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INTERNATIONAL INTELLECTUAL PROPERTY
TRAINING INSTITUTE
KOREAN INTELLECTUAL PROPERTY OFFICE





WIPO ASIAN REGIONAL TRAINING COURSE FOR INTELLECTUAL PROPERTY TRAINERS AND INSTRUCTORS

organized by the World Intellectual Property Organization (WIPO)

in cooperation with the International Intellectual Property Training Institute (IIPTI)

and the Korean Intellectual Property Office (KIPO)

and with the assistance of the Japan Patent Office (JPO)

Daeduk, Daejeon, Republic of Korea, March 18 to 22, 2002

INTELLECTUAL PROPERTY (IP) TODAY; RECENT DEVELOPMENTS, CURRENT AND EMERGING ISSUES

PATENTABILITY OF BUSINESS METHOD RELATED INVENTIONS

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Patentability of Business Model Related Inventions

March 19, 2002

Bong-sig Song
The Korean Intellectual Property Office

Change of Economy Circumstances

20C (Industry- based Society)

- Cold war, bipolar political system
- · political war
- · size of economy, structure
- · capital, labor intensive
- few items, mass production
- · hardware
- ·analog

21C(Knowledge-based Society)

- post cold war, multipolar, globalization
- economy war
- economy war
- · speed of economy, network
- · knowledge, information
- various items, small production
- · software





Digital Economy

- Core of Digital Economy : Business Model (e-commerce) + information Technology(Computer, Communication, Internet)
- · Electronics becomes key factors. (from sub to main)
 - mechatronics, bionics (sub)
 - e-commerce, business, campaign, marketplace, cash, money, crime, publishing, book, novel, education, banking, trade, strategic, bid, government, culture, healthcare (main)
- e-wave : new Business Model + Internet → exponential effect
- C31: Computer, Communication, Commerce & Integration

Emerging Digital Economy in U.S.A.

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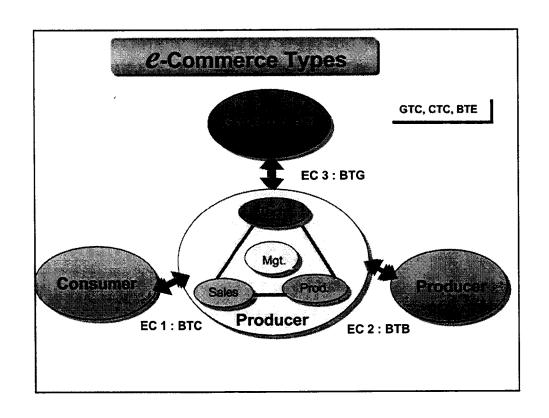




- Authors/Contributing Editors
- etter from U.S. Commerce Secretary William M. Daley
- Executive Summary
- Introduction: Under Secretary Robert Shapiro
- ●Chapter I: Electronic Commerce in the Digital Economy
- Chapter It: Information Technology Industries
- ●Chapter B: Contribution of Information Technology to Gross Product Originating Per Worker
- ●Chapter IV: Labor Markets in the Digital Economy
- ●<u>A Ligok, Ahead</u>

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What is e-commerce All Transactions done by the electronic media utilizing internet technology. (excha Electronic Commerce ? nge of money, goods, service, information, etc.) *e*-commerce utilizing computer network (i Narrow nternet) All economic activities utilizing computer **Broad** network (advertising, order, design, produc tion, sales, development, etc.) **Types Electronic Data Interchange World Wide Web**

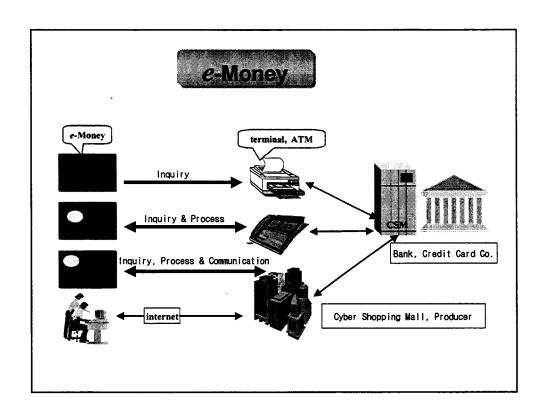


Technologies for 2-Commerce

Design technologies (web site, user & client server, etc.) Communication technologies on web

e-commerce

C-Money technologies (structure, terminal, cryptogr aphy, interface, etc.) Business Model (sales, banking, education, ad vertising, reservation, auction, gambling, etc.)



