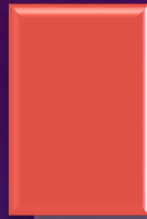


The background is a dark blue gradient with a starry, nebula-like texture. On the left side, there are several overlapping circular elements. A prominent one is a large circular scale with tick marks and numbers ranging from 140 to 260. Other circles are partially visible, some with dashed lines and arrows, suggesting a technical or scientific theme.

HOW TO PACKAGE YOUR INVENTION FOR PATENT



**What is an
Invention?**



What is a Patent?



**The Players of the
Patent Game**



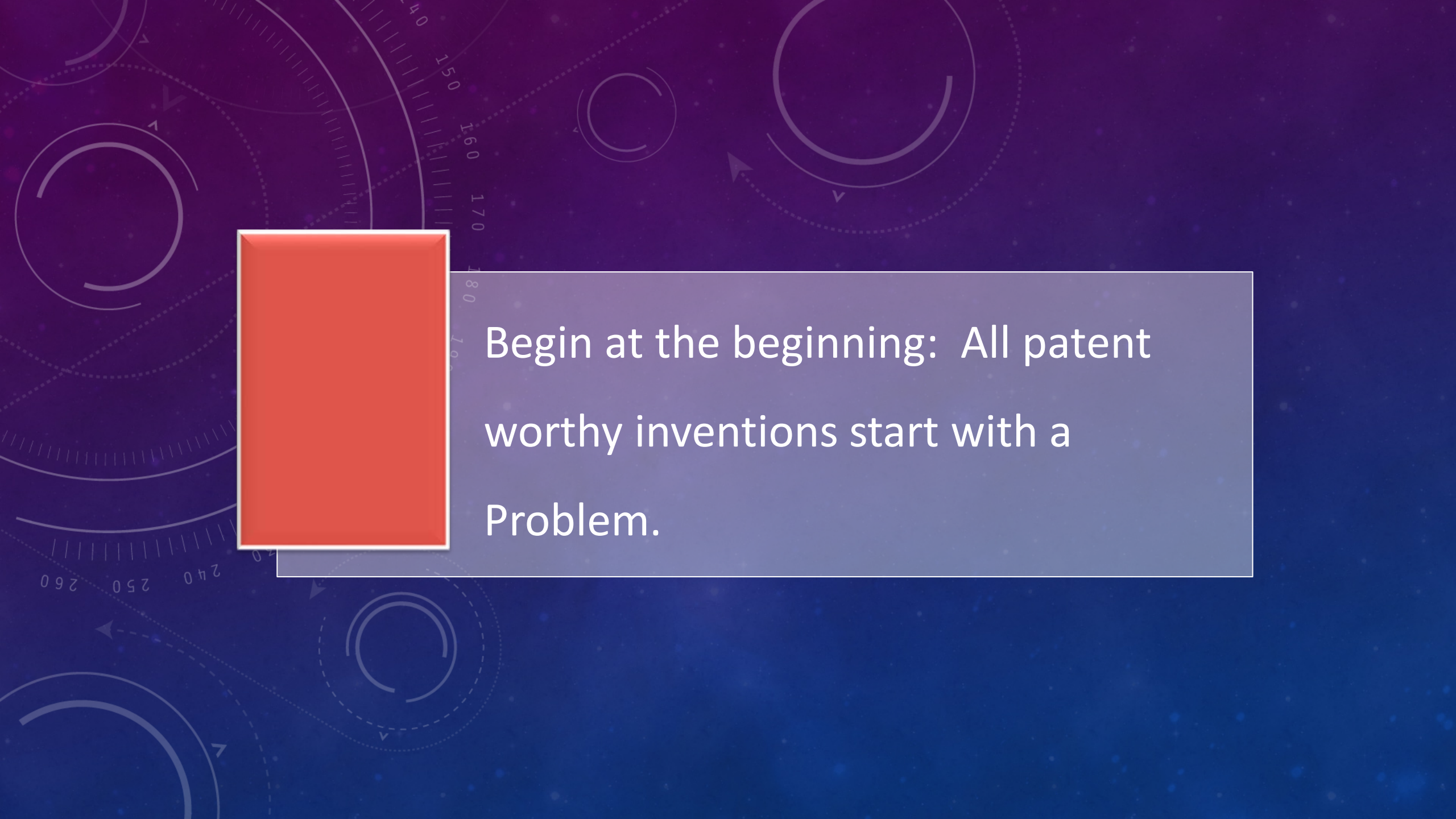
**The Inventor's
Role**

The background features a dark blue gradient with a starry space pattern. Overlaid on this are several technical diagrams, including circular gauges with numerical scales (e.g., 140, 150, 160, 170, 180, 190, 240, 250, 260) and circular arrows indicating rotation or flow. A prominent orange rectangle is positioned on the left side of the slide.

