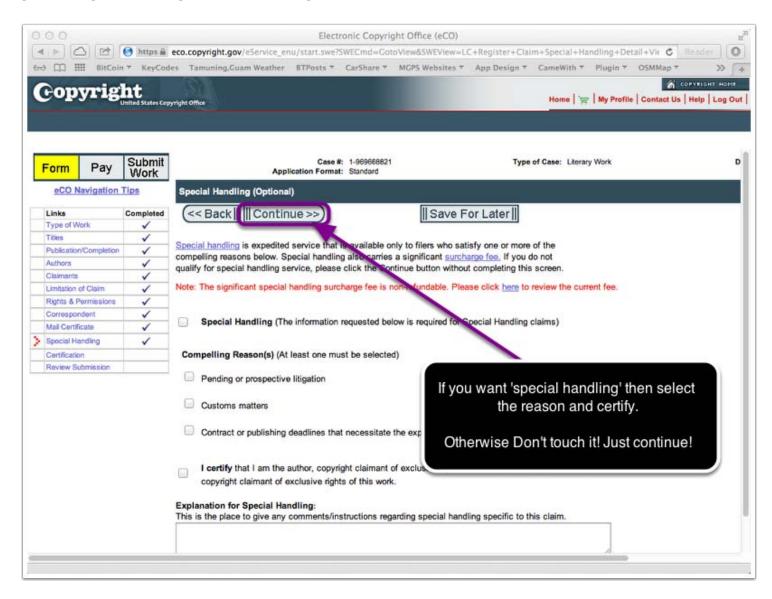


## **Add your Mail contact**



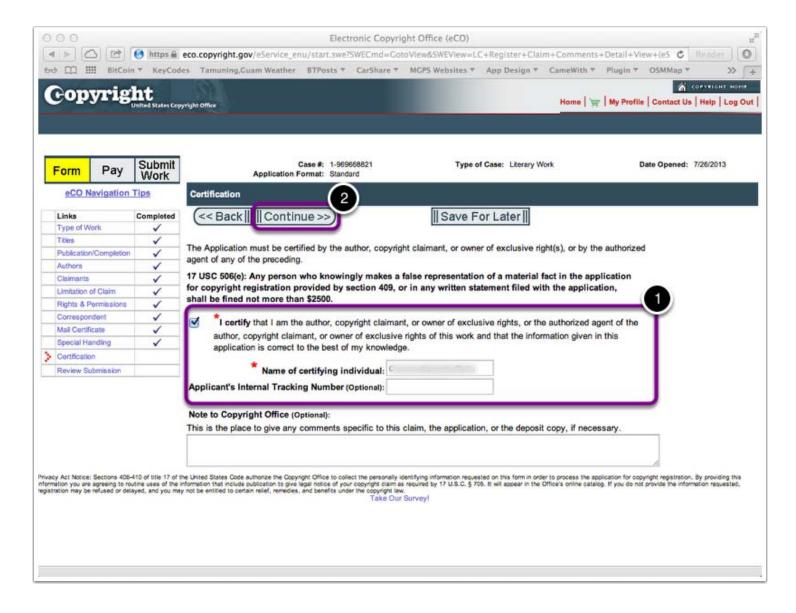


If you want expedited service, you can pay more. Otherwise, certify that you're you and your stuff is your stuff.



