

The Effects of Copyright Law on the Reuse of Digital Content

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Outline

1 Theory

2 What is the study?

3 Conclusion

Jack Valenti (1)



Jack Valenti (2)

Copyright is out of control. How – even if it's out of control how does it stifle invention? Anybody can make a movie, and the fact that that movie has a copyright, how does that hurt the Internet, for God's sake?

Larry Lessig (1)



Larry Lessig (2)

copyright is stifling innovation, inventiveness and progress in this new digital world

Larry Lessig (3)

without digital production copyright wouldnt matter so much to inventiveness and we have to rethink the extent of copyright law

Larry Lessig (4)

It's because of the Internet, Jack. It's because of the opportunity that the Internet presents that we've got to rethink the extent of copyright, not whether we should have copyright or not.

Solution

WIKIPEDIA!

The biggest community of innovative, creative talent that depends on Wikipedia



November 2008



Magazines

[at view](#)
[over view](#)



[ARA Journal](#)

Dec 2002 - Vol. 88



[Advanced Packaging](#)

Jan-Feb 2009 - Vol. 18, No. 1



[The Advocate](#)

Jul 18, 2006 - No. 967



[The Alcalde](#)

May-Jun 2011 - Vol. 99, No. 5



[American Cowboy](#)

Aug-Sep 2008 - Vol. 15, No. 2



[American Motorcyclist](#)

Dec 2007 - Vol. 61, No. 12



[American Woodworker](#)

Dec 1999 - No. 77



[Ancestry magazine](#)

Mar-Apr 2010 - Vol. 28, No. 2



[Anthropologica](#)

2006 - Vol. 48, No. 2



[Arts & Crafts Homes and the Revival](#)

Summer 2010 - Vol. 5, No. 3



[Atlanta Magazine](#)

Aug 2008



[Australian Mammal Society](#)

Jun 1994 - Vol. 17



[AUJG Conference Proceedings](#)

1993



[AUJGN](#)

Sep 2003 - Vol. 24, No. 3



[Backpacker](#)

Nov 2009



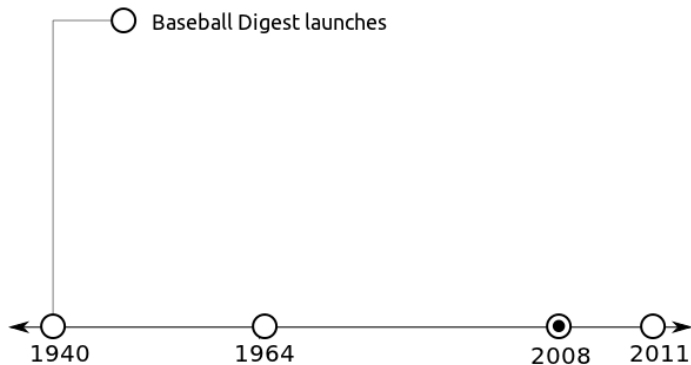
[Baseball Digest](#)

