

Case 1: the right moment for IPR talks

Learning a language through gaming

Two researchers from the linguistics department of a university developed the content for an adaptive game that helps pupils at secondary schools learn a foreign language. Its focus on grammar and structural approach set it apart from other serious games supporting language learning. The game is the result of a multi-year research project during which it was tested, in various stages of development, at several secondary schools. To be able to do this testing properly the researchers had a software program developed by one of their students they both knew to have successfully develop serious games before. The school and pupils are enthusiastic about the game and app they tested. Moreover, many other schools are interested, and the student game developer wants to start a new company to exploit it commercially alongside other games he made. The researchers decide it's time to contact their knowledge transfer office to discuss IPR and steps to take for commercialization.

Discuss: did the researchers choose a good moment to start the discussion about commercialization?

Case 2: terms of license deal

Online psychological testing

A research group from the psychology department of a university have found a way to perform certain psychological tests successfully online. A group of recent graduates who were involved in the research project developing this knowledge start a new company to exploit these tests, alongside other products. A license agreement is made, enabling this company to exploit the test for 5 years. As a remuneration the university receives an in-kind contribution, instead of a fee: representatives of the company will contribute to the psychology master program (a yearly guest lesson), act as coaches in the entrepreneurship program for student startups, and, finally, facilitate further research projects related to online psychological testing.

Discuss: what is your opinion of the terms of this license deal?