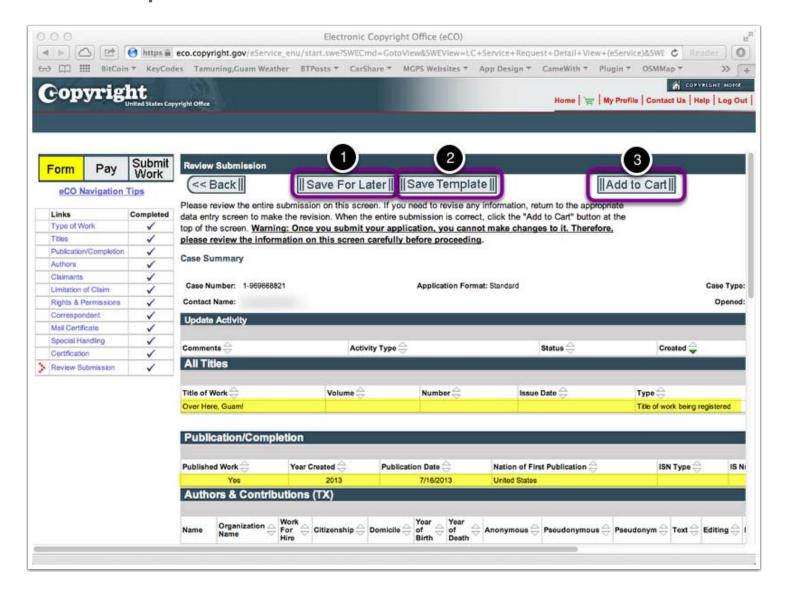


#### **Self Certification**





#### Verification prior to submission

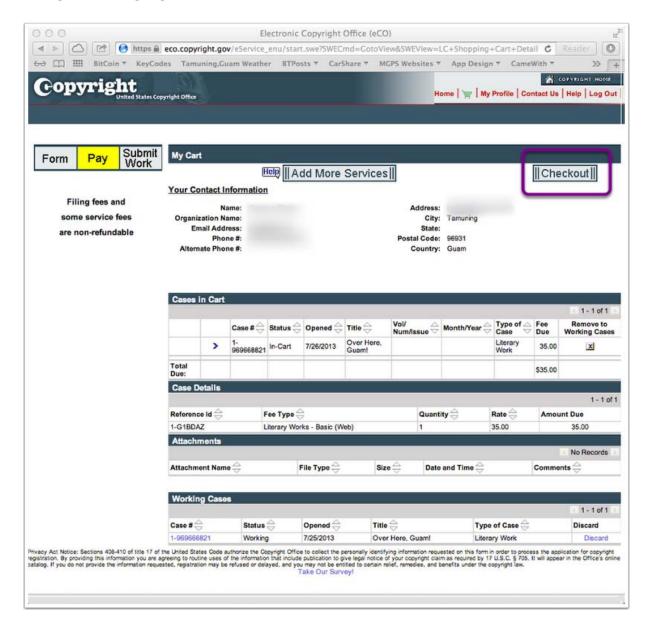


- 1) Save for later if you want to get additional information that is not handy, or other purposes.
- 2) Save as template is a good (optional) choice if you plan to register more than one app over time.
- 3) Add to cart means you're finished, let's pay and get going.

After this point, you can make no edits. Ensure your data is correct before proceeding.



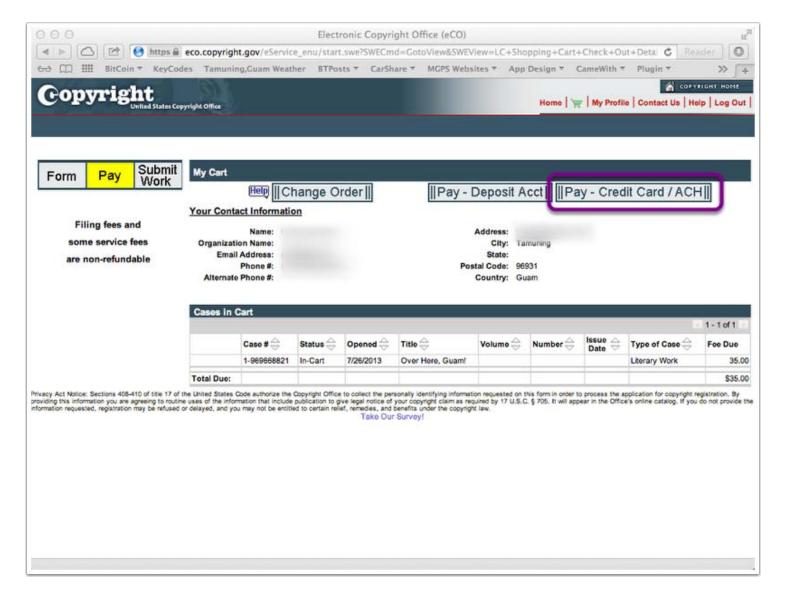
#### Prepare to pay...



