# CLAIMS

What is claimed is:

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

communicating, by a first computing device, with a webserver, and receiving a graphical user interface (GUI) therefrom, wherein the webserver is operatively coupled to a server computer configured to obtain data mediated by a first enterprise electronic wallet and a second enterprise electronic wallet;

displaying, by a display device of the first computing device, the GUI to a first user representing a first enterprise, the GUI including three distinct areas, wherein (1) a first area of the GUI prompts entry of names associated with a first party and a second party associated with a propriety rights agreement, (2) a second area of the GUI simultaneously displays a plurality of selection objects within the second area in columns and rows, wherein each selection object is associated with a respective standard proprietary rights agreement of a plurality of standard proprietary rights agreements, and (3) a third area of the GUI that prompts entry of variable information pertaining to a selected proprietary rights agreement;

actuating, via the GUI, a selection object, of the plurality of selection objects, selecting one of the one or more standard proprietary rights agreements for making a proprietary rights agreement with a second enterprise;

upon selection of the propriety rights agreement, receiving, via the GUI, variable information pertaining to the selected proprietary rights agreement;

in response to actuating the selection object and the receiving of the variable information, 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;

executing, by the server computer, a main program according to an interrupt or multiplexed architecture and configured to operatively couple states executed and supported by at least the server computer to the GUI displayed on the display device of the first computing device to receive data corresponding to execution of the electronic document from the first enterprise and the second enterprise, said data in a form directly usable as metadata fields; and

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

2. The computer method for licensing proprietary rights using the 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 the blockchain of claim 2, wherein establishing a negotiation between the first and second enterprises includes receiving acceptance of the invitation from the first and second enterprises and establishing a confidential disclosure agreement (CDA) between the first and second enterprises, and

wherein recording a negotiation between the first and second enterprises includes recording execution of the CDA on the blockchain as a transaction.

4. The computer method for licensing proprietary rights using the blockchain of claim 2, wherein establishing a negotiation between the first and second enterprises includes executing, with the server computer, a matching function between the first and second enterprises.

5. The computer method for licensing proprietary rights using the blockchain of claim 4, wherein the matching function includes determining whether differing or matching metadata about the first and second enterprises is complementary, with no analysis being performed.

6. The computer method for licensing proprietary rights using the blockchain of claim 4, wherein the matching function includes at least one of:

matching a multinational corporation (MNC) with a start-up company having a capability desired by the multinational corporation;

determining whether differing proprietary rights held by the first and second enterprises are complementary;

determining whether differing technical capabilities of the first and second enterprises are complementary;

determining a complementariness of non-matching production capabilities of the first and second enterprises;

determining a complementariness of differing territories addressed by the first and second enterprises;

determining a complementariness of differing sales channels used by the first and second enterprises;

determining a complementariness of differing sizes of the first and second enterprises; and/or

determining a complementariness of differing financial resources of the first and second enterprises.

7. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a brand license.

8. The computer method for licensing proprietary rights using the blockchain of claim 7, wherein one of the first user and the second enterprise represents the start-up company and the other one of the first user and the second enterprise represents the multinational corporation.

9. The computer method for licensing proprietary rights using the blockchain of claim 7, wherein receiving the selection of one of a one or more standard proprietary rights agreements includes receiving a selection of a brand license;

wherein providing an executable electronic document includes providing an executable electronic brand license; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the brand license.

10. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a build-to-buy agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the build-to-buy agreement;

wherein providing an executable electronic document includes providing an executable electronic build-to-buy agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the build-to-buy agreement.

11. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a co-marketing agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the co-marketing agreement;

wherein providing an executable electronic document includes providing an executable electronic co-marketing agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the comarketing agreement.

12. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a distribution agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the distribution agreement;

wherein providing an executable electronic document includes providing an executable electronic distribution agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the distribution agreement.

13. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a foreign rights agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the foreign rights agreement;

wherein providing an executable electronic document includes providing an executable electronic foreign rights agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the foreign rights agreement.

14. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a foreign rights sublicense agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the foreign rights sublicense agreement;

wherein providing an executable electronic document includes providing an executable electronic foreign rights sublicense agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the foreign rights sublicense agreement.

15. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting an IP sales agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the IP sales agreement;

wherein providing an executable electronic document includes providing an executable electronic IP sales agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the IP sales agreement.

16. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting an exclusive IP licensing agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the exclusive IP licensing agreement;

wherein providing an executable electronic document includes providing an executable electronic exclusive IP licensing agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the exclusive IP licensing agreement.

17. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a non-exclusive IP licensing agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the non-exclusive IP licensing agreement;

wherein providing an executable electronic document includes providing an executable electronic non-exclusive IP licensing agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the non-exclusive IP licensing agreement.

18. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a supply agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the supply agreement;

wherein providing an executable electronic document includes providing an executable electronic supply agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the supply agreement.

19. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a technology co-development agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the technology co-development agreement;

wherein providing an executable electronic document includes providing an executable electronic technology co-development agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the technology co-development agreement.

20. The computer method for licensing proprietary rights using the blockchain of claim 1,

wherein displaying a GUI to a first user includes displaying a selection object for selecting a trade secrets and/or know how transfer agreement;

wherein receiving the selection of one of the one or more standard proprietary rights agreements includes receiving a selection of the trade secrets and/or know how transfer agreement;

wherein providing an executable electronic document includes providing an executable electronic trade secrets and/or know how transfer agreement; and

wherein recording the execution of the proprietary rights agreement includes recording the execution of the trade secrets and/or know how transfer agreement.

21. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein one of the first enterprise and the second enterprise is a multinational corporation and/or a large entity having over 400 employees and the other one of the first enterprise and the second enterprise is a start-up enterprise and/or a small entity having under 400 employees.

22. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the execution of the selected proprietary rights agreement includes hashing the executed agreement.

23. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the execution of the selected proprietary rights agreement includes encrypting data corresponding to the executed agreement.

24. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the execution of the selected proprietary rights agreement includes recording data corresponding to the executed agreement as a transaction on the blockchain.

25. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the execution of the selected proprietary rights agreement includes recording data corresponding to the executed agreement as metadata on the blockchain.

26. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein the blockchain comprises a distributed ledger.

27. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein the blockchain comprises a permissioned blockchain.

28. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein the blockchain comprises a private blockchain.

29. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein the blockchain comprises a public blockchain.

30. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein the selected proprietary rights agreement comprises a non-disclosure agreement and/or a confidential disclosure agreement that is one-way or bilateral.

31. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein the receiving of the variable information pertaining to the proprietary rights agreement via the GUI includes at least one of:

receiving radio button selections in the GUI;

receiving entries in fields in the GUI;

receiving an uploaded term sheet;

receiving at least one negotiated item; and/or

receiving at least one selected from the group consisting of a price, a duration, a territory, a payment frequency, a payment schedule, a patent number, a trademark, an application serial number, a publication number, and an exclusion.

32. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the executed proprietary rights agreement includes running the executed proprietary rights agreement through a Merkle tree.

33. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the executed proprietary rights agreement includes encrypting the executed proprietary rights agreement.

34. The computer method for licensing proprietary rights using the blockchain of claim 1, wherein recording the executed proprietary rights agreement on a blockchain includes recording on at least one selected from the group consisting of a public blockchain, an etherium ERC-20 blockchain, a permissioned blockchain, a private blockchain, and a distributed ledger.

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

transmitting cryptographic keys to the first and second enterprises.

36. The computer method for licensing proprietary rights using the blockchain of claim 4, wherein the matching function includes:

receiving first enterprise information from the first enterprise, the first enterprise information including information corresponding to one or more data entities including one or more of preferences, type of relationship sought, non-secret overview information, secret relationship information, and secret detailed data;

storing the first enterprise information at a first distributed memory location;

receiving second enterprise information from the second enterprises, the second enterprise information including information corresponding to the one or more data entities; and

storing the second enterprise information at a second distributed memory location.

37. The computer method for licensing proprietary rights using the blockchain of claim 36, further comprising:

cross-tabulating one or more of the data entities of the first enterprise information against corresponding data entities of the second enterprise information;

stack ranking plural sets of enterprise information corresponding respectively to a plurality of enterprises, other than the first enterprise, in order of best match of each respective set of enterprise information to the first enterprise information;

presenting, to the first enterprise, at least information from a selected set of enterprise information selected from the stack ranked sets of enterprise information; and

presenting, to an enterprise corresponding to the selected set of enterprise information, at least information corresponding to the first enterprise.

38. The computer method for licensing proprietary rights using the blockchain of claim 36, wherein the matching function further includes: abstracting the first enterprise information into respective first metadata according to a library of metadata values; abstracting the second enterprise information into respective second metadata according to the library of

metadata values; saving the first and second metadata in a blockchain; and cross-tabulating the first metadata against corresponding instances of the second metadata.

39. The computer method for licensing proprietary rights using the blockchain of claim 38, further comprising:

stack ranking plural sets of enterprise information metadata respectively associated with a plurality of enterprises, other than the first enterprise, in order of best match of each respective set of enterprise information metadata to the first metadata; and

presenting, to the first enterprise, at least information from a selected set of enterprise information metadata selected from the stack ranked sets of enterprise information metadata.

40. The computer method for licensing proprietary rights using the blockchain of claim 38, further comprising:

presenting, to an enterprise corresponding to the selected set of enterprise information metadata, at least information corresponding to the first enterprise metadata.