

Activity Idea

Becoming an Inventor

Recommended for Adults

Are you brimming with ideas for inventions but don't know how to make them a reality? You don't need to be a trained engineer or a scientist – all you need to get started is an original idea! The next step is to create a prototype, and then apply for a patent to protect your innovation. Finally, you will need to test the market with your invention before obtaining the necessary elements for the production, marketing, and sale of your creation. While some of these steps may seem complicated and intimidating, we have plenty of resources and information to guide you every step of the way.

Books/Audiobooks:

Idea to Invention: What You Need to Know to Cash in on Inspiration

by Patricia Nolan-Brown on Hoopla <https://tinyurl.com/y7c9any2>

Nolan-Brown, an inventor herself, working on the premise that inventions can be inspired by life's daily hassles, guides readers on identifying such inspiration and then answers common questions that occur during the inventing process.

Inventology by Pagan Kennedy on OverDrive <https://tinyurl.com/ya8azhak>

An exploration of the steps on the path to invention. With this book, anyone with a little creativity can become an inventor and create innovative solutions to everyday problems.

Patent, Copyright & Trademark by Rich Stim on OverDrive <https://tinyurl.com/y8kzbasu>

A comprehensive, plain-English Nolo guide to the laws which apply to inventions, creative expression, intellectual property, and more.

The Maker's Manual: The Practical Guide to the New Industrial Revolution

by Paolo Aliverti on Overdrive <https://tinyurl.com/ycuheop3>

Featuring techniques to transform your ideas into physical projects, and must-have skills like electronics prototyping, 3D printing, and programming. This book's clear, precise explanations will help you unleash your creativity and make successful projects.

The Innovator's Cookbook by Steven Johnson on OverDrive <https://tinyurl.com/y8csmvow>

A collection of essays, interviews, and insightful commentary from today's leading innovators.



Magazines: (all on RBDigital)

Popular Mechanics <https://tinyurl.com/ya8p4v4b>

Find inspiration through access to hundreds of issues of this popular magazine, each filled with the latest developments in popular science, technology, engineering, tools and gadgets.

Entrepreneur Magazine <https://tinyurl.com/y89kcsd6>

If your vision of success as an inventor involves wealth, then business know-how is crucial. This periodical features stories, tips, and profiles of successful self-starters.

Online Courses:

Inventor Training and Tutorials on Lynda <https://tinyurl.com/y7wmswu6>

View hundreds of courses and instructional videos on how to use Autodesk Inventor, a popular software application for 3D mechanical design, simulation, visualization and documentation.

Useful Websites:

“Business Resource Center” from LA County Library <https://tinyurl.com/y83sb4zo>

LA County Library offers many great resources for people looking to start a business or work on a new invention.

"Popular Mechanics: How to Become an Inventor [In 5 steps]" <https://tinyurl.com/y86enqmq>

An informative article detailing five main steps to go from a spark of imagination to a fully patented and marketable product.

“United States Patent and Trademark Office Full Text Databases” <http://patft.uspto.gov/>

Official full-text databases for existing patents and filed applications.

Legal Information Resource Center database <https://tinyurl.com/y7oje6ad>

This great database is full of useful legal forms needed to protect your invention.

Inspiration:

Stories of Inventors by Russell Doubleday on OverDrive <https://tinyurl.com/yc9l38cs>

Go behind the scenes and get the real stories of the world’s greatest inventions and their inventors – from the derision of their peers to the triumph of their final accomplishments.

Jeff Dyer on Innovation on Lynda <https://tinyurl.com/y9cvo9dr>

Join thought leader and innovation expert Jeff Dyer as he shares his insights on developing the key skills that lead to innovative capabilities and explains how to apply those skills to accomplish repeated innovation.

Where Good Ideas Come From: The Natural History of Innovation

by Steve Johnson on Overdrive <https://tinyurl.com/yanta2h2>

How do we generate the breakthrough technologies that push forward our lives, our society, our culture? Steven Johnson identifies seven key patterns behind genuine innovation.



Get Started:

Look around, do you see a problem that can be solved with a little bit of ingenuity? A creative solution and perhaps even a marketable idea may be mere feet away from you.