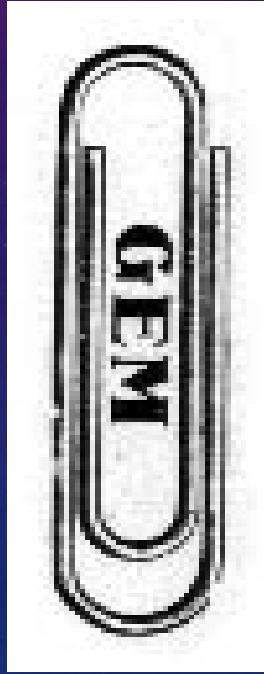
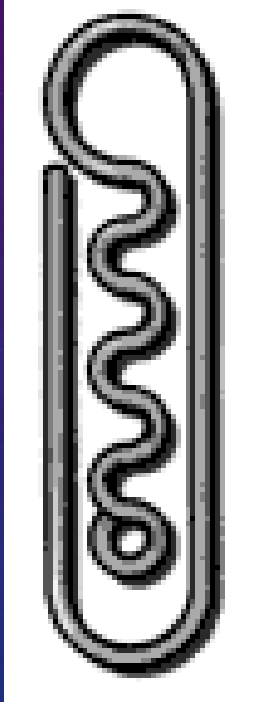
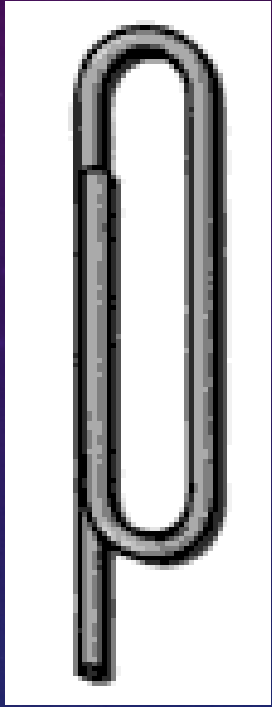
What is an Invention?

The background features a gradient from dark blue at the bottom to deep purple at the top. Overlaid on this are various technical diagrams, including circular gauges with numerical scales (e.g., 140, 150, 160, 170, 180, 190, 240, 250, 260) and circular arrows indicating clockwise or counter-clockwise rotation. A prominent orange rectangle is positioned on the left side of the image.

Invention is a Solution to a Problem.



Begin at the beginning: All patent
worthy inventions start with a
Problem.





The Problem

The Symptom

The Root Cause



The Problem

The Symptom

The Root Cause



The Problem

The Symptom

The Root Cause



The Solution

The Concept, Idea – abstract

The Implementation, Realization –
concrete, tangible



The Solution

The Concept, Idea - abstract

The Implementation, Realization –
concrete, tangible



The Solution:

The Concept, Idea - Abstract

The Implementation, Realization –
concrete, tangible

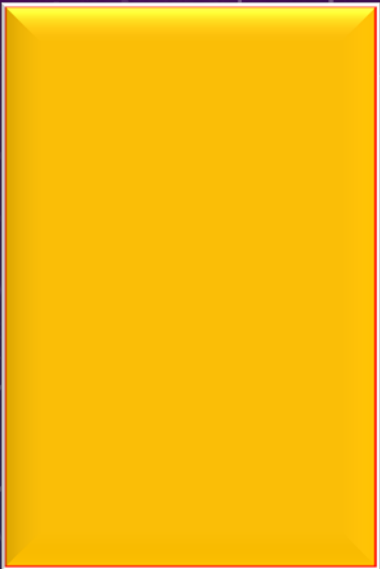


Symptom → Root Cause →

Idea → Implementation



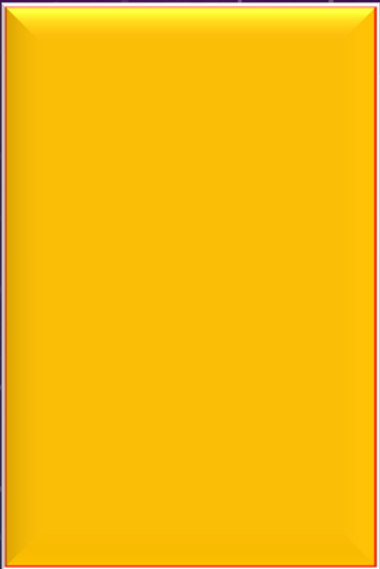
What is a Patent?



A Patent is a bargained
Contract between a
Government and an Inventor.



Government wants: full
Disclosure of the Invention.



Inventor wants: **exclusivity** to
her Invention.



Players in the Patent Game



1. The Inventor

2. The Examiner

3. The Drafter

4. 清華大學

5. The Court

6. The Infringer



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The biggest obstacle to a good patent is the misalignment of interests among the inventor, the drafter, and the patent owner.




The Role of the Inventor – if she takes
on the responsibility of the gate
keeper of the interest of 清華大學.




