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# UNIVERSITY TECH XFER PERSPECTIVE ON SOFTWARE LICENSING



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## WHAT UNIVERSITIES CARE ABOUT IN LICENSING SOFTWARE

- Supporting the core missions of the university
- Using IP tools to help achieve research team goals
- Limiting the university's risk
- Retaining academic/research use rights
- Respecting others' IP rights (inbound code and team)
- Managing the administrative costs to license royalty-free
- Complying with funding obligations
- Licensing defined IP (no broad patent grants)
- And, sometimes, making money



## WHAT UNIV. EMPLOYEES MIGHT CARE ABOUT IN LICENSING SOFTWARE

- Maintaining or curating their software project
- Obtaining a large user community
- Allowing different rights for different recipients
- Controlling the destiny of the code
- Demonstrating to funders that work is adopted
- Attribution
- Making money
- Starting a company



# COPYRIGHTS

- Reproduce/copy
- Make derivative works
- Publicly perform
- Display
- Distribute
- Sublicense



## OPEN SOURCE: A SOURCE OF CONFUSION

- Source code / binary code
- Licensed and controlled by copyright – not public domain
- Many variants and misunderstandings

Don't assume anyone else holds the same definition



# COMMON LICENSE COMPONENTS

- Exclusive v nonexclusive
- Royalty bearing v free
- Internal use only v distribution
- Modify the code, limited modification, no modification
- Source v binary
- Commercial use v noncommercial use
- Limited time/evaluation period
- Viral license terms



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THANK YOU