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CONFIRMATION NO. 8653

FILING RECEIPT



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PATENT DOCKET ADMINISTRATOR
LOWENSTEIN SANDLER LLP
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Date Mailed: 07/21/2016

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The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 62/358,719**

Projected Publication Date: None, application is not eligible for pre-grant publication

Non-Publication Request: No

Early Publication Request: No

**** SMALL ENTITY ****

Title

Interactive Interfaces for an Actionable Chat Messaging System

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: No

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Provisional Application for Patent Cover Sheet

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 CFR 1.53(c)

Inventor(s)

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Jeffrey	A.	Cohen	Blue Bell	PA	US

All Inventors Must Be Listed – Additional Inventor Information blocks may be generated within this form by selecting the **Add** button.

Add

Title of Invention

Interactive Interfaces for an Actionable Chat Messaging System

Attorney Docket Number (if applicable)

31421.5

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Customer Number

28221

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• No.

Yes, the invention was made by an agency of the United States Government. The U.S. Government agency name is:

Yes, the invention was under a contract with an agency of the United States Government. The name of the U.S. Government agency and Government contract number are:

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Signature

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Signature	Cicero H. Brabham, Jr./		Date (YYYY-MM-DD)	2016-07-06
First Name	Cicero H.	Last Name	Brabham, Jr.	Registration Number (If appropriate)
				66809

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Wrinkl, Inc.

Interactive Interfaces for an Actionable Chat Messaging System

Inventors:

Marc A. Cohen

Erik S. Katz

Jeffrey A. Cohen

Assigned to Wrinkl, Inc.

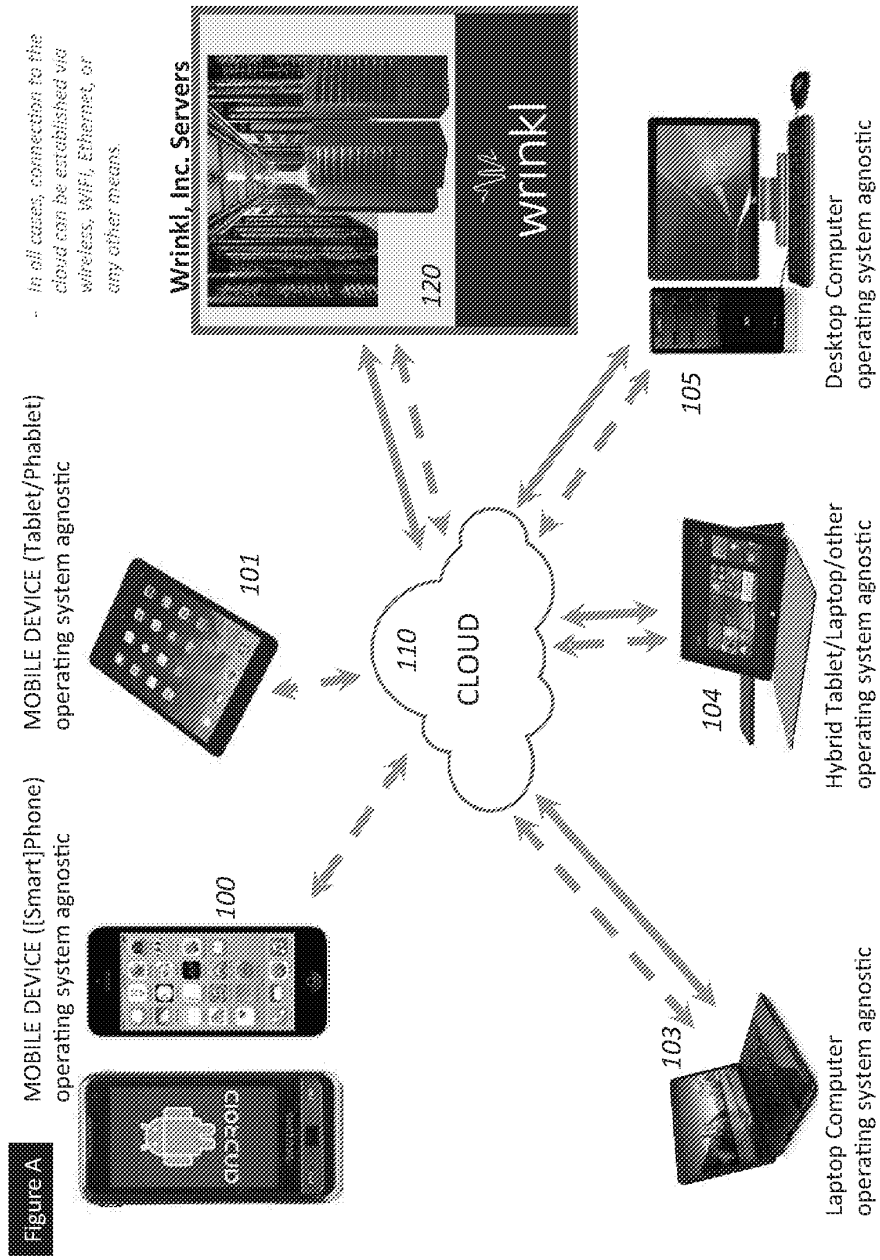
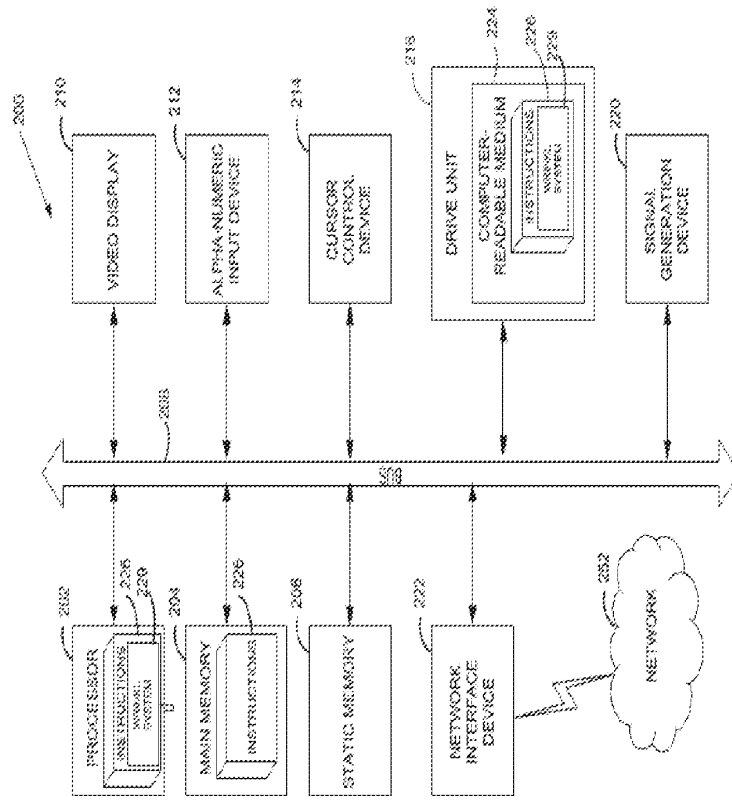


Figure B



9

Figure 1.0

Orienting Screen View Chat Communication System

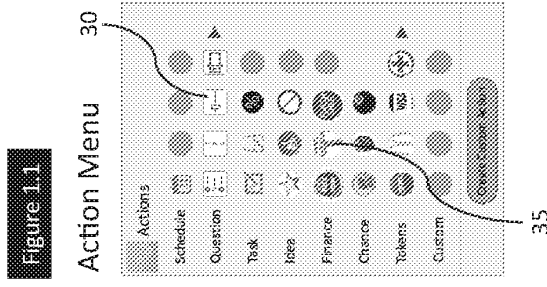
1. Chat Tab (selected). Channel/Dialog Navigation
2. Chat Message Main View Window
3. At-A-Glance Side Pane. Message by Type View



This disclosure describes an enhanced group chat messaging system. The method described enables users to impart and later extract and discern greater meaning, and utility from their chat (messaging) communications system.

1. **Actions.** Each Action (each an Action Object) is part of a Type category. Type Categories include, but are not limited to, Schedule, Question, Task, Idea, Finance, Chance, Tokens and Custom. When added to or inserted into a chat message an Action Object executes a series of steps to perform an action or fulfill a function. The series of steps can be preprogrammed or variable based on context. Additional utility can be garnered by using two or more Action Objects in combination, with one Object having an impact on the function or calculus of another/the others (the absence of an Action Object in the presence of another could also yield varying results). By incorporating Actions into the creation of chat messages, the system is able to ascribe a value "type" to each message. Using Actions in conjunction with group chat yields multiple benefits. Many chat applications are considered a light weight, casual and perishable form of communication. A thousand messages in a queue is generally just that; a thousand messages in series. Some chat applications have search mechanisms built in but the search is limited to key words, tags, dates or channels. Through the incorporation and implementation of Actions this disclosure gives structure and a means of prioritizing and comparison.

In one example of this disclosure, the User selects the Question Action Slider icon (**Figure 1.1 #30**). This specific Action, informs the chat system of the characteristics relating to a specific type of survey question. In this example, the user seeks to add a question to his/her message and wants to receive the responses from other users in a particular form; in this case a Slider. Characteristics of a question associated with a slider type would be that the slider parameters - left middle and right must be described - e.g., Strongly Disagree, Neither Agree nor Disagree, and Strongly Agree). Another characteristic of a slider type question is that only a single response is permitted and the response can also be viewed numerically (a specific position along a line). A response given by manipulating a slider, is very different than other possible desired response formats (e.g., a text entry response which accepts narrative responses up to a defined number of characters or a multiple choice type question that requires the definition of one or more options along with a user or system defined number of acceptable selections). Each Action Object is associated with one or more specific rules that when executed provide enhanced functionality to chat communications. Another material benefit inuring to the benefit of the User in this example is that Action Objects of like, complementary or disparate intent are "known" and able to be presented with greater description, order and a means of comparison. In a current chat application, a User would ask a series of questions in an ad hoc format. Responses would trickle in throughout the day or days. Some respondents would respond with simple "yep" and "nope" answers while others would be more expansive. Some people would respond and others would not. It would be up to the User who proposed the questions to parse through the multitude of messages to compile, collate and compare the responses. With the disclosure described herein, the User would define the structure of the question, the format of the desired response and all of the answers would be compiled, summarized and presented to the User. Respondents would also be able to view the summary of responses, and because of the systems structure, storing and reviewing the results at any point in the future is simple.



1. **Actions (continued).** In another example of this disclosure, a User may wish to offer an item up for sale and is willing to accept the best price offered. It's unlikely that someone would even use any existing chat application for this task but if he/she did the auction would be accomplished by sending a message to a group along with an uploaded photo or photos of the item. Other users could respond with their offers (bids)- each being interspersed among and between other messages - thereby cluttering the channel - or perhaps a separate channel could be created. If there were rules around the auction they would have to be managed manually - e.g., when does the auction end? What if two or more people offer the same amount at the same time? This is a good example of what chat is not set up to do. Through use of the Finance Bid Action Object (Figure 1.1 #35), an auction is easily incorporated into a chat system. The seller simply chooses the Finance Bid Action Object and enters the parameters and rules of the auction (Figure 1.2). The User then posts the Auction item. Other users see the Auction item in their message stream, which like most other chat systems, is only visible until enough new messages push it off the top of the screen. This is another advantage of this disclosure. By defining a Type when the message was created, and through the use of the At-A-Glance feature of this disclosure, Users have permanent access to messages that are now organized and categorized. By simply selecting View Auctions the users will be presented with [just] auctions and can refine their view as desired (e.g., show active auctions).

Figure 1.2

The screenshot shows a chat application interface. At the top, there is a status bar with icons for chat, a globe, a magnifying glass, and a trash can. Below this is a message box with a text input area and a 'SEND' button. The text input area contains the text: 'there are only three first class seats remaining on your flight this morning to LEO. would you like to bid on an upgrade?'. Below the message box is a list of items for auction, each with a close button (X) in the top right corner. The items are:

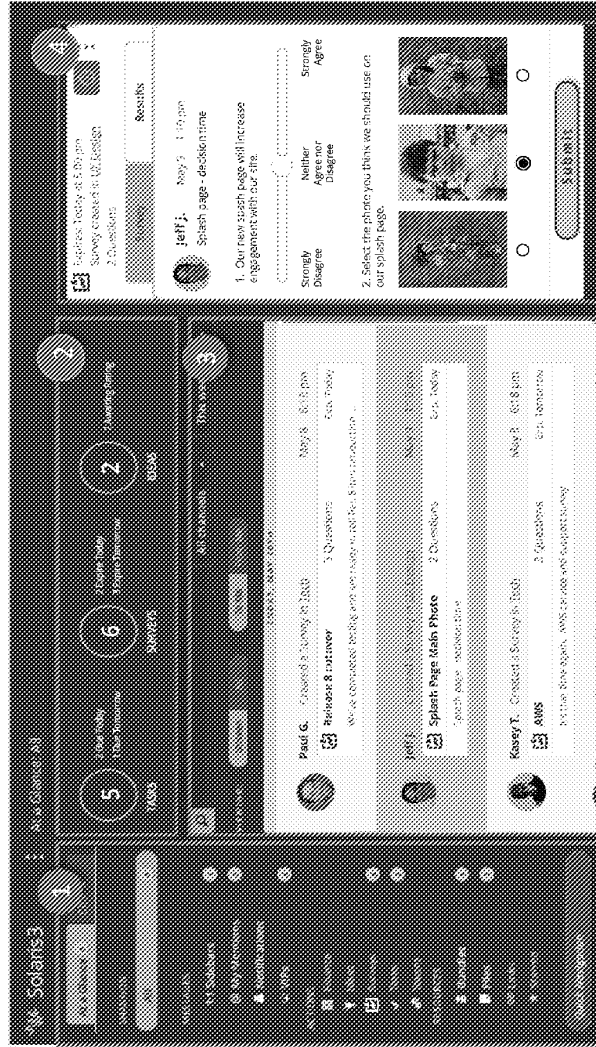
- Item 1: [Icon] New Description (optional)
- Item 2: [Icon] Minimum Bid (optional)
- Item 3: [Icon] Quantity of this item being auctioned (optional)

2. **At-A-Glance.** Embodiments of the disclosure enable the ability to organize the contents of messages in a meaningful and actionable way. By knowing a chat message's "type" or function, this disclosure provides a method to distill, extract, present and/or highlight the most important elements of a single, one-to-one (a.k.a. "sidebar") or group chat conversation. We call the associated presentation of the distilled, extracted and presented information "At-A-Glance". At-A-Glance is the organization and presentation aspect of this disclosure.

