

Overview



In the past, people possessed; today, they borrow.

"When it comes to property, and especially owning such, there are a lot of intricacies one needs to watch out for, as laws regarding this topic differ from region to region."

Limited Ownership of Information Technology

"Often times, things that we would consider ours and part of our daily life are merely borrowed and not owned. This might sound quite philosophical; however, it applies to nearly all software products and in part to hardware as well."



Chapter Outline Modified



Abstract

1. Introduction

- 1.1 Topic Outline and Background
- 1.2 Goals and Research Questions
- 1.3 Methodology

2. Legal Framework of Ownership

- 2.1 Rights as Owner
 - 2.1.1 European Law and Definitions
 - 2.1.2 American Law and Definitions
 - 2.1.3 International Aspects
- 2.2 Overview of intellectual property law
 - 2.2.1 Copyrights
 - 2.2.2 Patents
 - 2.2.3 Trademarks



Chapter Outline Modified



3. Ownership of Software and Technology

- 3.1 Limited Ownership Rights
 - 3.1.1 Software Licenses
 - 3.1.2 IT Leasing
- 3.2 Importance of Ownership Rights in the Digital Age
 - 3.2.1 Consumer Perspective
 - 3.2.2 Business Perspective
- 3.3 Digital Piracy

4. Case Studies and Examples

- 4.1 Issues between Businesses
 - 4.1.1 Oracle America, Inc. v. Google Inc.
 - 4.1.2 SCO Group vs. IBM
- 4.2 Issues involving Consumers
 - 4.2.1 Vernor v. Autodesk, Inc. Sony BMG CD copy protection scandal
 - 4.2.2 Sony BMG CD copy protection scandal



Chapter Outline Modified



5. Future Perspectives

- 5.1 Outlook on Personal Software & Hardware
- 5.2 Outlook on IT-Ownership in Businesses

6. Conclusion

References



Deprecated: Kernblöcke/Kapitel



- 1. Was ist Eigentum?
- **1.1.** Eigentümer, Inhaber, Besitzer -> verschiedene Themenebene
- 1.2. Kann man software besitzen?
- **1.3.** Software als Lizenz
- 2. Allgemeine Entwicklung* -- Darf kann Hauptkapitel sein
- **3.** Eingeschränktes Eigentum.*
- **3.** Eigentum mit Kleingedrucktem.*
- 4. Verkauf von personenbezogenen Daten*



^{*}Diesen Kapiteln würde ich drei weitere Subkapiteln hinzufügen: Legal, Beispiele, Auswirkungen (Pros&Cons)

Progress II



- 1. Detailed Content/Chapter descriptions
- 2. Translation into English, as the seminar is in English.
- 3. Updated Gantt Chart based on the new outline.



Gantt - Chart



	Mar				Apr				May						Jun			
Title	10 - 16	17 - 23	24 - 30	31 - 06	07 - 13	14 - 20	21 - 27	28 - 0	04 0	5 - 11	12 - 1	8	19 - 25	26 - 01	02 - 08	09 - 15	16 - 22	23 - 29
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2.2 Overview of intellectual																		
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3.2 Importance of Ownersh																		
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3.3 Digital Piracy																		
4/4.1 Issues between Busin	•																	
4.2 Issues involving Consur	r																	
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