

KIPS- Kids Intellectual Property Series-Intellectual Property

CREATIVITY-thinking of new ideas

INNOVATION-making the idea work



INTELLECTUAL PROPERTY IS CREATIONS OF THE HUMAN MIND

Helps boost economy

INTELLECTUAL PROPERTY RIGHTS IS PROTECTION OF THE CREATIONS OF MINDS-

Inventions-Patents, Features of shape- Designs, Visual symbol- trademarks



PATENT is an exclusive, monopoly right granted by the government to inventor or his assignee for his invention.

It can be a product or process.



Simple devices like a pin to complex products like watch, tv etc and processes can be patented provided they are novel, inventive and industrially applicable.



DESIGNS refers to only the features of shape, configuration, pattern, ornamentation, composition of colours or lines or a combination thereof applied to an article.



TRADEMARKS-a visual symbol, a word, signature, name, device, label, numerals or combination of colours used on goods or services or other articles of commerce to distinguish it from other similar goods or services originating from a different undertaking.

Common trademarks



Geographical Indications refer to an indication which identifies agricultural or natural or manufactured goods as originating or manufactured in the territory of a country or region or locality in that territory, where a given quality, reputation or other characteristic(s) of such goods is essentially attributable to its geographical origin.

Common Geographical Indications



We are surrounded by Intellectual property everywhere.

How to innovate

- 1) Identify the existing problem surrounding you and search for a solution.
- 2) Did you get an idea to solve the problem? Is it innovative?
- 3) Set a goal, dream, imagine! Do not limit yourself by existing science, theories or other's beliefs.
- 4) Write it down! Keep your journal or "inventor's notebook" with all your goals and ideas.
- 5) Experiment, develop, modify and construct your invention.