Orienting Screen View At-A-Glance

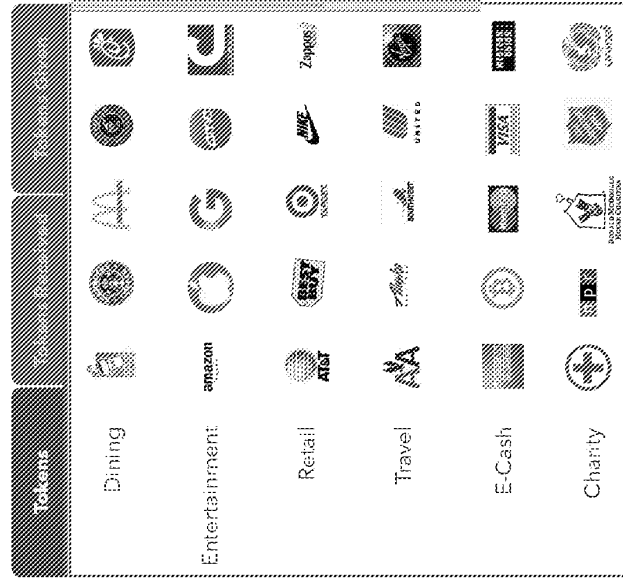
1. At-A-Glance Tab (selected), Category/Type/Action Navigation
2. At-A-Glance Dashboard, (actions Outstanding)
3. At-A-Glance Type/Action Main View
4. At-A-Glance Side Pane, Type/Action Detail

Figure 1.3



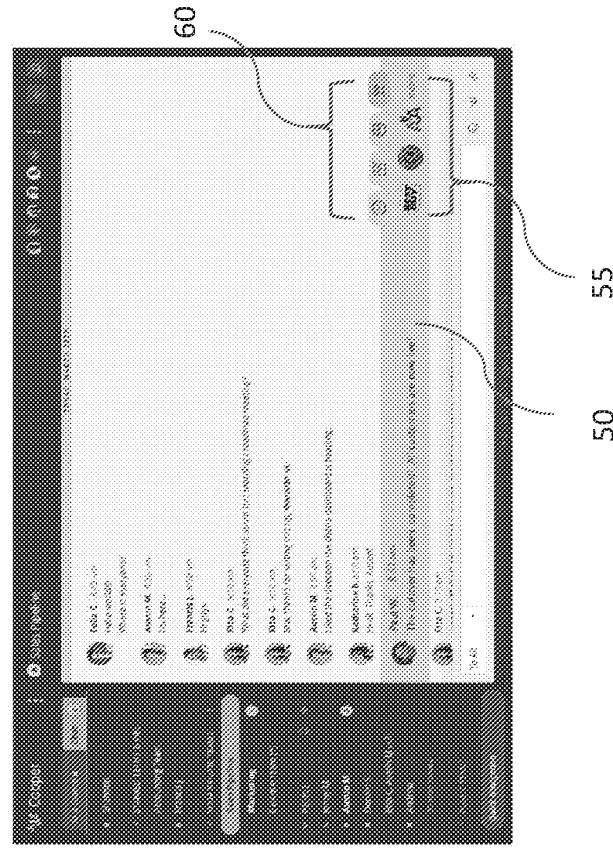
3. **Tokens as Actions.** This disclosure describes a method to transmit gifts and items of [value] (Tokens™) to individuals or groups of individuals through a chat application. Tokens can be given as Actions or as Reactions. Tokens can be exchanged for other Tokens. A User chooses the Token he/she wishes to gift to another (or other) users. A list of Chat channel group members is displayed and the User can select to send the Token to all or a sub-set of Chat Channel/Group Members. The Token is then inserted into the Chat Message area, included as an actionable image and delivered as a chat message to the intended recipients. For tracking, accounting and security purposes and to ensure that each gift is only used once and only by the intended recipient, each Token is assigned a transaction ID and encoded and delivered along with a unique identifier and authentication code.
4. **Tokens as a Stand-Alone System.** A completely separate and independent Token system can be established outside of the group chat system described herein. An independent Token system can be managed and maintained as a stand-alone business and integrated or interfaced with other 3rd party chat or other communications systems.

Figure 1.4



5. **Tokens as Reactions.** A User may send a Token as a Reaction by selecting an existing chat message (#50) and then clicking (selecting) the Token (a.k.a. Gift) icon (#60) from the Selected Message icon option list. When the Gift Reaction icon is selected, [a defined number] [n] icons appear (#55); each representing the logo of a specific brand, charity or item. The specific icons that appear are based on the Sender's [pre]defined preferences. The Sender may have made certain selections [in advance] in order to choose, select, register or otherwise identify his/her preferred gift choices. In this manner the Sender of a gift is able to know the gift preferences of his/her intended recipient. If the Sender of the gift wishes to ignore the recipients preferences (if the recipient has not defined his/her Favorite Gifts) he/she may do so by selecting the option "more" which will in turn present additional gift options to the Sender of the gift. Some gifts may have monetary value while others may not. Points, credits, images, [powers/codes/badges/access rights or levels] or other items may be sent as gifts. In one manifestation of this disclosure the Gift could be selected by the system randomly. In another manifestation the recipient could be asked to choose one from a group of gifts sent by the Giver. In another (perhaps fun) example, [three] non-descript Token images are sent. The recipient picks one to reveal the gift he or she will receive. The other "un-picked" icons are then revealed to show the recipient the other possibilities.

Figure 1.5



(Figure 4B). Embodiments of the disclosure ascribe greater capability and/or intelligence and/or actionability to emojis, avatars, objects and/or elements ("Objects"). This proposed "Actions" disclosure provides for increased functionality attached to Objects (Figure 5). Additional utility can be garnered by using two or more Objects in combination (or changing behavior due to the absence of an Object), with one Object having an impact on the function or calculus of another/the others. Through the use of Objects, as described herein, and as a result of knowing an Object's specific "type" or function, this disclosure provides a method to distill, extract, present and/or highlight the most important elements of a single, one-to-one (a.k.a. "Sidebar") or group chat conversation, or across multiple one-to-one or group chat conversations. We call the associated presentation of the distilled, extracted and presented information "At-A-Glance" (Figure 6).

Figure 4A

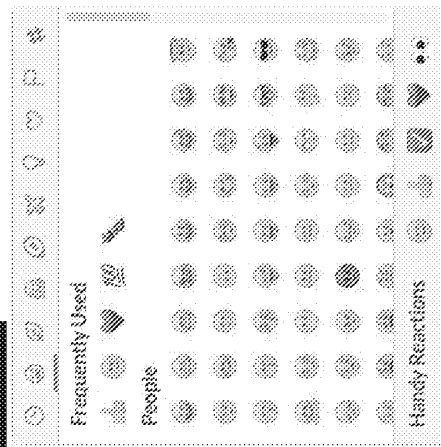
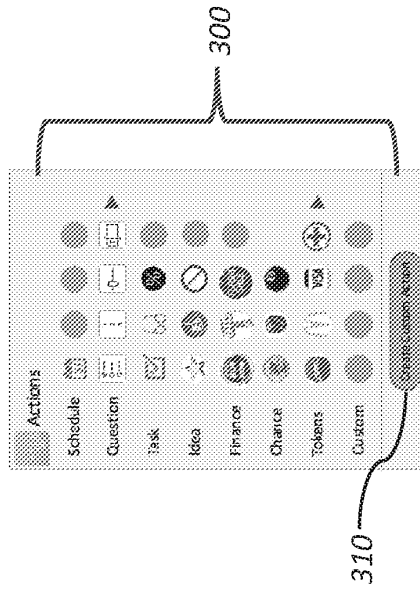


Figure 4B



Figure 5

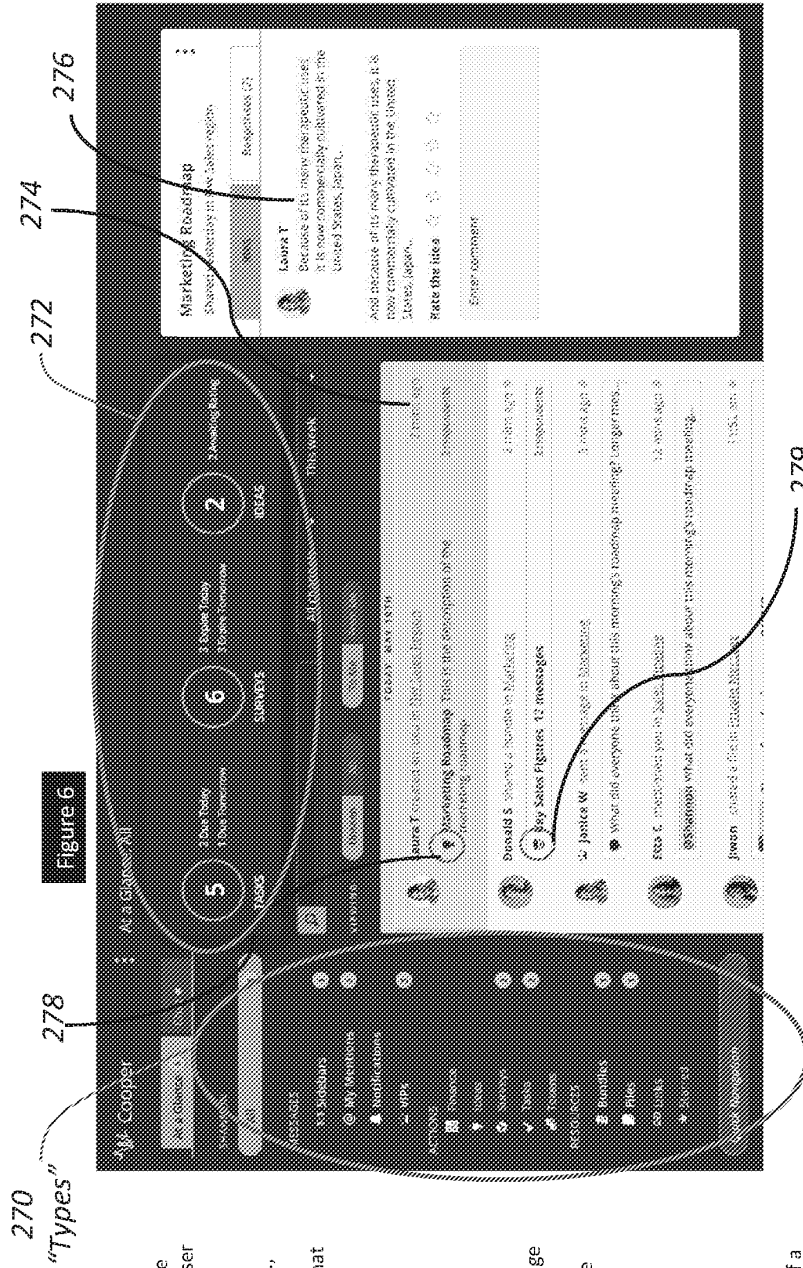


300 Actions. Each icon, image or avatar is associated with a "Type" or category of function or utility. Each icon contains instructions and characteristics that inform and instruct the system how to engage chat system Users and how to accept, display, interpret, calculate, present, order and use associated input.

310 Custom Actions. By selecting this option users are able to choose, upload or otherwise identify an image, avatar or icon and associate coding instructions to be followed along with other definitions and characteristics to be ascribed to a new customized Action.

At-A-Glance

Figure 6



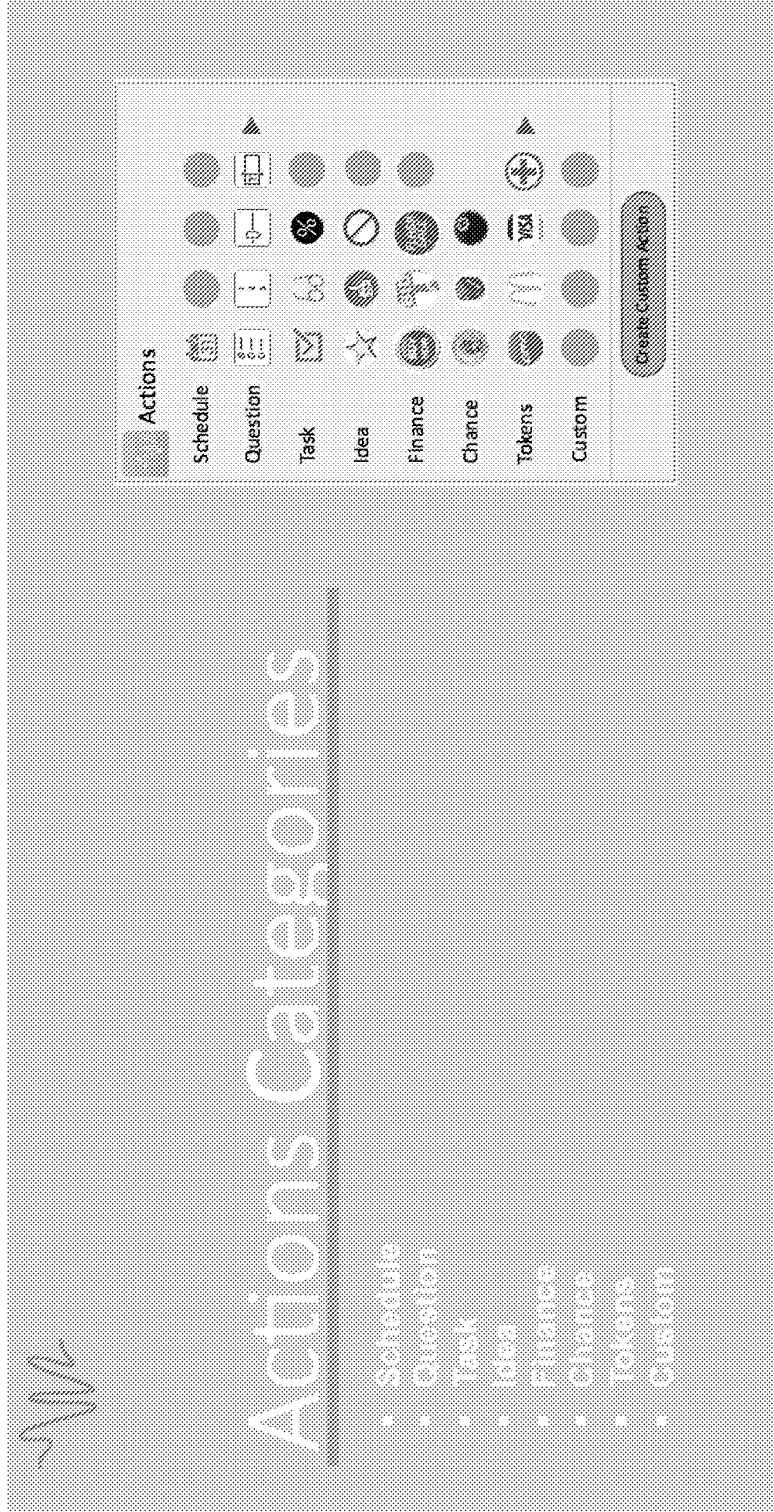
270 Types. The "type" of message is determined by the system and categorized. A user can request to view just a specific type, a group or category of similar types (e.g., Messages, Actions or Resources) or all messages that have been assigned (or not assigned) a type.

