

# Intellectual Property



In [land-based capitalism](#), money must be explicitly and frequently added to the economy. The primary source of money is the [Earth Dividend](#). Money circulates until it makes its way back to the [VIP Treasury](#) in the form of [ground rent](#). Because the size of the total economy exceeds the necessity economy, ground rent will remove more money from the economy than the Earth Dividend puts in.

Additional money is added to the economy in the form of royalties on intellectual property (IP). Royalties are based on distribution, not sales, although sales are one form of distribution. So too, is giving the product away for free – provided the product is explicitly requested by the consumer.

To ensure an actively engaged consumer, the price of all content is typically set at \$0.00 VIP. It must be explicitly purchased and not received through push technology, such as unsolicited email. The free price applies both to artistic content and non-artistic content such as genetic maps, formalized ideas, drug formulas, software, processes, scripts, scores, blueprints, and computer-aided designs. Patented products of instantiated non-artistic content, such as apps, are also free if downloadable.

Many hardware products will be free as well. A flash drive containing a terabyte worth of robotics software and databases might cost nothing at all. The royalties from the product would far exceed the cost of the flash drive providing an incentive for the creator to provide the medium for free. The same would be true for a flash drive containing every major motion picture since 1930. While future downloading speeds are hard to predict, most content under a few gigs will be purchased directly online for \$0.00 VIP.

In a free society, how can we require artists and inventors to sell their products for nothing? We can't! They are free to charge whatever they wish for their works. Drug companies can charge whatever they want for their drugs, and software companies whatever they want for their code and apps. Yet, they will all choose \$0.00 VIP. This is the price where royalties on content are maximized.

There could be value to maintaining a trade secret, but this is a double-edged sword. As long as the idea is unprotected, others can discover the idea and patent it. There could be security reasons not to patent a product or process. Generally, in the world of commerce, it is in one's best interest to patent everything.

There are no monopolies of content. All artistic and non-artistic content is [purchased into the commons](#) over a period equal to the lifetime of the creator or 25 years, whichever is greater. A product is patented as an instantiation of patented content. The content becomes common property of everyone the moment it is patented.

In land-based capitalism, every product is patented, regardless of the intellectual property breakdown within the product. The incentive to do so is [5% of the royalties](#) of the intellectual property contained therein. Another incentive is that any feature of the product that is not already in the commons is added to the commons in the name of the creator of the product, producing royalties to the product creator on that feature, wherever it is used. Finally, the patent procedure ends in a classified [product code](#) which allows the product to be purchased from appropriately [earmarked](#) accounts.

The tragedy of today's intellectual property law is that artists and inventors have no choice but to sell their product to large corporations for pennies on the dollar while a five-year clock hangs over them like the Sword of Damocles. IP monopolies restrict the sale of intellectual property to maximize profit.

A drug costing a few cents to make might cost the consumer thousands of dollars. Huge software applications that cost nothing to distribute can still have price tags in the millions. Many, if not most, people are paying hundreds of dollars a month for content on their phones, computers, and televisions.

IP monopolies destroy wealth and are completely unnecessary. Artists and inventors would prosper with income from new currency creation. Many people dream of spending their life creating intellectual property of one kind or another. With the Earth Dividend and new currency creation, so many more can pursue these avenues that enrich their soul. All of us will benefit from the new inventions, amazing designs, and awe-inspiring art.

Software is probably the most redundant commodity ever produced. Nowhere is this revolution in intellectual property more effective than to allow the synthesis of engineering and library science, eliminating over 90% of software development

cost. All branches of engineering will reap significant cost benefits from the synthesis.

Intellectual property under land-based capitalism favors truth in the media. Respected newspapers and magazines, which maintain a staff of qualified reporters, will be free to download. Royalties are paid by number of downloads by unique individuals.

Today's New York Times, Wall Street Journal, and Washington Post will each cost \$0.00 VIP to download. These papers will get royalties based on their distribution, whether by subscription for hard copy, or online. News magazines like *60 Minutes* will cost \$0.00 VIP. The producers will get royalties whether it is watched on television or downloaded. Nobody will need to rely on junk sources. All content is free.

Research is open to everyone. All academic journals will be free to download. Individual articles within the journal can be purchased for \$0.00 VIP as well. Because of the large amount of research and peer review that go into a journal article, royalties will be high and the [VSG](#) formula for compensation might be based on an inverse function of frequency of individual journal article downloads.

For instance, an individual researcher has a weekly maximum of journal article royalties they can generate through their research. If they download two articles in a week, the weekly maximum is split between the two articles. However, if they download 100 articles in a week, the weekly maximum is split 100 ways. They are probably fishing for information, and most of the articles were not that useful.

Drugs under patent will be cheaper than generics (if generics even exist). Large royalties compensate drug developers for research and many failures. Once the drug is developed, compensation is a function of wide distribution. Any cost associated with the drug will hinder distribution.

[Self-insured HMOs](#) will tend to favor drugs that are free. Generic manufacturers might need to charge, as they only collect 5% of the royalties in return for patenting their generic drug and getting a unique product code. Free generics will exist for a popular drug if the creator chooses not to manufacture the drug and instead collect 95% of the royalties from distribution of popular generics.

The appropriate VSG classifies drugs as specialty drugs and/or orphan drugs and measures distribution based on the percentage of the population that could use

the drug. The VSG must determine appropriate ratios to use in compensating orphan drugs versus generally useful pharmaceuticals.

One of the most interesting areas of IP is in software network usage. Software networks from TCP/IP to higher level application networks like Facebook or TikTok compete for users. Networks are intellectual property and should be compensated with royalties based on user counts. This will encourage the most pleasant possible user experience, without intrusive ads or privacy invasion.

What was once the most unethical type of patent and costliest to enforce, the patent of genetic and biological material, becomes the most ethical with intellectual property in the commons. Monsanto can dump their entire legal department and give away seeds for free. Profits from royalties will be huge as many seek these GMO seeds.

Genetic discoveries are freely available to all, with the inventors no longer constrained by ethics of monopoly and antitrust. Genetic treatments costing hundreds of thousands of dollars today will cost the self-insured HMO \$0.00 VIP. Inventions that repair the environment but have no sales potential will reap large rewards. Widespread use for the betterment of the world drives royalties, not sales.

The [VIP](#) plays a critical role in determining how intellectual property royalties are distributed. Without the VIP, IP could not progress beyond the monopolies of today. All downloaded content is a VIP transaction for \$0.00. Every product purchased is a VIP transaction. Every product is patented and is broken down in the database into a set of intellectual property.

There might be hundreds of thousands of IP owners, of various percentages, in any single product that is sold or given away. The VIP accumulates all this data, so when the VIP Treasury releases new currency to stop [deflation](#), it is automatically routed first through IP categories set by [quadratic voting](#), then through the routing established by high level VSGs, then through the routing determined by lower-level VSGs, and [finally to VIP\\$ accounts of the intellectual property owners](#). The VIP ensures that a person is only counted once for downloading the same content multiple times.

There is no longer a distinction between a copyright and patent. Everyone has the right to copy content. There are, however, different procedures for patenting artistic content, patenting non-artistic content, and patenting products.

Patenting is a free service of the [Federation](#) paid by the Earth Dividend. Surrender of the [universal copay](#) is required of applicants. Patenting is an interactive process with patent experts at the [Federation Library](#) (similar to work done by the U.S. Library of Congress for copyrights). See [Procedure for Patenting](#) for details.