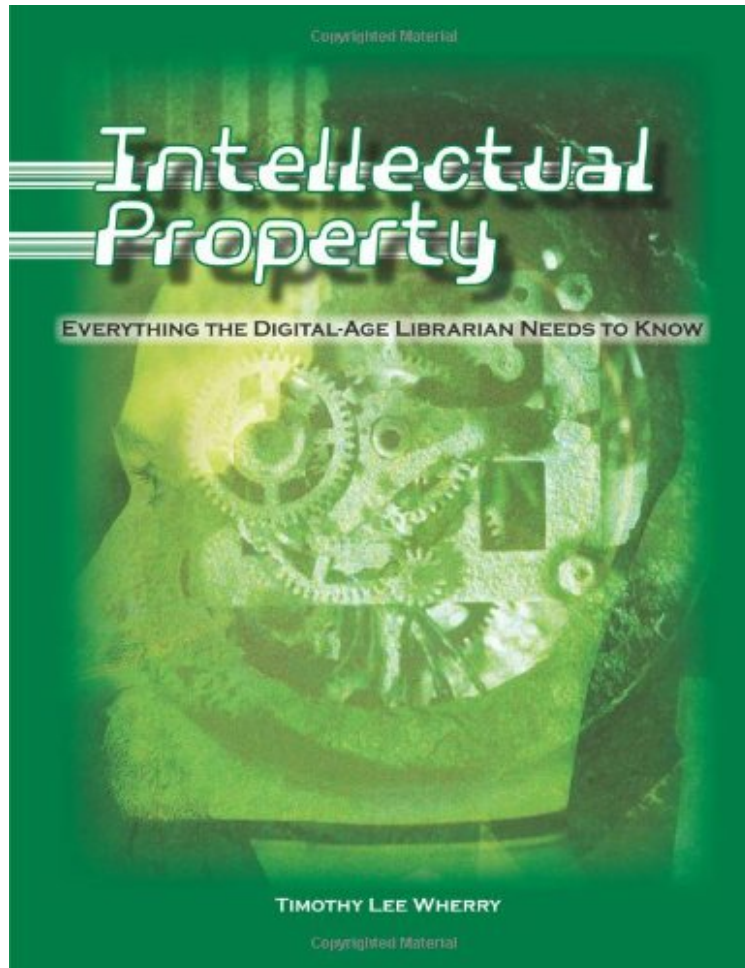


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# Intellectual Property: Everything the Digital-Age Librarian Needs to Know

*Timothy Lee Wherry*

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**Timothy Lee Wherry : Intellectual Property: Everything the Digital-Age Librarian Needs to Know** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Intellectual Property: Everything the Digital-Age Librarian Needs to Know:

0 of 0 people found the following review helpful. greatBy Sharron Johnson This was a very helpful book for my course. The author built up his methods and information about intellectual property over the years and it is exactly what librarians can use for searches on intellectual property.

The new information landscape is raising more questions than ever about intellectual property. The advent of Google, YouTube, iPods, and URLs has led to a plethora of court cases involving copyrights, trademarks, and patents. Against

this rapidly changing background, copyright expert Timothy Wherry takes a grounded look at intellectual property issues and provides the perspective and tools library patrons and staff need. Written in an easy-to-read style, Wherry's step-by-step guidance will help you distinguish among the three types of intellectual property: patents, copyrights, and trademarks. See how technology has increasingly bumped up against intellectual property law. Answer frequently asked questions about patents and trademarks. Determine how copyright relates to different media (e.g., podcasts). Conduct patent and trademark searches. Packed with examples, trivia, and accounts of real-life court cases that bring alive the issues in intellectual property, *Intellectual Property: Everything the Digital-Age Librarian Needs to Know* protects you from overstepping the bounds of legal use in a fast-changing digital environment.

From Booklist In his first chapter, Wherry provides a basic description of patents, copyrights, and trademarks, with a discussion of the Sony Betamax case as the precursor to some of today's intellectual property lawsuits. Chapter 2 focuses on the three types of patents; chapter 4 on copyright, including distance-education concerns; and chapter 5 on trademarks, including URLs and domain names. Each of these three chapters ends with a question-and-answer section that can be used for quick reference. Chapters 3 and 6 provide an excellent introduction to researching patents and trademarks, respectively, especially online. The appendixes include Yehuda Berlinger's humorous *Intellectual Property Codes in Verse* and a list of patent and trademark depository libraries. A useful addition for public, academic, and special libraries that will help patrons with patent and trademark queries. --Esther Sinofsky