

INTELLECTUAL PROPERTY POLICY REGARDING OWNERSHIP OF STUDENT WORK

The College recognizes and values creativity and innovation as part of the learning process. Similarly, the College recognizes the importance of, and wishes to encourage, the transfer of new knowledge, generated in the College, to the private sector for the public good. At the same time, as a publicly funded institution, the College must be a good steward of the public resources provided to it, and must safeguard against the use of public funds for private gain.

This policy addresses the rights to, interest in, and protection and transfer of Intellectual Property created by the College's students.

For purposes of this policy:

"Intellectual Property" means inventions, discoveries, innovations, and copyrightable works.

"Invention" means a tangible or intangible discovery, whether or not reduced to practice, and tangible research products whether or not patentable or copyrightable. Such research products include, but are not limited to, computer programs, integrated circuit designs, industrial designs, databases, technical drawings, biological materials, and other technical creations.

"Copyrightable Works" mean original works of authorship fixed in tangible media of expression.

Ownership of any Intellectual Property created by a student enrolled at the College such as written compositions, musical scores, sculptures, paintings, photographs, films, videotapes and computer software, shall be vested in the student unless the student has been employed by the College to create the Intellectual Property.

Submitted Work as Part of Course Requirements

1. When a student submits work as a course requirement, the student retains ownership of the work, but ownership of the physical or electronic document shall be vested in the College. The College is granted a perpetual, royalty-free license by the submitting student to make copies of the work for administrative and educational purposes.
2. The College and its students recognize that some Intellectual Property may arise or be developed by students from interaction with the instructor and other students. Under those circumstances, the Intellectual Property may not be the exclusive property of the student.
3. When a student's work has been accepted for publication by a journal or a publisher, absent an agreement to the contrary, the work becomes the property of the publisher.

Computer Programs

1. Computer programs that are written within the scope of employment duties with the College become the property of the College.
2. When a program is developed for a course project or assignment, ownership is retained by the student with the College having a perpetual and royalty-free license to make and distribute copies to faculty, staff, and students for administrative and educational purposes.

Equipment

1. If College resources (materials, workspace) have been used to construct or design equipment, the equipment becomes the property of the College.
2. Equipment constructed without the use of college resources or designed as part a course is the property of the student.