Museum-University Partnerships Guide to Intellectual Property





Intellectual property rights

Many organisations require, or find it useful to have, a contract to outline each partner's contributions and responsibilities within the project. You might want a short Memo of Understanding, a Letter of Agreement, or a more formal contract to support your work together. There is an exemplar Letter of Agreement provided as part of this set of resources.

One of the things it is important to consider are the intellectual property rights relating to the partnership.

Intellectual property covers all the things that come from the work of the mind like ideas, processes, approaches, designs, and writing. Partners will bring intellectual property into their partnership, but it is likely intellectual property will also arise from your work together.

A clause around intellectual property rights should always protect both parties' current assets. In addition, it should outline the use of any intellectual property arising from the project.

You may want to consider:

- Whether the project could be commercialised
- Whether content you create together will be licenced beyond the project
- Where a project logo is created, and / or existing branding or logos are to be used you may also need to include clauses around their use and sign off procedures

"Background Intellectual Property"

Means any Intellectual Property, other than Foreground Intellectual Property, existing in respect of the Project; shall mean any Intellectual Property excluding Arising Intellectual Property owned or controlled by any Party prior to commencement of or independently from the Project, (and which the owning Party contributes or uses in the course of performing the Project).

"Foreground Intellectual Property"

Means any Intellectual Property that arises or is obtained or developed by, or by a contractor on behalf of, any Party in respect of the Project; shall mean any Intellectual Property which is generated as a result of the work undertaken by a Party/the Parties, on the Project.

"Intellectual Property"	Means intellectual property of any description including but not limited to all inventions, designs, information, specifications, formulae, improvements, discoveries, knowhow, data, processes, methods, techniques and the intellectual property rights therein, including but not limited to, patents, copyrights, database rights, design rights (registered and unregistered), trademarks, trade names and service marks, applications for any of the above.
"Marks"	Means the name(s) and logo(s) of the Parties as used from time to time by the applicable Party (whether or not they are registered as a trade mark);
"Project Marks"	Means the names and logos set out in the schedule as amended from time to time by the parties/ facilitating institution/partner institution.

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Resource created by NCCPE and Gracie Divall, Natural History Museum

"Project Branding

Guidelines"



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The Museum-University Partnership Initiative (MUPI) was supported by public funding from Arts Council England. It sought to enable museums and universities to meet together and develop mutually beneficial partnerships. A range of resources have been created, drawing on the learning from the MUPI project. You can find all these resources on the NCCPE website.





