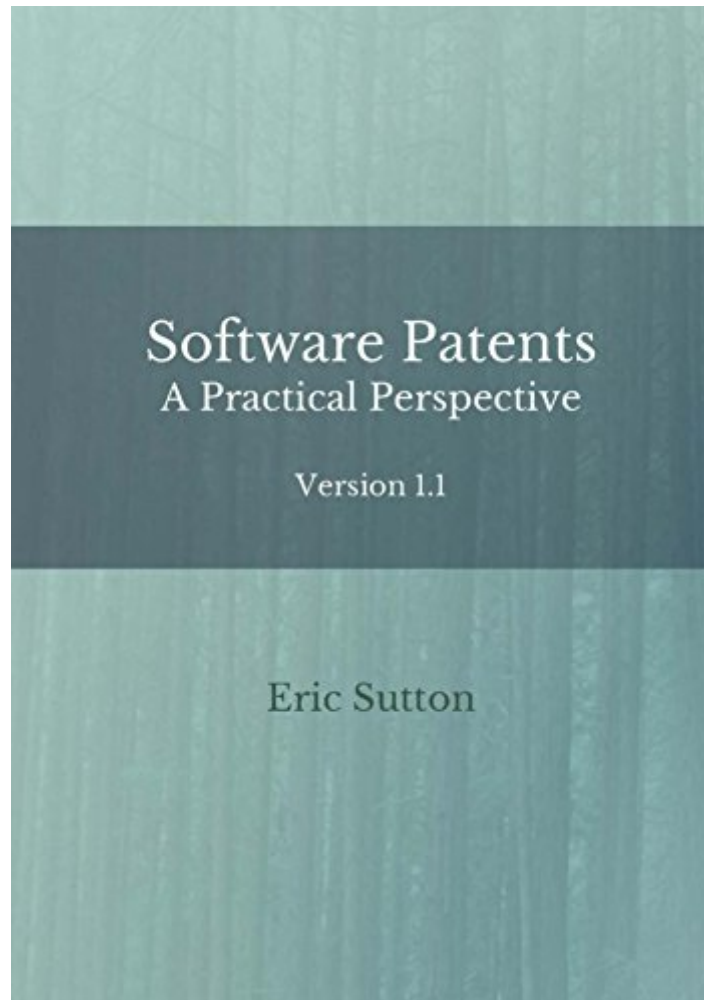




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Software Patents: A Practical Perspective



Synopsis

Software Patents: A Practical Perspective is a concise explanation of software patent law with an emphasis on recent developments in the courts and at the patent office. The book is intended to help law students and patent attorneys quickly catch up on these recent developments. The book may also be helpful for engineers who already have some familiarity with patents.

Book Information

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Customer Reviews

This book is a great primer on software patents. We covered the entire book during a week-long introductory class on software patents in law school. The students ranged from having absolutely no patent background to several years of patent experience. It contains many of the important US black letter patent laws and examples of situations that apply the black letter laws. What I found most valuable were snippets of case law (including all the landmark cases such as Graham, KSR, Mayo, Alice, DDR, etc.) that really get to the point/summary of the cases without having to read the full cases. It can be overwhelming to keep track of all the important cases and what their holdings are, but Mr. Sutton makes it easy by using simple +/- designations to indicate whether the holdings are favorable/unfavorable to the patent owner. There is also a dedicated section on Alice, with high level strategies to keep in mind when writing software patent applications. As a patent agent, I found

this section most helpful. Lastly, there are interesting statistics in the book, such as the percentage of how many covered business method patent applications get through the US Patent Office. I highly recommend this book.

I am a registered patent attorney, and a former patent examiner with a background in life science. I returned to law school for one week to study Software Patent law with the author. This book was the required text. Even with my substantial patent prosecution and examination experience, I learned a tremendous amount from both the course and from this book. The author explains through relevant and up to date case law how the patent office and courts interpret the most important statutory requirements for patentability and also for infringement. He provides just enough of the courts' opinions and highlights key phrases so the reader gets context, but not bogged down in the details. I do not have any particular background in computer science, yet I was able to understand the technology. I recommend this book for any patent practitioner, or litigation attorney, whether in software or not.

This book is very up to date and a great reference for experienced practitioners. It's divided by statutory sections/sub-sections, i.e., 101, 102, 103, and 112 paragraphs. You can't beat the price for an currently up-to-date reference manual, or for an introduction to software-related patent law.

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