272 At-A-Glance Dashboard. The Dashboard summarizes outstanding Actions.

274 When a particular message is selected by the User, more detail regarding that message can be displayed (#276)

276 Selected Message View (Detail)

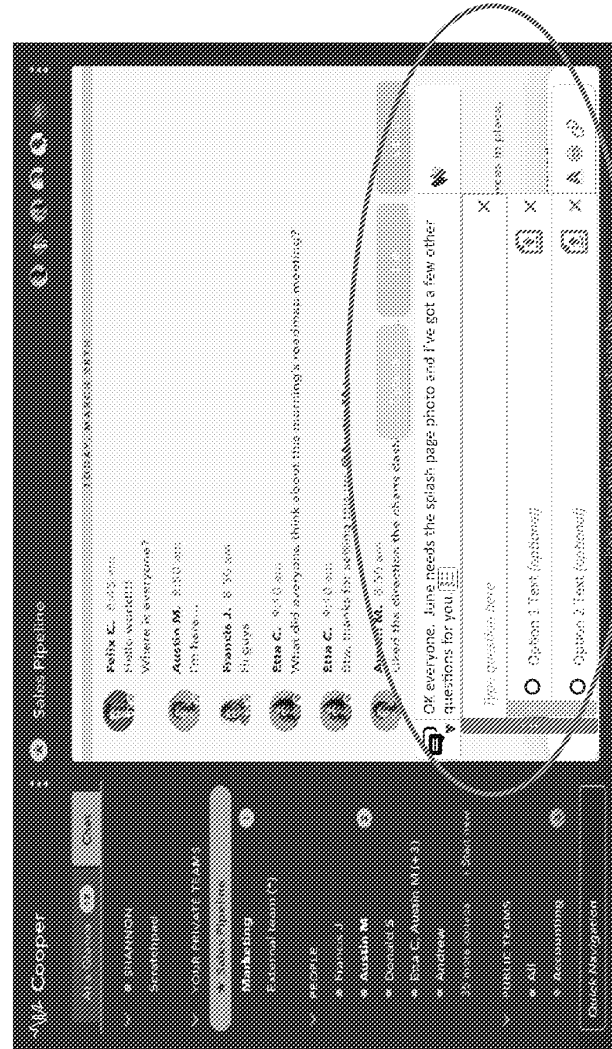
278 and **279** icons indicating message Types provide a simple graphical indication of a Message's Type.



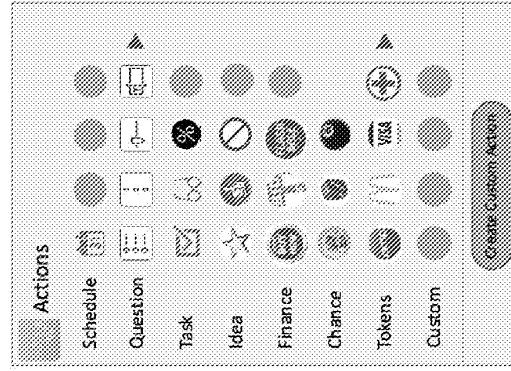
Actions

When added to or inserted into a message each Action Object executes a series of steps to perform an action or fulfill a function. The series of steps can be preprogrammed or variable based on context. When used in combination, individual or groups of Objects may take on additional or different meaning.

Figure 7



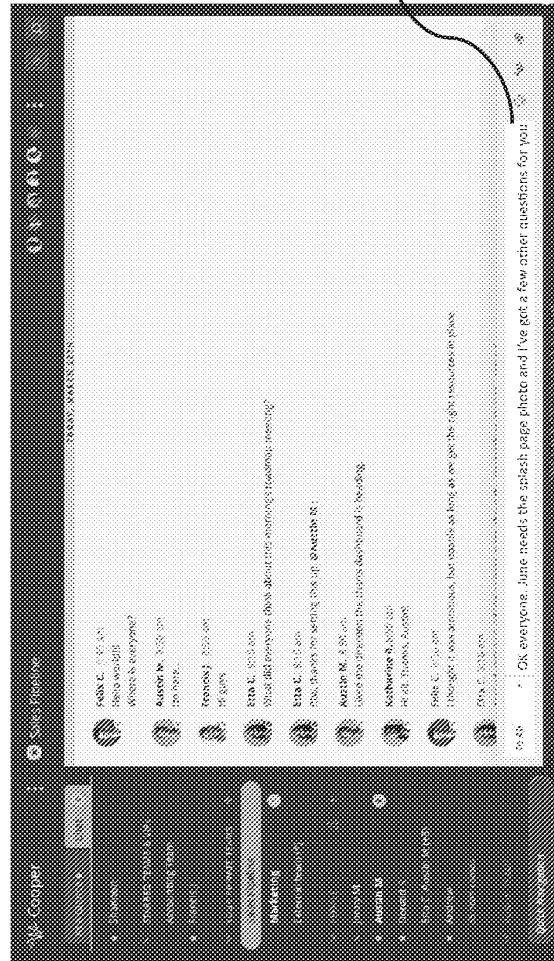
Actions Menu



Chat is traditionally characterized as a back and forth dialog or conversation between and among two or more individuals. Chat communications are typically displayed as a list of messages displayed in sequential or chronological order.

Today's chat lacks the ability to organize the contents of messages in a meaningful and actionable way. For example, while a user can certainly pose questions to his/her chat group, the responses will return in an unstructured and disorganized way. Some folks will respond immediately to the questions while others may wait a day or so to respond. Some respondents may respond with a simple "yes" or "no" while others may respond with in depth thoughts and comments. Some users may not respond at all. By using chat as the means to pose questions, the question originator is accepting the fact that the responses will come over time and in various formats and may be scattered among and in between all of the various other messages that will have been sent and received by the group or if grouped may appear as a cluster of messages "off the top of the screen" i.e. become absorbed into the less accessible or visible message history. Chat is not an ideal way to collect organized and structured responses to questions or surveys. Similarly, tasks and assignments can be sent via chat, but by choosing to use Chat as the means to assign a task, the Assignor's ability to track the assignment and the Assignee's (or Assignees') ability to prioritize and manage the assignment is suboptimal. There are many other examples of daily activity that are currently being handled using chat as the means of communication. Chat is an excellent and engaging way for people to communicate and interact but there is a need to turn the barrage of unorganized message blather into structured and actionable data. There is a further need to be able to quickly compare responses, identify outliers, trends, view result summaries, group responses, tasks, ideas and other like "types" in preferred ways in order to extract greater meaning and insight. Through the use of Actions, and a simple and intuitive interface, this disclosure describes a method to do just that.

Figure 7A



330 Actions Menu Pick-List. A User may select an Object to insert into the chat text entry box (it is possible that the only thing - the entire message - is an Action). Each Object is defined programmatically to perform or mean something specific. In one example, an icon of a Survey question "slider", informs the chat system of the characteristics relating to a type of survey question. In this example, a characteristic of a question associated with a slider would be that the slider parameters - left middle and right must be described - e.g., Strongly Disagree, Neither Agree nor Disagree, and Strongly Agree). Another characteristic of a slider type question is that only a single response is permitted and the response can also be viewed numerically (a specific position along a line)- as compared to a text entry response which accepts narrative responses up to a defined number of characters or a multiple choice type question that requires the definition of one or more options along with a user or system defined number of acceptable selections. Each simple object is associated with one or more specific rules that when executed provide enhanced functionality to chat communications. Another material benefit achieved through the use of Actions is that by knowing the type and purpose of an Action that was utilized the chat system is better able to organize and structure the presentation of corresponding results. Objects of like, complementary or disparate intent are "known" and able to be presented in an enhanced and with greater description, order and/or meaning. **Objects may be used in combination** possibly changing the meaning or utility of an Object based on its position relative to other Actions inserted in the same text entry box or perhaps relative to Actions appearing elsewhere in the message flow. An example of using Objects is when the system recognizes that two or more Objects relating to "Questions" have been inserted and based on this fact, the chat system may apply rules that change the order and/or group the questions together or ask the user to give the group of questions a "Survey Name". Many other outcomes resulting from Actions being included in combination are anticipated. Objects may also be used to launch applications (either internal or external to the chat application).

Figure 7B

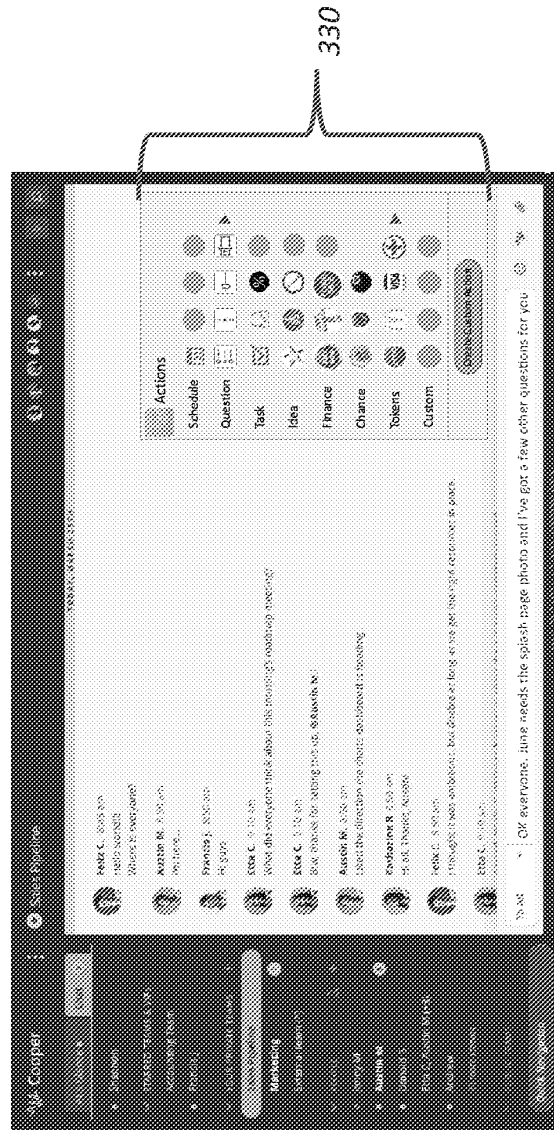
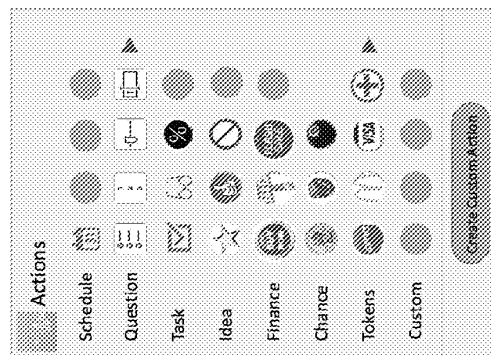
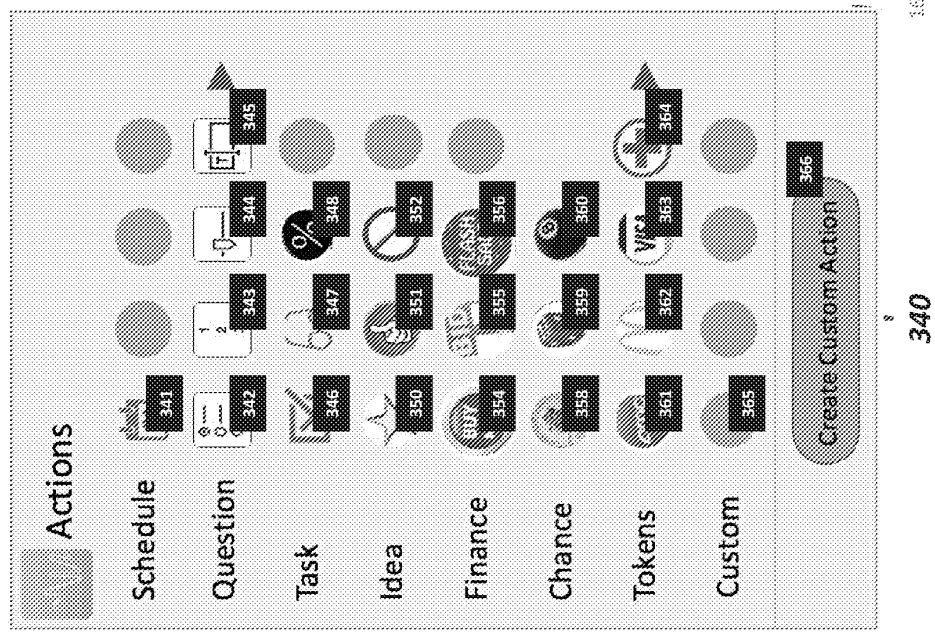


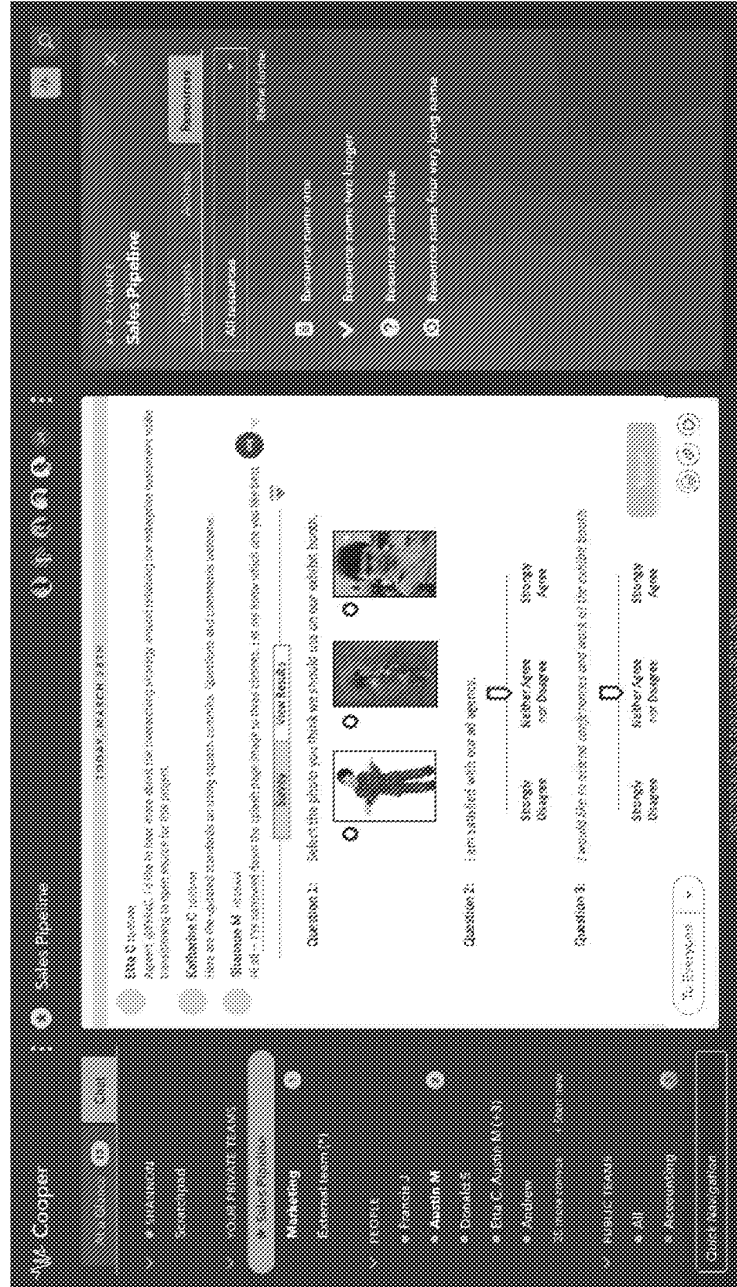
Figure 7C



341-365 These are merely examples. There is an unlimited number of possible emoji, avatars, images, media and/or icons that can be created, used, selected and defined and implemented as Actions™ in this environment.