Review and proceed to checkout.



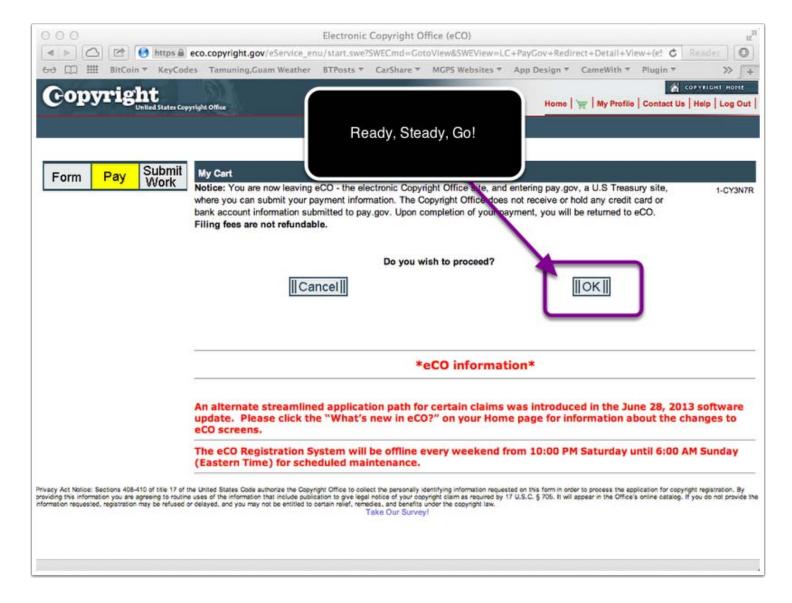
## Confirm your information before proceeding to pay...



Chances are, you'll be paying by credit card. If you do not have one, you can arrange another style payment. Easiest would be (in advance) obtaining a debit card from your favorite institution. However, account transfer and wire transfer are accepted methods, but this tutorial does not cover them.

