

ImProve STEAM

Enabling youth workers to improve their training programmes by introducing IP rights in their STEAM learning approaches

ImProveSTEAM Training Kit, a user-friendly guide for preparing and delivering training on Intellectual Property (IP) and its associated concepts. It contains definitions, methodological approaches, case and training scenarios as well as useful information to introduce IP to youth.

WHAT IS INTELLECTUAL PROPERTY?

IP refers to “creations of the mind, such as inventions; literary and artistic works; designs; and symbols, names and images used in commerce” (WIPO, 2004) and is classified into two broad categories, (a) Industrial property which includes among others patents, industrial designs and trademarks and (b) Copyright.

Industrial design refers to the protection of the appearance (design) of a developed product as derived from its attributes, shape, colours such as logos, Graphical User Interfaces (GUIs), jewellery and furniture designs.

“A trademark is any sign that individualises the goods of a given enterprise and distinguishes them from the goods of its competitors.”

WHAT IS A PATENT?

A patent is a legal document granting its holder the right to prevent anyone else from exploiting an invention for commercial purposes without a permission from the inventor (WIPO, 2004).

WHAT IS COPYRIGHT?

Copyright is a legal term used to describe the rights that creators have over their literary and artistic works.

More info

<https://improvesteam.eu/>



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