Tokyo Seminar on FOSS Compliance[1]
December 5th 2017

Part I. FOSS [Morning Session] 10.00-13.00

I. IP Basics – What is Intellectual Property? 10.00 – 10.45
    a. Copyright
    b. Patents

II. FOSS Licensing Model 10.45 – 12.30 [including a 15 min break between topics]
    a. What Makes Software "Free" and Open?
        i. History: The Story behind Free and Open Source Software
        ii. What is Free and Open Source Software? Definition
        iii. What is Not Free and Open Source Software? Clarification
        iv. Public Domain
    b. FOSS Licensing Architecture
        i. Three Party Model: Developer, Vendor, Customer [End-User]
        ii. Business Models: Examples
    c. Different Types of FOSS Licenses
        i. Permissive Licenses
        ii. Copyleft Licenses

III. Warranties and Liability 12.30 – 13.00

Lunch 13.00 – 14.00

Part II. TIPS, TRICKS and TOOLS [Afternoon Session] 14.00 – 17.30

IV. FOSS License Compliance 14.00 – 14.45
    a. Different FOSS Licenses
        i. License Grant and License Obligations
        ii. License Details: Distribution, Modification, Derivative Work
        iii. Prominent Examples: GPL, LGPL, BSD, EPL, CDDL, Apache, etc.
    b. License Compatibility
    c. License Compliance: Policies, Processes, Training, Tools, Examples

V. Reality Check / Examples 14.45 – 15.00
    a. Challenges of Using FOSS in Your Products
    b. Challenges of Having to Deal with FOSS Licenses for Your Products

VI. End-to-end Compliance Management [OpenChain and Best Practices] 15.00 – 15.30

Coffee Break 15.30 – 15.45

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[1] Time Schedule: 1 Day including Lunch and Coffee Breaks

VII. Software Scanning: What Problem Do We Need to Solve? 15.45-16.30
   a. Software Scanning and Software License Management
   b. What is in your Code?
   c. "Inhouse" Code: Correctness of Licensing Models for the Company's Code
   d. Third Party Code: Identifying Provenance and Licenses of Incoming Code
   e. Typical/Standard IT Contracts – What is Required and What to Negotiate?

VIII. Scanning Tools – What is on the Market? 16.30-17.15
   a. Proprietary Tools, e.g. FOSSID, DejaCode and others
   b. FOSS Tools, e.g. FOSSology and others
   c. The Right Solution for the Problem!

IX. Summary and Open Questions 17.15-17.30

End of Training Session: 17.30 ~

Date: December 5th 2017

Program Language: English

Location: Tokyo, [International House of Japan](), 5-11-16 Roppongi, Minato-ku, Tokyo 106-0032

Trainer(s): Catharina Maracke

Participants:

Designed for any employee or contractor with responsibility for developing software or preparing supplied software, including software developers, release engineers, product marketing or product management. Also relevant for legal department and management.

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