CSCI 215 Social & Ethical Issues In Computing


Let’s all get rich
Notes

- Website updated
- Homework 2 is available (Due Thursday next week)
  - Retro
- “Late Submissions” dropbox now open in the course (ends in 001)
D2L page
Clarifications

• Recitations
  • Things that will not change: The time/day of your recitation
  • Things that may change: Location/options for recitation activities
  • On switching: You may switch to a different day if you want (but you do not have to)

• Next Week’s Recitations
  • Hands on: Dual Booting with Linux (on windows) and Virtual Box
  • Discussion: Discuss

• Questions?
Intellectual Property

• **Copy Right:**  
  - legal term used to describe the rights that creators have over their literary and artistic works. Works covered by copyright range from books, music, paintings, sculpture and films, to computer programs, databases, advertisements, maps and technical drawings.

• **Fair Use** are exceptions to Copyrights. Some examples include:
  - commentary
  - search engines
  - criticism
  - parody
  - news reporting
  - research
  - teaching
  - library archiving

Intellectual Property

• Patents:
  • An exclusive right granted for an invention. Generally speaking, a patent provides the patent owner with the right to decide how - or whether - the invention can be used by others. In exchange for this right, the patent owner makes technical information about the invention publicly available in the published patent document.

• Trademark:
  • A sign capable of distinguishing the goods or services of one enterprise from those of other enterprises.

http://www.wipo.int/about-ip/en/
Copy Left

- an arrangement whereby software or artistic work may be used, modified, and distributed freely on condition that anything derived from it is bound by the same condition.
Patent Wars

Apple v Samsung Galaxy

• **Patent 5,946,647**: “System and method for performing an action on a structure in computer-generated data”
Patent Wars

Apple v Samsung Galaxy

- **Patent 7,761,414**: “Synchronous data synchronization among devices”

- **Patent 8,046,721**: “Unlocking a device by performing gestures on an unlock image” (Apple lost in US 2013 and Germany Aug 2015)

- **Patent 8,074,172**: “Method, system and graphical user interface for providing word recommendations”
Patent Wars

2000 NTP v RIM (Blackberry) – Wall Street panic

• RIM held numerous Wireless Patents
• Originally awarded: $53 million
• Not just an expensive lawsuit, later settled for an additional: $615 million

  [source](http://www.pcworld.com/article/191037/techs_top_5_patent_battles_before_apple_vs_htc.html)
Discussion Point

• Is the patent system appropriate for software? Why or Why not? If not, how can it be fixed?
• What should be done about patent trolls?
• Do patents impede innovation or is this just an accepted cost of doing business?