366 Custom Actions can be defined.

Figure 7G



Numbers refer to Figure 7C

340 Actions Menu (**FIGURE 7C**). A menu type pick list is only one method a user can use to choose an Action. Other methods such as key-board short-cuts or select and drag can be implemented to achieve the intended purpose of selecting and inserting an Action. When added to or inserted into a message each Object executes a series of steps to perform an action or fulfill a function. The series of steps can be preprogrammed or variable based on context. When combined with other Objects, individual or groups of Objects may take on additional or different meaning. A key benefit of the insertion of Objects into Chat messages in the manner described is that it provides the basis of order and structure that is essential to the Wrinkl chat communication system's ability to streamline, order and prioritize the presentation of messaging activity.

341 Calendar Object. When selected, this object tells the system to follow a series of steps to insert, coordinate or reference a date and/or time related to scheduling of an event [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this scheduling or calendar type. Behaviors such as how the Object will behave or interact with, [in the presence of or absence of other defined, inferred or identical] other Objects may also be defined [or inferred, determined] based on programming or other algorithms.

342 Question. *Single-Choice (Radio-box) Object*. When selected, this object tells the system to follow a series of steps that inserts a text box for an individual to type a question in conjunction with an initial two additional customizable fields. By following a series of steps ascribed to the Single-Choice Object, the system offers the user the ability to accept default Option 1 and Option 2 text. The user has the option of typing over the Optional text to replace the text with different text. This Object example also informs the system to permit the user to upload a media or other file which is associated with the specific Option choice and later/immediately presented to the intended message recipient/s. Additionally, the logic associated with the Object informs the system to add additional lines for additional Options based on a users request or based on the systems assessment that an additional Option entry line is necessary or expected.

343 Question. *Ranking Object*. When selected, this object tells the system to follow a series of steps to insert or reference a question [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this question type. Behaviors such as how the Object will behave or interact with, [in the presence of or absence of other defined, inferred or identical] other Objects may also be defined [or inferred, determined] based on programming or other algorithms.

344 Question. *Slider Object*. When selected, this object tells the system to follow a series of steps that inserts a a text box for an individual to type a question in conjunction with a pull-down menu that allows the user to select from a predefined list of slider attributes. In this example one of the pull-down menu options is to allow the individual to customize the slider left, center and right attributes (e.g., "Unhappy, Indifferent, Happy"). **FIGURE 7D**

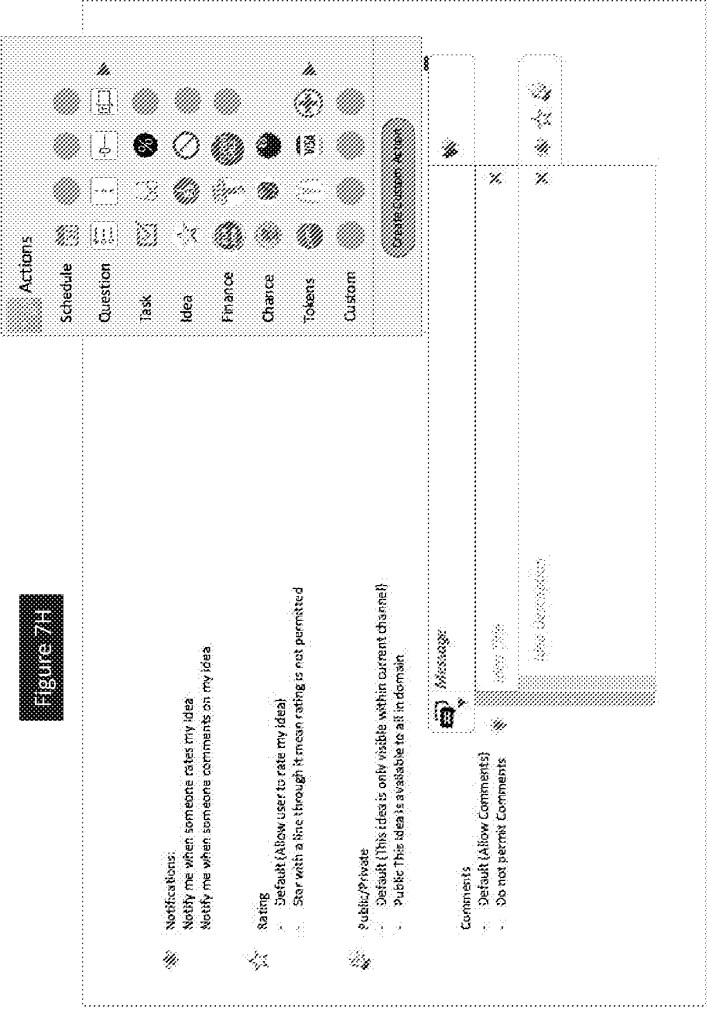
345 Question. *Text Entry Object*. When selected, this object tells the system to follow a series of steps to insert or reference a question [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this question type. Behaviors such as how the Object will behave or interact with, [in the presence of or absence of other defined, inferred or identical] other Objects may also be defined [or inferred, determined] based on programming or other algorithms.

19

Numbers refer to Figure 7C

- 346 Task. Binary - Checked or Not Checked Object (FIGURE 7F).** When selected, this object tells the system to follow a series of steps to insert or reference a task [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this task type. Behaviors such as how the Object will behave or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.
- 347 Task. Read and Affirmatively State item/s has/have been Read Object.** When selected, this object tells the system to follow a series of steps to insert or reference a task [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this task type. Behaviors such as how the Object will behave or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.
- 348 Task. % Completed Object.** When selected, this object tells the system to follow a series of steps to insert or reference a task [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this task type. Behaviors such as how the Object will behave or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.
- 350 Idea. Rate with Stars Object.** When selected, this object tells the system to follow a series of steps to insert or reference an idea [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this idea type (FIGURE 7H). Behaviors such as how the Object will behave (e.g., allow recipients of the idea to indicate the extent of there support for an idea through awarding a number of "stars") or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.
- 351 Idea. Thumbs Up/Thumbs Down Object.** When selected, this object tells the system to follow a series of steps to insert or reference an idea [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this idea type (FIGURE 7H). Behaviors such as how the Object will behave (e.g., allow recipients of the idea to indicate their approval or disapproval of an idea through a Thumbs Up or Thumbs Down vote) or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.
- 352 Idea. Null Task Object.** Confirmation or % Completed not required. When selected, this object tells the system to follow a series of steps to insert or reference a task [along with input and format characteristics] defined by an author to be consistent with the authors desires, definition and interpretation of how the author would like the system to present, display, report, categorize, associate this task type. Behaviors such as how the Object will behave or interact with, (in the presence of or absence of other defined, inferred or identical) other Objects may also be defined [or inferred, determined] based on programming or other algorithms.

Example of applying an Idea Type Actions Object



Action Items used in Combination could behave in different or unique ways

Figure 7}

Further utility can be garnered by using two or more Objects in combination, with one Object having an impact on the function or calculus of another/the others.

For example, Figure 7H shows the use of 5 Action Items, Task Object - Binary [346], an Single-Choice (Radio-box) Object [344], a Slider Object [341], another Slider Object [341] and another Task Object - Binary [346].

In this example, the system could be programmed to recognize the presence of two task type Objects, separated by three question type Objects. If the Task objects were coded to do so, they could be presented together.

Figure 7K

Further utility can be garnered by using two or more Objects in combination, with one Object having an impact on the function or calculus of another/the others.

For example, Figure 71 shows that three question type Objects have been inserted into a message. Recognizing the fact that more than one question objection has been inserted could cause the system to prompt the user to select a "Survey Name" whereas an single or isolated question Object may be defined in such a way that the system does not prompt the user for a "Survey name".

Some very sophisticated results could be derived through the application of advanced rules to Action Items. It is anticipated that the presentation, input, calculation, characterization, appearance, or non-appearance could vary based on the combination (or absence of) various similar and dissimilar Action Items in a specific chat message or whole or partial conversation.

Figure 7J

	Linda please finalize the artwork for the splash page. Kyle please prepare the copy.	
	Task	X
	Assign To	X
	Type question here	X
	Type answer here	X
	Type question here	X
	Strongly Disagree, Neither Agree nor Disagree, Strongly Agree	X
	Task	X
	Assign To	X

Figure 7K

 OK everyone. June needs the splash page photo and I've got a few other questions for you.	
 Type question here	
 Type question here	
 Type question here	
 Strongly disagree Neither Agree nor Disagree Strongly agree	

354 Finance. *Buy Now Object.* In response to the “Buy Now” icon being selected, [a defined number] [n] icons appear; each representing an image, or other identifier, relating to an item or service for sale. The item name, description, sale price, acceptable forms of payment, legal disclaimers, and specific images that appear [are] provided by the Seller. Once the Buy Now object has been selected by a Buyer a confirmation screen may appear along with legal disclaimer information, terms and conditions and/or a request that the User enter a form a payment. If a form of payment has been previously entered and saved then the Sender may be asked to confirm the saved information. Alternatively if a credit balance exists in the Senders account then that account could be debited. **Figure 7L1 and Figure 7L2.**

355 Finance. *Bid Object.* In this example, a product, item or goal (charity) is shown along with the current high bid amount. Users can Bid on items offered. By selecting this Action the User (Seller) is guided through a process of describing the item, uploading or selecting an image to represent the item, setting the [minimum] selling price and other conditions relating the item being offered. Rules can be established to represent what constitutes winning and how many winners there can be. Users would commit to their Bid amount but only be charged if they are the or a Winner of the item. Bidding ends based on the rules defined by the User and related to the item being offered. **Figure 7M1 and Figure 7M2.**

356 Finance. *Group Sale and/or Flash Sale Object.* When selected, this object inserts an icon into a message to signify that an item is for sale. By selecting this Action the User (Seller) is guided through a process of describing the item, uploading or selecting an image to represent the product or item, setting the selling price and other conditions relating the offer. Once the item is posted, Users can “Commit to Buy” with the understanding that the purchase will only be final if a minimum number of Users Commit to buy the item (or based on other established rules). Users would commit to their Bid amount but only be charged if they are the or a Winner of the item. Another variation of a Group Sale is a Flash Sale whereby a product or item is shown along with the offer price. Users can “Buy Now” with the understanding that the purchase will only be final if the enough of the item remains at the time the User makes his/her purchase commitment (and based on any other rules that may have been established). Users would commit to their Bid amount but only be charged if they are the or a Winner of the item. **Figure 7N**

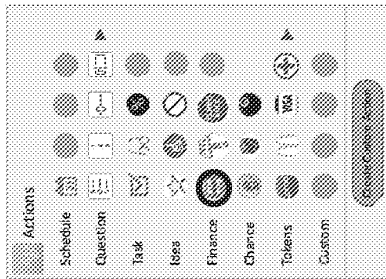


Figure 7L1

Posting an Item for Sale

Buy Now. Figure 7K1. In this example a user posts an item or items for sale.

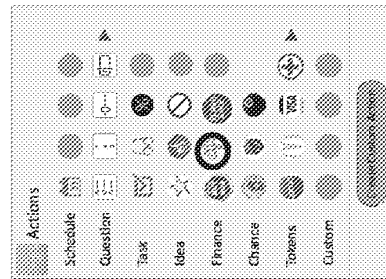
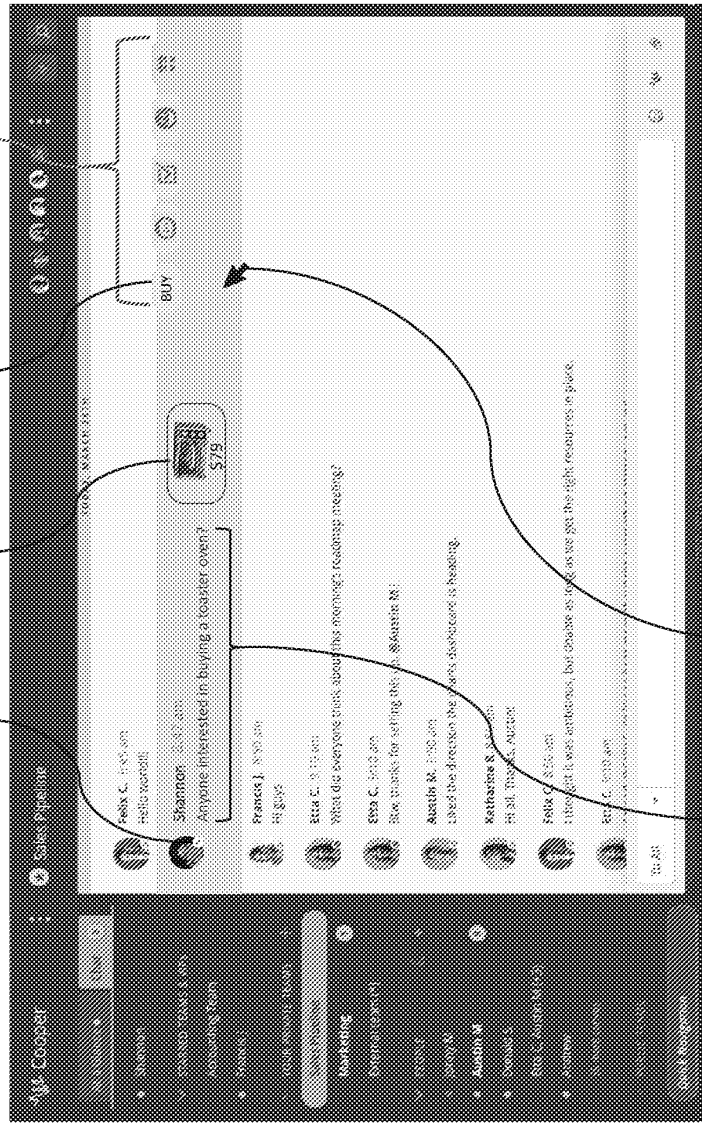


