



# FACILITATING TECHNOLOGY TRANSFER AND MANAGAGEMENT OF IP ASSETS: COUNTRY EXPERIENCE

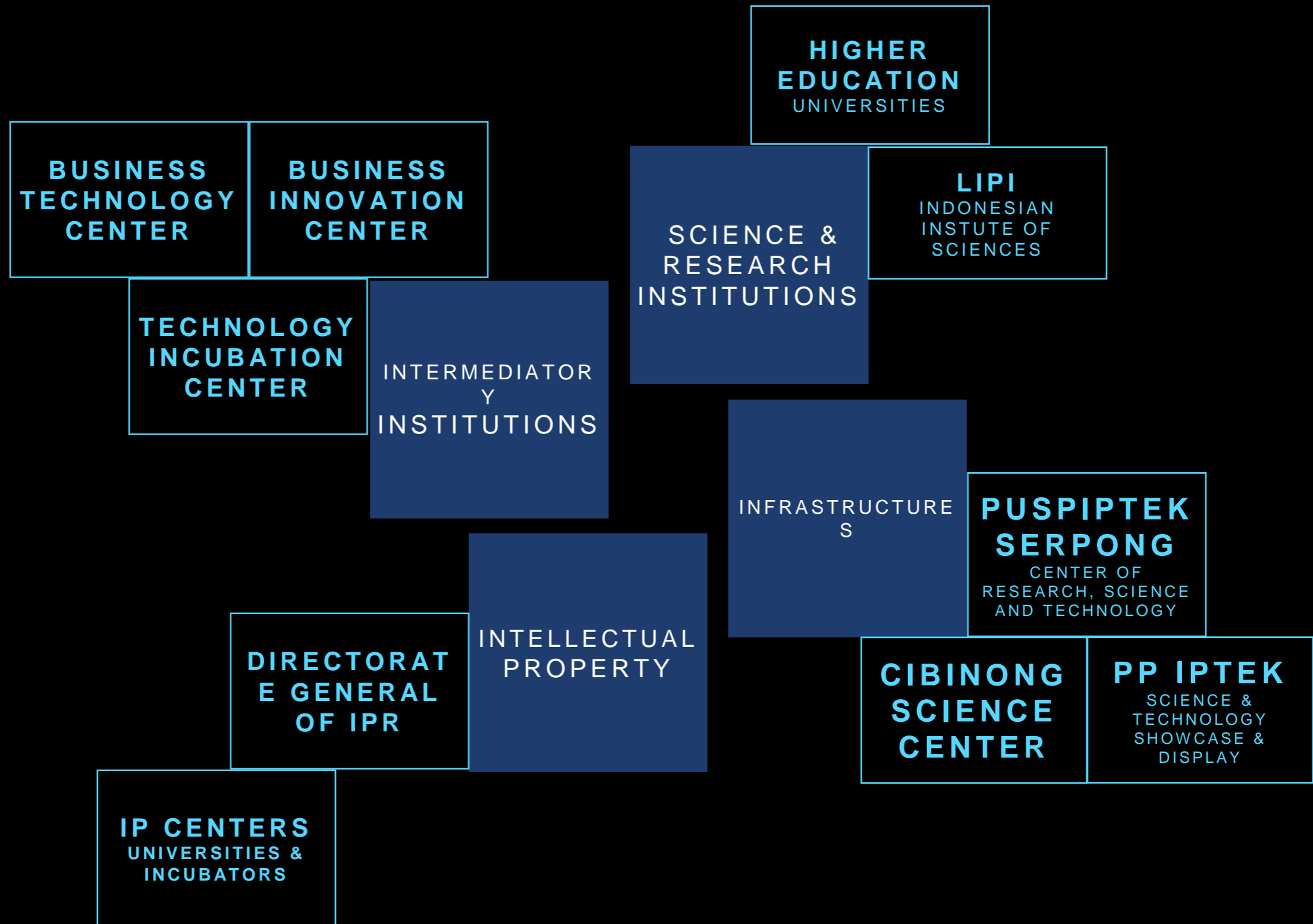
Dr. Imam Haryanto, S.H., M.H. & Grahadea Kusuf S.IP., MBA  
INDONESIA

# NATIONAL STRATEGIC POLICIES FOR RESEARCH AND DEVELOPMENT



- Act Number 18 Year 2002 concerning National System on Research, Development, and Application of Science and Technology
- Governmental Regulations Number 20 Year 2005 about Transfer of IP and Technology Including Research and Development Conducted by Higher Education and Research Institutions
- Presidential Instruction Number 4 Year 2003 about Coordination on Formulation and Implementation of National Strategic Development Policy on Science and Technology

# INSTITUTIONAL FRAMEWORK FOR RESEARCH & IP ASSETS





# SUCCESS STORY: ECOPLAS, PT TIRTA MARTA



Mr. Tandio invested in a decade of research and development to successfully commercialize new environmentally friendly plastic solutions, OXIUM<sup>®</sup> and ECOPLAS<sup>®</sup>. PT Tirta Marta's technologies played a significant role in 'greening' Indonesia over the last two years by introducing the missing affordable solution to the plastic bag "end-of life"-cycle.