Sep-Oct 2009 - Vol. 68, No. 7

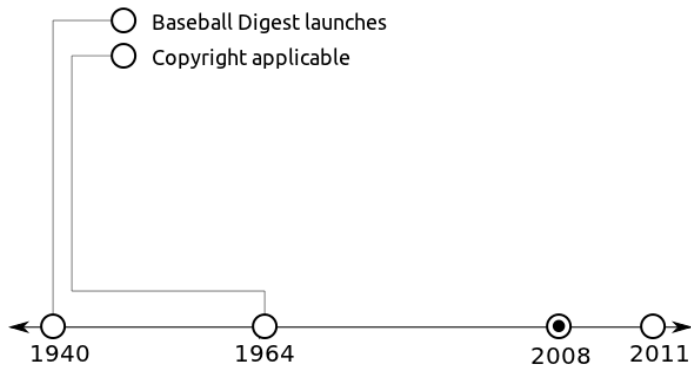
Timeline



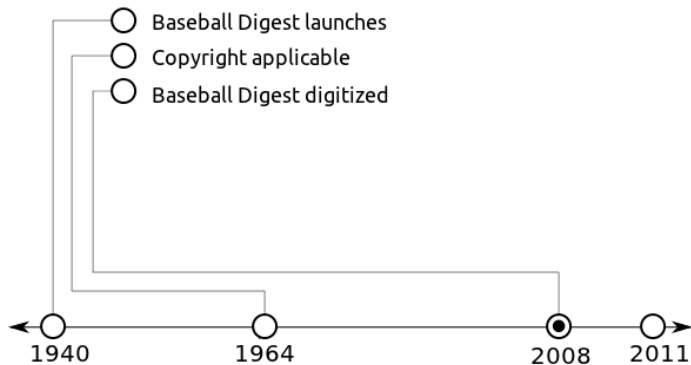
Timeline



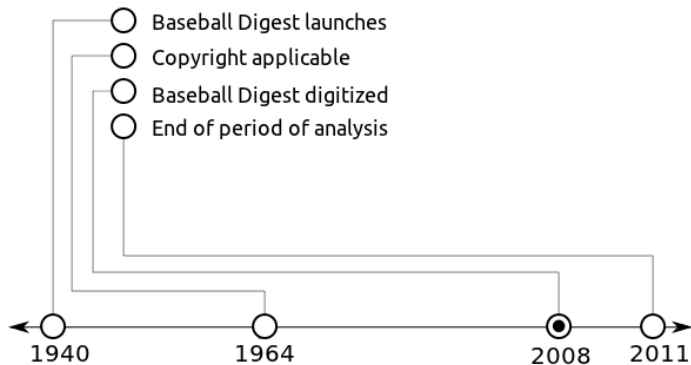
Timeline



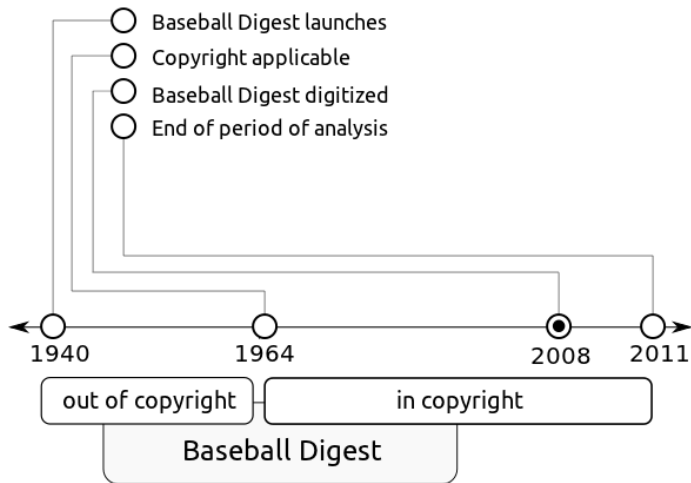
Timeline



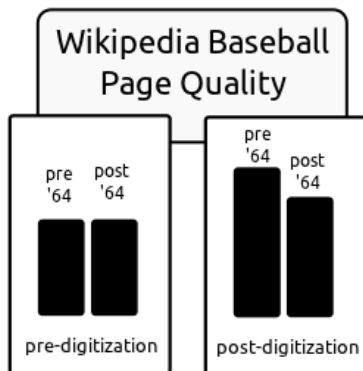
Timeline



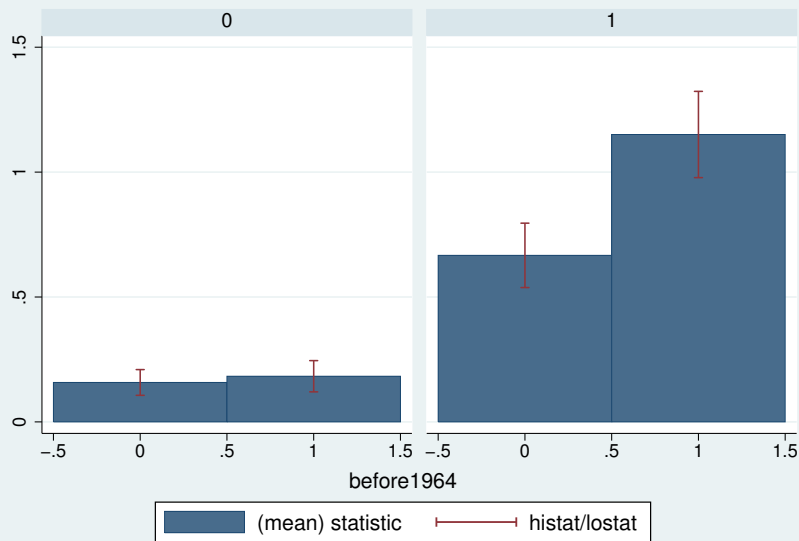
Timeline



Timeline

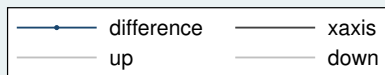
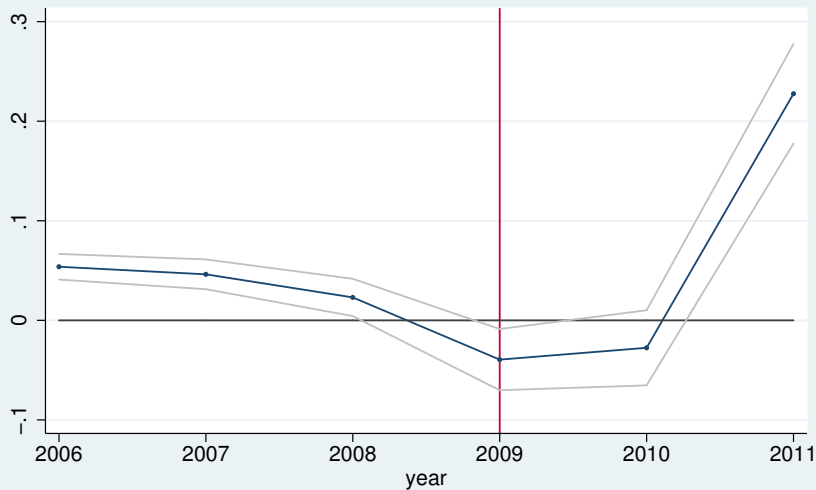


Results (Images: Graph)



Graphs by post2011

Results (Images: Timeline)



Results (Images: Diff-in-diff chart)

	in Copyright	out of Copyright
pre Digitization	.158	.183
post Digitization	.667	1.150
differences	.509	.967
DinD estimate :	0.458	

Players are otherwise similar

	In-Copy	Out-of-Copy	Total
Allstar Appearance	2.930 (0.147)	3.008 (0.163)	2.968 (0.109)
Career Length	13.95 (0.204)	12.40 (0.217)	13.20 (0.151)
Age at Debut	22.20 (0.0961)	23.26 (0.155)	22.71 (0.0919)
Is Pitcher	0.398 (0.0245)	0.411 (0.0255)	0.405 (0.0177)
Is Lefty	0.233 (0.0212)	0.183 (0.0201)	0.209 (0.0146)

Outcomes very different

	In-Copy	Out-of-Copy	Total
Image Diff	0.509 (0.0483)	0.968 (0.0675)	0.730 (0.0419)
Character Diff	26131.9 (1506.3)	26040.6 (1723.4)	26087.8 (1139.1)
Revision Diff	-27.63 (2.854)	-16.28 (2.478)	-22.16 (1.910)
Traffic Diff	7.716 (3.103)	13.17 (3.413)	10.35 (2.301)

Revisions : Regression

Table: Depvar: number of revisions in one year period

