



## POLICY ON INVENTIONS AND SOFTWARE

*History:*

establishing McGill as a hub of knowledge mobilization, technology transfer, and networking between researchers and industry.

The objectives of this policy are:

- to serve the public interest by increasing research capacity, knowledge transfer or by contributing to the development of useful products, services, and processes;
- to ensure the continued vibrancy of the University, its research and its service to the community through the dissemination and use of Inventions; and
- to contribute, to the extent possible, to the socio-economic well-being of Quebec and Canada.

## 2. Definitions

For the purpose of this policy, the following definitions apply:

- 2.1 “Field of Academic Research” means the particular areas of research in relation to which an Inventor has published works, has received funding, or has made Inventions or developed Software, to the extent of his or her academic 0.5 (c)-2 (adem)-6 (i)2.6 (82S i)2.7 (el)2.6 (d o)

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- 2.9 “Net Income” means all consideration, including, without limiting the generality of the foregoing, royalties, cash, equity, and options, received by the Inventor(s) and the University from the sale, licensing, or other disposition of an Invention or Software, less the costs specifically related to the protection, licensing, distribution, financial charges imposed by the University for fund administration, or other charges related to the commercial development of the Invention or Software.
- 2.10 “Software” means any set of instructions that is expressed, fixed, embodied, or stored in any manner and that can be used directly or indirectly in a device in order to bring about a specific result.
- 2.11 “Student Academic Inventions or Software” means any Invention or Software that is created, conceived, developed, or first reduced to practice in the course of, or as part of, a student’s coursework or extracurricular activity, unless such coursework or activity: (a) is a graduate student’s thesis work; (b) involves activities for which the student is paid by the University; (c) involves research or coursework that is the subject of an agreement with a third party; (d) was created, conceived, developed or first reduced to practice with the creative input or invention contributio



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Software independently of the University and the University decides to commercialize the

or Software, the Equity Holder



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