

Ville Oksanen: Immaterial rights and information technology - a look at topical themes

Task: Design a better IPR for Software - group discussions

- What kind of protection should replace current patchwork of copyright, patent, design right and trade secret as a tool for creating enough incentive for software R&D and production?
- How long should it last?
- What elements should be protected
- What kind of publication requirements there should be (c.f. Patent application)
- Any other features? Protection for Dm? What about Saas?

Results

Group 5:

want to

- use the software I write myself
- make money out of software
- be able to give away software with no restrictions
- afford to protect my rights
- copy/reinvent obvious things
- get credit
- reuse UI standards
- protect visual design
- prohibit others from using my source code
- use software by others after 15 years without restrictions

Group W

- cost for patent applications should be relative to person/company who files patent (cheaper for private persons, relative to size of company)
- share cost of court cases between holder and entity who/which sues
- vote on patents: expert committee (possibly elected or appointed) who may reject patent if not patentable or also decide to "buy" patent for public use

Group X

- The patent office should have a group of experts available
- It should not be possible to patent obvious things

Group Y

- Enable software development by giving sufficient economy protection while allowing future development
 - specifications are public
 - all source code public after time T
 - no algorithm patents
 - copyrights must be protected
 - user interface: usable between two different softwares while allowing an individual look

Group Z

- Possibility to make the software/interface/design/algorithm go "public" at some point. Before that, could be "patented" (or protected...) for a specific length of time (to determine).
 - Define "go public" (just make it available for people to see, examine...) Can it be copied freely? Should it still be possible to make money out of it?
 - What is the right length of time? (Shall it be different for difficult kind of software? (algorithms, designs ...))