

Workshop	Licensing Basics
	For Tech Transfer Offices
Level	Basic
Duration	1 day – 8.45am to 5.00pm.
Program	A detailed description of the workshop program is below.
How this workshop helps tech transfer	This one day workshop is a condensed version of our two day Licensing Master Class.
professionals	While the two day Licensing Master Class is intended for tech transfer professionals that already have some licensing experience, this shortened one day program is intended to provide new licensing professionals with basic licensing skills, for basic technology licenses.
	It covers the same topics as Licensing Master Class, but not to the same depth or complexity.
	It introduces new licensing professionals to the nature of licensing and the essential terms of a license agreement.
	By doing so it equips new licensing professionals to negotiate basic license agreements.
Customisation	The content of this workshop can be changed and customised to enable specific learning objectives to be achieved.
Presenter	Philip Mendes
Delivery style	Interactive workshop style.
	Emphasis on discussion, participants asking questions, contributing their comments, and sharing their experiences.
	We find that this interactive workshop style keeps participants alert and achieves a more effective learning and skills building outcome.
Materials	Each participant receives a set of bound workshop materials which will be an ongoing reference resource.
Certificate of Completion	A Certificate of Completion is provided to each participant.

LICENSING BASICS

[Times are approximate. Please expect that the duration of breaks may be shortened throughout the day]

8.45	Arrive	
9.00	The term or duration of a license. The scope of a license	The term of a license. Different models for the term depending on the type of license and the type of technology being licensed. Option to extend term, and its operation. Can "irrevocable" or "perpetual" licenses be terminated? The scope of a license: exclusive, non-exclusive, territory limitations, and field limitations.
	Subject matter of license grant. Sub-licensing	What is licensed: patents, scope of improvements, boundary between improvements and new IP. Sub-licensing. When it should be subject to consent, when it should not. Limitations on the power to give or withhold consent. What can be taken into account, and what cannot be taken into account.
	Patent prosecution and infringement	Patent prosecution responsibility, patenting decision making, patenting expenses, maintenance of patents. Different models for field limited licenses, non-exclusive licenses, etc. Models for dealing with infringement.
10.30	Morning Tea	
11.00	Royalties and other financial terms of a license	Different types of royalty models and other financial terms that may be employed in a license to maximise the financial return to the licensor. Types of licenses when they are likely to be encountered. A licensor's perspective, and a licensee's perspective. What a royalty is calculated on.
	Diligence Obligations in an exclusive license	Guarding yourself against a non-performing or under-performing licensee - the hardest part of a license to negotiate. Are "best endeavors" and "reasonable endeavors" enough to protect the licensor? Why they are inadequate. Other models that afford greater protection to the licensor.
12.30	Lunch	
1.30	Warranties	What everyone involved in licensing needs to know about warranties – not just lawyers.
	Indemnities and managing risk	What everyone involved in licensing needs to know about indemnities and managing risk – not just lawyers.
3.00	Afternoon Tea	
3.30	Confidentiality and publications	Controversial issues arising in relation to confidentiality, academic publishing, and treatment of students. Models for resolution of those controversies assessed and evaluated.
	Termination provisions	What everyone involved in licensing needs to know about termination provisions in a license – not just lawyers.
	Governing Law	What everyone involved in licensing needs to know about governing law and dispute resolution – not just lawyers.
5.00	Close	