

**Project Deliverable J: Intellectual Property Search**  
GNG 2101 – Intro. to Product Dev. and Mgmt. for Engineers Faculty of  
Engineering – University of Ottawa

**Section: Z**  
**Team #: Z2**

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### **Introduction**

The following will be a documentation of the results of our research regarding the intellectual properties associated with our product. It will also explain their relation to our product and their importance. Finally, we will establish methods for managing intellectual properties created with our own product (tactile map).

### **Intellectual Properties**

- Multi-tactile Display Haptic Interface Device by Alan V. Liu and Christoph R. Kaufmann
- System and method for alerting visually impaired users of nearby objects by Mahoney Andrew (Canada)
- Providing information to a user through somatosensory feedback by David M. Eagleson and Scott Novich (USA)
- Spatial Awareness Device by Deborah Jane Withington, Dean Andrew Waters, Malcolm James William Povey and Brian Stewart Hoyle UK)
- Tactile Tablet by Inside Vision
- Tactile Printing (US patent)

### **Relation Between our Tactile Map and the Intellectual Properties**

Our final product falls into the same category as these intellectual properties given the fact that all these products are useful for helping or developing products to help visually impaired users with orientation. Tactile textures, lettering, as well as audio feedback, are already integral parts of our design as it is in some of these properties. A feature that alerts our user of the location of our map was suggested to us by those who evaluated our product which relates to systems and methods for alerting visually impaired users of nearby objects. Providing information to our user using sensors would have been optimal for spatial awareness. Tactile printing is a different method used to create tactile maps. It would have been a great alternative to laser cutting as it wouldn't have left unwanted and unnecessary residue on our map and we would have had a clean finish. Finally, the tactile tablet shows us that we could have taken a technological

approach and developed our tactile map electronically rather than sticking with the basic physical tactile map.

### **Importance of Intellectual Properties**

It is important that we keep these intellectual properties in mind to make sure that the product we are developing is an original invention and not just a different version of an existing patented product. Our product would most likely receive backlash from other companies if it were to be very similar to an existing product. We could even be prosecuted by these companies or rejected from the market making it very unlikely for our product to sell and be successful. Alternatively, creating a product that is functional, innovative and original will make us stand out and set us apart from our competition making it more likely for our product to succeed.

### **Intellectual Property Management**

To manage the intellectual property created with our product, we will file a patent with the CIPO (Canadian Intellectual Property Office). We will also invest in registering a trademark to set our tactile maps apart from those of the competition and start branding them.

### **Conclusion**

In summary, with the right tools and with respect to existing intellectual properties in the field of tactile mapping; our tactile maps can be converted into a protected intellectual property that will make our brand unique and build our business into being more successful.