



Salir

Titulaciones Anteriores

Plataforma Curso 2014 - 2015

Martes, 10 Febrero 2015

AMoodle UCO ► GIIN-3-LE_C2 ► Tareas ► Práctica 2 del tema 14 (patentes) (B) ►
Ver tareas enviadas

domingo, 4 de mayo de 2014, 11:35

Realizar individualmente

1) Escoge una patente del ejemplo de "Tu tienda web está patentada", indica:

- ¿En qué consiste?
- ¿Crees que es beneficioso para la sociedad que se haya concedido esta patente? (justifica la respuesta)
- ¿Cuál crees que debe ser el límite entre lo patentable y lo no patentable?

2) Usa:

- El buscador de patentes de Google:
<https://www.google.com/?tbs=pts>
- El buscador de patentes de la EPO:
<http://worldwide.espacenet.com/>
 - (más información en:
<http://www.epo.org/searching.html>)
- u otro buscador de patentes que te resulte interesante.

para buscar patentes relacionadas con algo de tu interés relacionado con informática y elige una

a) Identifica lo que quiere decir el código de la patente.
(Ver: <http://www.delphion.com/help/kindcodes>)

b) Resume lo patentado e indica si crees que te sería útil para trabajar en ese tema.

3) Ver el sitio de Stack Exchange sobre preguntas de patentes: <http://patents.stackexchange.com/>. Localiza alguna consulta de búsqueda de arte previo. ¿Con qué objetivos se hacen esas búsquedas?

4) Intenta buscar en internet dos casos de éxito de empresas que trabajen en el ámbito de la informática:

a) una que haya protegido sus desarrollos con patentes y gracias a ello haya conseguido progresar.

b) una que haya tenido como obstáculo en su desarrollo algún problema con patentes de terceros (otra empresa como el ejemplo de Fark (video Drew Curtis)).

Explica cuál ha sido más fácil de encontrar y tus conclusiones.

Fecha límite de entrega: martes, 6 de mayo de 2014, 23:55

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1)

Related results: Show related results if customer likes the current ones - EP628919

a) A system comprising a user interface which can access downloaded electronic shopping information, which can be continually updated and provided either "over the air", over cable or satellite transmission paths or other "fast data" paths, and automatically correlate this information with the preferences of the user, to create and display at least one personalized shopping information database based upon the results of the correlation.

b) I don't think it's beneficial for software developers, is an example of how a patent affects negatively the development, especially for small businesses.

c) It is difficult to set a limit for software patents, it should be considered whether a patent is about something generic or something more particular and if it will affect a mass society, above all small companies.

2)

System and method for connecting a universal serial bus device to a host computer system - **US 7043587 B2**

a)

- **US** (Country): United States
- **B2** (Kind Code Description): REEXAM. CERTIF., N-ND REEXAM. or GRANTED PATENT AS SECOND PUBLICATION [FROM 2001 ONWARDS]

b) A method and system for controlling the addition of a USB device to a host computer system via a hardware hot plug

detector that monitors USB ports.

I think it is a very useful patent and that has been a great development in the world of hardware.

3) The objective is to know if in carrying out an idea is necessary to obtain any patent.

4)

a) King, makers of 'Candy Crush Saga', game published on iOS and Android, decide to register the trademark 'Candy', according to the US Trademark Office is completely legal and it has been so certified.

b) Flappy Bird is a game (created by Dong Nguyen) that has become popular in the last few days, but was eliminated due to patent problems. The latest news talk that Flappy Bird name could fall into the hands of another company that is ready to submit documents to register the Flappy Bird name in the United States Patent Office. The company called OneCick Studios submitted the request on February 9 and is in the final stages to give approval.

Conclusion

when I researched I found fewer cases of companies that have been successful in having problems with patents of third parties, usually these companies fail in their projects.

Editar mi envío

Comentarios del Teacher



Antonio Arauzo Azofra

jueves, 26 de junio de 2014, 13:42

Calificación: 10,00 / 10,00

4 a) Wrong. Words can not be patented! Words are registered as trademarks.

Fix this to get full mark.

Cluster # 24

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