■ Network Types

[e-Purse types]

- rightharpoonup download money to e-purse via internet.
- eCash
- CYBERCASH





- iCash
- INICIS
- (C137)E



- eCredit
- NCash
- eCredit

Cash

[Prepaid Card Types]

- purchase prepaid card with password at a convenience store.
- WebMoney
- BitCash



iMint

CyberPASS







[e-Check Types]

- Tyber checks on internet.
- NetCheque
- ECheck



■ Hardware Types

[IC Card types]

Built-in IC Chip









• RF antenna

- Mondex Card
- VISA Cash
- PROTON Card







[CD Types]

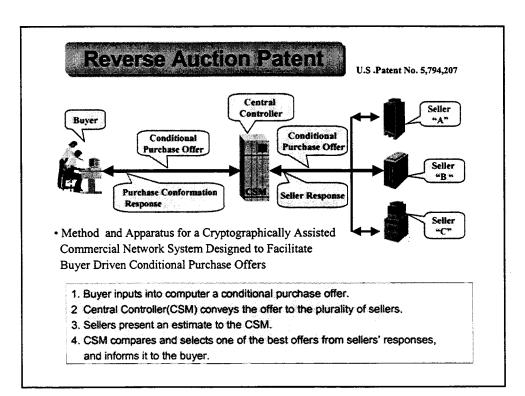
- Disk types driven by CD-ROM
- CD Cash
- Hybrid Card





Examples of Business Model Inventions

- + Sales and purchasing methods
 - Business cryptography, Insurance, Market analysis, Auctions, Billing
- + Rewards programs
 - Incentive programs, Redemption of coupons
- + Advertising techniques
 - Advertising management, Catalog system
- + Financial transactions
 - Credit and loan processing, Stock/Bond trading
- + Reservation system
- Health care management, On-line education
- + Postage meter system
- + Gambling methods



USPTO(United States Patent & Trademark Office)

- The invention means invention or discovery.
- Types of Patent
 - Utility Patent : patent commonly referred to as a Utility Patent. Protects the fundamental aspects of useful products and processes.
 - Design Patent : new original and ornamental design.
 - Plant Patent: invent or discovery, and asexually reproduce any distinct and new variety of plants.
- + Inventions Patentable
 - Subject Matter
 - new and useful process, machine, manufacture, and composition of matter
 - Novelty
 - not known or used by others in U.S.A.
 - not patented or printed publication in U.S.A. or foreign countries.
 - Non-obviousness
 - not obtained through the prior arts.
 - differences are not obvious.

- → U.S. Supreme Court's Interpretation on Patentable Subject Matter
 - Diamond V. Chakrabarty, 447 U.S. 303(1980)
 - Anything under the sun that is made by man.
 - Diamond V. Diehr, 450 U.S. 175(1981)
 - Unpatentable matters
 - laws of nature
 - natural phenomena
 - abstract ideas : mathematical algorithms, business methods
- Holding of the State Street Bank

(State Street Bank & Trust Co. V. Signature Financial Group, Inc. Fed. Cir. (1998)

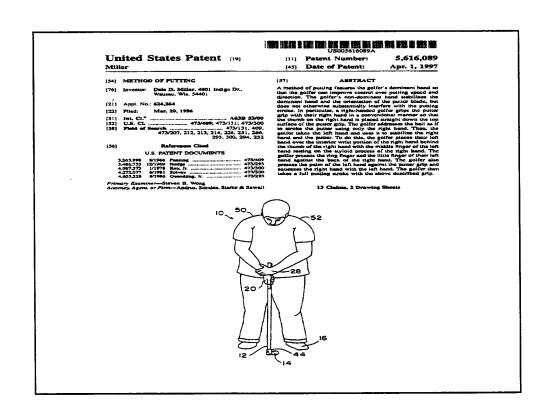
- Patentability of useful, concrete, and tangible results.
- Denied mathematical algorithm & business methods exception.
- Shift from physical requirements.
- Algorithm is patentable if it is applied in a useful way, but unpatentable
 if it is merely an abstract idea.
- + Flood of Business Models Patent Applications
 - Business Methods Patent Initiative (March 29, 2000)

Representative Business Model Patents

Assignee	U.S. Pat. No.	Subject
Open Market	5,715,314	Virtual Shopping Cart
Open Market	5,724,424	Digital Active Advertising
Netcentives	5,774,870	On-Line Frequency Award
Cybergold	5,794,210	Attention Brokerage
Amazon	5,960,411	One Click
Priceline	5,794,207	Reverse Auction
Netdelivery	5,790,793	E-mail push

Examples of Non-Technical Patents

- + US Pat. No. 5,668,736 (Sep. 19, 1997)
 - Method of Remodeling an Existing Building
- + US Pat. No. 5,190,458 (Mar. 2, 1993)
 - Method of Psychological Testing of a Person
- + US Pat. No. 6,015,947 (Jan. 18, 2000)
 - Method of Teaching Music
- + US Pat. No. 5,616,089 (April 1, 1997)
 - Method of Gripping a Putter



JPO(Japan Patent Office)

- The invention means the highly advanced creation of the technical ideas by which a laws of nature is utilized.
- + Inventions Patentable
 - industrial Applicability
 - natural laws as such, mere discoveries, those contrary to natural laws, those in which natural laws are not utilized(non-statutory inventions).
 - Novelty
 - not publicly known or worked in Japan or elsewhere prior to the filing of the patent application.
 - not described in a distributed publication or made available to the public through electric telecommunication lines in Japan or elsewhere prior to the filing of the patent application.
 - Inventive Step
 - not made easily, prior to the filing of the patent application, by a person with ordinary skills in the prior arts to which the invention pertains.

