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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.

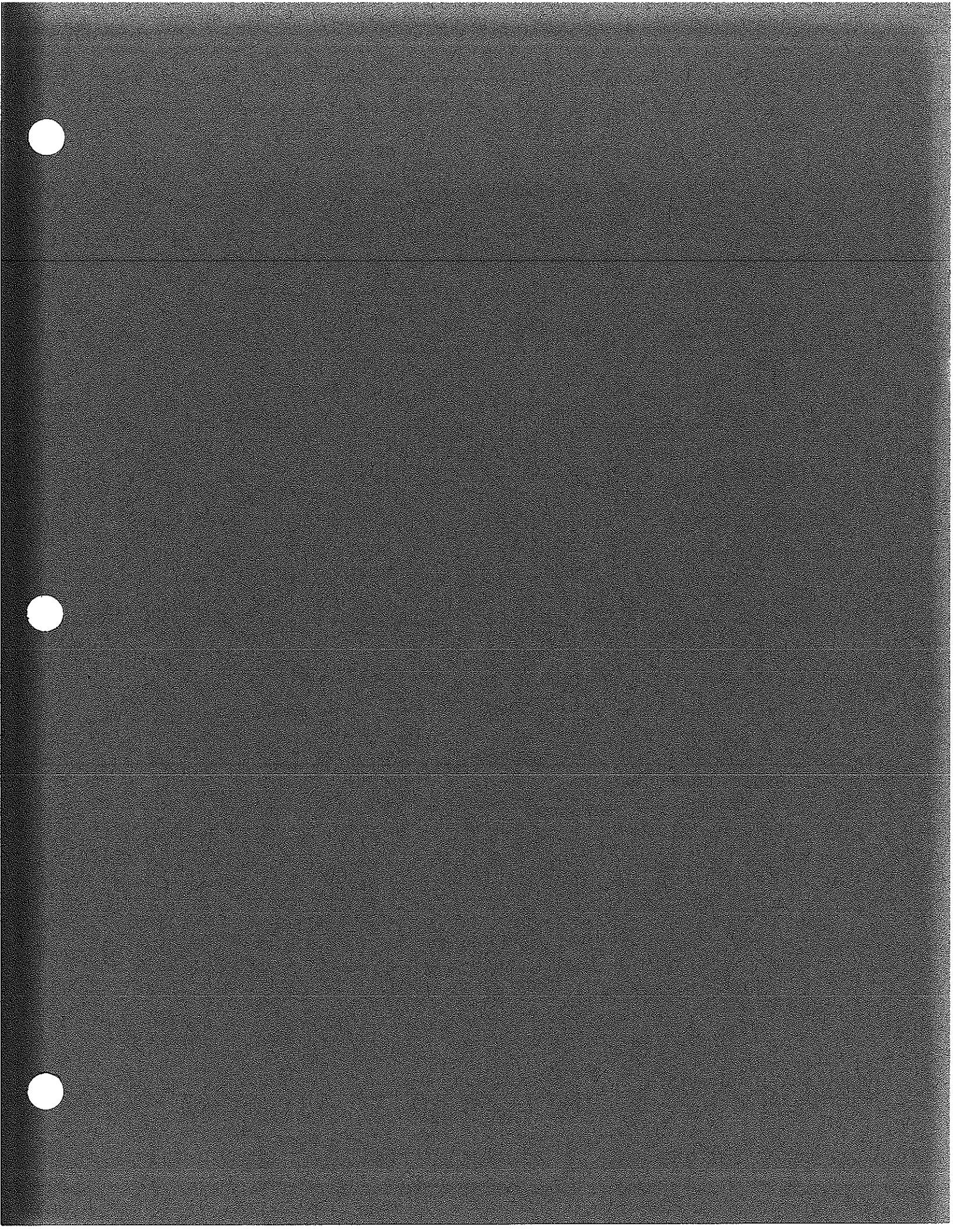
At IBM, Mr. Murtha was named Director of Licensing in 1981, leading a group which acquired rights from others under patents, copyrights, trademarks and technology, and also granted licenses under IBM's intellectual property. He was responsible as well for worldwide licensing policies and practices. Between 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 was 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 an Editorial Board member and a contributor of *The Licensing Journal* and *Patent Strategy and Management*.

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 member of the Board of Directors of the University of Connecticut Research and Development Corporation, and has also served as a director of early stage high tech companies, as well as a member of the Advisory Boards of the Intellectual Property Management Institute and of the Information Technology Fund, which invests in emerging high technology companies.