Prepare to deliver to the drafter the whole package of information.



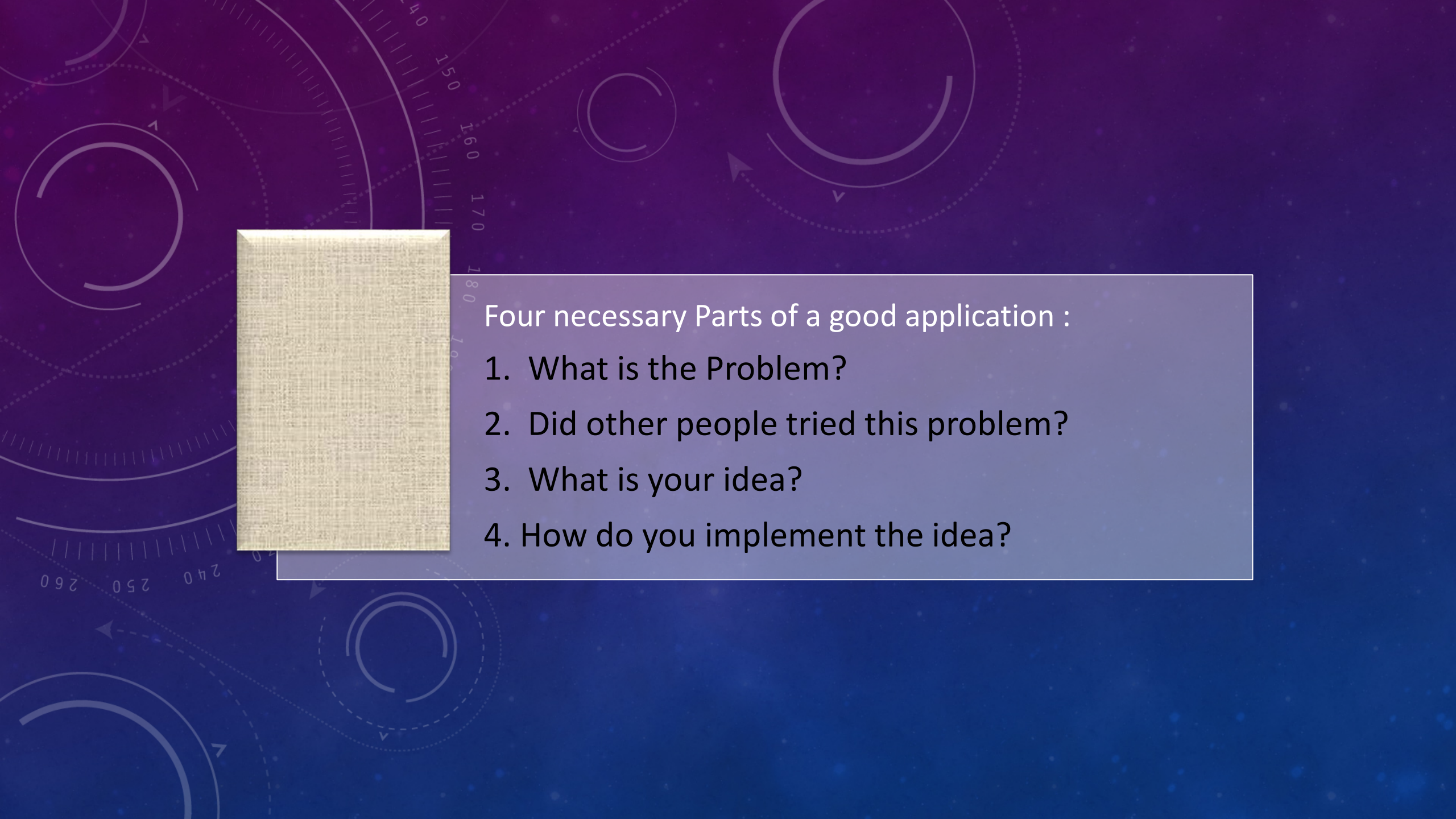
Determine the technical level of the drafter – make sure he is capable of appreciate the invention before you deliver your package.



Make sure the broadest claim covers the concept and only the elements from the implementations that are necessary to the concept.




Make sure the specification and the drawings tell your story including the symptom of the problem, its root cause, the inventive concept, and all the possible ways of implementing the concept.




Four necessary Parts of a good application :


1. What is the Problem?
2. Did other people tried this problem?
3. What is your idea?
4. How do you implement the idea?

- 
1. What is the Problem?
 2. Did other people tried this problem?
 3. What is your idea?
 4. How do you implement the idea?



1. What is the Problem?
2. Did other people tried to solve this problem?
3. What is your idea?
4. How do you implement the idea?

- 
1. What is the Problem?
 2. Did other people tried this problem?
 3. What is your idea?
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Exercise