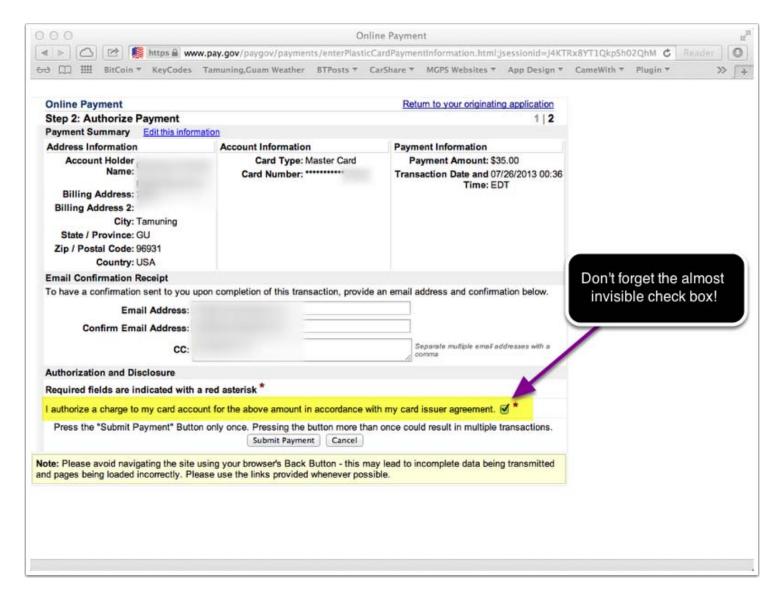


#### Proceed to the 'pay.gov' website to cough up some dough.





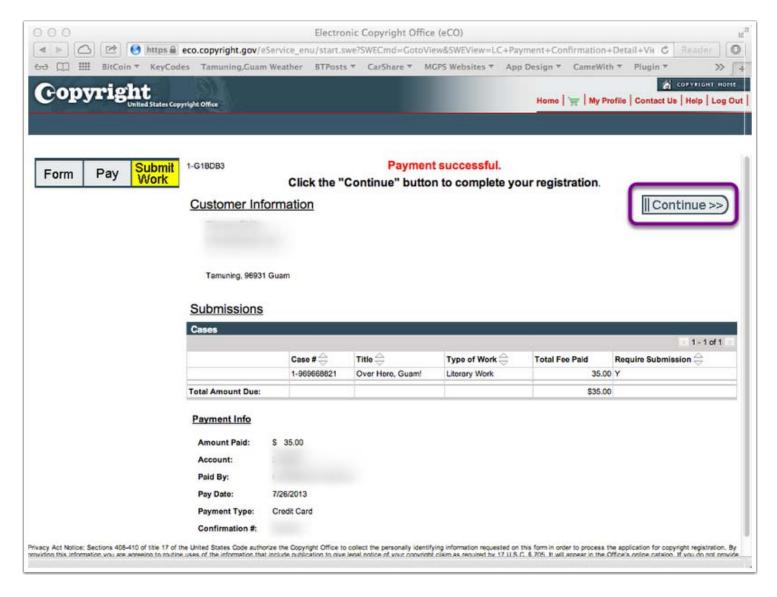
## **Online Payment**



I didn't show step 1, which is basically fill out all the private information about you and your credit card. If you've seen one, you've seen them all. And I didn't want to show you mine. Sorry, lol!



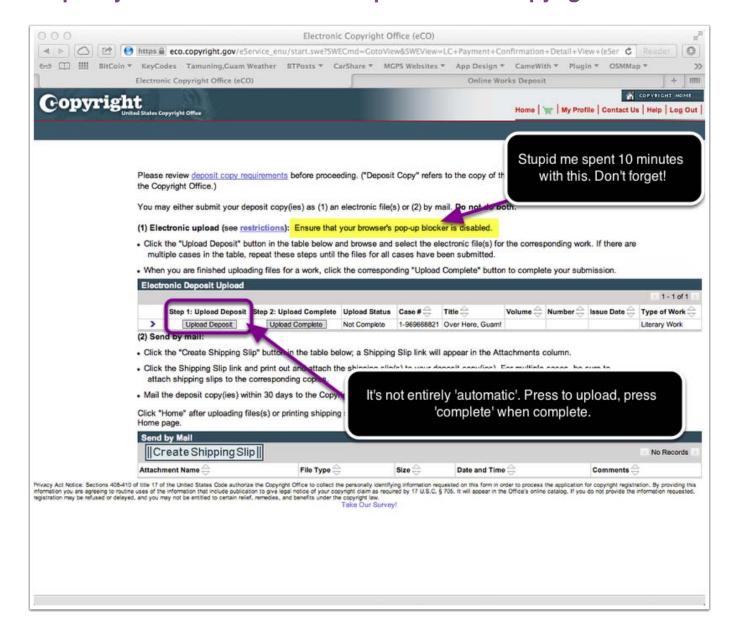
## If your money is good, then you'll be able to proceed.



You will recieve an email verifying your payment, if successful.