03/04



LICENSING AS A BUSINESS

THIRTEENTH ANNUAL ADVANCED LICENSING INSTITUTE

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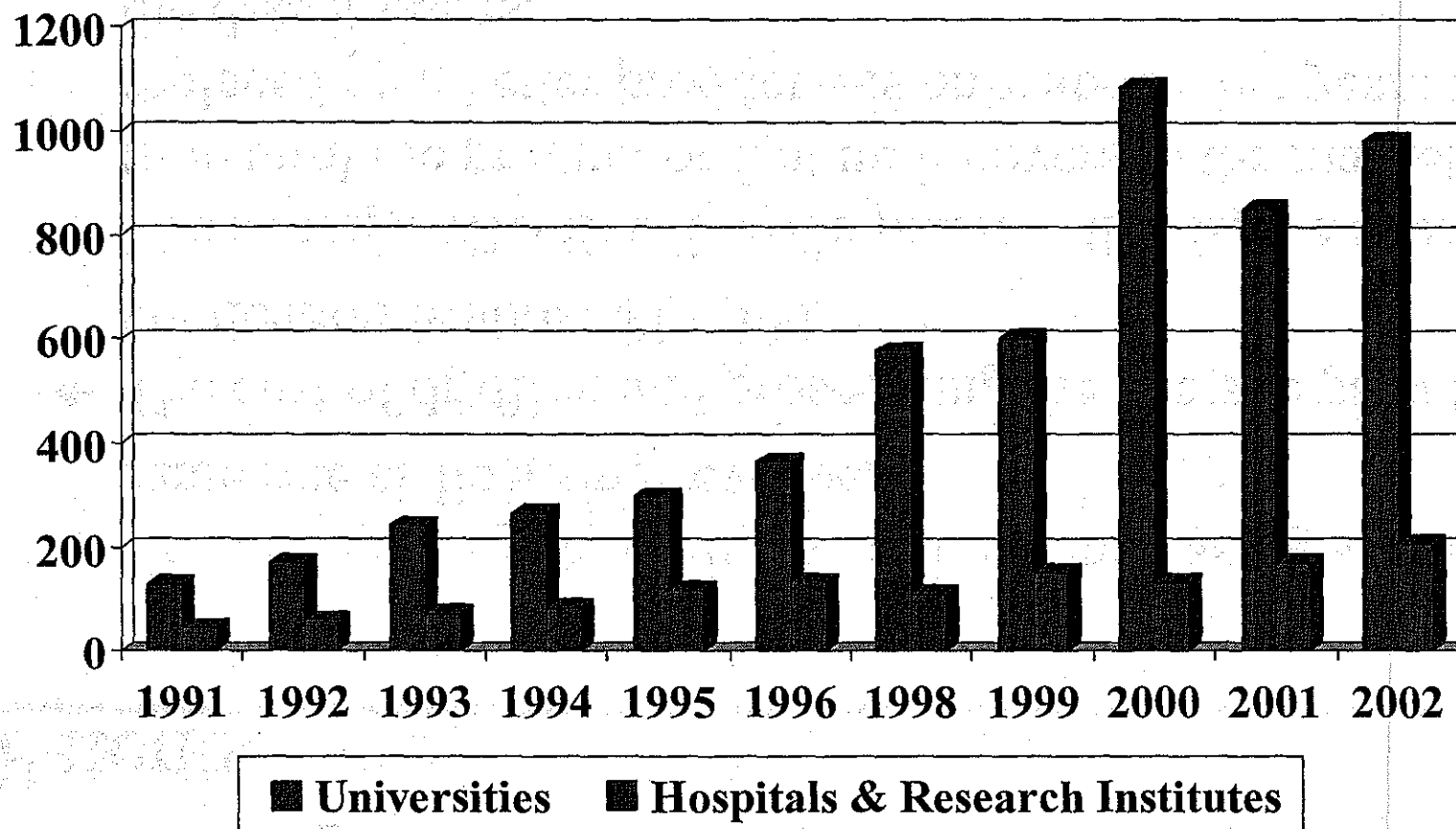
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Trends in Intellectual Property