Figure 7M1

Posting an Item for Auction

Figure 7.12

Viewing an Item for Sale

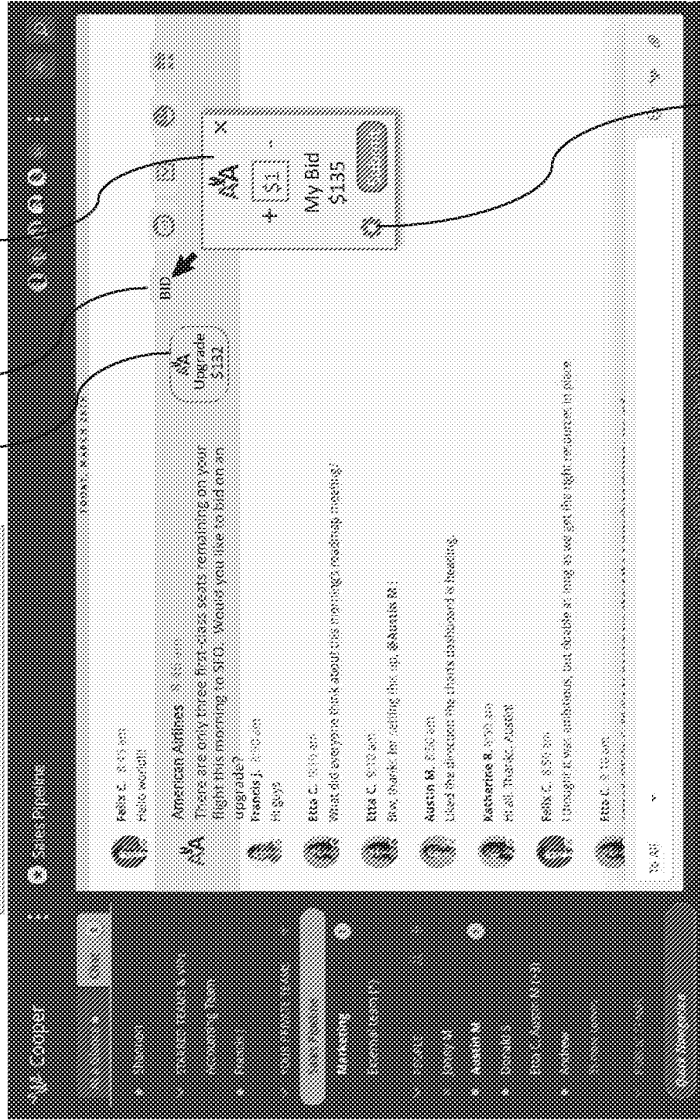


- L110** This is the [text] message sent by a Sender - in this case the sender is identified as "Maria B." and further identified by an avatar representing the Sender (#620)
- L111** This avatar displays an image [chosen by and] representing the Sender of a [chat] message or event.
- L112** User hovers over, selects, clicks or otherwise activates or indicates an interest in a specific message.
- L113** This can be an image or group of images representing an item being offered for sale. The User may be able to view additional information about the item being offered for sale by rolling over or clicking (selecting) the image.
- L114** When a specific message is "selected" a [mini, context sensitive] menu appears. The icons displayed in the context sensitive mini menu may vary based on the content or "type" of the message. In this example, since an Action of the type "Finance: Buy Now" is present, a "Buy" button (#518) is presented.
- L115** Buy Button. Click "Buy" icon to bring up more information, confirmation and payment dialog. Alternatively Buy Now could be pre-configured and associated with a credit card, debit card, ACH or other account in which case simply clicking on Buy Now would authorize and complete (along with payment) the transaction.

Figure 7M2

Viewing an Item for Auction

User can choose to view all auctions (or any other Action) in the At-A-Glance View



M122 In this example, a product or item is shown along with the current high bid amount. Users can Bid on items offered. Rules can be established to represent what constitutes winning and how many winners there can be.

Users can click on the image of the item being auctioned to view more details, conditions, reviews, etc.

M124 Click the "Bid" icon to bring up the Bid, confirmation and payment dialog (**#M126**)

M126 Users would commit to their Bid amount by selecting "Submit" but would only be charged if they are the [or a] Winner of the item. Bidding ends based on the system's rules as well as the rules defined by the User and related to the item being offered.

M128 Click this icon to define Payment settings and preferences.

Users and/or authorized 3rd parties can post items to be auctioned.

Companies can post items to be auctioned.

Items can be posted manually or automatically based on defined or learned rules. In this example, AA knows a user or users are scheduled to be on a flight from PHL to SFO. AA has three open first class seats available and automatically posts an upgrade auction two hours before departure.

M128

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26

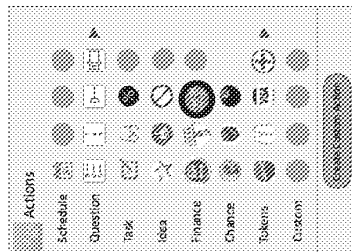
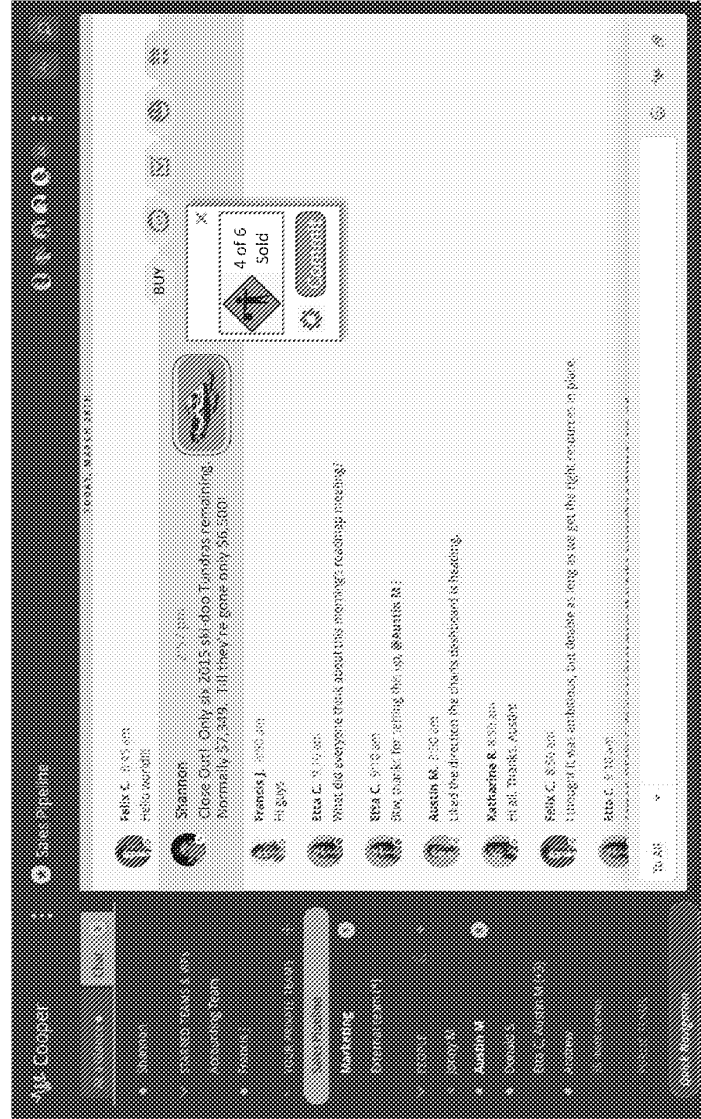


Figure 7N1 Posting a Group or Flash Sale

TS: A6	Close Out! Only six 2015 Ski-doo Tundras remaining. Normally \$7,349 'Til they're gone only \$6,500!	
Item	Item Description (optional)	X
Offer Price		X
Qty of this Item (optional)	Min: Qty Needed to be Sold (optional)	X

Figure 7N2

Viewing a Group Sale or Flash Sale



User may click on the image of the item for sale to view more details, reviews, etc.

Click "Commit" icon to bring up confirmation and agreement to pay dialog.

Alternatively Commit could be pre-configured and

associated with a credit card, debit card, ACH or other account in which case simply clicking on Commit would authorize and agree to complete payment if the User is able to take advantage of the deal before quantities run out or if a set minimum needed to be sold to qualify for the sale are sold.

358 Chance Object. Coin Toss. When selected, this object inserts an icon into a message which icon has the appearance of a coin. Once inserted into a message, and thereafter, users may "click on" the Coin object and it will simulate the tossing of a coin along with a random (heads or tails) outcome.

359 Chance Object. Die. When selected, this object inserts an icon into a message which icon has the appearance of a die. Once inserted into a message, and thereafter, users may "click on" the Die object and it will simulate the rolling of a die along with a random (one to six) outcome.

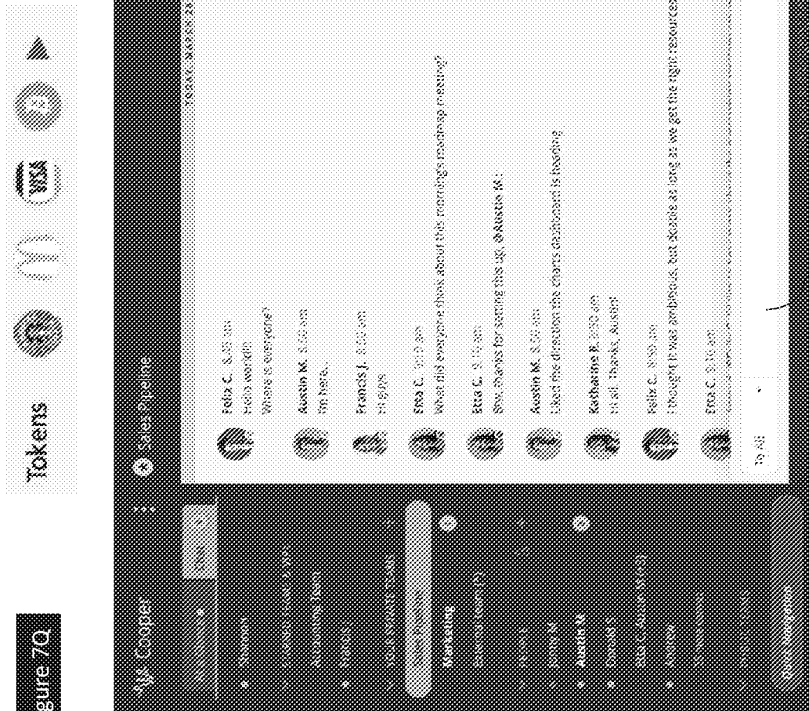
360 Chance Object. Eightball. When selected, this object inserts an icon into a message which icon has the appearance of a black pool ball. Once inserted into a message, and thereafter, users may "click on" the Eightball object and it will simulate being shaken, followed by the presentation of a random statement intended to be humorous, prophetic, philosophical or a with some other random statement.

361 - 364 This proposed "Tokens" disclosure provides for increased functionality attached to Objects. The disclosure describes a method to transmit gifts and items of [value] through a chat application. In response to a "Token" (a.k.a. "Gifts") icon being selected, [a defined number] [n] icons appear; each representing the logo, or other identifier, of a specific brand or item. The specific icons that appear are based upon [pre]defined rules. Some Tokens may have monetary value while others may not. Points, credits, images, [powers/codes/access rights or levels] or other items may be sent as Tokens. Tokens can be related to items such as a gift card/s to Pizza hut. By selecting a specific Token the Sender of the message is sending a gift to another or other users. For example, a User may wish to send a shared channel or group of coworkers each a \$5 Chipotle Token. Once selected the Sender will be prompted to confirm. When the Token Sender clicks on or Selects "Confirm" (or the like) then the transaction is registered. A confirmation screen may appear along with legal disclaimer information, terms and conditions and/or requesting that the Token Giver enter a form a payment. If a form of payment has been previously entered and saved then the Sender may be asked to confirm the saved information. Alternatively if a credit balance exists in the Senders account then that account could be debited. In one embodiment of this patent a Wrinkl [bank] account could be established and funded by credit, cash or otherwise. If the account was prefunded with an amount, for example \$100, then subsequent "Tokens" and their corresponding costs would be debited from their stored Account balance. **Figure 7Q** and **Figure 7R** show Tokens as part of the Actions Menu. **Figure 8A** presents an alternative User Interface ("UI") and depicts Tokens/Gifts featured more prominently.

365 This is a placeholder for a customized Action Icon. Customized Actions are definable by users and can be extensions of existing Object Type Categories, such as Tasks or Ideas, or can be new Type Categories. Users will have the option of requesting that customized types be included or excluded from At-A-Glance views.

366 Create Custom Actions. Users select an image (or text) by uploading, defining, hyperlinking or picking from a list of icons, avatars or other media ("Action Item"). The user then associates an original (or a preexisting) series of programmed steps with the Action item. Additional characteristics and attributes about how the user wishes the Action to behave when selected and inserted into a chat message are defined. Additional information can also be associated to an Action Item to tell the system how to interpret and present the Action Item when used in combination with (or in the absence of) another, the same or other Action items.

Figure 7Q

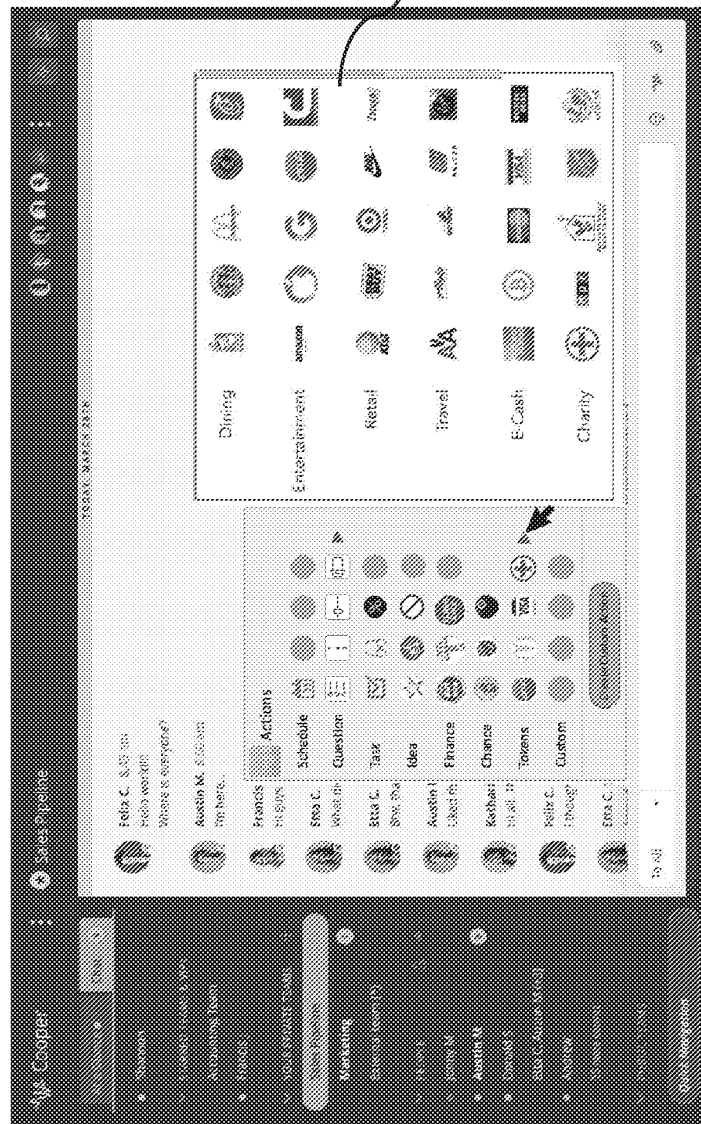


This proposed "Tokens" disclosure provides for increased functionality attached to Objects. The disclosure describes a method to transmit gifts and items of [value] through a chat application.

