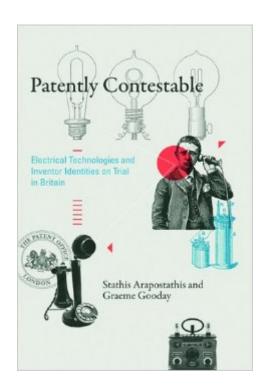
The book was found

Patently Contestable: Electrical Technologies And Inventor Identities On Trial In Britain (Inside Technology)





Synopsis

Late nineteenth-century Britain saw an extraordinary surge in patent disputes over the new technologies of electrical power, lighting, telephony, and radio. These battles played out in the twin tribunals of the courtroom and the press. In Patently Contestable, Stathis Arapostathis and Graeme Gooday examine how Britain's patent laws and associated cultures changed from the 1870s to the 1920s. They consider how patent rights came to be so widely disputed and how the identification of apparently solo heroic inventors was the contingent outcome of patent litigation. Furthermore, they point out potential parallels between the British experience of allegedly patentee-friendly legislation introduced in 1883 and a similar potentially empowering shift in American patent policy in 2011. After explaining the trajectory of an invention from laboratory to Patent Office to the court and the key role of patent agents, Arapostathis and Gooday offer four case studies of patent-centered disputes in Britain. These include the mostly unsuccessful claims against the UK alliance of Alexander Graham Bell and Thomas Edison in telephony; publicly disputed patents for technologies for the generation and distribution of electric power; challenges to Marconi's patenting of wireless telegraphy as an appropriation of public knowledge; and the emergence of patent pools to control the market in incandescent light bulbs.

Book Information

Series: Inside Technology

Hardcover: 310 pages

Publisher: The MIT Press (April 12, 2013)

Language: English

ISBN-10: 0262019035

ISBN-13: 978-0262019033

Product Dimensions: 6 x 0.5 x 9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #2,007,979 in Books (See Top 100 in Books) #228 in Books > Law > Intellectual Property > Patent, Trademark & Copyright > Patent #235 in Books > Computers & Technology > History & Culture > Computer & Internet Law #349 in Books > Law > Legal Theory & Systems > Science & Technology

Download to continue reading...

Patently Contestable: Electrical Technologies and Inventor Identities on Trial in Britain (Inside

Technology) App Inventor 2: Databases and Files: Step-by-step TinyDB, TinyWebDB, Fusion Tables and Files (Pevest Guides to App Inventor Book 3) App Inventor 2: Introduction: Step-by-step Guide to easy Android app programming (Pevest Guides to App Inventor Book 1) Britain BC: Life in Britain and Ireland Before the Romans (Text Only) Life After Death: The Viola da Gamba in Britain from Purcell to Dolmetsch (Music in Britain, 1600-1900) The Inventor's Guide for Medical Technology - From Your Napkin to the Market The Differential Impact of Women's Participation in the Arab Spring - Social Media, Information Technology, Group Identities, Egypt, Yemen, Bahrain, Barriers to Protest, Gender Participation The Trial of Tempel Anneke: Records of a Witchcraft Trial in Brunswick, Germany, 1663 The Art of Trial Warfare: Winning at Trial Using Sun Tzu's The Art of War Shredded: Inside RBS: The Bank that Broke Britain Industrial Electrical Troubleshooting (Electrical Trades S) Everything Electrical: How To Find Electrical Shorts (Revised Edition (10/26/2015) McGraw-Hill's National Electrical Safety Code 2017 Handbook (Mcgraw Hill's National Electrical Safety Code Handbook) National Electrical Code 2008 Handbook (National Electrical Code Handbook) National Electrical Code 2002 (softcover) (National Fire Protection Association National Electrical Code) National Electrical Code 2002 Handbook (National Electrical Code Handbook) National Electrical Code 2008 Handbook on CD-ROM (International Electrical Code) Framing Production: Technology, Culture, and Change in the British Bicycle Industry (Inside Technology) Arduino and Android using MIT app inventor 2.0: Learn in a day (book for everyone from children to adults) The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between!

<u>Dmca</u>