METHOD FOR LICENSING PROPRIETARY RIGHTS USING A BLOCKCHAIN

CROSS REFERENCE TO RELATED APPLICATIONS

The present application claims priority benefit from co-pending U.S. Provisional Patent Application No. 62/723,613, entitled "METHOD FOR LICENSING PROPRIETARY RIGHTS USING A BLOCKCHAIN," filed August 28, 2018 (docket number 3056-028-02), which, to the extent not inconsistent with the disclosure herein, is incorporated by reference.

SUMMARY

According to an embodiment, 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 a plurality of 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 plurality of 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.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a flowchart showing a computer method for establishing enterprise collaboration including a license to a proprietary right recorded on a blockchain, according to an embodiment.

FIG. 2 is a diagram showing a graphical user interface (GUI) for selecting one of a plurality of proprietary rights agreements, according to an embodiment.

FIG. 3 is a flowchart showing a computer method for establishing collaboration between enterprises, according to an embodiment.

FIG. 4 is a diagram illustrating contractual relationships between enterprises, according to various embodiments.

DETAILED DESCRIPTION

In the following detailed description, reference is made to the accompanying drawings, which form a part hereof. In the drawings, similar symbols typically identify similar components, unless context dictates otherwise. Other embodiments may be used and/or other changes may be made without departing from the spirit or scope of the disclosure.

FIG. 1 is a flowchart showing a computer method 100 for establishing enterprise collaboration including a license to a proprietary right recorded on a blockchain, according to an embodiment. **FIG. 2** is a diagram showing a graphical user interface (GUI) 200 for selecting one of a plurality of proprietary rights agreements, according to an embodiment. Referring to **FIGS. 1 and 2**, according to an embodiment, a computer method 100 for licensing proprietary

rights using a blockchain includes, in step 104, displaying a graphical user interface (GUI) to a first user representing a first enterprise. In an embodiment, the GUI includes a selection object for selecting one from a plurality of standard proprietary rights agreements. Step 106 includes receiving, into a server computer from the first user via the GUI, a selection of one of the plurality of standard proprietary rights agreements for making a proprietary rights agreement with a second enterprise. Step 112 includes 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. Step 114 includes receiving, into the server computer, data corresponding to execution of the electronic document from the first enterprise and the second enterprise. Step 116 includes recording the execution of the selected proprietary rights agreement between the first and second enterprises on a blockchain.

FIG. 3 is a flowchart showing a computer method 300 for establishing collaboration between enterprises, according to an embodiment.

According to an embodiment, referring to **FIGS. 1 and 3**, the computer method 100 further includes, in step 102, establishing, and recording as a transaction on the blockchain, a negotiation between the first and second enterprises. In an embodiment, establishing a negotiation between the first and second enterprises, in step 102, may include, in step 302, receiving, into the server computer, profile data from the first and second enterprises. In an embodiment, establishing a negotiation between the first and second enterprises, in step 102, may include, in step 306, transmitting, to the first and second enterprises, an invitation to engage. In an embodiment, establishing a negotiation between the first and second enterprises, in step 102, includes, in step 308, receiving acceptance of the invitation from the first and second enterprises, and may further include, in step 310, establishing a confidential disclosure agreement (CDA) (also referred to as a non-disclosure agreement, NDA) between the first and second enterprises. In an embodiment, recording a

negotiation between the first and second enterprises, in step 102, may include, in step 312, recording execution of the CDA on the blockchain as a transaction. In an embodiment, establishing a negotiation between the first and second enterprises, in step 102, may include, in step 304, executing, with the server computer, a matching function between the first and second enterprises. In an embodiment, the matching function, in step 304, may include matching complementary characteristics of the first and second enterprises. In an embodiment, the matching function, in step 304, may include differing or matching metadata about the first and second enterprises, with no analysis *per se* being performed.

FIG. 4 is a diagram illustrating contractual relationships 400 between enterprises, according to various embodiments.