- 400** Text entry box. User types text in this area. The User may have the ability to reformat the text (i.e., Bold, Italics, color). The user may be able to add a link (hypertext link) or select and insert an emoji.
- 410** Emoji (Emoticon) Menu selection icon. A representation of a facial expression used in electronic communications to convey the writer's feelings or intended tone.
- 412** Action Menu Selection icon.
- 414** Upload attachment icon
- 416** Action Menu.

Values can be attributed to a token - they can be used in combination. The values can interact - added, multiplied for example. (e.g., a quarter + a dime or a \$50 gift card plus a \$30 gift card or FF points + hotel points (A point exchange can be created in this way))

Figure 7R



418 Tokens sub menu

418

Figure 75

Tokens. In this example a User sends a gift in the form of a donation in the name of each person in a group.

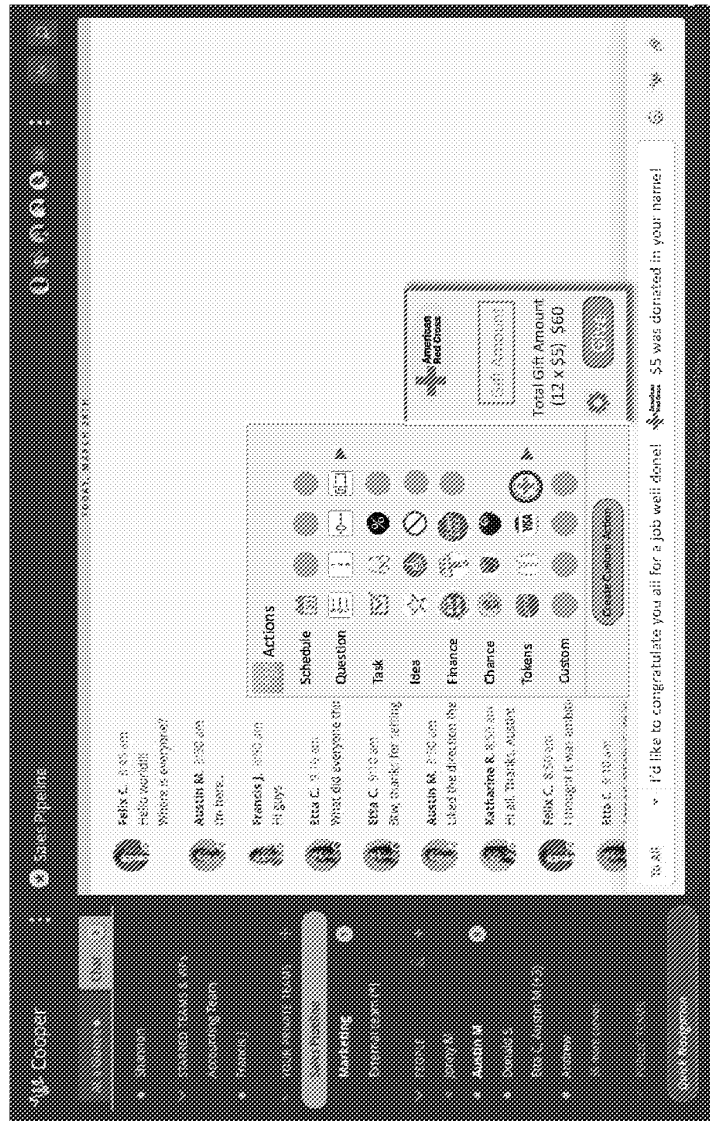


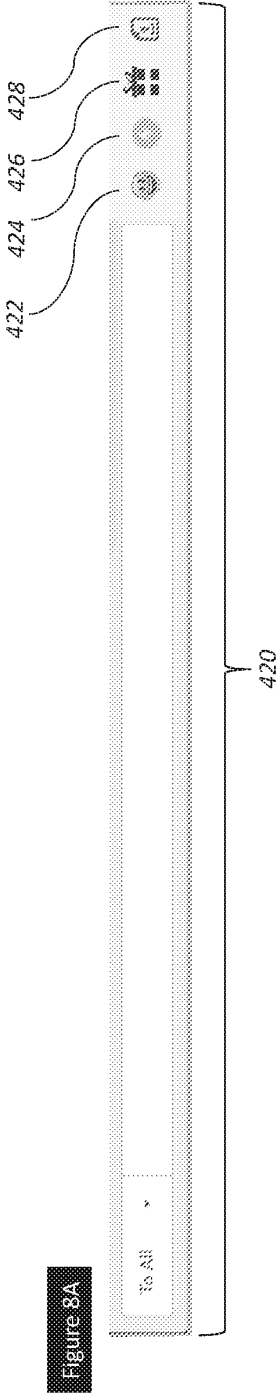
Figure 8A through 8G present an alternative User Interface ("UI") design and features Tokens/Gifts more prominently as a part of the text entry bar (Figure 8A #420 & #426).

SUMMARY: Embodiments ascribe greater capability and/or intelligence and/or actionability to emojis, avatars, text, objects and/or elements ("Objects"). Further utility can be garnered by using two or more Objects in combination, with one Object having an impact on the function or calculus of another/the others.

This proposed "Tokens" disclosure provides for increased functionality attached to Objects. This disclosure describes a method to transmit gifts and items of [value] to individuals or groups of individuals through a chat application.

Values can be attributed to a token - they can be used in combination. The values can interact - added, multiplied for example. (e.g. a quarter + a dime or a \$50 gift card plus a \$30 gift card or FF points + hotel points (A point exchange can be created in this way)

- 420 Text entry box. User types text in this area. The User may have the ability to reformat the text (i.e., Bold, Italic, color). The user may be able to add a link (hypertext link) or select and insert an emoji.
- 422 Emoji (Emoticon) Menu selection icon. A representation of a facial expression used in electronic communications to convey the writer's feelings or intended tone.
- 424 Action Menu Selection Icon.
- 426 Tokens/Gift Menu Selection Icon
- 428 Upload icon.



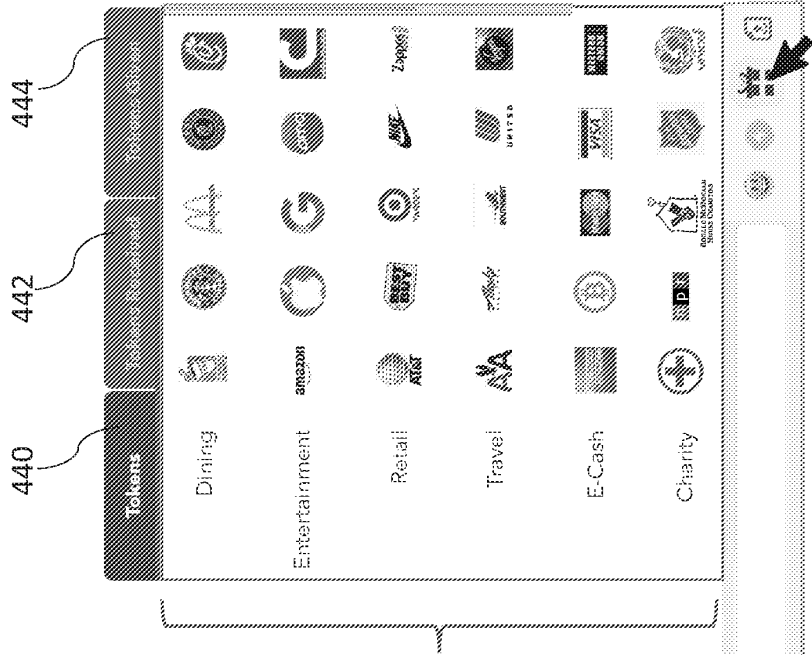
440 Tokens Tab. This tab displays visual or textual representations of gifts that can be sent via the chat platform.

441 Tokens (a.k.a. "Gifts") Menu

442 Tokens Received tab. When revealed, this tab shows the Users the Tokens/Gifts he/she has received. From this tab a user is able to obtain or display proper authentication in order to apply the value of the gift online, in person, or otherwise.

444 Token Given tab. When revealed, this tab displays a list and associated information relating to Tokens/gifts given by the user.

Figure 8B



446 A User chooses the Token he/she wishes to gift to another (or other) users. A list of Chat channel group members is displayed and the User can select to send the Token to all or a sub-set of Chat Channel/Group Members. The Token image is then inserted into the Chat Message area, included as an actionable image and delivered as a chat message to the intended recipients, along with corresponding vendor fulfillment and authentication requirements.



Chipotle Grill

Purchase For

All

▼

\$0.00

+

☐ Jacob C
 ☐ Erik K
 ☐ Rachel C
 ☐ Jeff R
 ☐ David R
 ☐ Marla C
 ☐ Deena K

Total

\$0.00

PayPal

Pay

Cancel

Pay with credit card

Pay

Cancel

Payment Settings

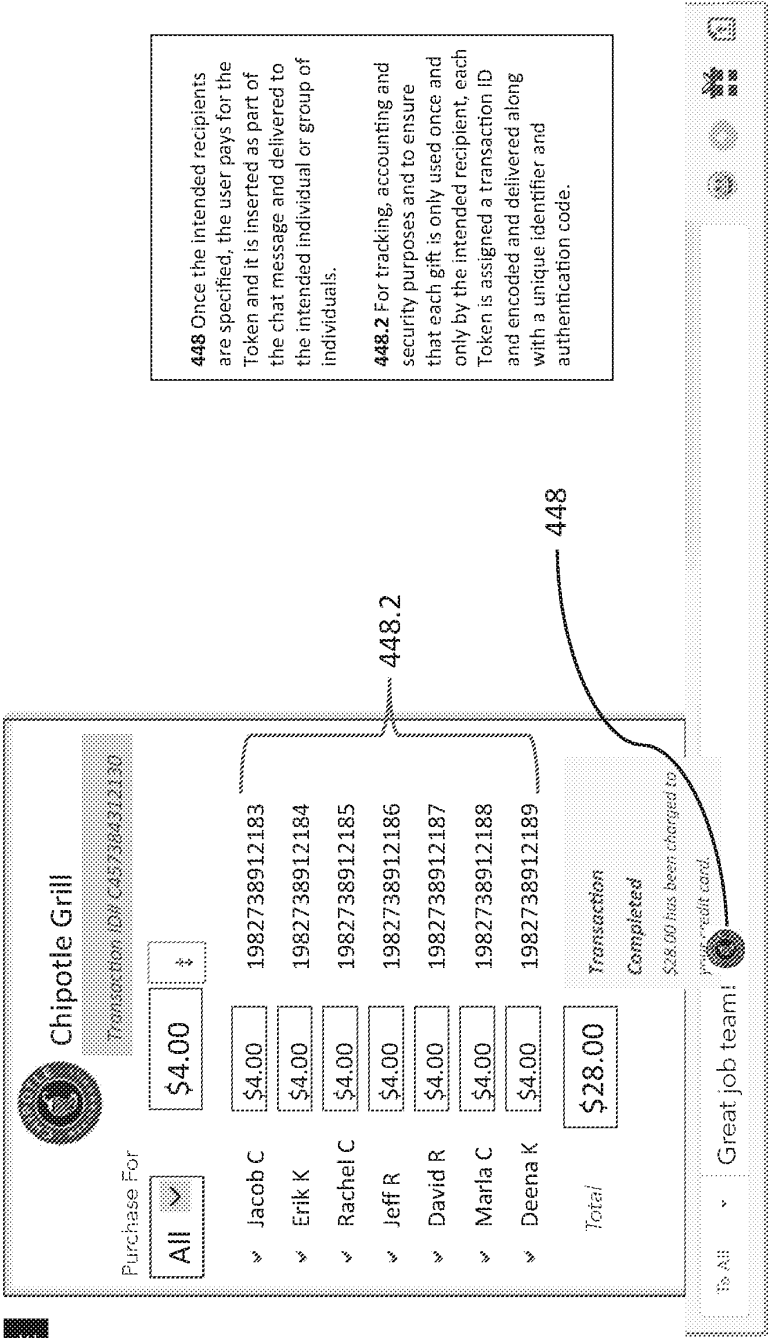


Great job team!

Figure 8D



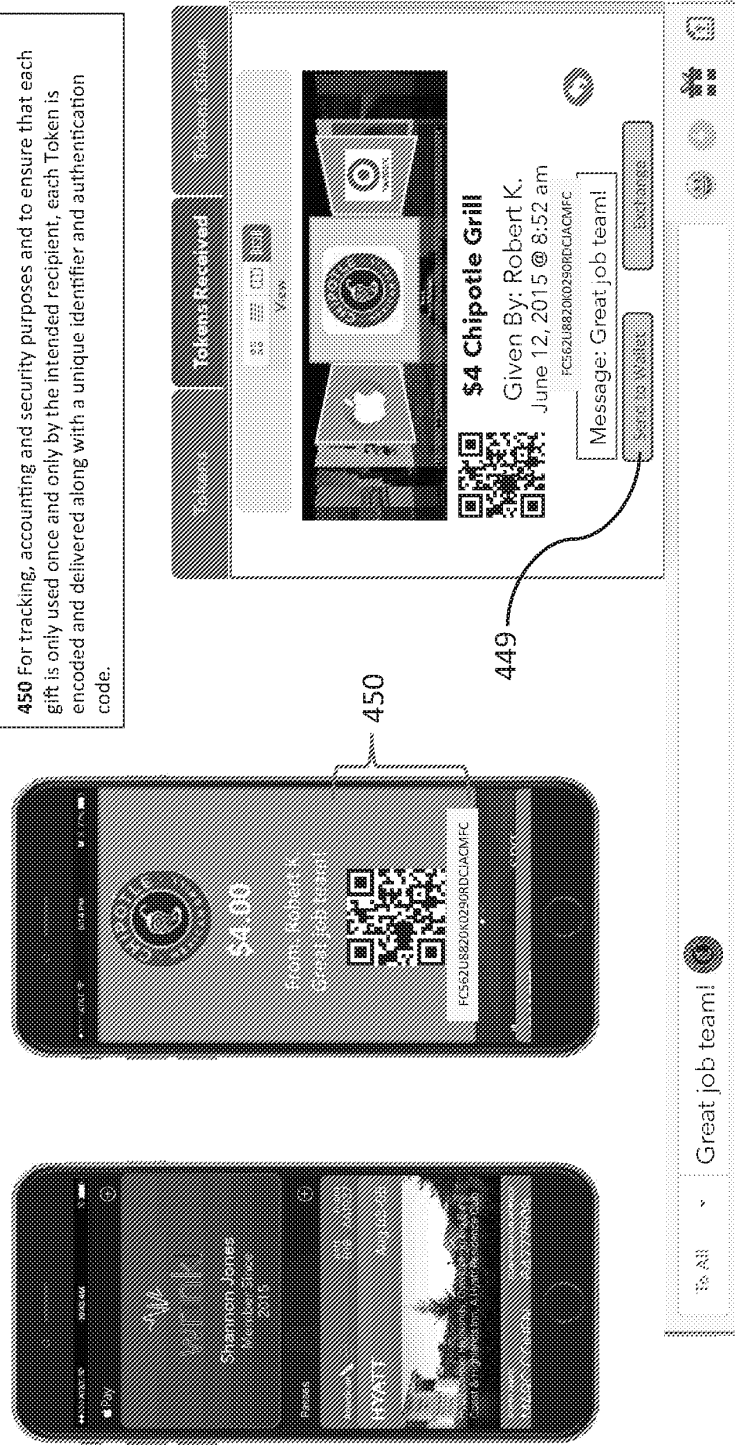
Figure 8E



448 Once the intended recipients are specified, the user pays for the Token and it is inserted as part of the chat message and delivered to the intended individual or group of individuals.