US Patents Issued for Top 10 Companies

Rank	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003
1	IBM 1,085	IBM 1,298	IBM 1,383	IBM 1,867	IBM 1,724	IBM 2,685	IBM 2,756	IBM 2,886	IBM 3,454	IBM 3,288	IBM 3,415
2	Toshiba 1,040	Canon 1,096	Canon 1,087	Canon 1,541	Canon 1,381	Canon 2,011	NEC 1,842	NEC 2,020	NEC 2,041	Canon 1,926	Canon 1,992
3	Canon 1,038	Hitachi 976	Motorola 1,012	Motorola 1,064	NEC 1,095	NEC 1,639	Canon 1,795	Canon 1,890	Canon 1,918	Micron Technology 1,833	Hitachi 1,893
4	Kodak 1,007	GE 970	NEC 1,005	NEC 1,043	Motorola 1,058	Motorola 1,542	Samsung 1,545	Samsung 1,441	Micron Technology 1,724	NEC 1,821	Matsushita Electric 1,786
5	GE 932	Mitsubishi 970	Mitsubishi 973	Hitachi 963	Fujitsu 903	Sony 1,445	Sony 1,410	Lucent 1,411	Siemens 1,715	GE 1,667	Hewlett Packard 1,759
6	Mitsubishi 926	Toshiba 968	Toshiba 969	Mitsubishi 934	Hitachi 903	Samsung 1,308	Toshiba 1,200	Sony 1,385	Matsushita Electric 1,666	Hitachi 1,601	Micron Technology 1,707
7	Hitachi 912	NEC 897	Hitachi 910	Toshiba 914	Mitsubishi 892	Toshiba 1,237	Fujitsu 1,193	Micron Technology 1,304	Lucent 1,633	Matsushita Electric 1,544	Intel 1,592
8	Motorola 729	Kodak 888	Matsushita 854	Fujitsu 869	Toshiba 862	Fujitsu 1,232	Motorola 1,192	Toshiba 1,232	Samsung 1,623	Sony 1,434	Philips Electronics 1,353
9	Matsushita 712	Motorola 837	Kodak 772	Sony 855	Sony 859	Kodak 1,145	Lucent 1,152	Motorola 1,196	Hitachi 1,494	Siemens 1,429	Samsung 1,313
10	Fuji 632	Matsushita 771	GE 758	Matsushita 841	Kodak 795	Mitsubishi 1,092	Mitsubishi 1,054	Fujitsu 1,147	Sony 1,443	Hewlett Packard 1,390	Sony 1,311
US Total	109,746	113,587	113,834	121,696	124,068	163,147	169,086	175,980	183,975	184,531	187,147

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



Licensing as a Business

Patent Licensing

- ◆ About 3 percent of all patents are licensed.
- ◆ In 2004, U.S. patent licensing revenue will reach about \$165 billion.
- ◆ The average licensing value of any random patent is roughly \$216,000.
- ◆ The bottom 50 percent of patents account for only about 10 percent of aggregate patent value, while the top 10 percent of patents account for about 40 percent of it.

Licensing as a Business

Patent Litigation

- ◆ Only about 1 percent of U.S. patents are ever litigated.
- ◆ Only 54 percent of patents that are litigated are held valid.
- ◆ Plaintiffs win the whole case about half of the time.
- ◆ In 1000 patent trials from 1990-1999, there were only 249 money damage awards.
- ◆ The average district court patent damage award is \$18 million. (Median is \$5 million.)
- ◆ Attorney fees and costs average about \$1.5 million per side.
- ◆ A victorious plaintiff wins attorney fees and costs about half of the time.

Licensing as a Business

What are the alternatives to licensing your patents?

◆ Practice the monopoly

- 3M, Pfizer, biotechs, many startups and niche players
- Xerox copier patents, many General Electric business units

