*PAY-AS-YOU-GO COMPUTING PATTENT, MICROSOFT, USA*



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| *Picture source raikes.unl.edu*  ***GENERAL INFORMATION*** | |  |
| **Project name** | Metered Pay-As-You-Go Computing Experience | |
| **DE type** | Information and Software (DI&S), Design (DD) | |
| **Producer/provider** | Microsoft Corporation | |
| **Designer** | - | |
| **Start (year)** | 2008 | |
| **State** | In the state of patent | |
| **Project location** | USA | |
| **Source of information** | http://appft1.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PG01&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.html&r=1&f=G&l=50&s1=%2220080319910%22.PGNR.&OS=DN/20080319910&RS=DN/20080319910  http://edition.cnn.com/2008/TECH/12/29/microsoft.metered.computing/ | |
| **Link to videos** | [-](http://www.offgrid-electric.com/) | |
| **Main contact** | - | |
| **E-mail** | [-](mailto:info@offgrid-electric.com) | |
| **Website** | microsoft.com | |

***SYSTEM CHARACTERISTICS***

|  |  |
| --- | --- |
| **SYSTEM CONFIGURATION:** |  |
| **Provider/s (role)** | Microsoft provides the patented model and software  Various suppliers provide PC with installed software |
| **Customer/s (type)** | small enterprise  household users |
| **S.PSS CHARACTERISTICS:** |  |
| **Unit of satisfaction** | The benefit from the software-hardware bundle |
| **Type of S.PSS** | Type II: Use-oriented PSS: enabling platform |
| **Offered product/s (related producer/s)** | PC |
| **Offered service/s** | Maintenance, Upgrade, Installation, Metering, Transaction |
| **Ownership of the offered product/s** | The supplier |
| **DE access payment** | Pay-per-use: Combination of pay-per-period, pay-per-performance-levels-utilized, one time charge |
| **DE system configuration** | Distributed |

***DESCRIPTION***

Microsoft patented a pay-as-you-go computing model which is described in the abstract in the corresponding page of the patent in US Patent and Trademark Office website as “A computer with scalable performance level components and selectable software and service options has a user interface that allows individual performance levels to be selected. The scalable performance level components may include a processor, memory, graphics controller, etc. Software and services may include word processing, email, browsing, database access, etc. To support a pay-per-use business model, each selectable item may have a cost associated with it, allowing a user to pay for the services actually selected and that presumably correspond to the task or tasks being performed. An administrator may use a similar user interface to set performance levels for each computer in a network, allowing performance and cost to be set according to a user's requirements.” (appft1.uspto.gov)

This patent which allows users to pay for use can be used in distributed economies such as Distributed Information (DI), Distributed Software (DS) and Design (DD) where the production of the information/software and the design is made using a PC. The service could be provided in form of bundles of software and hardware for various purposes such as office, gaming, and browsing. In the document, these example bundles described as "The office bundle may include word-processing and spreadsheet applications, medium graphics performance and two of three processor cores. The gaming bundle may include no productivity applications but may include 3D graphics support and three of three processor cores. The browsing bundle may include no productivity applications, medium graphics performance and high-speed network interface."

There are three payment modalities: (1) metered charging by period of software use, (2) one-off charge, (3) charging based on hardware usage utilized for specific software functions. The document describes the pricing as "Charging for the various bundles may be by bundle and by duration. For example, the office bundle may be $1.00 [68 pence] per hour, the gaming bundle may be $1.25 per hour and the browsing bundle may be $0.80 per hour. The usage charges may be abstracted to 'units/hour' to make currency conversions simpler. Alternatively, a bundle may incur a one-time charge that is operable until changed or for a fixed-usage period"

***SUSTAINABLE BENEFITS***

**Environmental Benefits**

*System life optimization: the supplier will be interested in providing hardware with longer life and better upgradability.*

**Socio-ethical Benefits**

*Improve equity and justice in relation to stakeholders: Since the patent allows users to pay for use, it improves the equity and justice for users.*

*Enable a responsible/sustainable consumption: the user will pay for rather than purchasing a computer with hardware and software, thus optimizing the consumption.*

*Favor/integrate the weaker and marginalized: since there would be no or a small amount of initial payment, it would enable users with no capital to access the hardware-software.*

**Economic Benefits**

*Profitability/added value for companies: “the supplier can develop a revenue stream business that may actually have higher value than the one-time purchase model currently practiced.”*

*Added value for customers: Microsoft suggests in the document that the customers benefit as they are “able to migrate the performance level of the computer as needs change over time”*

*Long term business/development risks: since there would be no or a small amount of initial payment, it decreases the risks that could emerge from investing in hardware-software.*