Today, the company sells around 500 tons of Ecoplas and 3,000 tons of Oxium plastic bags a month, serving local and foreign retailers, such as Indomaret, Unilever, Unicharm, Kao, Hypermart, Zara, and Gap. The demand for Oxium is so high that Tirta Marta has licensed the technology to 20 plastic bag manufacturers in Indonesia. "And the good thing is, they can use this without having to change their machines," Sugianto said.



# COUNTRY CHALLENGES:



- This decade, most of IP commercialization cases are mostly contributed by the Creative Industry sector, including fashion (44%), craft (28%), and design sectors (14%) ~ compared to Science & Tech (2%) which is mostly absorbed for government self use
- Currently, not many local Tech Industries that are able to absorb (or fund) the result of Tech R&D in Indonesia.
- Many of the resulting researches, are not based on market/industry needs.
- Generation Gap. Newer generation of entrepreneurs are more interested into new media technology and multimedia-rich technologies >> Games, wearable tech, digital animation, audio/visual creation tools or social



# INTER-DEPARTMENTAL INITIATIVE TO PROMOTE IP ASSETS AND ICT INNOVATIONS

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INNOVATION

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INCUBATOR  
FOR  
TECHPRENEUR  
S

INDONESIA ICT  
AWARDS  
(2007-NOW)

PROPAGATE  
IP ASSETS

MINISTRY  
OF  
TOURISM &  
CREATIVE  
ECONOMY

CENTER OF IP  
LEGAL ASSISTANCE  
FOR IP SUBMISSIONS  
IN UNIVERSITIES &  
INCUBATORS

BUSINESS  
CONNECT AND  
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PROMOTE  
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**CO-  
WORKING  
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BUSINESS  
STARTUP  
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### Inauguration of Lithium Battery

Thursday, 17 July 2014



(Jakarta - PR LIPI). To develop the industry of lithium battery, the Indonesian Institute of Sciences (LIPI) through the Research Center for Physics held a pilot plant of lithium battery inaugurated by the Minister of Research and Technology, Prof. Dr. Gusti Muhammad Hatta at Serpong on 16 July 2014.

Dr. Bambang Prihandoko, researcher and coordinator of the National Research Consortium for Lithium Battery, the Research Center for Physics said that mini-plan of lithium battery will be implemented in 2015 / 2016 to build the factories from each work package. The factories as platform result of lithium battery and will be a series of supply chain for lithium battery industry in Indonesia, he said.

Prof. Dr. Lukman Hakim, Chairman of LIPI said that lithium battery is still a new phenomenon and the development of it as a major step for the mastery of technology. This development could bring the nation's strength by affecting the growth of national industry, he said.

The Minister gave full support of the development. The lithium battery will be directed to meet the needs of electric cars where the consumption of fossil fuels can be reduced and environmentally friendly without producing pollution, he said during the inauguration.

Gusti added that the development requires national support and expressed his appreciation for the collaboration of research institutes, universities, and stakeholders. Hopefully the collaboration can be maintained, the pilot plan is ready to be installed and ready to get the national standardized product of lithium batteries, he said (Ms/Sc)

### Electric Cars International Research Collaboration

Thursday, 14 August 2014



(Jakarta - PR LIPI). The Indonesian Institute of Sciences (LIPI), through the Deputy for Engineering Sciences is exploring the development of research collaboration of Electric and Hybrid Cars from research findings of the Research Center for Electric Power and Mechatronics with Warwick Manufacturing Group, a research institute under the auspices of the University of Warwick in Coventry, England.

A visit by Warwick Manufacturing Group, represented by the Director of External and International Relations, Mr. David Mullins on 11 August 2014 at LIPI, Jakarta.

The visit was welcomed by the Deputy for Engineering Sciences, Dr. Laksana T. Handoko accompanied by the Director of Bureau for Cooperation, Legal and Public Relations, Mrs. Tri Nur Aries, Director of Research Center for Electric Power and Mechatronics, Dr. Budi Prawara and relevant LIPI officials.

Programs of University of Warwick can be developed on internship and learning by doing for researchers who can directly related to the research at Warwick Manufacturing Group, said Handoko.

