

Licensing Process

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License

- A License is a physical or virtual document
- between two or more parties
- that allows an intellectual resource owned by one party (licensor)
- to be used by another party (licensee)
- for a fixed period of time

Types of Licenses

1. **End-user agreement** – a piece of software may only be installed in one computer or in multiple workstations with the max. no. specified. (Shrink-wrap, click-through)
2. **Site-license agreement** – More lengthy and complicated but used by universities and other large institutions. Allows campus-wide access to resources via IP-range addresses. Licenses may vary and need a lot of negotiations. Includes lot of additional services like usage statistics.

Components of a license

1. Introduction
2. Definitions
3. Main body
4. Usage rights
5. ILL permission
6. Uses and usage
7. Publishers responsibilities
8. Terms and conditions
9. General provisions
10. Signatures

Standardisation initiatives

- Licensing Principles by IFLA (2001) – lists 31 principles
- DLF's Standard License Agreement (SLA)

Exercise

Compare and contrast the SLA with JSTORE / Hein-Online Licenses with special attention on the following;

- 1. Types of access by licensee**
- 2. Authorised users**
- 3. Authorised uses**
- 4. Access by authorised users**
- 5. Restrictions**
- 6. ILL**
- 7. Jurisdiction**
- 8. Dispute resolution**
- 9. Cancellations**
- 10. Training and support**
- 11. Archival access**
- 12. Duration of license**