

**FOSTERING CREATIVITY IN VIRTUAL WORLDS:
EASING THE RESTRICTIVENESS OF COPYRIGHT FOR
USER-CREATED CONTENT**

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TABLE OF CONTENTS

I. INTRODUCTION	469
II. A NEW CREATIVE MEDIUM.....	471
A. Basics and Backgrounds of Virtual Environments	471
B. Virtual Creation	475
III. RIGHTS AND RESTRICTIONS TO CREATIVE EXPRESSION	478
A. What Rights Does a Creator Have?.....	478
B. Who Owns the Creation?	482
C. Ambiguity, Infringement, and Restriction of Creative Expression	484
IV. COMMODIFICATION AND THE IMPLICATIONS FOR CREATIVE EXPRESSION	489
V. REDUCING THE RESTRICTIONS THAT LIMIT CREATIVE EXPRESSION	490
A. Interpretations of Copyright Applicable to Virtual Creations	491
1. More Fair Use	491
2. Useful Article Doctrine	493
B. Localizing Rights Through the TOS/EULA and User- Based Permissions	494
VI. CONCLUSION	496

I. INTRODUCTION

“If You Can Imagine It, You Can Build It!”¹ “Your World. Your Imagination.”² These are the siren calls of deeply immersive virtual environ-

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¹ Active Worlds, About Us, <http://activeworlds.com/tour.asp#build> (last visited May 7, 2008).

² Second Life, <http://secondlife.com> (last visited May 7, 2008).