#### EMMETT J. MURTHA

## PRESIDENT & CEO FAIRFIELD RESOURCES INTERNATIONAL, INC. STAMFORD, CONNECTICUT

Emmett Murtha formed Fairfield Resources International in 1997 after 35 years with IBM Corporation. The firm serves clients interested in developing, organizing and leveraging their intellectual assets, as well as in related strategy development and licensing transactions.

At IBM, Mr. Murtha was named Director of Licensing in 1981, leading a group which acquired rights from others under patents, copyrights, trademarks and technology, and also granted licenses under IBM's intellectual property. He was responsible as well for worldwide licensing policies and practices. Between 1987 and 1997, IBM's annual royalty revenues grew by over seven thousand percent.

From 1993, Mr. Murtha was responsible, as Director of Business Development, for finding new ways to leverage IBM's intellectual property and related strengths. Again, results were dramatic, with substantial transactions in medical technologies, and a continuous stream of future revenue opportunities clearly identified.

He has been a member of Licensing Executives Society for many years, including as an officer and a member of the Executive Committee. Mr. Murtha is President of the Society 1999-2000. He also headed the Intellectual Property unit of the National Advisory Committee on Semiconductors, is a frequent speaker on licensing, negotiating, and related topics, and is a member of the Editorial Board and a contributor to *The Licensing Journal*.

Mr. Murtha has a degree in Accounting from the University of Connecticut and has completed executive programs at Columbia University Graduate School of Business and Harvard Business School. He is a Director of TeraStore, Inc., an early stage high tech company.

#### ARTSTALL CORRESPONDE

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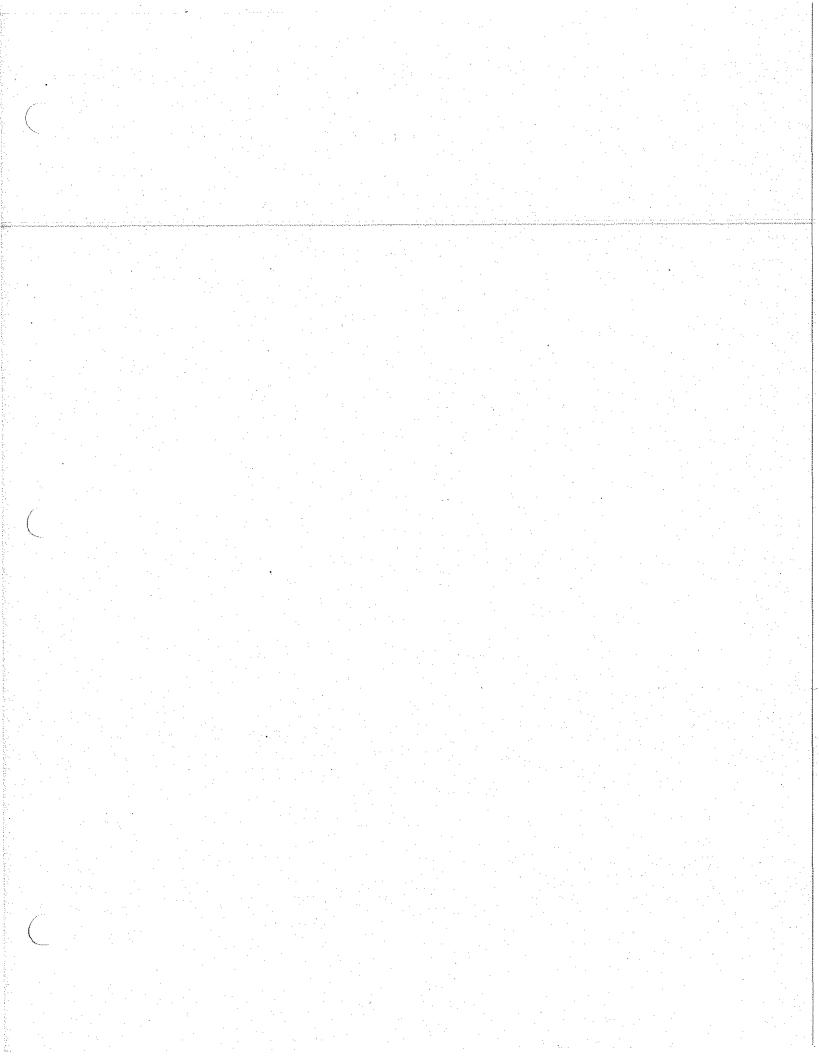
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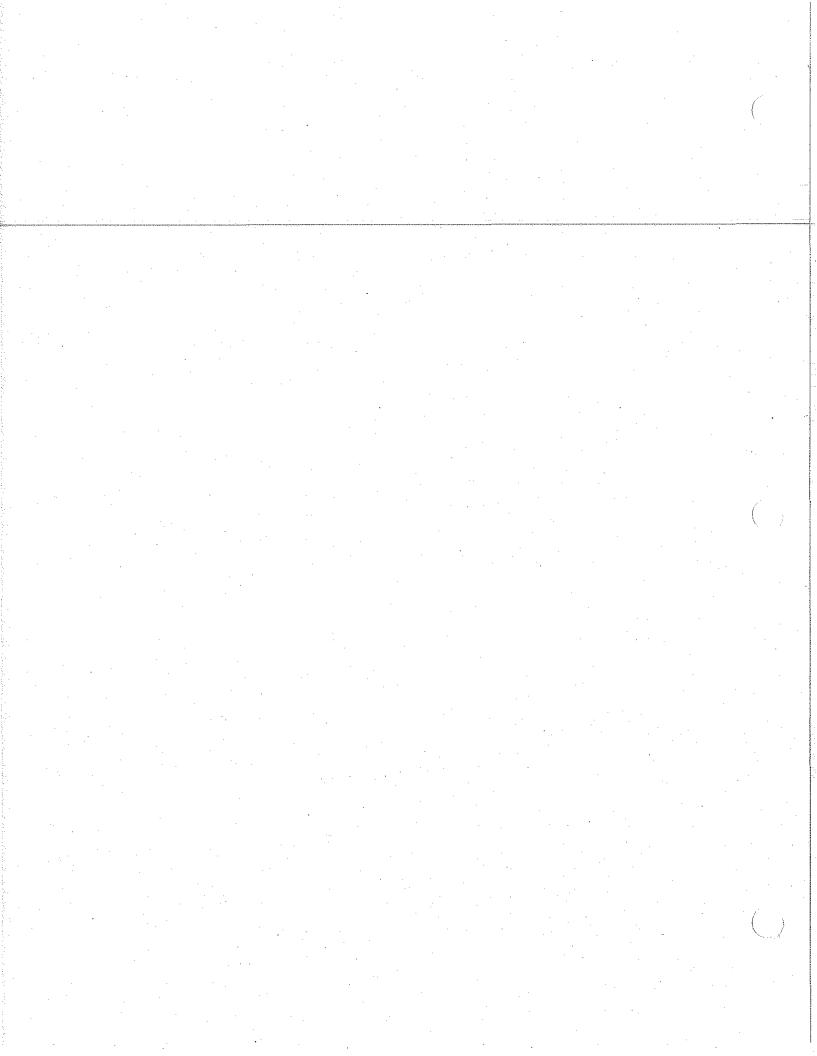
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### LICENSING AS A BUSINESS

