

AVOIDING DEATH BY PAPERCUT:

Express Licensing SSHA Assets for Efficiencies and High Impacts

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Agenda

- Creative Works Assets- Who, What, Why?
 - General
 - Software
- Licensing
- Case Study: Soteria
- Case Study: Jacobi





Creative Works Assets at the TTO

- Protectable under copyright and/or trademarks
- IP Policy differences from inventions
 - Professor's privilege/ Traditional
 Scholarly Works
 - "Different," requiring infrastructure
- Broad spectrum of creators
- Public understanding threshold
- Leadership narratives



CW Assets are common in disciplines including social sciences, public health, education, computer science ancillaries, and the humanities.



What might be disclosed as a "Creative Work?"

- Big net of potential assets:
 - Curriculum for beyond campus: courses, workshops, or trainings
 - Maps or designs*, historic or current
 - Images, film, games
 - Institutionally commissioned works of authorship, like dept. textbooks

- Code, Software*, Apps, VR
- Databases, data sets, or simulations
- Assessments and questionnaires
- Tools or calculation parameters
- Resource or training guides
- Informational websites





Software

- Code is language (copyright)
- Novel processes/methods, etc. sometimes patentable
- Software licensing via express or click-through format is endemic
- Reflexive open source release major challenge for TTOs
- Consider non-commercial versions as standard
- Educate early and often; avoid messy disclosures (or tech leaks)
- Third party marketplace hygiene (Google, Apple, other proprietary (Steam, Unity, etc).





LICENSING CREATIVE WORKS: DIFFERENT ASSETS, DIFFERENT STRATEGY



Licensing Creative Works

- No patent? No problem. No "winners/ losers."
- Non-exclusive licenses = most common
 - Tiered; market segment tailored templates
 - Turn up the volume
- Third party distributor?
 - Asset variant
- De-risk, de-couple the services
 - "Spin in," maybe spin out? Set it and forget it?
- Software click-through, industry standard
 - Devil in details; version control
- TMs for dual-layer IP protection





Death By Papercut*: Soteria®

- "Train the Trainer" curriculum to prevent sexual violence/domestic assault (Bringing in the Bystander®). Disclosed at near zero level interest to market.
- I-Corps; new marketing strategy
- License template nested within Services Agr; trial case with SPA
 - License fee (small, flat), with services
 - Two internal revenue streams; licensee sees one bill
- 400+ licenses in 3 years (^560K)
- Value rich; Exclusive start-up



ACCEPTED

^{*(}Case study examples from my tenure at the University of New Hampshire, 2018-22)

Exhibit B:

The Licensing Manager



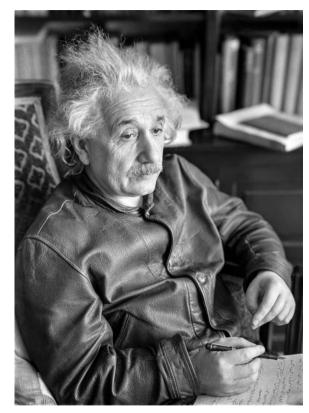
Lessons Learned

- Template non-exclusive licenses for high volume, fast return
- Manual contracting → perception of negotiability
- · Major capacity drain
- Record keeping, invoicing, internal transactions, all create bottlenecks and problems
- Payment pathways different at smaller value levels
- Startup pathway not always viable; problematic
- Technical solutions can solve repetitive task problem; reduce negotiation
 - Free TTO staff for higher function problem solving



Licensing Like Shopping: Jacobi

- Large image collection, bequest from Lotte Jacobi
- Housed in uni Library (50K images), historically significant.
- Gift agreement compliance required digital licensing pathway.
- Revenue stream needed for collection upkeep.
- NO INNOVATOR.
- Third party deal, low returns.



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Licensing Like Shopping: Jacobi, Cont'

- Technology based solution adopted (E-Lucid)
- Visibility, curation
 - Revenue up 30% over 2 years
 - Internal partnerships (marketing, dept)
- High initial effort, lower upkeep/ maintenance
- Non-negotiable click-through for NERFs, standard license uses
- Others referred to TTO Staff





Final Lessons

- TTO staff time and attention, most prized resource
- How: Creative Works DTC models can be managed with technological solutions
- Why: CW licensing is worth doing:
 - New revenue streams to different parts of campus,
 - Diversification of innovator engagement
 - Social impact

Sometimes we need more people.

Sometimes our people need better tools.

Know which problem you have.







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