According to an embodiment, referring to **FIGS. 3 and 4**, the matching function, in step 304, may include matching a multinational corporation (MNC) 402 with a start-up company 404, 406, 408, 410, 412, 414. In an embodiment, this may include identifying a start-up company having characteristics (*e.g.*, technical depth, financial backing, a desired individual, sales channels, and/or a location) desired by the multinational corporation 402. Additionally or alternatively, the matching function may include matching other types of organizations such as universities, start-up companies, small, medium, or large established companies, consultants, law firms, technology companies, capital sources such as investment banks, and/or MNCs having complementary capabilities. In an embodiment, the matching function, in step 304, may include differing proprietary rights held by the first and second enterprises. In an embodiment, the matching function used in step 304 may include differing technical capabilities of the first and the second enterprises. In an embodiment, the matching function, in step 304, may include non-matching production capabilities of the first and second enterprises. In an embodiment, the matching function, in step 304, may include differing territories addressed by the first and second enterprises. In an embodiment, the matching function, in step 304, may include differing sales channels used by the first and second enterprises. In an

embodiment, the matching function, in step 304, may include differing sizes of the first and second enterprises. In an embodiment, the matching function, in step 304, may include differing financial resources of the first and second enterprises.

According to an embodiment, referring to **FIGS. 1, 2 and 4**, displaying the GUI to the first user, in step 104, may include displaying a selection object 202 for selecting a brand license 405. In an embodiment, a start-up company 404 may want to leverage and/or use a multinational corporation 402 brand into its products and/or services. In an embodiment, the first user, in step 104, may represent a start-up company 404 and the second enterprise may be a multinational corporation 402. In an embodiment, the first user, in step 104, may represent a multinational corporation 402 and the second enterprise may be a start-up company 404. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the brand license 405. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic brand license 405. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the brand license 405.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 204 for selecting a build-to-buy agreement 407 (build-to-buy refers to a license to technology with a future option, by the licensor to buy the licensee or assets thereof). In an embodiment, a multinational corporation 402 may license an intellectual property (IP) asset to a start-up company 406 with an option to buy back a business. The multinational corporation 402 may want an ongoing relationship with the start-up company 406. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the build-to-buy agreement 407. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable build-to-buy agreement 407. In an embodiment, recording the execution of the

proprietary rights agreement, in step 116, may include recording the execution of the build-to-buy agreement 407.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 206 for selecting a co-marketing agreement 409. In an embodiment, marketing activity may be leveraged by a start-up company 414 to a multinational corporation 402. The co-marketing agreement 409 may tie with a brand license 405. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the co-marketing agreement 409. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic co-marketing agreement 409. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the co-marketing agreement 409.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 208 for selecting a distribution agreement 411. In an embodiment, distribution channels may be leveraged from a multinational corporation 402 by a start-up company 410. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the distribution agreement 411. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic distribution agreement 411. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the distribution agreement 411.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 210 for selecting a foreign rights agreement 413. In an embodiment, a start-up company 408 may license an IP asset to a multinational corporation 402 and/or a second start-up company in a specific geography in which the second start-up company is not operating. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the foreign

rights agreement 413. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic foreign rights agreement 413. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the foreign rights agreement 413.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 214 for selecting an IP sales agreement 415. In an embodiment, a multinational corporation 402 may sell and/or buy IP assets from a start-up company 412. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the IP sales agreement 415. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic IP sales agreement 415. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the IP sales agreement 415.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 216 for selecting an exclusive IP licensing agreement 417. In an embodiment, exclusive IP rights may be licensed in a specific region and/or a specific field of use. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the exclusive IP licensing agreement 417. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic exclusive IP licensing agreement 417. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the exclusive IP licensing agreement 417.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 218 for selecting a non-exclusive IP licensing agreement 419. In an embodiment, open non-exclusive IP rights may be licensed by a start-up company 408 and/or a multinational corporation 402. In an embodiment, receiving the selection of one of the plurality of standard

proprietary rights agreements, in step 106, may include receiving the selection of the non-exclusive IP licensing agreement 419. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic non-exclusive IP licensing agreement 419. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the non-exclusive IP licensing agreement 419.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 220 for selecting a supply agreement 421. In an embodiment, a start-up company 404 distributes an ongoing supply of finished goods and/or materials based on an IP asset to a multinational corporation 402 and/or a second start-up company. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the supply agreement 421. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic supply agreement 421. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the supply agreement 421.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 222 for selecting a technology co-development agreement 423. In an embodiment, platforms and/or products of a multinational corporation 402 may be integrated with joint product development of modules, plug-ins or extensions of a start-up company 414. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the technology co-development agreement 423. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic technology co-development agreement 423. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the technology co-development agreement 423.