# Emmett J. Murtha President & CEO Fairfield Resources International



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#### Agenda

- ◆ Trends in Intellectual Property
- ♦ What constitutes value?
- ♦ Common myths
- ♦ Alternatives to licensing
- ♦ IP management styles
- Royalty benchmarks
- ♦ Case study: Longhorn Technology
- ♦ Case study: IBM Corporation
- ♦ Lessons learned
- ♦ Expanding your licensing opportunities
  - Non-core licensing
  - Outsourcing
  - Risk management

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#### **Additional Considerations:**

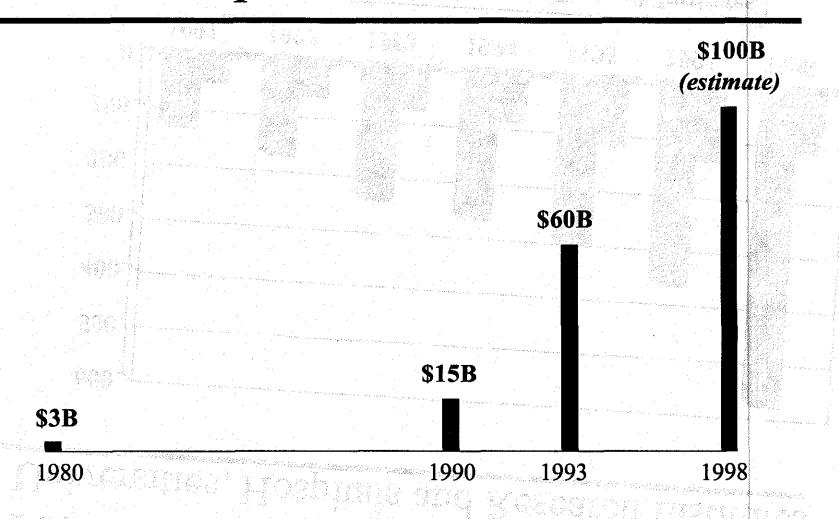
- ◆ Practical aspects of launching a program
- What makes a licensor/licensee attractive?
- ◆ How can an entrepreneurial R&D-focused venture capitalize on licensing?
- ♦ How can the Internet facilitate licensing?

