MODULE I IMPACTS AND THE LAW · I6

The Copyright, Designs and Patents Act 1988: mark scheme

20 marks · OCR J277 spec 1.6.1 (legislation: the purpose of the Copyright, Designs and Patents Act 1988 and the actions it allows or prohibits; legal impacts of digital technology) · UK law as at November 2026

How to use. One mark per bullet up to the maximum shown. **/** separates alternatives; **//** separates alternative statements for the same mark. Words in (brackets) are not needed for the mark. "..." at the start of a bullet means it builds on the bullet before. NE = not enough. BOD = benefit of the doubt. For "give / identify two" items, mark the first two answers only. Credit any other valid answer that shows the same understanding.

QUESTION	ANSWER	MARKS	GUIDANCE
1 J277 1.6.1	To protect intellectual property // to protect original / creative work (e.g. software, music, images, films, text) // to protect inventions / designs It makes it illegal to copy / share / distribute / sell / use someone's work without the owner's permission // without a licence It gives the creator / owner (legal) rights over / control of how their work is used So creators can earn money from / be rewarded for their work // to prevent software piracy / illegal downloading	**2**	Max 2. Do not accept "to protect copyright" alone (repeats the question). "To stop copying" alone is NE: the answer must show the work belongs to someone else or that permission is needed. Do not credit points about personal data (Data Protection Act) or hacking (Computer Misuse Act).
2 J277 1.6.1	Making copies of a paid-for design program for friends: Prohibited Photo used after buying a licence that allows this use: Allowed Music the designer wrote and recorded herself: Allowed Copying another company's website text without permission: Prohibited Selling copies of a film downloaded from a file-sharing website: Prohibited	**5**	One mark per correct row. A row with both boxes ticked scores 0.
3(a) J277 1.6.1	The photographs are (likely to be) protected by copyright // belong to the photographer / someone else // are someone else's intellectual property ... she would be copying / using them without the owner's permission / without a licence Finding a photograph on the internet does not mean it is free to use // being online does not remove copyright	**2**	Max 2. Do not accept "it is stealing" or "it is illegal" alone (NE). Do not credit answers about personal data or privacy.

QUESTION	ANSWER	MARKS	GUIDANCE
3(b) J277 1.6.1	Take her own photographs // create her own images Ask the photographer / copyright owner for permission (and get it) Buy / get a licence to use the photographs // use a (stock) photo website and pay for / follow the licence Use photographs whose owner / licence allows anyone to reuse them // use photographs that are out of copyright Pay / hire a photographer to take photographs for her (and agree she can use them)	**2**	1 mark each, max 2. Do not accept "credit / name the photographer" alone (NE: naming the owner is not permission). Do not accept "change / edit the photographs" (still a copy). Two answers that are the same idea (e.g. "ask permission" and "get the owner to agree") = 1 mark.
4(a) J277 1.6.1	(The website) copying the game // making copies of the game (without permission) (The website) sharing / distributing / uploading copies of the game // making copies available to the public (People) downloading copies of the game (without paying / permission) (People) installing / playing / using a copy without a licence // without buying it	**2**	1 mark each, max 2. The two actions must be different. Accept "software piracy" for one mark only. "Hacking" is not credited (Computer Misuse Act).
4(b) J277 1.6.1	Fewer people buy the game (because they can get it free) ... ... so the studio loses sales / income / profit // does not earn money for its two years of work The studio has less money ... ... so it may not afford updates / bug fixes / new games // may have to stop trading / close // cannot pay its two staff The studio may have to spend time / money on legal action / getting the copies removed ... ... which takes time / money away from developing games Copies may be changed / contain malware / be faulty ... ... so players may blame the studio // the studio's reputation is harmed // fewer future sales	**4**	Mark in pairs: 1 mark for an effect, 1 mark for its expansion, max 2 per effect, max 4. An expansion can only score if it follows its own effect. Do not accept "the studio loses money" twice. "It is bad for the studio" alone = NE.
5 J277 1.6.1	The program is protected by copyright // belongs to / is the intellectual property of the developer The licence gives permission to install / use it on 10 computers (only) Installing it on the 5 extra computers is copying / using it without permission // without a licence ... this is (software) piracy // the firm has not paid for the extra 5 copies // the developer loses income	**3**	Max 3. Do not accept "they did not pay" alone (NE) without the link to permission or extra copies.

Total: 20 marks