

**МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ  
СУМСЬКИЙ ДЕРЖАВНИЙ УНІВЕРСИТЕТ  
КАФЕДРА ІНОЗЕМНИХ МОВ  
ЛІНГВІСТИЧНИЙ НАВЧАЛЬНО-МЕТОДИЧНИЙ ЦЕНТР**

**МАТЕРІАЛИ  
VIII МІЖВУЗІВСЬКОЇ НАУКОВО-ПРАКТИЧНОЇ  
КОНФЕРЕНЦІЇ  
ЛІНГВІСТИЧНОГО НАВЧАЛЬНО-МЕТОДИЧНОГО ЦЕНТРУ  
КАФЕДРИ ІНОЗЕМНИХ МОВ**

**“TO LIVE IN A SAFER WORLD”**

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The eighth scientific practical student`s, postgraduate`s and teacher`s  
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## ARGUABLE PATERNITY INVENTIONS

O.V. Hryshenko, group IN - 12

A.M. Diadechko, E L Adviser

Invention is a new scientific or technical idea, and the means of its embodiment and accomplishment. To be patentable, any invention must have utility and its idea needs to be proved as workable. Only economically feasible inventions, that satisfy specific needs can be called innovations. Invention is intellectual property so it is protected by the law with patents.

Patent is a limited legal monopoly granted to an individual or firm to make, use, and sell its invention, and to exclude others from doing so. Patentable items fall under four classes: machine, manufacture, process, composition of matter.

Modern communicative possibilities allow inventors to keep up with the times and to know what has been already invented or is still being invented. But some recent history examples show that problems with protecting innovating ideas really existed.

For example, in 1787, an ex-soldier John Fitch launched the first ever steam-powered boat. The patent he was granted later, in 1791, did not give him a monopoly, which left the way clear for later inventors to create similar designs. And Robert Fulton patented a financially viable and profitable paddle steamer in 1807, without needing to pat for the pattern.

Lizzie Magie created “The Landlord’s Game” game in 1903, well-known now as “Monopoly”, without patenting it. In the 1930s, an unemployed salesman named Clarence B. Darrow saw the business potential of Monopoly and patented it.

Xerox developed the first fully functional version of the Graphical User Interface (GUI) in 1981, yet the technology quickly found its way to competitors Apple. It is often said that Steve Jobs “stole” the GUI idea from Xerox after various visits to the company in the 1980s. This is not quite true. Xerox was provided with a healthy share of Apple stock in exchange for engineer visits.