Syllabus of the discipline
"Intellectual property in the IT industry"

Teachers:

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Expected learning outcomes

As a result of studying the discipline, the student *should know:*

- theoretical foundations of intellectual property;
- rules of international legal protection of intellectual property
- basic concepts and development of copyright and related law;
- basic methods of registration of copyright for products
software, databases, website design, etc. in Ukraine and
foreign countries;

 must be able to:
- be guided by the legislation in the field of protection of computer rights
 programs, databases, website design and content;

 – justify copyrights to computer programs and to use methods of
    disposal of intellectual property rights;

- provide practical recommendations on legal acquisition

computer programs and visual signs of counterfeiting of copies
of "general purpose" computer programs of the world's leading
computer companies.

      Amount:will be determined after the selection procedure
students of elective disciplines.

Prerequisites
The discipline "Intellectual property in the IT industry" is based on learning the material of the disciplines "Ukrainian language (for professional direction)", "Foreign language (English)", "Organization of databases", "Development of web applications based on frameworks", "Software development for Android OS".

Props
The knowledge gained during the study of the discipline can be used during the pre-qualification practice and in the preparation of the master's qualification work.

Goal:
formation of students' theoretical and practical regulation skills relations between developers of information products and customers, as well as features of the use of IT business information products with the provision of intellectual property protection, mainly in terms of copyright on created software applications, databases, website design. The peculiarities of contractual support of activities related to the creation of computer programs and websites at various stages are also studied.

Originality of the academic discipline:
Author's course

Content of the discipline
    Topic 1. Objects of copyright in IT. Legal regulation of the process of development, acquisition, operation and maintenance of software, database, website. Legal status of the domain name. Property (tangible), non-property, moral (intangible, moral) copyright. Institute of Electronics and Electrical Engineers (IEEE) Code of Computer Ethics.
    Topic 2. Software, database and website as objects of legal regulation. General provisions of contracts for services or works on creating computer programs. Legal approaches to the definition of "website". Features of the contract on the development, purchase and sale of a functioning website. Types of website audit. Website SEO optimization agreement.

Topic 3. Free software licenses: MIT, BSD, Apache, AFL, GPL, LGPL, MPL, Qt License, Artistic License, Creative Commons License, Sun Community Source License and Commercial Use Supplement, Microsoft Shared Source Initiative, etc. Transfer of software to the Customer under GNUv3 conditions. Consequences of ignoring licenses. The doctrine of "unclean hands".

Topic 4. Corporate and proprietary software rights. Characteristics of business models for an IT company. Rights related to the product: the right to copy the object, adapt it, create derivative works and distribute it. Ways of transferring property rights to a work. The Civil Code and the Law of Ukraine "On Copyright and Related Rights". Qualified electronic signature: ways of obtaining and using. Code rights and own projects, work on which was carried out on a corporate computer. Registration of a trademark in the EU.

Topic 5. Liability for copyright infringement (piracy). Regulations on unfair competition under the Paris Convention and in Ukraine. Combating piracy, trolling and counterfeiting in resolving NDA, NCA, disputes. The procedure for resolving disputes Ukraine and the world. Practice of regarding domain names in WIPO and in the UA domain.

Semester control:credit/exam
Evaluation:
For the semester: 70/60 points
For credit/exam: 30/40 points
Types of work:
Practical works / Independent work

Prerequisites

"Higher mathematics", "Fundamentals of programming", "Object-oriented programming", "Methods and systems of machine learning", "Theory of decision-making", "Fuzzy logic basics".

Consequences

The knowledge gained during the discipline can be used in the disciplines or areas of "Intelligent decision support systems", "Software of intelligent systems", "Fuzzy models and methods of computational intelligence", as well as during pre-diploma practice and preparation of qualification work.

Technical support
Deadline policy
Works that are submitted in violation of deadlines without good reason are evaluated at a lower grade.
Academic Integrity Policy
Provides independent performance of practices. Write-off (including using mobile devices) is prohibited. The work is not credited in case of detection of plagiarism or write-off.

valuation criteria of laboratory works   practices   individual works   reports   projects
Maximum number of points – a student with high quality independently performed the entire scope of work, answers all questions related to the work performed, and makes additional calculations, for example, using the neural network methods offered to him by the teacher. The teacher has no complaints about the software implementation and performance requirements.
Approximately 70%-99% -   of the maximum number of points – a student with sufficient quality independently completed all tasks, but in the process he made some mistakes, which, after pointing to them by the teacher, corrected themselves. He answers some questions with a slight error. The additional calculations offered by the teacher make with some complexity. Not all work requirements are met.
pproximately 40%-69%   -   of the maximum number of points – a student of average quality independently completed all tasks, but did not meet all the requirements for implementation. He answers the question with a slight error. The additional calculations offered by the teacher, for example, using neural network methods makes with insignificant errors. Not all requirements for the design of the work are met.
Approximately 1%-39%   -   of the maximum number of points – a student performed all the work independently, but the quality of implementation is insufficient (errors in calculations, not all work requirements are met). The answers to the questions about the work are not entirely clear. There are errors in the answers.
0 points – a student did not perform the entire amount of work, or performed with gross errors. He has problems with calculations by certain methods, does not know the theoretical material, the software implementation does not meet the requirements.