1. A patent is a legal document that guarantees the safety of one’s intellectual property for a specified period of time. This intellectual property is usually a unique invention, and a patent prevents anyone other than the individual listed on the patent from making, using, selling, or importing said invention. A patent is given on the terms that said invention will be made public in exchange for protection of intellectual property as described.

2. Although ideas and concepts can be unique and new to an industry, one cannot patent such things. Things that can be patented are the utility of the invention, the aesthetic design of the invention, and plants that are unique, distinct, and reproduce asexually.

3. A copyright gives the inventor or creator of a patented property the rights to let others use/display their intellectual property under certain conditions which are determined also by the inventor. A copyright, similar to a patent, lasts for a certain amount of time; however, copyrights last much longer, usually 50-100 years after the death of the inventor who instituted the copyright.

4. A trademark makes whatever product it is on unique from other products that may be similar in the industry. If two products exist that have very similar if not identical function, what makes them different is the brand attached to them, which is where the trademark comes in. This allows not only for products to be varied from others in the field, but also allows the user another form of identification of the product they are buying which could influence the purchase. The typical trademark symbol ™ indicates trademarks; however, owners of trademarks that have been registered can use the ® symbol.

5. A software license entails the redistribution or use of software and concerns the protection of user-created software whether it be source code or object code. It is similar to a copyright in that it grants other users the ability to use a protected product in ways that would usually imply copyright-infringement or other threats to intellectual property.

6. The forms that software licenses can come in include: Copyright Retained, Right to Perform, Right to Display, Right to Copy, Right to Modify, Right to Distribute, and Right to Sublicense. Copyright Retained is the only license that features no use in the Public Domain, all others allow users to use their product provided they follow specific rules and pay for the product.

7. The Stevens Patent Policy guarantees that any invention created by a member of the Steven’s Community is protected and the typical ownership rights are delivered to the inventor. This policy also guarantees that any money made from any commercialization goes to the people that deserve it, that is the inventor, the school, the department and parts of Stevens that made the research and invention possible to be created. The policy gives all the power needed to Stevens to ensure the protection of intellectual property and to manage the commercialization and future of an invention. Stevens’ Copyright Policy concerns the distribution and use of copyrighted items between Stevens and other institutions. It does not concern Stevens’ use of third party materials, nor other institution’s use of third party materials. This policy also manages the “fair use” of third party products. Furthermore, this policy covers concerns present in typical Software License policies such that inventions that fall under this category are covered by the policy.