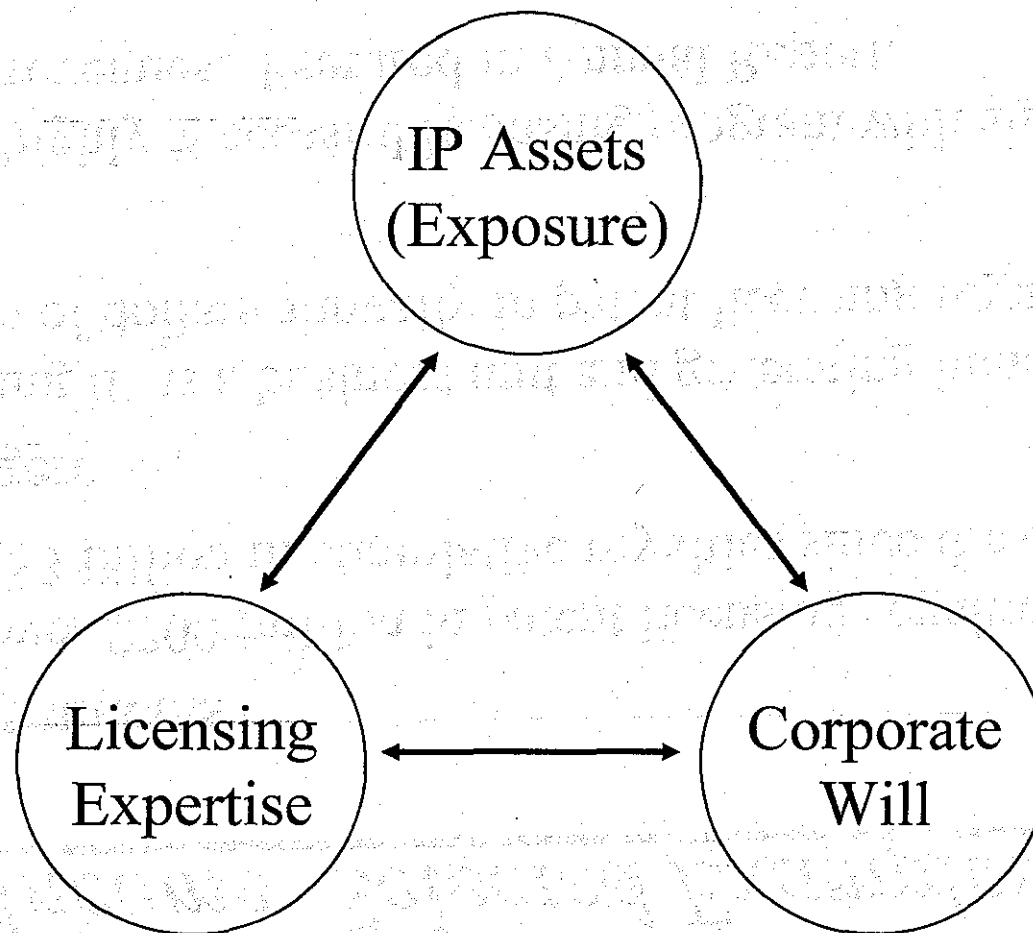
◆ Selective licensing

- Intel, Kodak, Motorola, Texaco

◆ Licensing as a business

- Canon, Dow Chemical, Texas Instruments, Lucent & IBM

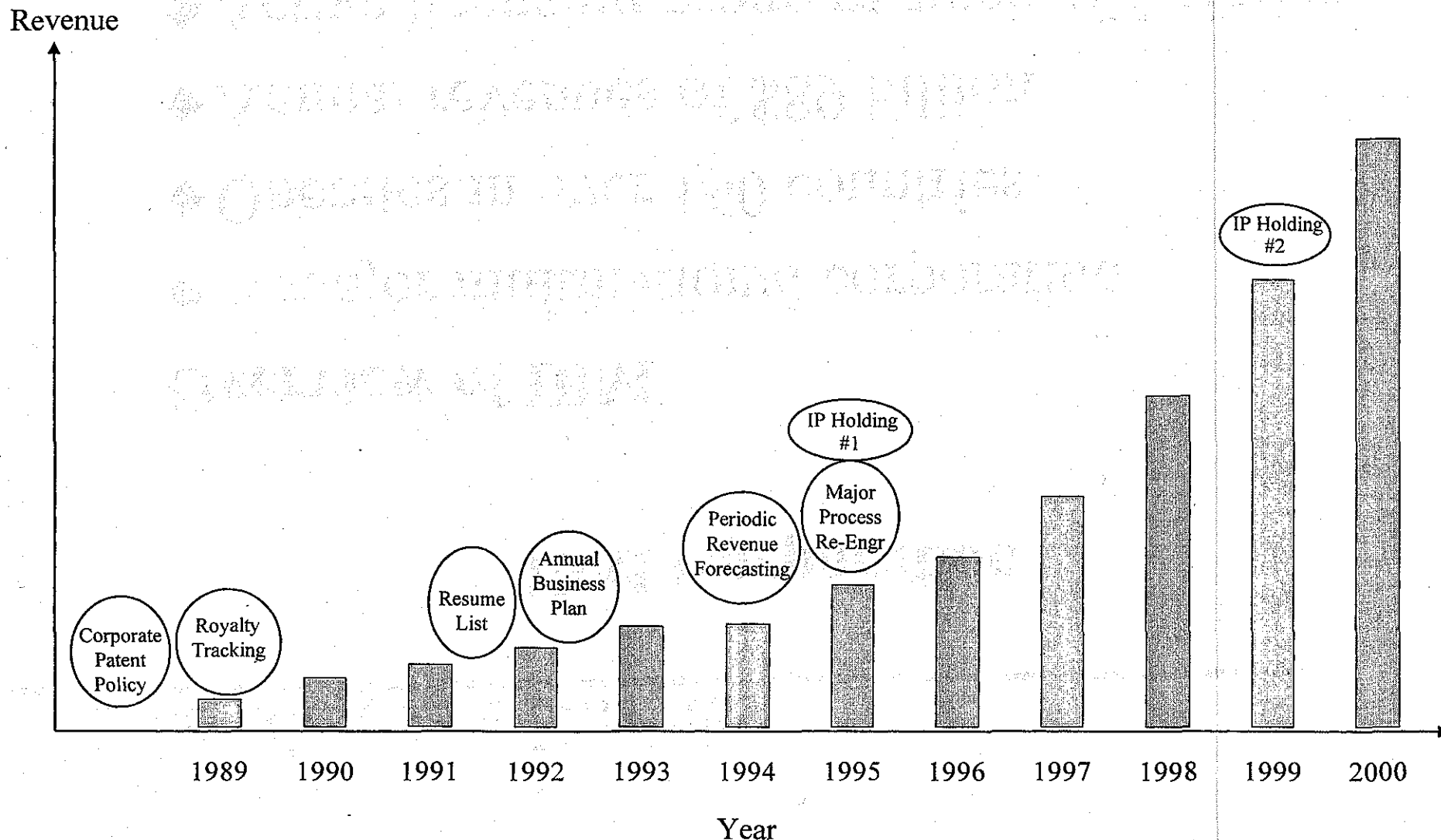
Success Factors



Examples Of Non-Core Licensing/Sale

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

Evolution of Patent Licensing Business at Lucent



Licensing as a Business

IBM's IP Assets

- ◆ Approximately 34,000 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 2500 active patent license arrangements
 - Almost half non-U.S.

Licensing as a Business

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%
- \$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

Licensing as a Business

Practices reviewed periodically

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

Results:

- ◆ Revenue grew by nearly 10,000% since 1987
 - **All income credited to divisions**
- ◆ Minimal litigation

Licensing as a Business

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
 - Complex Technology-based Deals
 - Apply patents/technology outside industry
 - » Laser medical/dental
 - » Polymer chemistry
 - » Electronic entertainment
 - » Medical diagnostics and instruments
- ◆ Trademark licensing
- ◆ Involve outside consultants and engineers*

Licensing as a Business

Lessons Learned at IBM

- ◆ Intellectual property is easily undervalued
- ◆ A persistent, professional and reasonable program can yield surprising results
- ◆ Involvement of business units is vital
- ◆ Litigation is a risk, not a necessity