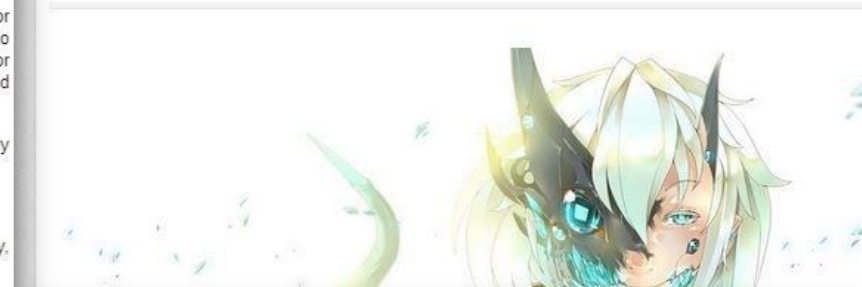
According to him, it is necessary to improve the capacity of researchers in their respective research areas.

Furthermore, collaboration between LIPI and the University of Warwick will be developed in the field of food, energy, medicine, and education for LIPI Human Resources Development. (Rd/Sc)

GAMING | STARTUPS | Use your < > keys to browse more st

## Tinker Games raises \$52,700 in Indonesia's biggest game-related crowdfunding campaign

June 18, 2014 | at 6:30 pm | by [Enricko Lukman](#) | Share | 44 | 0 | 1 | 3



Features | Storage | Interview | Neighborhood | Journal

# Sub-Cult

/features

## Kuassa – Indonesia's first music application

MUSIC / 14 MAY 2013

Created by a collective of like-minded musicians who are passionate about music creative process, Kuassa is the first original music software made in Indonesia. **Sub-Cult** speaks with one of the masterminds, **Grahadea Kusuf**, about what Kuassa is all about and how it can help anyone from bedroom producer to professional musician to make the most out of their music.

### Can you tell us a bit about Kuassa application?

Applications made by Kuassa are in the form of Digital Audio Processing (DASP) plug-ins that is compatible with any VST platforms for Windows and Mac, and Audio Units for Mac. In short, this is some kind of effect software for pre-audio applications like Cubase, Nuendo, Cakewalk, Logic, Ableton Live, Fruity Loops, and others. (Users) who are used to producing music in computers, recording musicians, or DJs are usually familiar with our products and terms like VST and AU plug-ins.

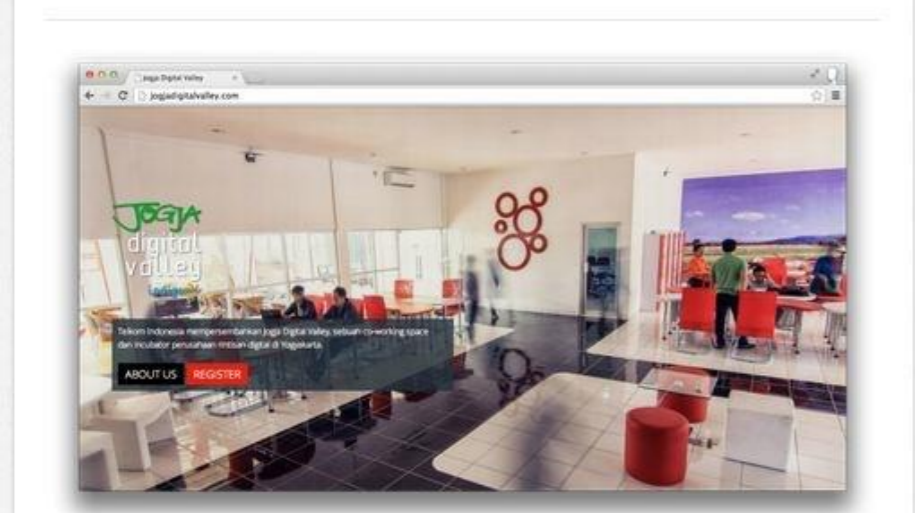


## 14 cool coworking spaces in Indonesia

November 4, 2013 | at 5:25 pm | Share | 113 | 0 | 7 | 10 | 0 | by [Lina Noviardari](#)

Update: We added 6 coworking spaces that we found in Bali and Bandung

Jogja Digital Valley



Indonesia's startup scene is growing in a good direction. Incubators and co-working spaces are popping up across big cities to facilitate startups' growth and development. Some are provided for free and some are paid. If you're looking for a nice place to work, interact, collaborate, learn, and develop your startup in Indonesia, here are eight co-working spaces to consider:

## BLOODY DISGUSTING EST 2001

### 'DreadOut' Indiegogo Campaign Ends With Full Funding

By [Adam Dodd](#) on May 20, 2013 | @BabyColada

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A few days ago I wasn't sure whether **DreadOut's** Indiegogo campaign would receive the funding they asked for. With only a couple days left in the campaign, they were still 20% short of their \$25k goal. Thankfully, horror fans pulled through and the campaign ended this weekend with a little over \$29k. That means *two* ambitious indie horror games have had successful crowd-funding campaigns in the last week — **Among the Sleep's** Kickstarter ended last Friday after receiving nearly \$250k.

Huge congrats to the **DreadOut** team. I'm going to go stock up on film so I'll be ready to kick serious ghostly ass when the game releases on Steam later this year.





Thank You