

PATENT SUMMARY APPLICATION [Inventions Programs Application Checklist]

Invention Name	B.E. You - 'Bible Experience' 3-Dimensional Game in Virtual Reality
Inventor Name	Kim, Yoon-shik
Signature of Inventor	
Date	3/26/13

Your final deliverables checklist – attached ALL that have already had due dates in class (i.e, Pitch/Proposal, Research, Journals to date, description, drawings or sketches, mock up prototype where applicable, plus the Project Summary Sheet

Enclosed:	
	Project Pitch/Proposal
	Results of patent/product search;
	Research in the field and satellite fields (if applicable)
	List of all activities and contacts pertaining to the invention;
	Journal Entries
	Complete and cohesive description of my invention;
	Drawings or sketches
	Mock-up or prototype (if possible)
	Project Summary Sheet

Project Summary Sheet

This sheet needs to be filled out even though you have written the information on other parts of the application. You also need to attach a photograph, sketch, or simple drawing if you have one and still include them in the application. This sheet is a reference sheet and should be as accurate as possible.

<input type="checkbox"/> Type of Intellectual Property Protection you have on your invention. (circle one that would be appropriate) ○ <ul style="list-style-type: none"> • Utility Patent • Utility Patent Application • Design Patent • Design Patent Application • Other (specify):
<input type="checkbox"/> Description of invention and what it does: two or three sentences that would give someone a general idea about your invention, but does not necessarily give details on how it works. <p>With the computer graphics and virtual-reality technology, now we can make a virtual world and experience it through the computer system. Using Head up Display</p>

(HUD) device such as Oculus Rift Headset and motion sensors like Kinect or Leap motion, now we can make a virtual Bible world. For example, users can explore the Creation in Genesis with visual effects in virtual reality and even can play game-like missions being a character in the Bible story. User also can experience lots of virtual tours in the Bible.

Give three selling/advantages points that your invention has over its competition. Remember, everything has competition- before paper clips and staples, people folded the corners of pages over to hold them in place.

1. Currently, there is no other Bible based 3-D game in virtual reality system on the market.

2. Many parents want to teach Bible for their children and this invention can be a great aid.

3. Existing 3-D games usually contain very violent, mentally harmful contents and this project could be a small good influence.

Do you have a prototype? If yes, please attach a photo here. If no, please sketch out the concept to the best of your ability.

INVENTION INFORMATION:

Name of Invention	B.E. You - 'Bible Experience' 3-Dimensional Game in Virtual Reality
Clarify what your plans are in regard to each of the following	
Feasibility Study Technical	
Review Design Assistance	
Manufacturing Advise	
Materials Advise	
Technical drawings	
Prototype	
Business Plan	
Initial Marketing	
Consolation	
Marketing Plan	
General Feedback	
Referral to appropriate service providers	

Patentability Opinion

Provisional Application for Patent

Patent Application Reviewed

Assistance with form preparation

Trademark and Copyright Assistance

Other (specify) _____

INVENTION DEVELOPMENT:

<input type="checkbox"/> Date of Initial idea (month/year)	03/2013 (ENT 3140 Class)
<ul style="list-style-type: none"> • Problem statement • (what problem lead to the creation of your invention) 	People often lose their interests while reading the Bible because of its old expression and difficulty of imagination. Also there is a problem of violence games nowadays.
<ul style="list-style-type: none"> • Resolution statement • (how does your invention solve that problem) • 	Users can easily learn Bible events with the help of 3-D Virtual reality game environment which could get an attention of them. There are no violent graphic images.
<input type="checkbox"/> What makes your invention better able to solve this problem more effectively than what is currently being used?	No 3-D VR game is currently being used to solve those problems. We only have some simple flash games or board games now.

LEGAL:

<input type="checkbox"/> Have you presented your idea to the public (the IAS, a patent professional, family members, or co-inventors are NOT considered to be public)?	ENT 3140 Class, City Tech, Brooklyn, NY.
<input type="checkbox"/> If yes, when did you first present?	03/06/2013
<input type="checkbox"/> Do you have a journal?	Yes
<input type="checkbox"/> Have you sought the advice of a patent professional (lawyer or agent)?	No
<input type="checkbox"/> If yes, please list who you are using:	
<input type="checkbox"/> Are you planning on pursuing a patent?	Yes
<input type="checkbox"/> If you are already under patent protection, please give the patent number	n.a
<input type="checkbox"/> If you have filed a provisional patent, when does your one-year time limit expire?	n/a

MANUFACTURING:

<input type="checkbox"/> What safety/health concerns does your product pose?	None
<input type="checkbox"/> What material(s) is your invention made of?	Computer Software
<input type="checkbox"/> What manufacturing processes will be involved in making your product?	Computer Programming
Approximately how much will your product cost per unit? <input type="checkbox"/> (Think about how much each component costs plus the labor)	\$_____5_____

MARKETING RESEARCH:

<input type="checkbox"/> What is your goal for this invention (venture or license)?	Venture
<input type="checkbox"/> Can your product be sold at the retail level for 3-5 times the cost to make it?	TBD
<input type="checkbox"/> Who is your target market for this product? (be specific)	Churches/Students/Bible Theme parks
<input type="checkbox"/> Can your target market afford to pay the retail price for the item?	Yes
<input type="checkbox"/> What benefit will the target market reap?	Teaching the Bible events effectively and efficiently.
<input type="checkbox"/> How does the benefit outweigh the cost?	Learning Bible and having Faith is priceless.

Please list all patents that you have researched concerning your invention. Also state how yours is different than what is presently patented.

Please list any additional products that are on the market that are similar to yours. Please explain how your concept is better.

List all contacts [you would have] made concerning this invention: (Patent professionals, market research, professionals in the field, etc.)
Professor Adrienne Wortzel (awortzel@citytech.cuny.edu)
Oculus Rift – Founder : Palmer Luckey (http://en.wikipedia.org/wiki/Oculus_Rift)
Leap Motion sensor - Founders : Michael Buckwald/David Holz (http://en.wikipedia.org/wiki/Leap_motion)
Blender Game Engine (http://en.wikipedia.org/wiki/Blender_(software))

Please list any additional factors that are important to this project:
Release date of Leap Motion Sensor
Access of Oculus Rift device

Please describe, in detail, your invention. Be sure to include shape, features, how the invention works, as well as what it does.
B.E. You is a game software so it would work with computer and sensor devices (or Wbox / Play Station / Wii).
To help your understanding, here is the game website which has similar concept.

http://www.blendernation.com/2013/03/19/minecraft-in-blender/#utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+Blendernation+%28BlenderNation%29

Please sketch or draw your invention in ink. If you have computer-generated drawings, please attach as well. Be sure to show how your invention works and is assembled. Please include a sketch or photo of your invention in use.

