

METHOD FOR LICENSING PROPRIETARY RIGHTS USING A BLOCKCHAIN

ABSTRACT

A computer method for licensing proprietary rights using a blockchain includes displaying a graphical user interface (GUI) to a first user representing a first enterprise. The GUI includes a selection object for selecting one item from one or more standard proprietary rights agreements. The computer method receives, into a server computer from the first user via the GUI, a selection of one of the one or more standard proprietary rights agreements for making a proprietary rights agreement with a second enterprise, and provides, via the GUI, an executable electronic document corresponding to the selected proprietary rights agreement to a user having signature authority representing the first enterprise and to a user having signature authority representing the second enterprise. The computer method further receives, into the server computer, data corresponding to execution of the electronic document from the first enterprise and the second enterprise, and records the execution of the selected proprietary rights agreement between the first and second enterprises on a blockchain.

[Fig. 1]