In an embodiment, displaying the GUI to the first user, in step 104, may include displaying a selection object 224 for selecting a trade secrets and/or know-how transfer agreement 425. In an embodiment, a multinational corporation 402 and/or a start-up company 414 may want to share trade secrets, training, lab access, etc., with a second start-up company. In an embodiment, receiving the selection of one of the plurality of standard proprietary rights agreements, in step 106, may include receiving the selection of the trade secrets and/or know-how transfer agreement 425. In an embodiment, providing the executable electronic document, in step 112, may include providing an executable electronic trade secrets and/or know-how transfer agreement 425. In an embodiment, recording the execution of the proprietary rights agreement, in step 116, may include recording the execution of the trade secrets and/or know-how transfer agreement 425.

In an embodiment, the first enterprise may be a multinational corporation and/or a large entity having over 400 employees, and the second enterprise may be a start-up enterprise and/or a small entity having under 400 employees. In an embodiment, the first enterprise may be a start-up enterprise and/or a small entity having under 400 employees, and the second enterprise may be a multinational corporation and/or a large entity having over 400 employees. In an embodiment, at least one of the first enterprise and the second enterprise may be a university and/or research organization. In an embodiment, at least one of the first enterprise and the second enterprise may be a start-up enterprise and/or a small entity having under 400 employees. In an embodiment, at least one of the first enterprise and the second enterprise may be a multinational corporation and/or a large entity having over 400 employees.

In an embodiment, recording the execution of the selected proprietary rights agreement, in step 116, may include hashing the executed agreement. In an embodiment, recording the execution of the selected proprietary rights agreement, in step 116, may include encrypting data corresponding to the executed agreement. In an embodiment, recording the execution of the selected proprietary rights agreement, in step 116, may include recording data

corresponding to the executed agreement as a transaction on the blockchain. In an embodiment, recording the execution of the selected proprietary rights agreement, in step 116, may include recording data corresponding to the executed agreement as metadata on the blockchain.

In an embodiment, the blockchain may include a distributed ledger. In an embodiment, the blockchain may include a permissioned blockchain. In an embodiment, the blockchain may include a private blockchain. In an embodiment, the blockchain may include a public blockchain.

In an embodiment, the selected proprietary rights agreement may include a non-disclosure agreement and/or a confidential disclosure agreement that may be one-way or bilateral.

According to an embodiment, referring to **FIG. 1**, the computer method 100 further includes, in step 108, receiving variable information pertaining to the proprietary rights agreement via the GUI. In an embodiment, receiving the variable information, in step 108, may include receiving radio button selections (e.g., made by the first user) in the GUI. In an embodiment, receiving the variable information, in step 108, may include receiving entries in fields in the GUI. In an embodiment, receiving the variable information, in step 108, may include receiving an uploaded term sheet. In an embodiment, receiving the variable information, in step 108, may include receiving at least one negotiated item. In an embodiment, receiving the variable information, in step 108, may include 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.

According to an embodiment, referring to **FIG. 1**, the computer method 100 further includes, in step 110, building the proprietary rights agreement by combining standard language with variable information. In an embodiment, recording the executed proprietary rights agreement, in step 116, may include hashing the executed proprietary rights agreement. In an embodiment, recording the executed proprietary rights agreement, in step 116, may include running the

executed proprietary rights agreement through a Merkle tree. In an embodiment, recording the executed proprietary rights agreement, in step 116, may include encrypting the executed proprietary rights agreement. In an embodiment, recording the executed proprietary rights agreement, in step 116, may include 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.

According to an embodiment, referring to **FIG. 1**, the computer method 100, in step 118, includes transmitting cryptographic keys to the first and the second enterprises.

While various aspects and embodiments have been disclosed herein, other aspects and embodiments are contemplated. The various aspects and embodiments disclosed herein are for purposes of illustration and are not intended to be limiting, with the true scope and spirit being indicated by the following claims.

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 first identity, (2) a second area configured to receive entry of a second identity, and (3) a third area that displays a plurality of selection objects from which the first user may select, each selection object representing a ~~including a selection object for selecting one from a plurality of~~ standard proprietary rights agreement~~s~~;

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 ~~one of the plurality of~~ standard proprietary rights agreement~~s~~ for making a proprietary rights agreement with a 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.

4. The computer method for licensing proprietary rights using a blockchain of claim 2, wherein establishing a negotiation between the first and second enterprises includes transmitting, to the first and second enterprises, an invitation to engage.

5. 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 acceptance of the invitation from the first and second enterprises and establishing a confidential disclosure agreement (CDA) between the first and second enterprises.

6. The computer method for licensing proprietary rights using a blockchain of claim 5, wherein recording a negotiation between the first and second enterprises includes recording execution of the CDA on the blockchain as a transaction.

