• **IPRights4All© Game (Intellectual Property Rights for All)**

• **Creative License:** we welcome the opportunity to work with you because we value your creativity. The MVP Frameworks (below) are aspirational and visionary. We believe that you may have insights on how we can best reach our target audience(s): 1) marginalized and under-served creative entrepreneurs in general — currently in the US, Vietnam, Ethiopia for Phase I; 2) in particular people age 7 - 24; 3) Phase II expands to a global audience. We are focused on audience(s) #1 and #2 now. If the work is lawful and ethical, you have the creative license to innovate content that matches your creative vision for reaching the audiences (free of the constraints in the MVP Frameworks)

• **What:** Web and/or mobile game application to make it fun and informative to learn about intellectual property rights and to start the process of creating them — for marginalized and underserved people/organizations (Phase I – US, Vietnam, Ethiopia, Phase II – World). Research shows that the T-I-L supports strongly open source software, such as the GODO Game Engine. Others will be considered based on your recommendation and input from Product Leader and Technical Adviser(s).

• **Why:** the ability to innovate and to think are available to almost anyone, regardless of location, money, or other situations. The founders of the United States recognized this over 400 years ago when they wrote the Constitution and included Article I, Section 8 — which includes language that allows people to use their innovation to create wealth and pursue their aspirations. We want to make that opportunity available to everyone that wants to pursue it.

• **Outcome:** Web application that builds on a superhero theme for intellectual property rights creation, for marginalized and underserved people/organizations, and the United Nations 2030 Sustainable Development Goals. The goal is to make learning and creating intellectual property rights fun to create value for the innovators and to help solve global problems

• **MVP I (Framework):** Person creates an account, is asked to choose what they want to do (1. Determine if they might have intellectual property that may be registered, protected, monetized; 2. Learn more about IP; 3. Ask a question about IP; 4. Something else; 5. Play the IPRights4All© Game: A) Scholar Version; B) Social Activist Version

  **Scholar Version = MVP I**

  A. Player is asked about their personal aspirations in life
  B. Player is introduced to the 17 United Nations Sustainable Development Goals (SDG) and asked to select one
  C. Player is presented with the story about the Superhero features for each SDG
  D. Player is presented with information on the types of IP the Superhero is, or may, used to help the world achieve the SDG
  E. The Player must debate the “Professor” to demonstrate knowledge in front of the class. More correct answers = better grade. The player receives a “Subject Matter Expert Degree” and virtual job if they beat the professor, and various levels of acknowledgement/recognition for lesser scores. If the player fails, they are sent to the back of a virtual classroom and may answer correctly additional questions to move forward in class — to again debate the “Professor”

• **Conditions:** Any outcomes produced by the student team under and within the framework of the Software Project and any transferable intellectual property rights related thereto, incl. all the economic rights of the author and rights to protect intellectual property are transferred to T-I-L®, to create value for the social impact mission, from the moment of creating them.

• **Benefits:** equity and/or profit sharing, donations to charities, longer term collaboration possible if team interested.

• **When:** target ask 4th Quarter of 2020, like to develop it for Web in this phase, with mobile to follow quickly

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