CLAIMS

What is claimed is:

1. A computer method for licensing proprietary rights using a blockchain, comprising:

displaying a graphical user interface (GUI) to a first user representing a first enterprise, wherein the GUI includes (1) a first area configured to receive entry of a licensor identity associated with the first enterprise, (2) a second area configured to receive entry of a licensee identity associated with a second enterprise, and (3) a third area that displays a plurality of selection objects from which the first user may select, each selection object representing a standard proprietary rights agreement;

receiving, into a server computer from the first user via the GUI, a selection of a selection object from the plurality of displayed selection objections, said selected selection object represents a selected standard proprietary rights agreement for making a proprietary rights agreement with the second enterprise;

providing, via the GUI, an executable electronic document corresponding to the selected proprietary rights agreement to a user having signature authority and representing the first enterprise and to a user having signature authority and representing the second enterprise;

receiving, into the server computer, data corresponding to execution of the electronic document from the first enterprise and the second enterprise; and

recording the execution of the selected proprietary rights agreement between the first and second enterprises on a blockchain.

2. The computer method for licensing proprietary rights using a blockchain of claim 1, further comprising:

establishing, and recording as a transaction on the blockchain, a negotiation between the first and second enterprises.

3. The computer method for licensing proprietary rights using a blockchain of claim 2, wherein establishing a negotiation between the first and second enterprises includes receiving, into the server computer, profile data from the first and second enterprises.