- Business Model patents are approved as part of software related patents.
- Inventive step would be denied when the invention can be easily conceived through combining publicly known means and methods by those having common knowledge on the business field related to the patent application and technological knowledge on the computer technology.
 - Application of a technology to another specific field
 - creating a "medical data search system" by applying a publicly known "file search system" in the medical field.
 - Automation of manual tasks
 - creating a system for receiving orders, which have been received by facsimile and telephone, on an Internet Website.
 - Change of design based on artificial arrangements, etc.
 - merely applying a generally known cooling-off system to an e-commerce apparatus.

EPO(European Patent Office)

- + EPO, EPC(European Patent Convention)
 - EPC came into force on Oct. 7, 1977.
 - 20 contracting countries, 6 extension countries
 - official languages: English, French, German
 - All states are automatically designated when filing.
 - Headquarter: Munich, branch: Hague, sub-office: Berlin, vienna
- European patents will be granted for any inventions which are susceptible of industrial application, new and involving inventive step.
- Novelty
 - An invention will be considered to be new if it does not form part of the state of the art.
- Inventive Step
 - An invention will be considered as involving an inventive step if, having regard to the state of the art, it is not obvious to a person skilled in the art.

- → Industrial Application
 - An invention shall be considered as susceptible of industrial application if it can be made or used in any kind of industry, including agriculture.
- The followings shall not be regarded as inventions.
 - discoveries, scientific theories and mathematical methods
 - aesthetic creations
 - schemes, rules and methods for performing mental acts, playing games or doing business, and programs for computers
 - presentations of information.
 - methods for treatment of the human or animal body or therapy and diagnostic methods.
- To be patentable, an invention must have technical character. This
 means that the invention must relate to a technical field and solve
 technical problems.
 - A computer program has a technical character if it causes a technical effect when runs on a computer. This effect must be more than the normal physical interaction between program and computer.

Harmonization among the Trilateral Offices

- → In light of disputes over Business Model patenting system, there have been increasing calls for clarification of examination standards and international harmonization of practices.
 - International discussions were also encouraged in the Kyushu-Okinawa
 G7 Summit and Finance Ministers' Meeting in 2000.
 - The Trilateral Offices conducted an international comparison of the judgement of patentability by using hypothetical applications in the Trilateral Technical Meeting.
 - Mere automation of a business process known as a manual process using well-known method is not considered patentable.
 - The Offices will conduct an international comparison of prior arts searches by using 20 actual international applications under the PCT, and actively exchange information on the handling of Business Model inventions and trends of court judgements.
- → The Offices are promoting mutual corporation with the aim of improving the search environment for relevant precedents.

Summary of Views

+ Consensus for Business Model Inventions

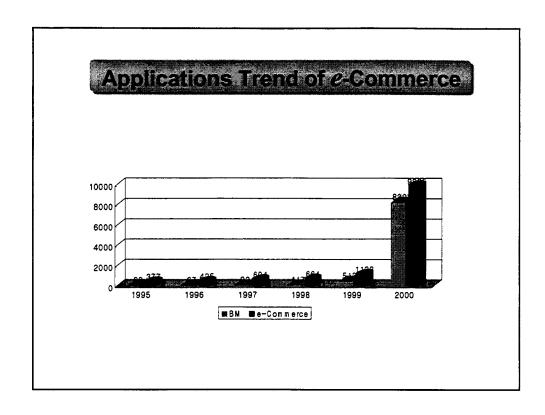
(Reports on Comparative Study, Trilateral Technical Meeting June 14-16, 2000, Tokyo)

- A technical aspect is necessary for a computer-implemented Business Model to be eligible for patenting.
- To merely automate a known human transaction process using well known automation techniques is not patentable.
- USPTO: technological feature may be implicitly recited in the claim.
- EPO and JPO require that technical aspect be expressed in the claim.
- USPTO, JPO and EPO recognize Business Model as one type of the computer-related inventions.
- Business Model are more admissively patentable in USPTO and JPO.
- Varied acceptance phase in accordance to each country's advancement in IT industry

KIPO(Korean Intellectual Property Office)

- An Invention means the highly advanced creation of technical ideas utilizing rules of nature.
- + Inventions patentable
 - industrial applicability
 - Novelty
 - not publicly known or worked in Korea prior to the filing of the patent application.
 - not described in publications distributed in Korea or in foreign countries prior to the filing of the patent application.
 - not available to the public through electric telecommunication lines in Korea or elsewhere prior to the filing of the patent application.
 - Inventive Step
 - not easily made prior to the filing of the patent application by a person having ordinary skills in the art s to which the invention pertains.

- ◆ A Business Model patent is approved as part of software related patents.
- A Business Model application is patentable when it is possessed or combined with tangible technical means to implement or practice it.
 - Business Model + Information Technology(IT) => C3/
- ◆ A pure Business Model is not accepted as a patentable statutory subject matter.
- → A Business Model merely automated by employing a computer is not patentable.
- + Inventive step
 - new BM + new IT =>patentable
 - new BM + conventional IT =>patentable or unpatentable
 - conventional BM + new IT => patentable or unpatentable
 - conventional BM + conventional IT => unpatentable



Thank You.

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