



Intellectual Property Experiential Program

Closing event

15th December, online event Filippo Silipigni

Project Manager, Fondazione Politecnico di Milano





IP EXPERIENCE – Intellectual Property Experiential Program



 Object: to sensitize and empower University and High School students on the strategic value that Intellectual Property Rights bring into their future business activities, through a program of workshops and events in Milan and Barcelona

The project has executed a *program of interactive events* to promote the fundamentals of IP Rights through an experiential educational and simulation approach.

- (Main) Target Groups: university students and high school students (15-24 years)
- Project starting date/end date: November 2019 December 2020.



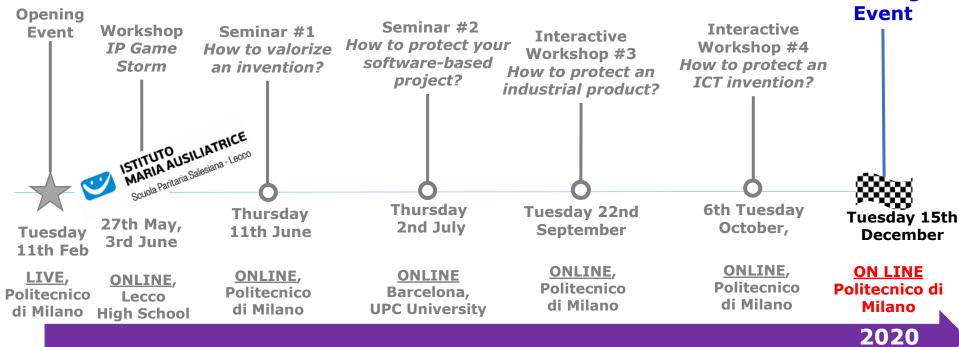


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IP EXPERIENCE – Results

Program of Interactive events

2 seminars to share experiences, 2 interactive workshops to simulate how IP rights work in real world, 1 IP Game storm Event, Opening and Closing events.



Key features:

Supported by:

- Duration: 1,30 hours for online seminars;
- Free-of-charge, registration required;
- Estimation of IP perception in the involved participants;



In a nutshell:

Closing

o 230 Participants

(average value: 38/event);

- \circ $$ 1 disseminator of scientific culture:
 - G. Dettori- Primomiglio SGR;
- o 6 Legal Attorneys:
 - M. Bain ACROSS Legal
 - J. Juncosa, M. Seguì Torner i Juncosa Associats (TJA)
 - M. Maggi Studio Legale Maggi;
 - M. Mozzi Jacobacci & Partners;
 - S. Pasqualetti Perani & Partners;

• 2 Academic IP Experts:

- G. Cascini PoliMI;
- L. Shiva PoliTO / Netval ;
- 2 Entrepreneurs & Start-ups:
 - Mitiga Solutions;
 - Nearby Computing;
- Companies/Enterprises:
 - Elettrotecnica Rold srl;
 - Pirelli Spa;



IP EXPERIENCE – Results

Achieved Multipliers, Network and Visibility



Association of Italian Patent Information Users www.aidb.it



Junior Enterprise Politecnico di Milano www.jemp.it

... and support from other actors!!



Progetti internazionali Giovani e Startup Ufficio Proprietà Intellettuale www.milomb.camcom.it



• innexta

Consorzio Camerale Credito e Finanza

Project: Marchi e Disegni Comunitari, www.marchiedisegni.eu/



Ufficio Italiano Brevetti e Marchi - UIBM

https://uibm.mise.gov.it





OpenInnovation Platform –

Lombardy Region, Finlombarda

http://www.openinnovation.regione.lombardia.it





Annalisa Balloi

Innovation Promoter, Politecnico di Milano, Technology Transfer Office (TTO)

Gerard Margalef

IP & Licensing Manager, Universitat Politecnica de Catalugna, TTO

Giacinto Schiavulli

Project Manager, PoliHub Innovation Park & Startup Accelerator



ideas powered



Handbook: Best practices on IP valorization

THEMES COVERED

- How Intellectual Property can be a valuable asset in the context of Universities?
- Which are the possible approaches to valorize an idea in the context of university?
- How to evaluate the patentability and the registration requirements and how to calculate the value of an intangible asset?
- Which are the possible exploitation strategies for the results coming from scientific and industrial research?

Freely available on this website:

https://www.ip-experience.eu/handbook/





Best Practices on IP valorization: Handbook on Italian and Spanish best practices of Intellectual Property exploitation in an academic context







5 Videos on "Industrial experiences on IP importance and IP valorization from Italian and Spanish Companies"

"Why IP for young people and new entrepreneurs" – G. Dettori, expert in digital innovation

"What is the role of IP in the relation between University and Industry?" – G. Marsaglia, Pirelli

"How to protect your software" event – July 2nd

- Introduction to software protection strategies Malcolm Bain, Across Legal
- Beyond software patents ways to protect your software and Open Source software Malcolm Bain, Across Legal
- Features and requirements of software-based patents Margalida Seguí & Jaume Juncosa, Torner i Juncosa Associats
- Software, IP and Entepreneurship the case of Mitiga Solutions and Nearby Computing Alejandro Martí (Founder and CEO, Mitiga Solutions) & David Carrera (Co-Founder and CSO, Nearby Computing)

Freely available on this website: https://www.ip-experience.eu/videos/





Web-app Game: SURFING IP, *The amazing story of the windsurf invention* A Story-telling web-game inspired by the history of the invention of the windsurf and based on the decisions taken by its inventors to launch their business activity!

Milestones of the original hystoric event:

- 1968 Jim Drake and Hoyle Schweitzer file a US patent application on the new wind-propelled board; they register also a word mark and a design mark;
- H. Schweitzer founds a company, extends the US patent abroad; he licenses the windsurf patent and the trademarks around the world; Reveneus start to come;
- Windsurfing grows in popularity and becomes an Olympic sport in 1984;
- A GB competitor challenges the novelty of the Schweitzer/Drake **patent**, discovering prior art documents;
- 1984 the English court revokes the patent on the grounds of lack of novelty!!! The company ceases operations.
- H. Schweitzer and J. Drake are universally considered to have successfully marketed **the windsurf to the world stage!**

Freely available on this website:

https://www.ip-experience.eu/ip-game/



SURFING IP web-app game in nutshell:

- Story-telling game developed from the *IP Game Storm workshop;*
- $\circ~$ 4 different endings and about 30 different scenes;
- 7 different achievements related to IP issues;
- 4 characters (2 inventors; Intellectual Property Lawyer; Officer from the USPTO)





IP EXPERIENCE – **Intellectual Property Experiential Program**



Project Partners











Project Website: www.ip-experience.eu



GR/001/19- Lot 2: Reaching consumers/citizens and especially young people; Application reference N°0185

Project Managers:

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- Annalisa Balloi Politecnico di Milano, Ufficio di Trasferimento Tecnologico;
- Giacinto Schiavulli PoliHub, Innovation Park & Startup Accelerator
- Filippo Silipigni Fondazione Politecnico di Milano

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