7. The computer method for licensing proprietary rights using a 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.

8. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes matching complementary characteristics of the first and second enterprises.

9. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing or matching metadata about the first and second enterprises, with no analysis being performed.

10. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes matching a multinational

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

11. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing proprietary rights held by the first and second enterprises.

12. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing technical capabilities of the first and second enterprises.

13. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes non-matching production capabilities of the first and second enterprises.

14. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing territories addressed by the first and second enterprises.

15. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing sales channels used by the first and second enterprises.

16. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing sizes of the first and second enterprises.

17. The computer method for licensing proprietary rights using a blockchain of claim 7, wherein the matching function includes differing financial resources of the first and second enterprises.

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

19. The computer method for licensing proprietary rights using a blockchain of claim 18, wherein the first user represents the start-up company and the second enterprise is the multinational corporation.

20. The computer method for licensing proprietary rights using a blockchain of claim 18, wherein the first user represents the multinational corporation and the second enterprise is the start-up company.

21. The computer method for licensing proprietary rights using a blockchain of claim 18, wherein receiving the selection of one of a plurality of 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.

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

23. The computer method for licensing proprietary rights using a blockchain of claim 22, wherein receiving the selection of one of a plurality of 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.

24. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a co-marketing agreement.

25. The computer method for licensing proprietary rights using a blockchain of claim 24, wherein receiving the selection of one of a plurality of 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 co-marketing agreement.

26. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a distribution agreement.

27. The computer method for licensing proprietary rights using a blockchain of claim 26, wherein receiving the selection of one of a plurality of 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.

28. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a foreign rights agreement.

29. The computer method for licensing proprietary rights using a blockchain of claim 28, wherein receiving the selection of one of a plurality of 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.

30. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting an IP sales agreement.

31. The computer method for licensing proprietary rights using a blockchain of claim 30, wherein receiving the selection of one of a plurality of 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.

32. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a exclusive IP licensing agreement.

33. The computer method for licensing proprietary rights using a blockchain of claim 32, wherein receiving the selection of one of a plurality of 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.

34. The computer method for licensing proprietary rights using a 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.

35. The computer method for licensing proprietary rights using a blockchain of claim 34, wherein receiving the selection of one of a plurality of 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.

36. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a supply agreement.

37. The computer method for licensing proprietary rights using a blockchain of claim 36, wherein receiving the selection of one of a plurality of 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.

38. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein displaying a GUI to a first user includes displaying a selection object for selecting a technology co-development agreement.

39. The computer method for licensing proprietary rights using a blockchain of claim 38, wherein receiving the selection of one of a plurality of 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.

40. The computer method for licensing proprietary rights using a 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.

41. The computer method for licensing proprietary rights using a blockchain of claim 40, wherein receiving the selection of one of a plurality of 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.

42. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein the first enterprise is a multinational corporation and/or a large entity having over 400 employees; and

wherein the second enterprise is a start-up enterprise and/or a small entity having under 400 employees.

43. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein the first enterprise is a start-up enterprise and/or a small entity having under 400 employees; and

wherein the second enterprise is a multinational corporation and/or a large entity having over 400 employees.

44. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein at least one of the first enterprise and the second enterprise is a university and/or research organization.

45. The computer method for licensing proprietary rights using a blockchain of claim 1, wherein at least one of the first enterprise and the second enterprise is a multinational corporation and/or a large entity having over400 employees.

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

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

48. The computer method for licensing proprietary rights using a 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.

49. The computer method for licensing proprietary rights using a 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.

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

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

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

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

54. The computer method for licensing proprietary rights using a 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.

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

receiving variable information pertaining to the proprietary rights agreement via the GUI.

56. The computer method for licensing proprietary rights using a blockchain of claim 55, wherein receiving the variable information includes receiving radio button selections in the GUI.

57. The computer method for licensing proprietary rights using a blockchain of claim 55, wherein receiving the variable information includes receiving entries in fields in the GUI.

58. The computer method for licensing proprietary rights using a blockchain of claim 55, wherein receiving the variable information includes receiving an uploaded term sheet.

59. The computer method for licensing proprietary rights using a blockchain of claim 55, wherein receiving the variable information includes receiving at least one negotiated item.

60. The computer method for licensing proprietary rights using a blockchain of claim 55, wherein receiving the variable information includes 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.

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

building the proprietary rights agreement by combining standard language with variable information.

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

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

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

65. The computer method for licensing proprietary rights using a 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.

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

transmitting cryptographic keys to the first and second enterprises.