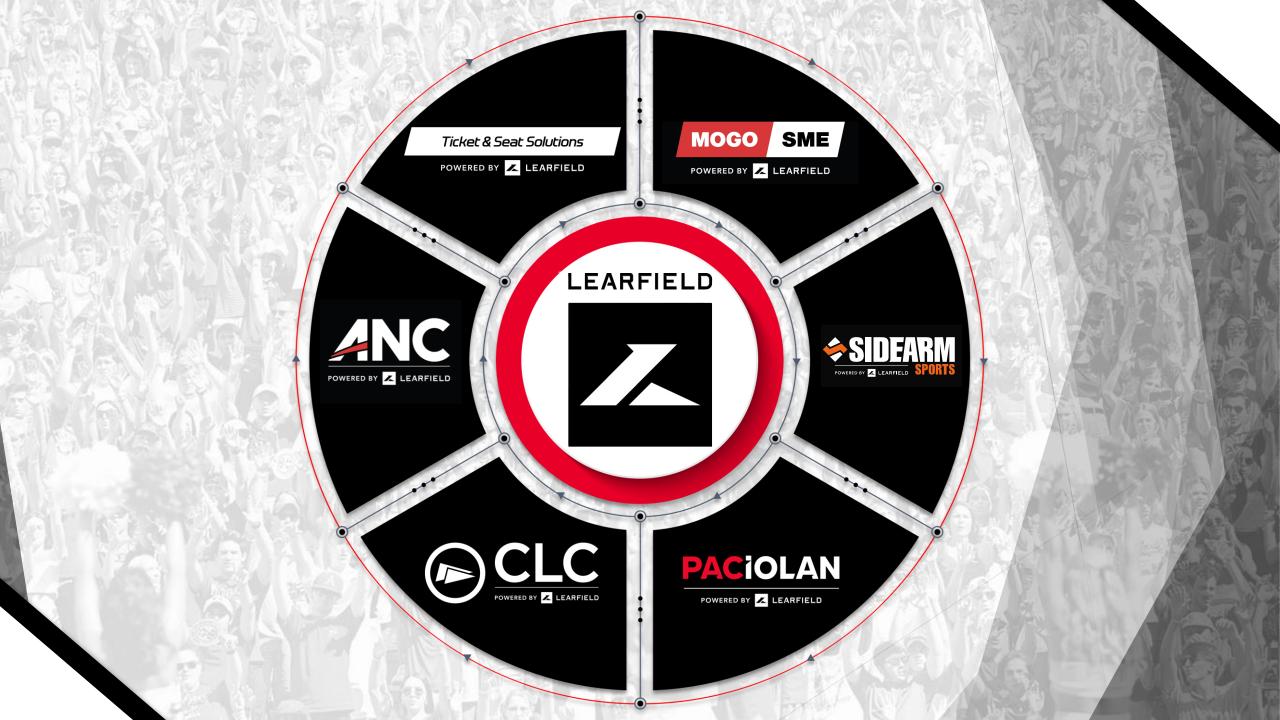


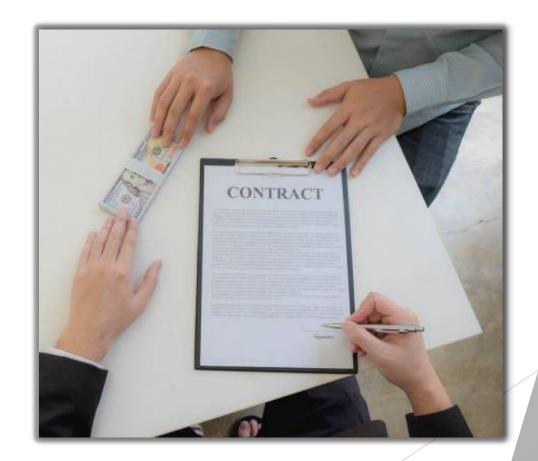


Licensing 101



What is Licensing?

► A business arrangement in which one company gives another company permission to manufacture its product for a specified payment.









ST. THOMAS

ST. THO















Intellectual **Property**

- A work or invention that is the result of creativity.
- University's IP examples:
 - ▶ Logos
 - Names
 - Phrases
 - Mascots
- Often referred to as "marks"
- **Brand Guidelines**

Licensor

- ► The person who grants a license to another.
 - ► Ex. Alabama approves a vendor to sell merchandise including their logos and marks.
- ► University's role in the licensing process:
 - ► Set structure for licensing program
 - ► Royalty rate, advance fees, MRUs, exclusives, art sheet, etc.
 - Review vendors requesting license
 - ► Review artwork submitted by licensees
 - ► Promote product available at market



Licensee

- ► A person, company, etc., to whom a license is granted or issued.
 - ► Ex. Nike receives approval to sell merchandise including a school's logos and marks.
- ► Licensee's role in the licensing process:
 - ► Request school's license
 - ► Submit artwork for approval
 - ► Sell product
 - ► Submit sales
 - ▶ Pay royalties



License Types

► Internal:

► Allows a company to produce product bearing the trademarks of collegiate institutions for university departments and related entities for internal consumption only. Cannot provide product at retail or direct to customer

► Retail:

▶ Allows a company to produce product bearing the trademarks of collegiate institutions for sale in designated retail channels, direct to consumer, and university departments and related entities.

Licensing Process for Licensees





What is My Role?

- ► Make sure your chosen vendor is licensed.
- ► Work with the vendor on product design.
- ► Place your order!

Questions?