448.2 For tracking, accounting and security purposes and to ensure that each gift is only used once and only by the intended recipient, each Token is assigned a transaction ID and encoded and delivered along with a unique identifier and authentication code.

Figure 8F



449 The recipient of a Token may redeem the Token directly from the application screen or alternatively (if integrated) may send the Token to another application such as Apple Wallet.

450 For tracking, accounting and security purposes and to ensure that each gift is only used once and only by the intended recipient, each Token is encoded and delivered along with a unique identifier and authentication code.

442 Hover over Token icon to reveal details such as Token value. Click on the token to display the Token Tabs>Tokens Received (#453) window.

453 Tokens Received Tab view.

454 Clicking on (selecting) this icon will launch a Sidebar™ (direct/private) conversation with the sender of the Token.

455 The recipient of a Token may redeem the Token directly from the application screen or alternatively (if integrated) may send the Token to another application such as Apple Wallet.

456 Clicking on (selecting) this icon will send the User to the Exchange window and facilitate an exchange of the Token for another or other Token/s.

457 View all Tokens Received (see **Figure 8H**)

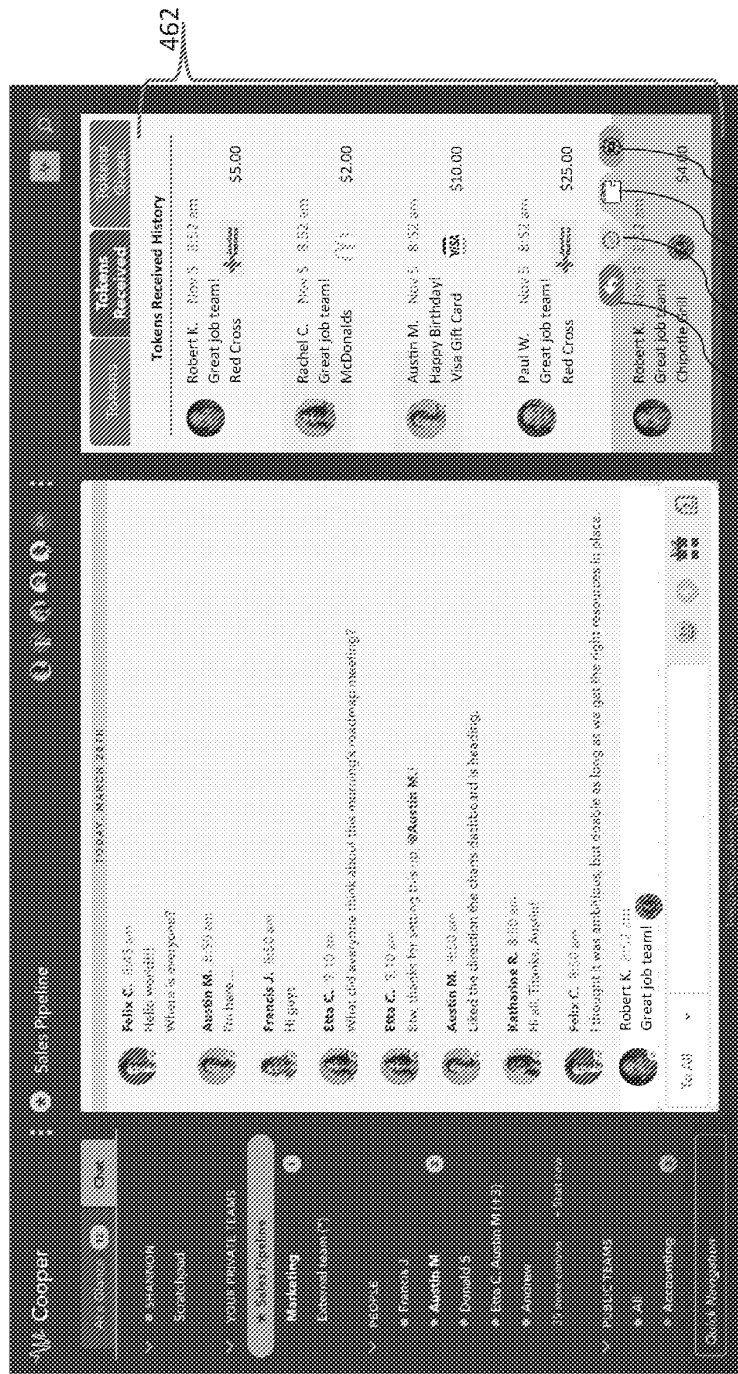
458 This [crown] icon indicates that the user has defined this Vendor (Chipotle in this example) as a Favorite.

Figure 8G



459 For tracking, accounting and security purposes and to ensure that each gift is only used once and only by the intended recipient, each Token is encoded and delivered along with a unique identifier and authentication code.

Figure 8H



462 Tokens Received view. This view displays the specific User's history of Tokens received. The User can sort by date, vendor/charity, received from, amount, used date, balance, etc.

464 Clicking on (selecting) this icon will show the message in the main screen - in context i.e., in the channel in which the original message was received and in context (chronological) order.

466 Clicking on (selecting) this icon will launch a Sidebar™ (direct/private) conversation with the sender of the Token.

468 The recipient of a Token may redeem the Token directly from the application screen or alternatively (if integrated) may send the Token to another application such as Apple Wallet.

470 Clicking on (selecting) this icon will send the User to the Exchange window and facilitate an exchange of the Token for another or other Token/s. See also

Figure 8J Token Exchange

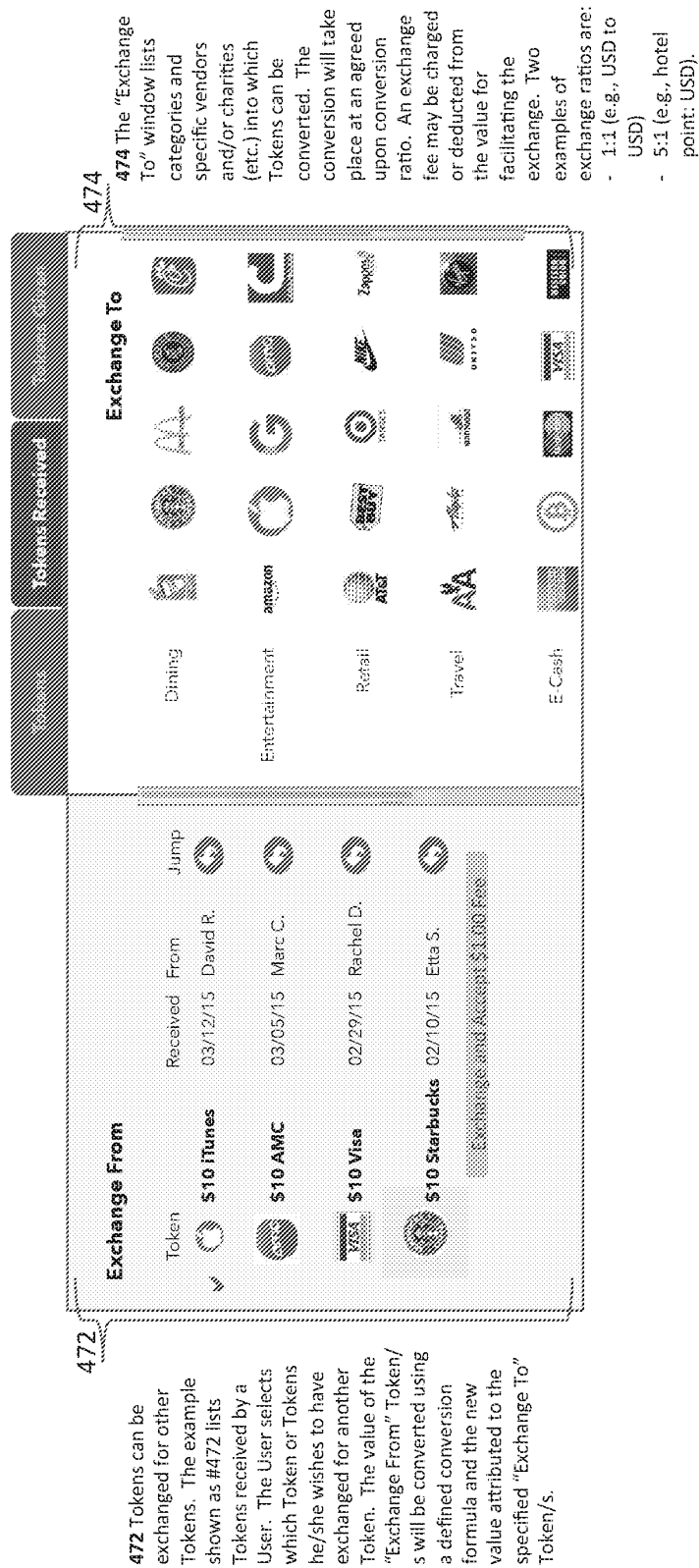
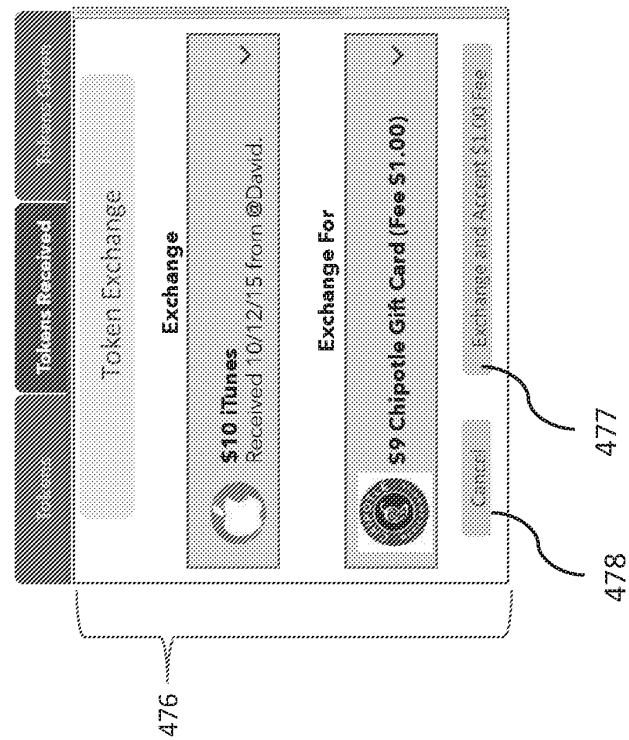


Figure 8K Token Exchange



List all Tokens™ (a.k.a. gifts)
 Select a Token to Exchange **From**
 Select Token to Exchange **To**
 Charge [x%] exchange fee
 User clicks on "Exchange"

476 This is an example of a "Token Exchange" confirmation screen. The display shows the Token/s being exchanged from and the Token it is being Exchanged to.

477 The display also describes the transaction fee (if any) to be charged or deducted by the [service] provider for facilitating the transfer. The User clicks (selects) the button to accept the fee and authorize the Exchange.

478 A button or other method shall likely be provided to allow the User to Cancel the Exchange.

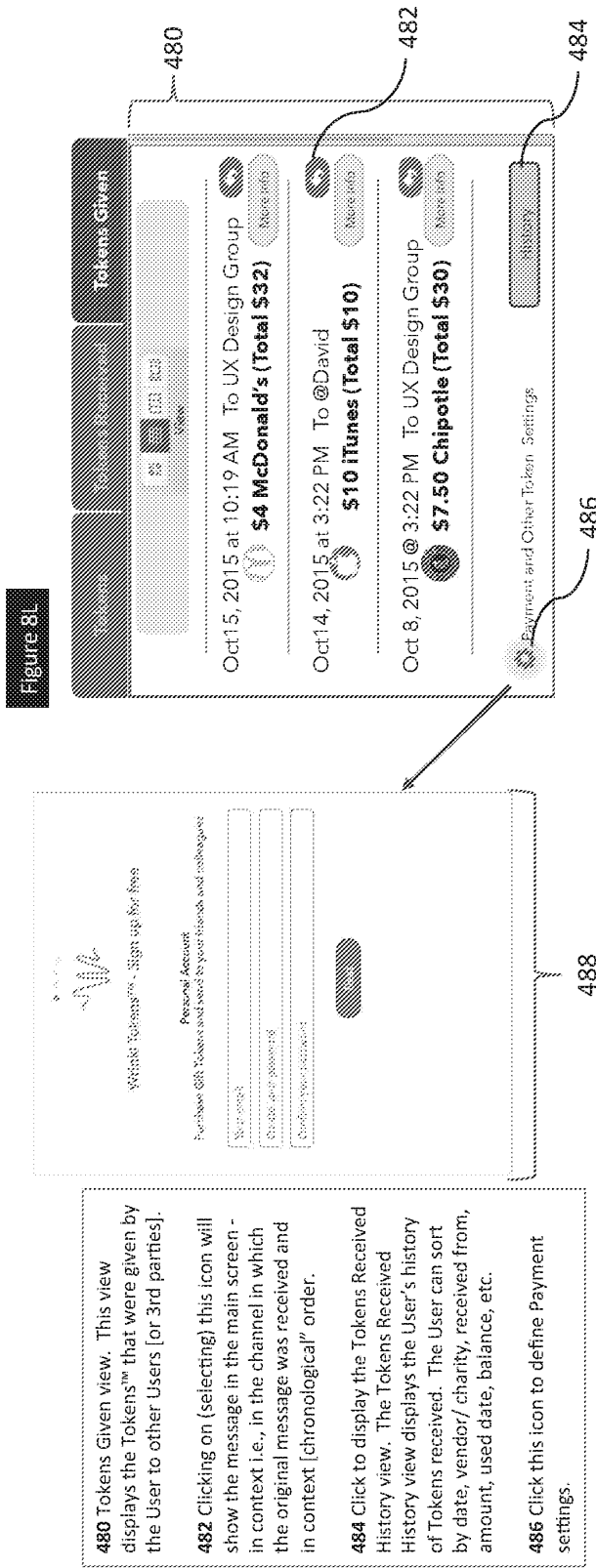


Figure 8L



Wink! Tokens™ - Sign up for free

Personal Account

Purchase Gift Tokens and send to your friends and colleagues

Your email

Create your password

Confirm your password

next

Figure 8M



Just a few more details to finish creating your account

Legal first Name

Legal last Name

Street Address

City

State

Zip

Mobile

Phone Number

☐

I have read and agree to Wink!’s User Agreement, Privacy Policy and Electronic Communications Delivery Policy. I am authorized to add the phone number entered above and understand Wink! may contact me with automated calls and texts as described in the above agreements.

Admin

Next

Create Account

Figure 8N



Link a debit or credit card, no need to enter it again when using Wink!

