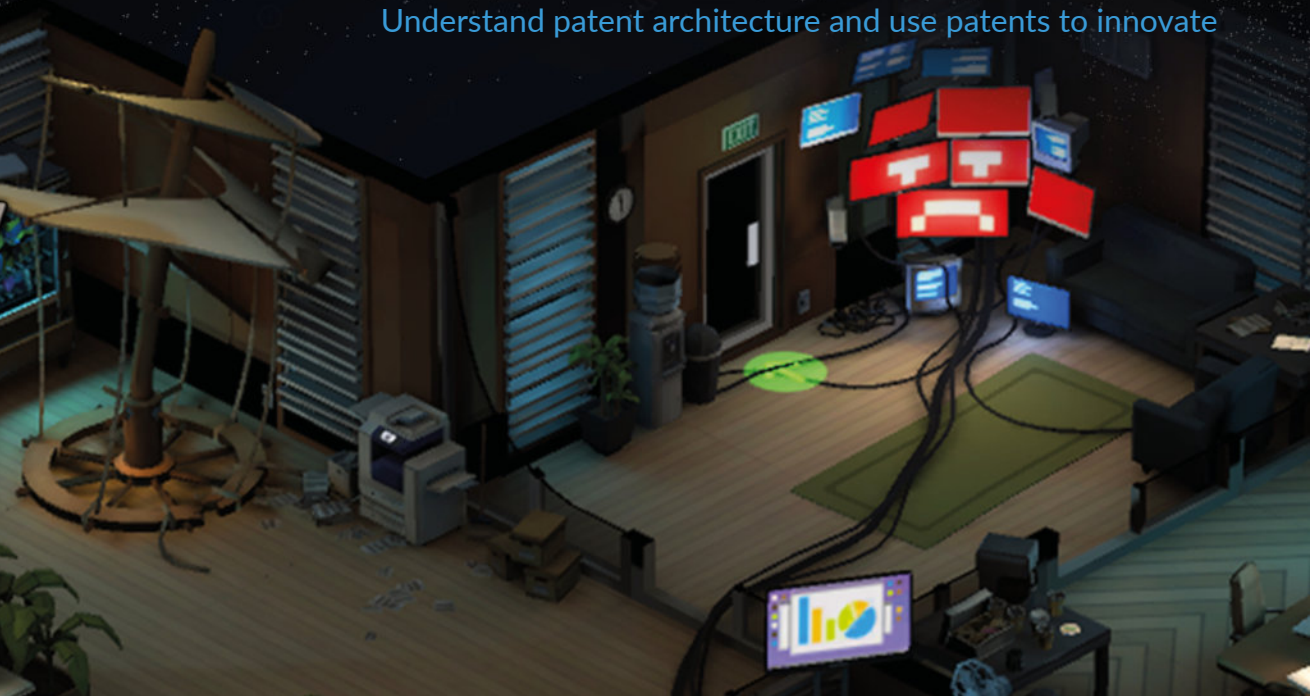


Leap in Time

THE PATENT GAME

Understand patent architecture and use patents to innovate



Patents are often relegated to the legal departments or Tech Transfer Departments.

This results in the common misconception – Patents are for the lawyers, by the lawyers.

This further results in disconnect and disengagement from patents - a system designed to further innovation both via incentivization of innovation and information disclosure.

Patents and Patent databases are a valuable resource rich in information that may guide R&D or commercialization efforts.

The primary barrier to learning about how to navigate this space is the fear of reading something that is legal in language (thereby either unfathomable or boring).

This game helps break this barrier by making patents more accessible and understandable in a fun manner.



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