



TECH-X

SIMULATIONS EMPOWERING
YOUR INNOVATIONS

Tech Transfer from University to Industry

- Identification
- Negotiation
- Collaboration
- Productization





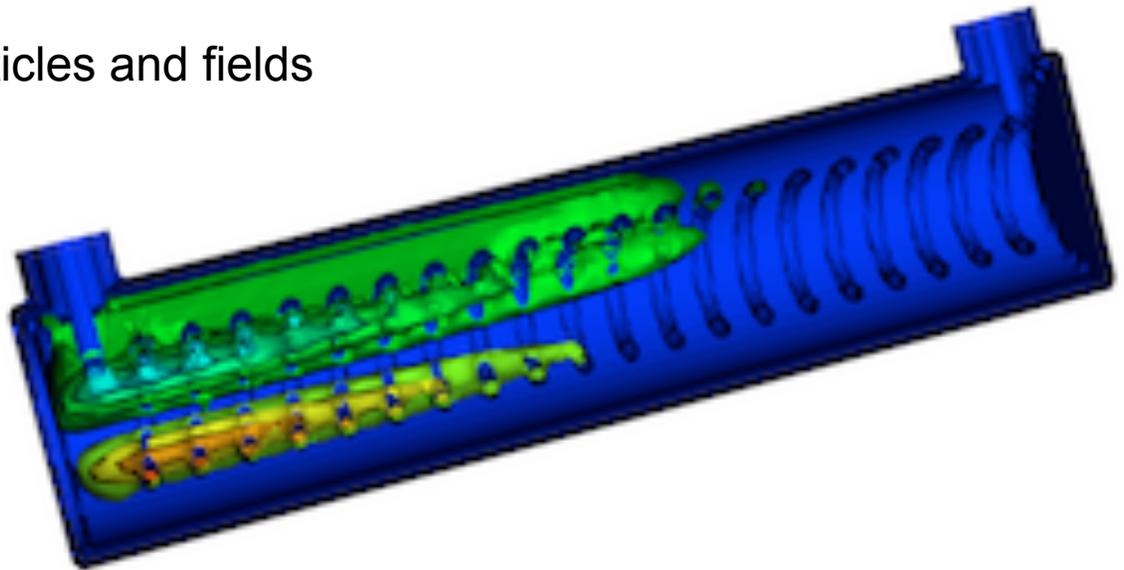
Tech-X works with Universities, DOE to make software products

Journal of Computational Physics 196 (2004) 448–473

VORPAL: a versatile plasma simulation code

License from the University of Colorado (Boulder)

- Particles and fluids originally
- Embedded boundaries for particles and fields
- Dielectrics
- Implicit algorithms
- Envelope
- Beam-frame Poisson
- GUI
- CAD



OOPIC Pro

Licensed from the University of California (Berkeley)

20150506

Identification (naturally aligned interests)

- Seek: at meetings, papers, ...
- University Tech-Transfer Offices
 - ◆ Bayh-Dole Act (1980)
 - ◆ <http://bayhdolecentral.com/>, ” which resulted in a dramatic growth in academic centers devoted to patenting and licensing faculty inventions”
 - ◆ Universities are no longer “just in pursuit of knowledge”
- University researchers reach out (depending on discipline)
- Evaluate
 - ◆ Can one make a product?
 - ◆ Is there a path to commercialization?
 - ◆ Public reaction [Vorpil 42 citations/year]

Negotiation (work to align interests)

- Do this early
 - ◆ Deal fallout after working significantly is a big loss
- Consider
 - ◆ Improvements (included? first right of refusal?)
 - ◆ Exclusivity
 - ◆ Auditing requirements
 - ◆ Ownership of trademark
 - ◆ Ability to use University name
- Get comps
 - ◆ <http://www.inventioncity.com/inventing102-4.html>
- Look at your business model
 - ◆ Govt. sets fee at 4-8%
 - ◆ Royalty should be small compared to profit
- Universities are slow, risk averse (Mosaic! TCP/IP), have to be reminded of how they will get royalties
- If not resolving, bring more items to the table

Collaboration (desire aligned interests)

- IP is rarely “shrink wrapped”
- How will you work with the University to resolve?
- Consider
 - ◆ Researchers do research, which is problematic for milestones
 - ◆ Students should be getting an education, not producing a product
- Keep collaborative efforts out of the critical path, out of further IP entanglements
 - ◆ Evaluation
 - ◆ Testing

Productization (On the company)

- Releasing (manufacturing)
 - ◆ Robustness
 - ◆ Packaging
 - ◆ Marketing
- Build a structure that allows replacement
 - ◆ The best technology changes
 - ◆ The market changes – what is the next product?
- Use the University
 - ◆ “Based on the work of Nobel laureate, Kim Smith”
 - ◆ “Built on the technology behind the discovery of wizardons”



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THE END