#### Prepare your documentation for Upload to the Copyright office...



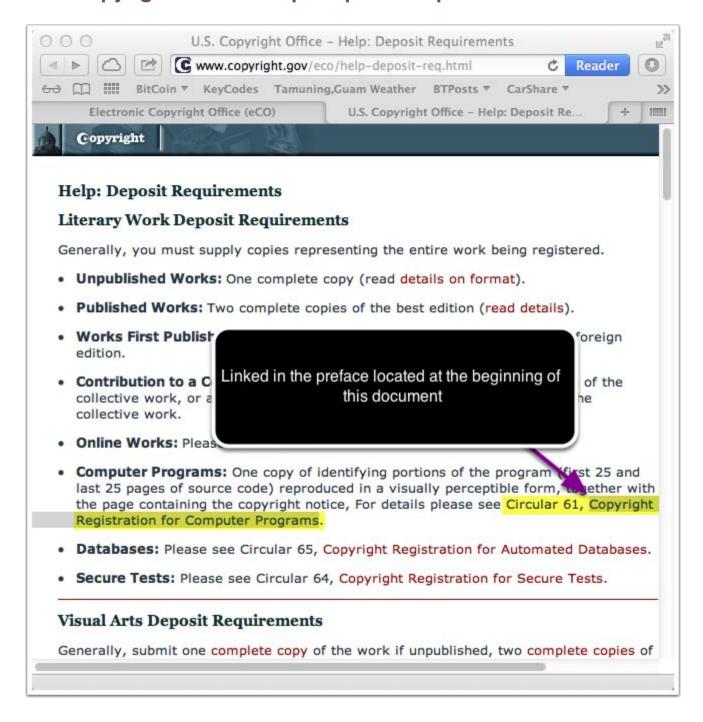
Before you get to this point (before you even started, really...) you should have gathered your documentation and justification for your copyright application. This means using selected code and content to 'show' that you really did create something different and unique. There are many things to consider, but the bottom line is they want to see 50 pages of code and content that show your app to be different.

They also prefer this to be a pdf document; don't compress and send your BT Project; that won't work.



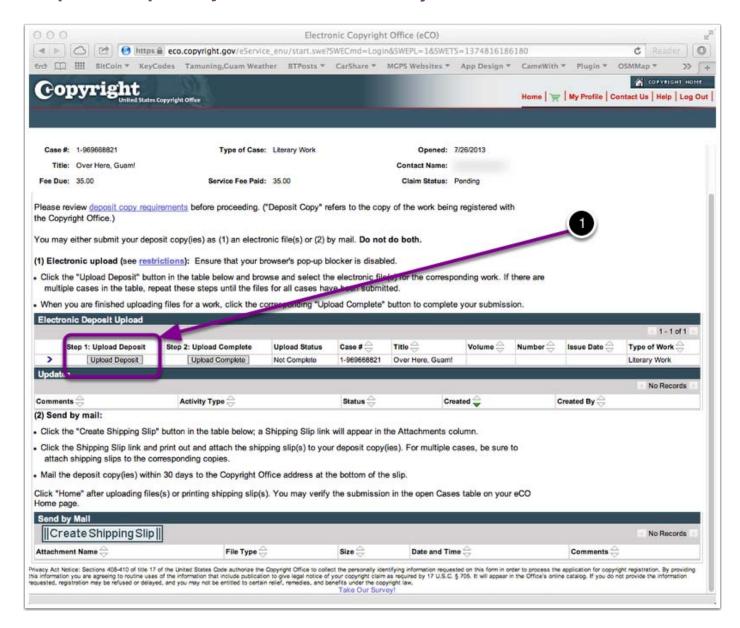
I create a Word Processing Document, and add code, content, pictures, and other resources to create a 50 page file. I then 'print' to PDF and submit that. You will know what resources you have to perform this task, but that's what they want.

#### U.S. Copyright Office - Help: Deposit Requirements





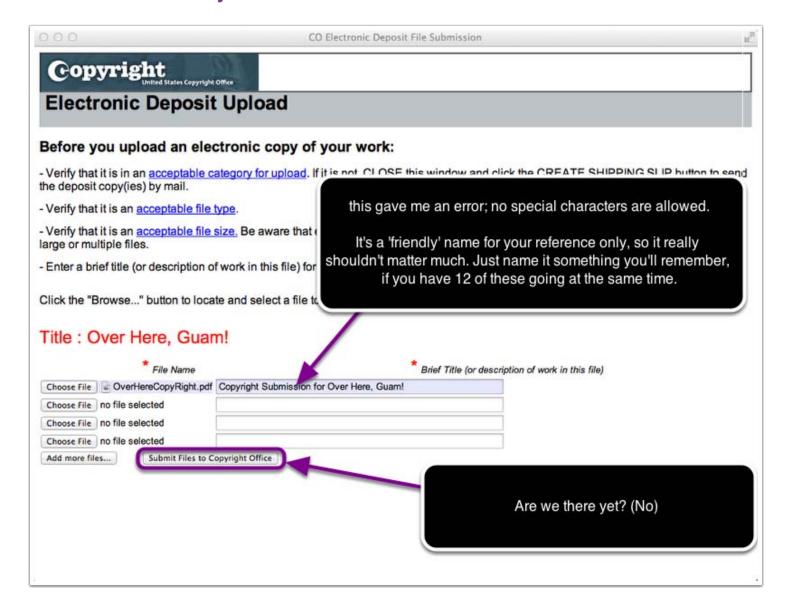
## Prepare to upload your documentation/justification



