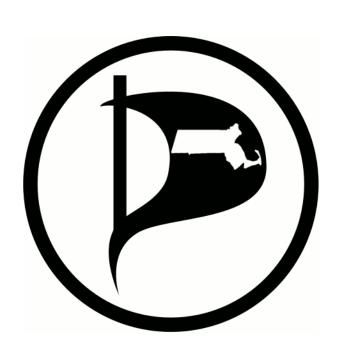
Patents Upending

Erik Zoltán Mass Pirate Party



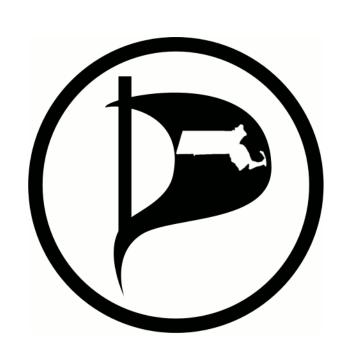
(United States)



 "To promote the Progress of Science and useful Arts, by securing for limited Times to Authors and Inventors the exclusive Right to their respective Writings and Discoveries" (US Constitution).

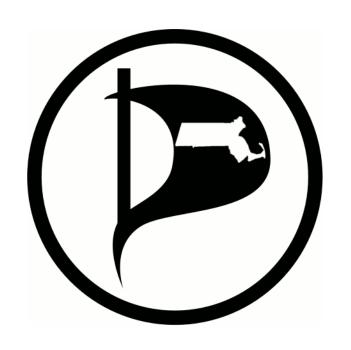
 Historically US patent rule was "first to invent."

(United States)



 Other countries "first to file". US switched to this approach in late 2011.

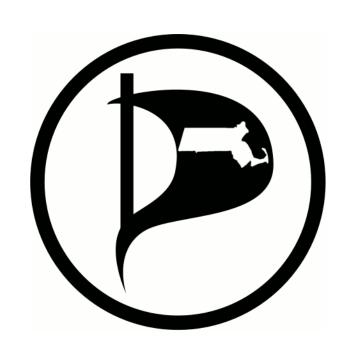
 Major opposition to Patents in the Depressions of the 1890s and 1930s.



Patents are too Expensive

- Benefits lawyers and large corporations
- Biased judiciary
- Harms small corporations
- Harms small inventors can't afford to search/file, or can't afford to be the first to file
- Only large corporations can afford patent suits
- Harms consumers through higher prices and reduced services

- Thousands of Monpolies
 Weaken the Economy
 - Increases prices
 - Weakens services
 - Produces no growth
 - Slows progress



Slows Innovation

- Inventors can't share their ideas until they patent
- Small inventors can't afford to develop their ideas
- Researchers can't share their ideas until they patent
- Innovation becomes too risky, due to patent liability



Patent Trolls

- Buy junk patents cheaply and sue
- "Non Participating Entities" (they add nothing)
- Half a Trillion Dollars (they subtract a lot)
- Deep pockets, great investment
- Exorbitant licensing fees
- Expensive to fight against
- Most lawsuits frivolous

Eliminate Drug Patents

- Pharmaceutical
 companies only spend
 15% on new drug
 research.
- Government programs can easily spend 75%.
- Every drug is generic
- Eliminate Patents on Medical Devices
 - Open competition
 - Reduce costs
 - Accelerate Innovation

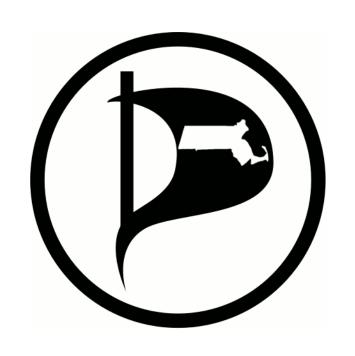


- Simply eliminating patents is an effective health reform program
 - Dramatic cost reductions
 - Cheaper to achieve universal coverage
 - Fewer uninsured and underinsured
 - Less expensive for those already insured
 - Increase level of coverage for most

"The pattern here is clear: copyright monopolies and patent monopolies encourage neither creativity nor innovation. Quite the opposite. Throughout history, we observe that today's giants were founded in their absence, and today, these giants push for the harshening and enforcement of these monopolies in order to remain kings of the hill, to prevent something new and better from replacing them. Pushing for copyright monopolies and patent monopolies was never a matter of helping others; it was a matter of kicking away the ladder once you had reached the top yourself." – Rick Falkvinge



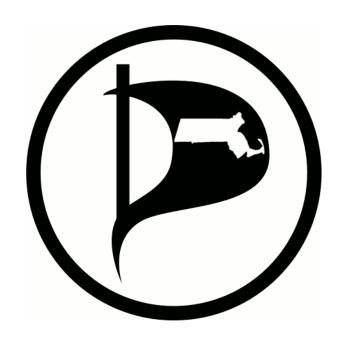
- Copyright was designed for publishers and printing presses who had much to lose.
- Problem non-commercial use.
- Problem swarms of downloaders.
- Problem countless websites reprinting material.
- Problem encryption, proxies, VPN, clouds, darknets, etc.



- Patents were designed for manufacturers producing commercial products.
- Problem desktop fabrication and home 3D printing.
- Problem new developments in smallscale manufacturing.
- Problem P2P sharing of product specifications.



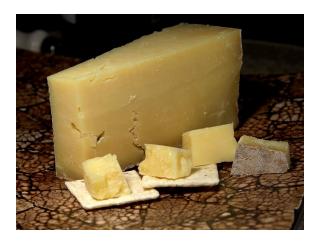
- Intellectual property as a form of mental slavery.
- Human property was once seen as necessary and just.



 The notion that one person can own ideas in the mind of another may one day be seen as abhorrent.

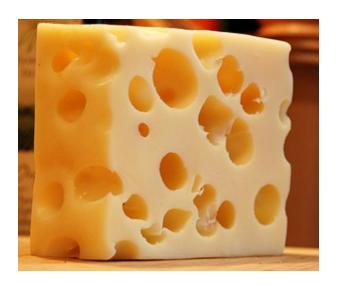
 Are we Pirates or Abolitionists?

This is your brain...





...this is your brain on IP...



...any questions?