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# Trends in Intellectual Property US Patents Issued for Top 10 Companies

	<u> </u>					<u> 25. 5</u>			111	
Rank	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999
1	Toshiba	Toshiba	Canon	IBM	IBM	IBM	IBM	1BM	IBM	IBM
	957	1,014	1,106	1,085	1,298	1,383	1,867	1,724	2,685	2,756
2	Hitachi	Mitsubishi	Toshiba	Toshiba	Canon	Canon	Canon	Canon	Canon	NEC
	935	936	1,020	1,040	1,096	1,087	1,541	1,381	2,011	1,842
3	Canon	Hitachi	Mitsubishi	Canon	Hitachi	Motorola	Motorola	NEC	NEC	Canon
	923	927	957	1,038	976	1,012	1,064	1,095	1,639	1,795
4	Mitsubishi	Kodak	Hitachi	Kodak	GE	NEC	NEC	Motorola	Motorola	Samsung
	899	863	951	1,007	970	1,005	1,043	1,058	1,542	1,545
5	GE	Canon	GE	GE	Mitsubishi	Mitsubishi	Hitachi	Fujitsu	Sony	Sony
	810	823	937	932	970	973	963	903	1,445	1,409
6	Fuji	GE	IBM	Mitsubishi	Toshiba	Toshiba	Mitsubishi	Hitachi	Samsung	Toshiba
	784	809	842	926	968	969	934	903	1,308	1,200
7	Kodak	Fuji	Kodak	Hitachi	NEC	Hitachi	Toshiba	Mitsubishi	Toshiba	Fujitsu
	736	731	775	912	897	910	914	892	1,237	1,193
8	US Philips	IBM	Motorola	Motorola	Kodak	Matsushita	Fujitsu	Toshiba	Fujitsu	Motorola
	666	679	658	729	888	854	869	862	1,232	1,192
9	IBM	US Philips	Fuji	Matsushita	Motorola	Kodak	Sony	Sony	Kodak	Lucent
	644	650	640	712	837	772	855	859	1,145	1,153
10	Siemens	Motorola	Matsushita	Fuji	Matsushita	GE	Matsushita	Kodak	Mitsubishi	Mitsubish
	511	613	608	632	771	758	841	795	1,092	1,054
US Total	90,364	96,513	97,444	98,343	101,676	101,419	109,646	111,984	147,521	142,801

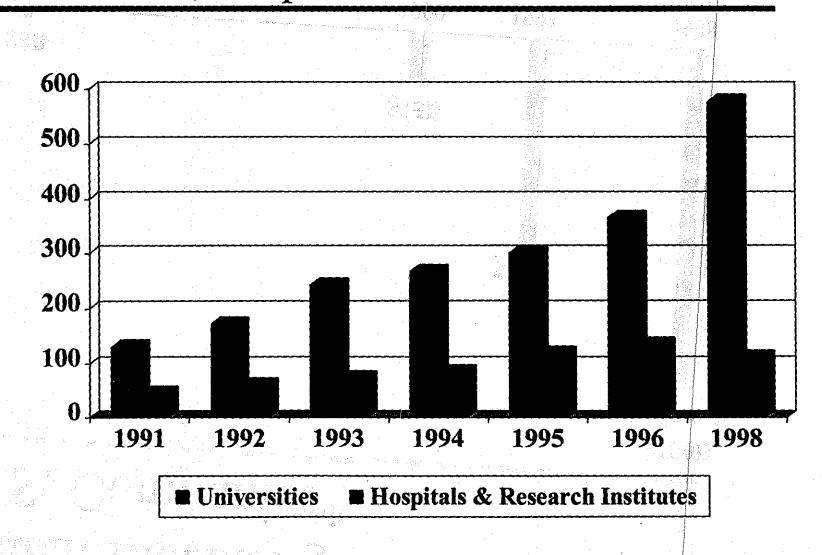
# Patent Licensing Revenues for U.S. Companies\*



<sup>\*</sup>Based on The Economist, The Patent Wars, and SmartPatents

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# Patent Licensing Revenues for U.S. Universities, Hospitals and Research Institutes



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# Is intellectual property always valuable? (or just expensive?)