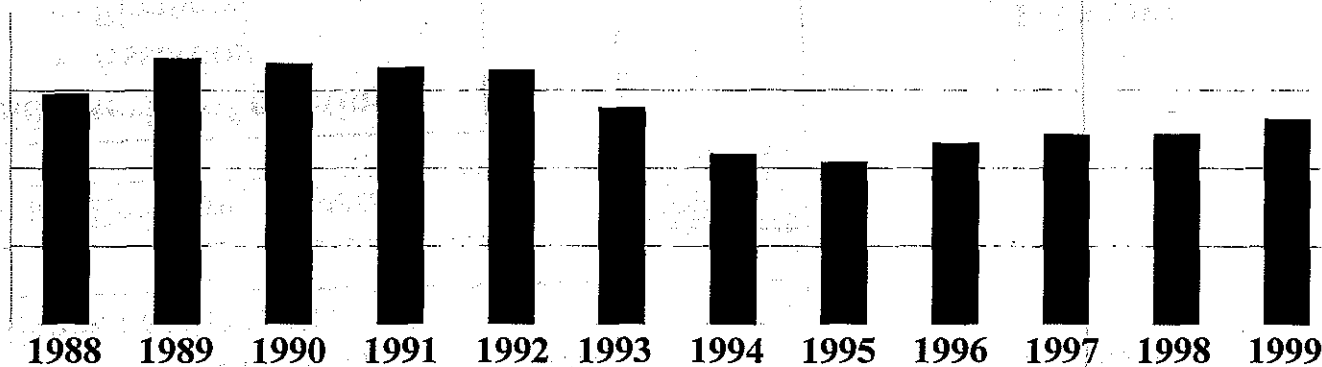
Common Myths About Patents & Licensing

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. Screening for licensing value yields quality patents.
Licensing/R&D is the necessary cost of doing business.	Licensing/R&D can be managed as a profit center. Royalty income goes straight to the bottom line.
One can create and license IP only in core business areas.	Both IBM and Lucent have non-core licensing programs that are highly successful. Non-core technologies often provide value in broad cross-licensing deals.
One cannot do much about outgoing royalty payments.	Effective IP strategies can ensure significant royalty reduction in licensing deals.
Patents are only for protecting existing markets.	Patents often play central roles in developing new markets through selective licensing, exclusion or alliance.

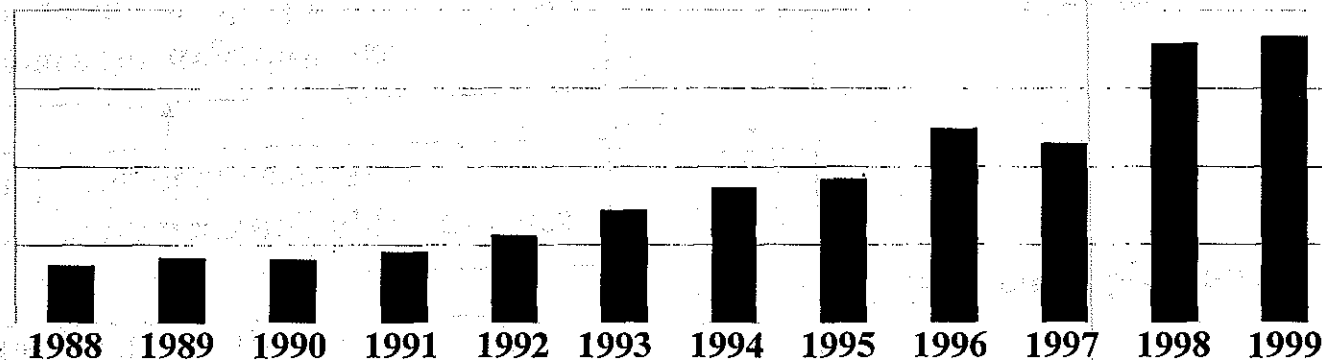
Patent Factory

IBM Implementation (1988-1999)

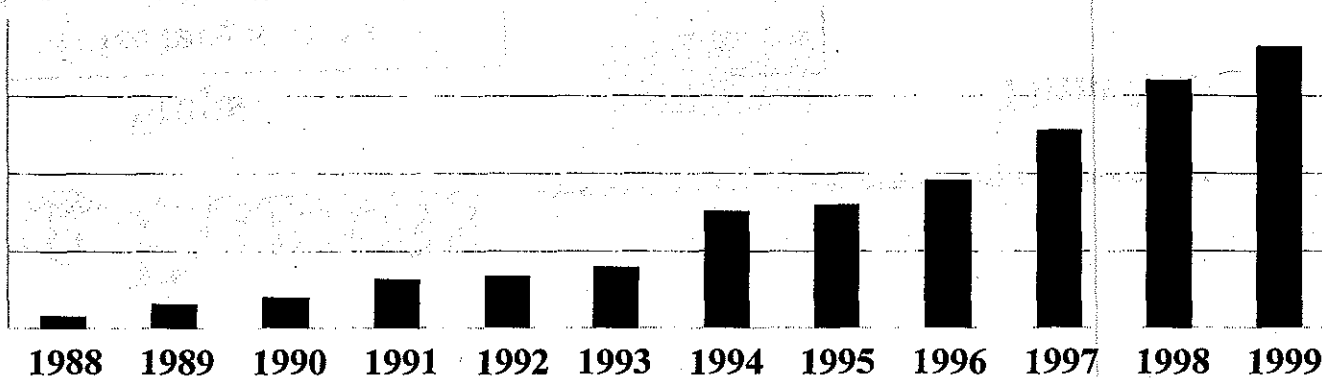
R&D Spending



US Patents



Licensing Income



Licensing as a Business

Key Benefits of IP Outsourcing

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

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