Gather your resources in accordance with the copyright office requirements for computer code submission: 50 pages of documentation. Read the pdf linked at the beginning of this document for details.

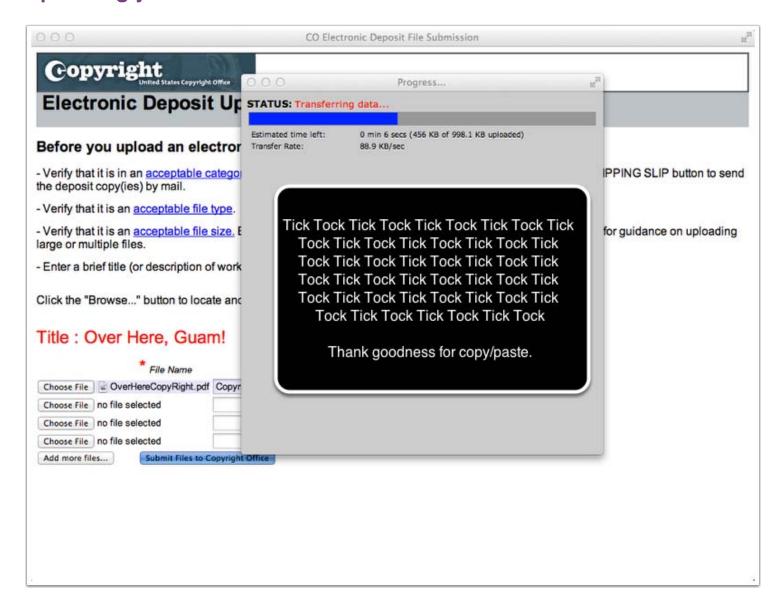


#### Select and submit your documentation



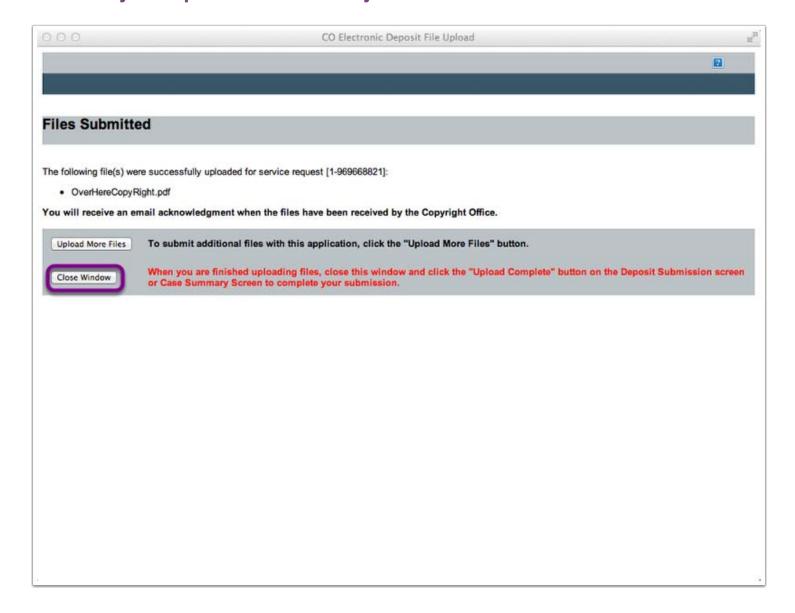


## Uploading your files...



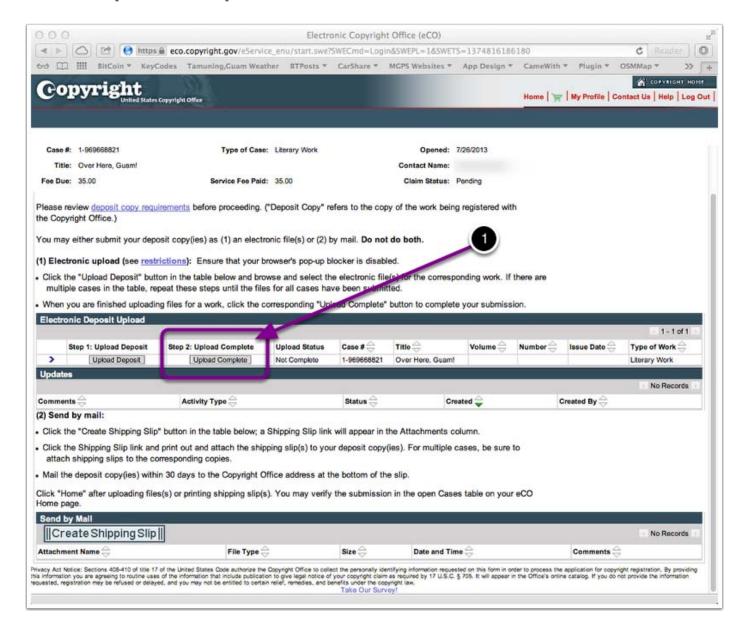


# Confirm your upload status. Are you done?





#### **Select 'Upload Complete'**



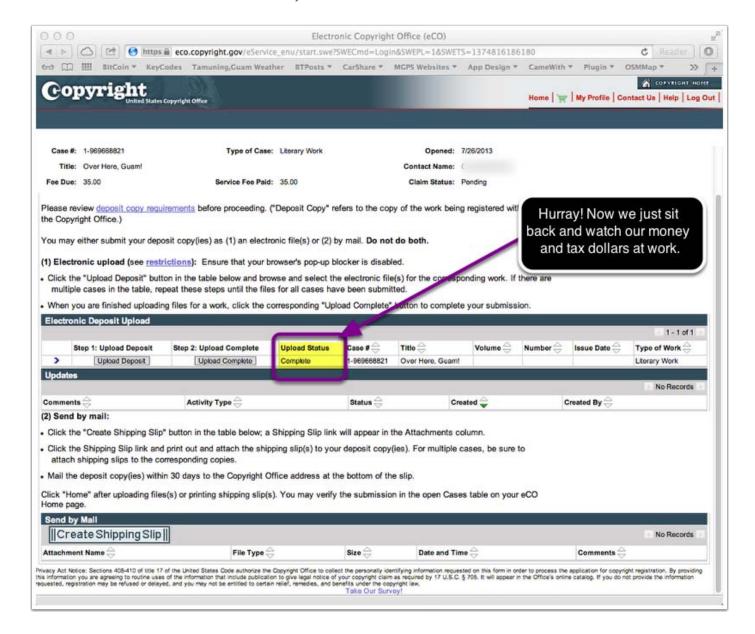
When you've finished uploading your files, press 'Upload Complete'.

There is a little 'going on faith' with this, as they don't actually 'show' you the files you just uploaded, so you're not certain that they got them; fear not, they did. Shortly you'll receive an email confirmation on the files you uploaded.

If they didn't get them, they'll let you know about it.



#### Whew. That wasn't so bad, was it?



Now that you're done, it's Miller time. All you can do now is wait for contact from the copyright office. If there is a problem with your submission, they are usually gracious enough to work through the challenges with you, rather than reject your claim/application. At least, this has been my experience. I hope yours are as pleasant.

Good Luck!

Cheers!

-- Smug