Name: Xindi  
Job Title: MFA student in School of Visual Art  
Institution: Virginia Tech  
Title of Work Used: Gorogoa: The Design of a Cosmic Acrostic  
Copyright Holder: Jason Roberts  
Publication Status: Published  
Publisher: Game Developers Conference  
Place of Publication: YouTube.com  
Publication Year: 2018  
Description of Work: In this 2018 GDC session, Buried Signal's Jason Roberts presents a broad tour of the complex design process that led to ‘Gorogoa’, a puzzle solving video game, and the potential of the mini-genre to which it belongs.  
Date of Evaluation: August 1, 2019  
Date of Intended Use: May 13, 2019  

Describe the **Purpose** and Character of Your Intended Use:  
I am writing a thesis paper on immersive stereoscopic animation which has one chapter talking about the visualization setup and audience experience, the purpose for me to use this screenshot from Jason Roberts' presentation on 2018 Game Developers Conference is to support my thesis idea, and it can also provide anew perspective from video game genre to my audience to better understand the topic.
Describe the **Nature** of Your Intended Use of the Copyrighted Work:

The screenshot from the video has the content of text "immersion= forgetting the frame" which supports my idea in my thesis very well. This video on YouTube is under education category and my thesis paper is for educational research as well.

<table>
<thead>
<tr>
<th>Fair</th>
<th></th>
<th>Unfair</th>
</tr>
</thead>
<tbody>
<tr>
<td>✔️</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Describe the **Amount** of Your Intended Use in Relation to the Copyrighted Work as a Whole:

The screenshot I am using is taken at 5:44 from the video length of 1:01:48. Within the whole video, Jason Roberts talked about his design process for his puzzle solving video game using a slide show with text and image. The video which published on YouTube got 4475 views while I am writing this report. I only need the amount of information within this screenshot to support my idea in my thesis.

<table>
<thead>
<tr>
<th>Fair</th>
<th></th>
<th>Unfair</th>
</tr>
</thead>
<tbody>
<tr>
<td>✔️</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Describe the **Effect** of Your Intended Use on the Potential Market or Value of the Copyrighted Work:

The video I screenshot from was published on YouTube since April 30, 2018 and got 4457 views now. The paper I am writing is for educational research use and the video is also under education category. I am not use this screenshot for commercial use or other stuff. The screenshot can help my audiences and reader understand my idea in my thesis paper better.

<table>
<thead>
<tr>
<th>Fair</th>
<th></th>
<th>Unfair</th>
</tr>
</thead>
<tbody>
<tr>
<td>✔️</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Average "Fairness Level," Based on Your Rating of Each of the 4 Factors, Is:

[see tool disclaimer for important clarifying information]:

Fair | ☑ | | | | | Unfair

Based on the information and justification I have provided above, I, Xindi, am asserting this use is FAIR under Section 107 of the U.S. Copyright Code.

Signature: __________________________

Date of Signature: 08/01/2019

*Disclaimer: This document is intended to help you collect, organize & archive the information you might need to support your fair use evaluation. It is not a source of legal advice or assistance. The results are only as good as the input you have provided by are intended to suggest next steps, and not to provide a final judgment. It is recommended that you share this evaluation with a copyright specialist before proceeding with your intended use.