

Subject card

Subject name and code	Software Patents, PG_00123551						
Field of study	Informatics						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2025/2026		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		3.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Agnieszka Rowińska-Schwarzweller				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		0.0		0.0	30
Subject objectives	The aim of the course is to present basic concepts in the field of intellectual property and to provide the ability to understand patent documentation. The student learns the conditions of protection of "Computer-implemented inventions" including the criteria for assessing patent applications (novelty, inventive step, technical character) and patent strategies.patentowych (nowość, poziom wynalazczy, charakter techniczny) oraz strategie patentowe. Using examples of existing software patents, the student learns about patent strategies, which are an important element of innovation management through the legal protection of inventions and technologies.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[INFMU2_W07] has an in-depth knowledge of the current legislation on the activities of a computer scientist (teaching, scientific and professional activities) and intellectual property		-knowledge of intellectual property rights		[SW2] presentation/project/paper/report		
	[INFMU2_K04] understands and appreciates the importance of intellectual honesty in his own and others' actions; acts ethically		-knowledge of intellectual property rights		[SK2] presentation/project/paper/report		
	[INFMU2_K05] is able to think and act in an entrepreneurial manner while observing the principles of professional ethics		-knowledge of intellectual property rights		[SK2] presentation/project/paper/report [SK3] text preparation/written work		

Subject contents	- Intellectual property (copyright, industrial property, know-how) - Protection of industrial property rights (types of patent documents, Polish, European, unitary European patent, international patent application, procedures, costs, ...) - "Computer-implemented invention" - a computer program and the corresponding method of solving a technical problem implemented using a computer - Research of the state of the art (searching for patent documents, reading patent documents, discussion of selected patent documents in the field of software/industry 4.0) - Patent analysis (patent purity research for the needs of a project in industry/for NCBR) - Patent synthesis (reporting of the state of the art/invention for software)		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		51.0%	50.0%
		51.0%	50.0%
Recommended reading	Basic literature	Materials available on the Espacenet portal UPRP Materials	
	Supplementary literature	Materials available on the Espacenet portal UPRP Materials	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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