GHP – Global Humanitarian Program
Taking Innovation to the Humanitarian Level

GHP Deontology

1. All information not explicitly public or proven to be public is to be considered confidential.
2. GHP works with proprietary information. All members and business relations (which includes Licensees and GHP Network) of GHP should respect and attribute any information related to GHP licenses, in particular inventions or other intellectual property, to its known source and do their utmost effort to rightly attribute inventions to inventors, and creation to creators.
3. GHP members and business relations should only allow themselves to get to know new GHP information if there is no conflict of interest between them and GHP regarding that information. And whenever a conflict of interest arises, GHP Licensees should inform GHP and do their utmost effort to avoid any consequences for GHP functioning or image.
4. Conflicts of interest, especially on interpretation or on implementation of these policies, should be solved first by peer-to-peer conversations, then by mediation and then by arbitration (priority to eADR).
5. All members and business relations should behave in the most professional way regarding any activities for which they are responsible in GHP projects.
6. In every GHP project, participants should do their utmost effort to assure:
    a. Fairness and equity: abide by the principles of fairness and impartiality in decision-making and treatment of others.
    b. Honesty and integrity: keep the highest standards of truthfulness and transparency in professional dealings.
    c. Responsible use of resources: optimize to their best the use of resources and assets.
    d. Responsibility to the profession: keep the highest standards in terms of integrity and standards of each profession.
    e. Focus must always be on the project, and it is to be treated as a cooperative achievement. All participating inventors must be treated equally, and all inventions are to be treated as equally important to GHP projects. Any treatment that may induce differentiation, vanity and/or envy must be avoided and treated as dangerous for GHP values and long-term ethical sustainability.
    f. Every member must be an example of conduct based on the values of GHP.
    g. GHP is not a place to sell or commercialize technology. It is a place to create coalitions of technology and values only for the good of the humanitarian projects of interest of GHP.
7. Knowledge of intellectual property and valorization strategies may cause risk to competition, adverse selection, or free rider situations. The following policies should be respected in GHP projects:
    a. Policy against anti-competition: prohibiting practices such as price fixing, market allocation, and other forms of collusion that limit competition.
    b. Policy against unfair competition: prohibiting false or misleading advertising, theft of trade secrets, and other practices that give a business an unfair advantage over competitors.
    c. Confidentiality: protecting confidential information and trade secrets from being disclosed to competitors or to those that may cause harm to GHP or to humanitarian projects.
    d. Respect for intellectual property: honoring patents, trademarks, and other forms of intellectual property. Participants in GHP projects should contribute to the enforcement of intellectual property rights, including respecting the payment of royalties and other monies derived from intellectual property contracts. GHP encourages people to create and to become owners of their creations in the form of intellectual property.
    e. Truthful advertising: requiring that advertisements and other forms of promotion are truthful and not misleading.
    f. Responsible pricing: setting standards for fair and ethical pricing practices, including avoiding price gouging and predatory pricing.

8. GHP will also deal with multicultural contexts. Therefore, the following policies should also be respected:

   a. Cultural sensitivity: promoting awareness of and respect for cultural differences and avoiding actions that may be disrespectful or harmful.

   b. Non-discrimination: prohibiting discrimination based on race, ethnicity, national origin, religion, gender, sexual orientation, or other personal characteristics.

   c. Fair treatment: ensuring that all individuals are treated fairly and with dignity, regardless of their cultural background.

   d. Diversity and inclusion: promoting diversity and inclusion within the workplace and encouraging a welcoming and inclusive environment for all employees.

   e. Responsible communication: promoting clear, respectful, and culturally sensitive communication, avoiding stereotypes and insensitive language.

   f. Cross-cultural understanding: promoting an understanding of different cultures, customs, and perspectives, and encouraging collaboration and cooperation among diverse groups.

   g. Cooperative Game: the history of the game and reputation of each business relationship of GHP matters as it is part of the GHP "Grand Coalition". No action supporting discrimination or violence of any kind is tolerated. Even technology must be approved by an ethical vision towards the construction of a society with better quality of life for all.

Damages caused by non-compliance with these policies allow GHP to unilaterally terminate the business relationship or membership. If damages occur to GHP or other parties, GHP may also seek relief and compensation in accordance with Rule 4 of this Deontology and the contractual dispute resolution principles set forth in GHP's business agreement (eADR at WIPO).

Besides the policies stated above it is expected from every member, philanthropist or inventor adhering to GHP or participating in GHP projects, the best standards in terms of personal conduct, always contributing to the creation of cooperative games[1] based on criteria or fairness, justice and compatible with maximization of welfare in the short and long terms for all humanity in particular for those lacking basic human needs.

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[1] Throughout this document the term "game" will have the following definition:

Game Definition:

A game will be defined as a set of interactions between individuals and/or legal entities, each of which has its set of information and preferences, named players, governed by a set of rules (for example, this term is a set of rules). The set of rules determines, for each player, a set of strategies. Specific combinations of strategies determine game outcomes for players (payoffs).

Cooperative Game Definition:

A cooperative game will be considered any game formed by a set of players, rules, strategies, and results or payoffs that satisfies the following principles:

- Players can exchange information and make deals prior to their engagement in the game.
- Each player must make their best efforts to ensure and improve the functioning of its coalition and optimize coalition outcomes.
- No player, or subset of players, should get results inferior to what he could get by not participating in the coalition.

The strategies adopted by each of the players must be rational, both from the individual point of view and from the point of view of the coalition in which they participate (collectively).