

# RACE TO THE USPTO

*Race to the U.S. Patent and Trademark Office, an agency of the U.S. Department of Commerce*

## START YOUR ENGINES!

EXPLORE YOUR CREATIVE ABILITY AND THE INTELLECTUAL PROPERTY PROTECTION PROCESS WHILE LEARNING TO PROGRAM A ROBOT TO NAVIGATE A COURSE TO THE U.S. PATENT AND TRADEMARK OFFICE. PICK UP KNOWLEDGE ABOUT PATENTS, TRADEMARKS, AND OTHER INTELLECTUAL PROPERTY ALONG YOUR ROUTE.

## THE FIVE STAGES OF THE RACE



### THE STARTING LINE

MOST INVENTIONS ARE CREATED TO SOLVE A PROBLEM OR TO MAKE A USEFUL TOOL. START BY IDENTIFYING A PROBLEM YOU WANT TO SOLVE OR A PRODUCT YOU WANT TO IMPROVE OR MAKE BETTER.



### THE IDEA

EVERYONE HAS IDEAS! BUT, YOU CAN'T PATENT AN IDEA. YOU HAVE TO DO SOMETHING WITH IT. THINK OF ALL THE COOL INVENTIONS IN OUR LIVES, AIR CONDITIONERS, CARS, COMPUTERS, 3-D PRINTERS, ROBOTS... THEY ALL STARTED WITH IDEAS! WHAT WILL YOU DO WITH YOURS?



### THE PROTOTYPE

"MAKE IT REAL" OR "REDUCE YOUR IDEA TO PRACTICE". A PROTOTYPE CAN HELP SHOW THAT YOUR INVENTION WORKS AND CAN BE REPRODUCED. IT CAN ALSO HELP YOU IDENTIFY PROBLEM AREAS AND IMPROVE YOUR WORK.



### THE PATENT APPLICATION

A PATENT ALLOWS AN INVENTOR TO EXCLUDE OTHERS FROM MAKING, USING, SELLING, OR OFFERING FOR SALE HER/HIS INVENTION WITHOUT PERMISSION — FOR A LIMITED PERIOD OF TIME.



### THE U.S. PATENT AND TRADEMARK OFFICE

THE USPTO, AN AGENCY OF THE U.S. DEPARTMENT OF COMMERCE, IS THE FEDERAL AGENCY RESPONSIBLE FOR ISSUING PATENTS AND REGISTERING TRADEMARKS.

## CONGRATULATIONS! YOU'VE REACHED THE GOAL!

### WHAT'S NEXT FOR YOU?

YOUR INNOVATION JOURNEY IS JUST BEGINNING. YOU CAN LICENSE YOUR PATENTED INVENTION, SELL IT, OR USE IT TO BUILD YOUR OWN COMPANY. CREATE NEW JOBS, FUEL THE ECONOMY, THE SKY'S THE LIMIT.

### WHAT'S NEXT FOR THE WORLD?

THE WORLD GETS THE CHANCE TO LEARN FROM YOUR WORK AND IMPROVE UPON IT. THAT'S THE BARGAIN — IN EXCHANGE FOR A PATENT RIGHT THE INVENTOR AGREES TO MAKE HIS/HER WORK PUBLIC SO THAT SOCIETY MAY LEARN FROM IT AND IMPROVE UPON IT.