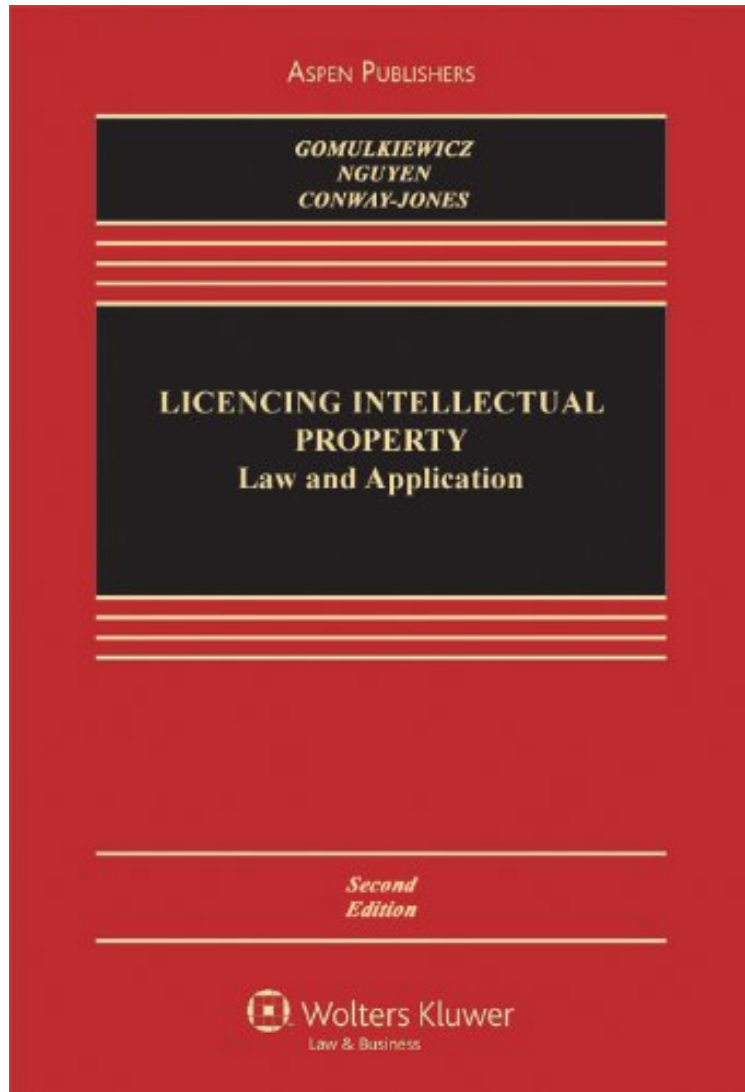


(Library ebook) Licensing Intellectual Property: Law Application 2e (Aspen Casebooks)

Licensing Intellectual Property: Law Application 2e (Aspen Casebooks)

Robert W. Gomulkiewicz, Xuan-Thao Nguyen, Danielle Conway-Jones
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Robert W. Gomulkiewicz, Xuan-Thao Nguyen, Danielle Conway-Jones : Licensing Intellectual Property: Law Application 2e (Aspen Casebooks) before purchasing it in order to gage whether or not it would be worth my time, and all praised Licensing Intellectual Property: Law Application 2e (Aspen Casebooks):

5 of 5 people found the following review helpful. One of the best law textbooks I've every laid my hands on.By Y. SohnRemember back in 1L year when you cracked open your first casebook with excitement of becoming a law student only to be frustrated by and dismayed with verbose and antiquated opinions that are not edited well by the

textbook author/editor? How you hoped they would just tell you what "the law" is so that you can make sense of the cases? How you really wished they would give you some guidance for real-life practice? This is it. This book is worth its weight in gold. After chapter 1 (introduction), every chapter follows this formula: Each chapter starts out with a very readable overview of the law with important nuggets (sometimes including short historical context to give you an idea of why the law is the way it is). It's like "Nutshell" for each chapter. So you don't even need to get a commercial study aid or supplements. Then you get a pithy summary of each case that follows the overview: this way you know exactly why the casebook editors included the cases and the "rule" you are supposed to learn from the case. Then you get a set of well-edited cases: zeroing in on the important points of law out of each landmark case. The editors put some serious thought into what sentences are REALLY necessary to get the point and have cut away the rest. Then you get series of problems and exercises. Problems are generally a straight-forward application of the rules you just learned from the overview and the cases. Exercises are hands-on problems that has you draft various sections of a licensing agreement. I had the great pleasure and privilege of taking the IP Licensing class from one of the co-authors, Prof. Xuan-Thao Nguyen. She is a tour de force of an IP licensing expert with incredible wealth of knowledge and real-world experience. She made the students in our class do the exercises and share and critique each other's licensing agreement clauses. Terrifying and intimidating? Absolutely. And sometimes even humiliating if you make a big boo-boo. But it is the best way to learn how to draft IP licenses. Better to make mistakes in class than on a client's case. If you are even remotely interested in intellectual property law or IP transactions (and MA these days are driven by IP portfolios), take an IP licensing class that uses this textbook. I can't recommend this book enough (and I don't get fired up about casebooks easily). 1 of 1 people found the following review helpful. Even for a casebook this one is delicious. By Andy Rode. It's not just because I'm really interested in the subject; the book is well written, cogently laid out, and up to date. Well done authors. 0 of 2 people found the following review helpful. How many colours can I use to take notes on it? By Ying. The book is new and good. But I cannot figure out how I can take notes on it. The rental policy does not clear say how many colors I can use to high line and under line. There is not online service to answer my question.

Licensing Law: Theory and Application is a surprisingly accessible book that describes the applications of all aspects of licensing law in business. Real-world context gives students a framework for understanding what their clients will want to accomplish and why. Clear instruction, followed by a series of hands-on problems and drafting exercises, introduce students to the craft of advising clients and drafting a license. Exhaustively updated, the Second Edition of Licensing Law considers new developments in in open source software licensing, new trademark and patent first sale cases, and expands coverage of franchising and license drafting. Spanning the full range of intellectual property licensing issues, Licensing Law features: succinct and lucid descriptions of the rules and underlying policy of licensing law in-depth treatment of licensing transactions for all types of intellectual property, including software and information a full explanation of why licensing is the predominant transaction model for ideas and information for publishers, inventors, and software developers coverage of news-worthy topics, such as technology transfers from research universities and government, open source software, and licensing in litigation an informative look at alternative transaction models, such as first sale, public domain, and rental hands-one license-drafting exercises New in the Second Edition: Quanta Computer v. LG Electronics, the new Supreme Court case on patent exhaustion/first sale Jacobsen v. Katzer, the Federal Circuit case on open source software licensing recent cases that address University Technology Transfers and Materials Transfer Agreements greater discussion of franchising and new trademark first sale cases Top 10 Biggest Drafting Mistakes, enumerated, along with in-depth instruction for drafting a license