	OLS Robust	FE Cluster
before1964	-16.62* (8.140)	-16.62* (8.143)
post2011	-27.63*** (7.232)	-27.63*** (2.855)
interaction	11.35 (10.37)	11.35** (3.781)
Observations	1542	1542

Traffic : Regression

Table: Depvar: Average monthly traffic

	OLS Robust	FE Cluster
before1964	2.360 (9.111)	2.360 (9.114)
post2011	7.716 (7.128)	7.716* (3.104)
interaction	5.457 (14.22)	5.457 (4.614)
Observations	1542	1542

Traffic : Tail Results

Table: Depvar: Average monthly traffic

	0-10le	10-90le	90-100le
before1964	-0.339 (0.386)	-3.905* (1.611)	167.5* (78.57)
post2011	-0.105 (0.273)	3.639*** (0.623)	35.33 (30.35)
interaction	1.015** (0.379)	1.101 (0.984)	70.64 (49.74)
Observations	70	1130	136

Conclusion

- 1 Copyright has a large impact on the reuse of digital material
- 2 This impact is particularly salient for images and not for text
- 3 In the context of Baseball Digest, this tends to lead to other negative outcomes for newer players: their pages are edited less often and the long-tail effect is exaggerated.

{Who am I}

- National Bureau of Economic Research Digitization Agenda
- Use data to show how IP law like Copyright affects the process of creative input
- particularly interested in the use of free media and CC licenses
- Looking for project ideas, stories and other wikifolk in this area!



That's all Folks!

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