◆ A patent is a right granted by a national government to **stop** someone from doing something

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◆ A patent is valuable **only** if someone wants to use the patented invention

#### What are the alternatives to licensing your patents?

- **♦** Practice the monopoly
  - 3M, Pfizer, biotechs, many startups and niche players
- **♦** Selective licensing
  - Intel, Motorola, Shell Oil, Texaco
- ♦ Licensing as a business
  - General Electric, Dow Chemical, Texas Instruments, Lucent & IBM

# Common Myths About Patents & Licensing

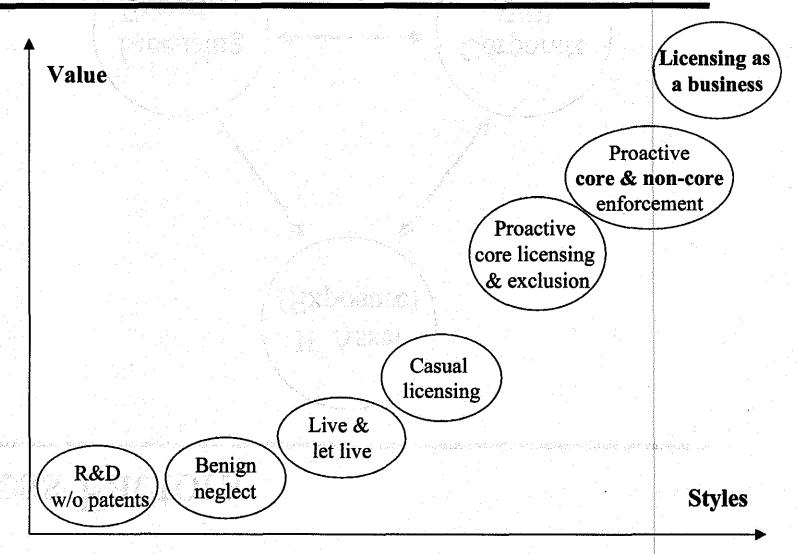
Myth	Reality
The number of patents is the most important factor in the licensing business.	Many major Asian companies are paying significant royalties to US companies with fewer patents.
IP development is the passive result of R&D. One cannot control the quality or quantity of portfolio development.	The idea of a "patent factory" and "portfolio mapping" has produced phenomenal results for some companies.
Licensing/R&D is a necessary cost of doing business.	Licensing/R&D can be managed as a profit center. Royalty income goes straight to the bottom line.
IP with licensing value covers only core business areas.	Both IBM and Lucent have non-core licensing programs that are highly successful.
One cannot do much about outgoing royalty payments.	Effective IP strategies can ensure a significant reduction in royalty payments.
Patents are only for protecting existing markets.	Patents often play a central role in developing new markets through selective licensing, exclusion or alliance.

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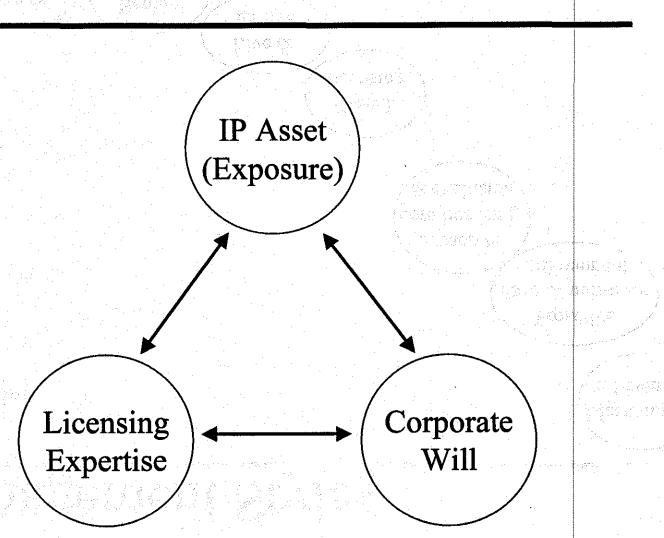
# Intellectual Property Profile of Typical Fortune 100 High-Tech Companies

Metrics	Present	Potential
Royalty income	<\$10MM	\$100 to \$500MM
% of market licensed	Unknown or <5%	70%+
% of royalty income from non-core areas	<1%	10 to 20%
% of patents that generate royalty	Unknown or <1%	5 to 10%
% of patents that are used in own product design	Unknown or <5%	10 to 20%
No. of patents per \$10MM R&D	<1	3 to 6

# IP Management Styles



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# Licensing as a Business Royalty Income: Selected Examples

#### **♦** Texas Instruments

 Made over \$700 million in patent licensing royalties in 1995 and almost \$3 billion in cumulative royalties since the early 1980s

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- ◆ Lucent
  - Managing IP as a business unit and generating hundreds of millions of dollars annually in patent licensing royalties
- ♦ General Electric/RCA
  - Ran a highly successful licensing program with significant royalty revenues
- ◆ IBM
  - Generating \$1.3 billion annually in royalty income, which grew over 7600% since 1987

# Examples Of Non-Core Licensing/Sale

Company	Non-Core Activities	 Income
Honeywell	Auto focus patents licensed broadly	\$400M+
IDM	Eximer laser patents sold to LaserSight	\$15M
IBM	Wave division multiplexing patents sold to Tellabs	 \$6M
Cirrus Logic	Graphics patents sold to S3	\$40M
Dytel	Voice processing patents sold to Syntellect	\$3.7M
Lucent	Various non-core programs covering musical instruments, consumer electronics, office products, healthcare, horticulture, automotive, manufacturing, toys, PC software, etc.	Confidential
<b>GE</b>	Highly established non-core programs covering various markets	Confidential

### Longhorn Technology (A Hypothetical Licensor)

- ◆ Longhorn Technology has thousands of patents
- ◆ They get over 500 new U.S. patents a year
- ◆ Some Longhorn patents are not available for license
- particularly new ones,
   which protect future technologies or products
- ♦ However, Longhorn has made licensing a profitable business

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- licensing its outstanding collection of patents covering its main business to its competitors
  - » for hundred of millions of dollars annually

### Longhorn Technology

◆ Could they not do better by refusing to license their competitors?

Probably not, for the following reasons:

 It's important that certain technologies be "proven" by widespread use

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- Customers like to have more than a single source
  - » Particularly for commodity products like computer memory chips, motor oil, even personal computers!
- Litigating to enforce a patent monopoly is very expensive
  - » It is often referred to as "the sport of kings"

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### **IBM Corporation**

### **Overview of IBM**

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- ◆ A major multinational corporation
- ◆ Operates in over 160 countries
- ◆ Annual revenues of \$82 billion
- ◆ Active licensing program since mid-sixties

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#### **IBM's IP Assets**

- ◆ Approximately 33,000 patents worldwide
  - Leader in U.S. patents issued since 1993
- ♦ Over 10,000 trademarks
- ♦ Vast portfolio of technology and software
- ◆ All intellectual property controlled by HQ
- ◆ Centralized licensing management
  - Licensing activity run as a business
  - Multinational staff
- ♦ Over 1300 active patent license arrangements
  - Almost half non-U.S.

### **IBM's Licensing Policy & Practices**

- ◆ Information handling systems
  - Generally open licensing policy
  - Non-discriminatory terms
  - Reasonable worldwide royalty rates
  - 1% sales revenue per patent used; maximum of 5%

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- \$25,000 creditable fee
- No minimum payments
- IBM gets a license option on same terms
- ♦ Other fields (non-core)
  - Laser, medical, chemical
  - Case by case

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#### **IBM Corporation**

#### **Licensing Objectives**

- ♦ Maximize return on intellectual property
  - IP is not like other assets:
    - » It is not on the balance sheet
    - » return highly profitable
    - » short shelf life
- ◆ Secure freedom of action through cross-licensing
  - Assure developers not blocked
- ♦ Promote open systems and greater use of IBM technology
  - by granting access
  - software availability for customers
- ♦ Gain access to other technologies
- ♦ Enable vendor and manufacturing relationships

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#### Practices reviewed periodically

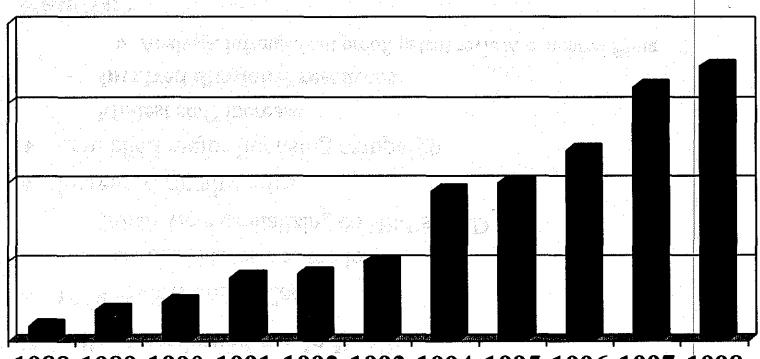
- ◆ 1988 review concluded:
  - Rate of 1% sales was too low
  - Others were capitalizing on IBM's R&D
- ◆ Increased royalty rates
- ◆ Launched major licensing campaign
  - Modest staff increase
  - Involved divisional resources
    - » Analysis, infringement proof, patent review, increased filing

#### Results:

- ♦ Revenue grew by 7600% since 1987
  - All income credited to divisions
- ◆ Minimal litigation

## IBM's Licensing Income

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#### **IBM's New Directions:**

- ◆ Maintain U.S. patenting leadership
  - Focus on inventions with licensing value
- ◆ Aggressive, selective non-U.S. filing
- ◆ Exploit non-traditional licensing opportunities
  - Apply patents/technology outside industry
    - » Laser medical/dental
    - » Polymer chemistry
  - » Electronic entertainment
    - » Medical diagnostics and instruments
- ◆ Trademark licensing
- ◆ Involve outside consultants and engineers

# Lessons Learned at IBM

Tiring arm of the contract

- ◆ Intellectual property is easily undervalued
- ◆ A persistent, professional and reasonable program can yield surprising results
- ♦ Litigation is a risk, not a necessity

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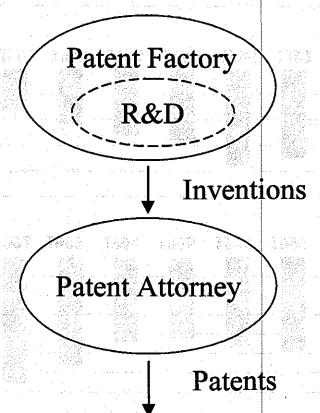
## Patent Factory

#### **Traditional Approach**

R&D **Inventions** Patent Attorney **Patents** 

Patents are the passive result of R&D!

### Improved Approach

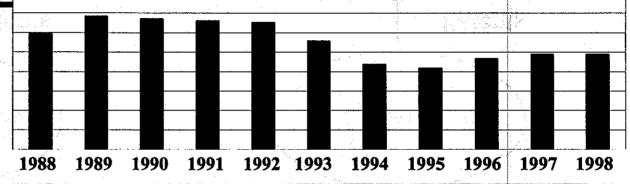


Both the quantity and quality of patents are controlled by the patent factory!

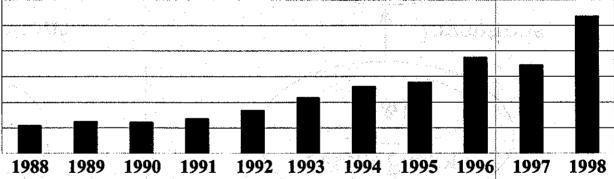
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# Patent Factory IBM Implementation

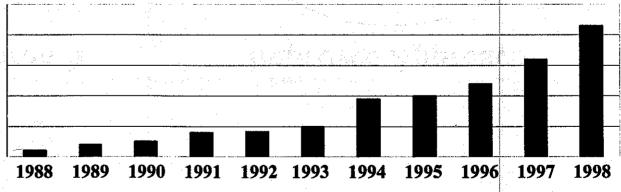




**US Patents** 



**Licensing Income** 



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# Licensing as a Business Key Benefits of IP Outsourcing

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Dimension	General	Specific
Revenue	Experience, contacts, reputation	Expertise in non-core areas
Growth	Enhance access to revenue opportunities	Identify new markets
Speed/Time	Rapidly increase revenue	Potential to deliver substantial revenue quickly
Cost	Control overhead and improve resource efficiencies	Success-based compensation

# Licensing as a Business Risk Management in Outsourcing

- The client should control:
  - Licensing terms
  - Litigation
  - Press releases
- ◆ Trial candidates with minimal impact on core licensing:
  - Non-core patents

- Patents from abandoned businesses or projects
- Industries with minimum overlap with core licensing
- ◆ Performance metrics and success-based compensation

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# Licensing as a Business Summary and Conclusion

- ◆ Licensing is a Strategy, not an event
- ◆ Royalty revenues are Pure Profit
- ◆ Portfolio quality is the key
- ◆ Extend your capabilities with outside help