Debit or credit card number

Expiration Date

CVC

Billing Address

Street Address

City

State

Zip

Link a bank instead

Link card

I'll do it later

Figure 8P



🕒 Your account's ready to use!

Send Thank yous. Congratulations, Welcome to the team gifts and more!

amazon

Wink

Wink

Explore the Wink! Team Store

Go to your account



Backend method

In some embodiments, the platform of the disclosure can be directly integrated into the point-of-purchase payment system utilized by any specific vendor. While the Tokens can be customized to display a vendor's or charity's name and logo (if permission to use such name and logo is granted) in fact a relationship with a bank, credit issuer and/or other payment facilitator is all that is required.

Tokens themselves are electronic with dynamic labeling imaging included "on the card" (not a physical card - all electronic) - so it's basically a logo associated with a Wrinkl created visual graphic along with a credit amount displayed on a mobile device. By approaching Tokens in this fashion this system is able to instantly create, authenticate, activate and present a gift card for any vendor desired.

An Exchange may be employed so that if a user wants to (for example) exchange their Home Depot card for a United Airlines Miles they can - (in this example the system could apply a dollars to miles conversion rate) and charge an [x%] exchange fee ... (or other revenue model)

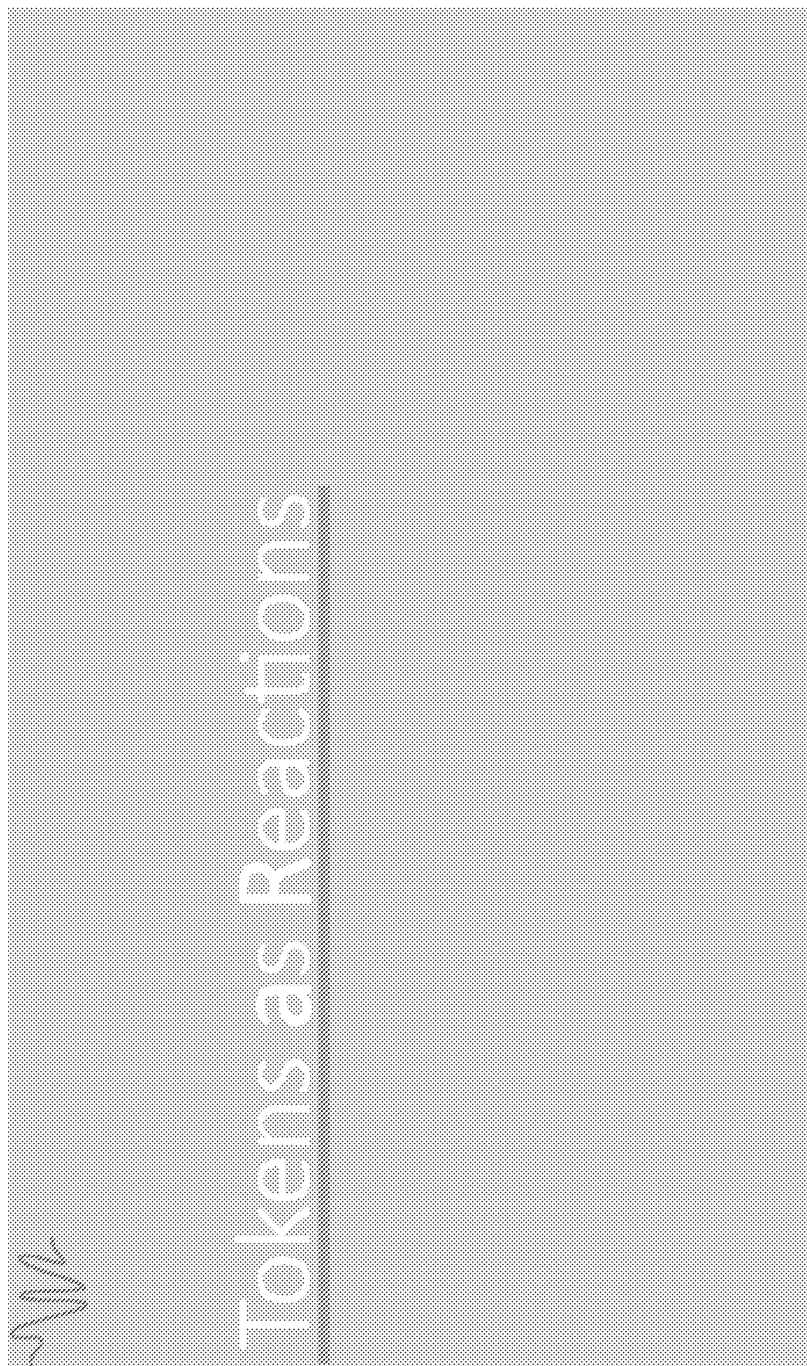
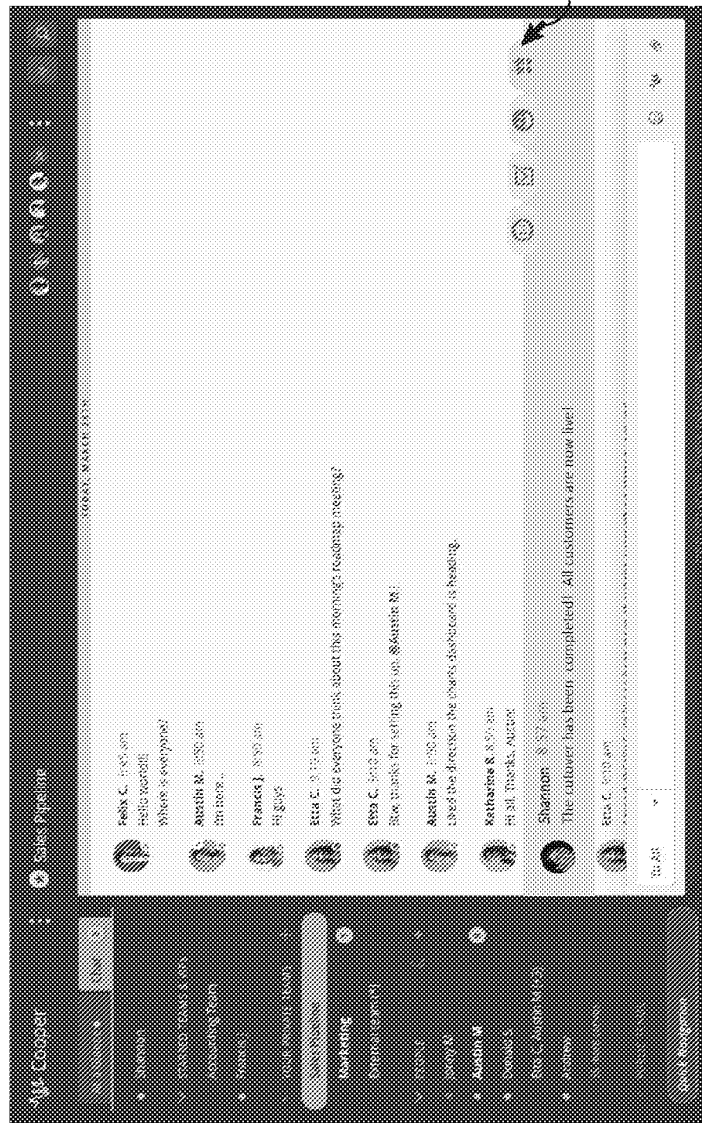
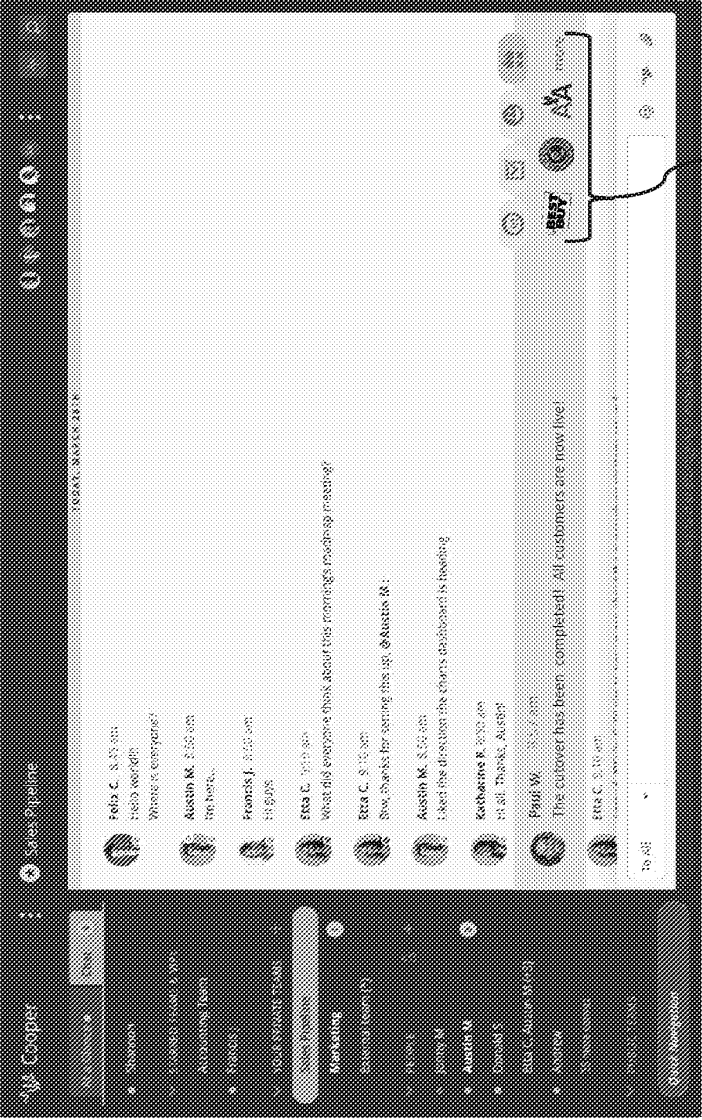


Figure 9B



620 A user may select an item from the Mini-Menu. In this example the User selects the image of a gift box indicating that the user wishes to give a "Gift" (a.k.a "Token" to the sender of the message.

Figure 9C

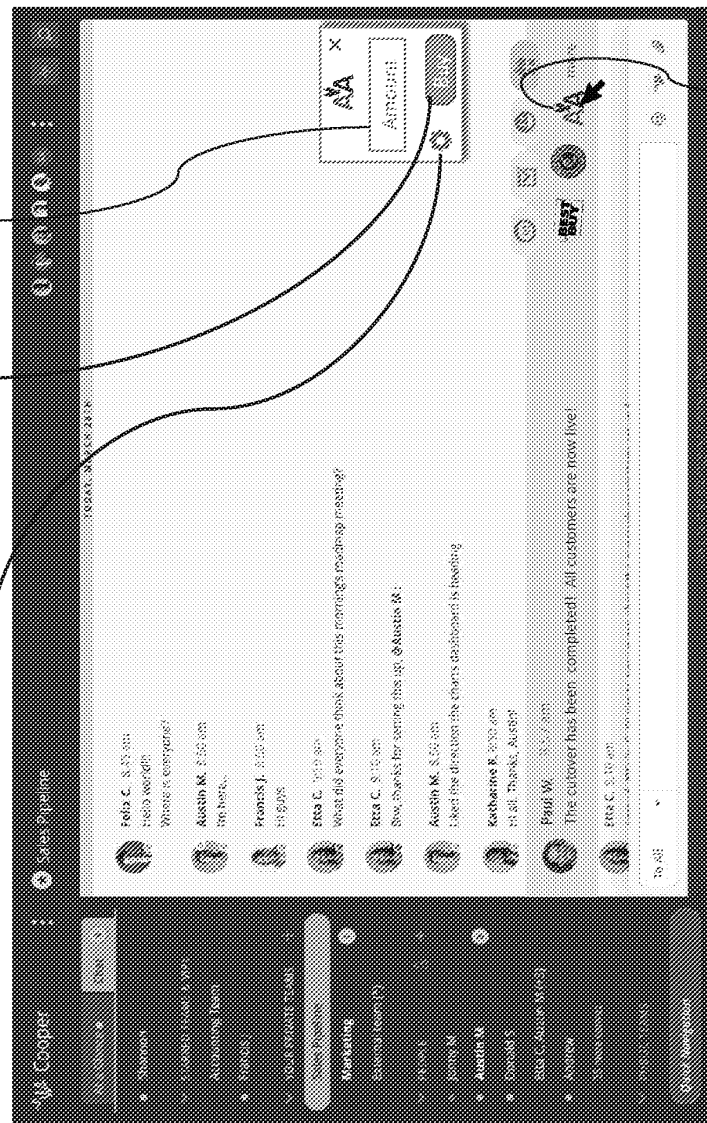


635. In response to the “Gift” (or “Token”) icon being selected, [a defined number] [n] icons appear; each representing the logo of a specific brand, charity or item. The specific icons that appear are based on the Sender’s [pre]defined preferences. The Sender will have to choose selections [in advance] in order to create, select, register or otherwise identify his/her preferred gift choices. In this manner the Sender of a gift is able to know the gift preferences of his/her intended recipient. If the Sender of the gift wishes to ignore the recipients preferences he/she may do so by selecting the option “more” which will in turn present additional gift options to the Sender of the gift. Some gifts may have monetary value while others may not. Points, credits, images, [powers/codes/access rights or levels] or other items may be sent as gifts.

In one manifestation of this disclosure the Gift could be selected by the system randomly. In another manifestation the recipient could be asked to choose one from a group of gifts sent by the Giver. In another (perhaps fun) example, [three] non-descript Token images are sent. The recipient picks one to reveal the gift he or she will receive. The other "un-picked" icons are then revealed to show the recipient the other possibilities.

536

Figure 9C



- 640 A user (the Gift Giver) selects from the Recipient's preferred Gift list [pre]selected by the Gift Recipient. The Gift recipient would have previously selected "favorite" or "Preferred" gifts that he/she would most like to receive.
- 645 The Gift Giver can enter a the amount the be credited the the Token directly or alternatively the amount can be predetermined or fixed.
- 650 When the Gift Sender clicks on or Selects "Buy" then the transaction is registered. A disclaimer information, terms and conditions and/or requesting that the Gift Giver enter a form a payment. If a form of payment has been previously entered and saved then the user may be asked to confirm the saved information. Alternatively if a credit balance exists in the Sender's account that account could be debited. In one embodiment of this patent a Wrinkl [bank] account could be established and funded by credit, cash or otherwise. If the account was prefunded with an amount, for example \$50, then subsequent "Gifts" and their corresponding costs would be debited from the Wrinkl Account balance.
- 655 Payment Settings. The Gift Giver can click on the Payment Settings icon to view his/her account balance and update form/s of payment.

Figure 9D. In this example a user's preferred product, item and/or goal (charity) is/are displayed along with a target amount or goal (if applicable). The target amount is decreased by the amount of the Gift Given.



660 In this example, the Recipient has selected his/her preferred charities that he/she would like to support. Users may choose to contribute an amount toward the User's favorites charities. In this example the total amount raised is indicated below the Charities logo.

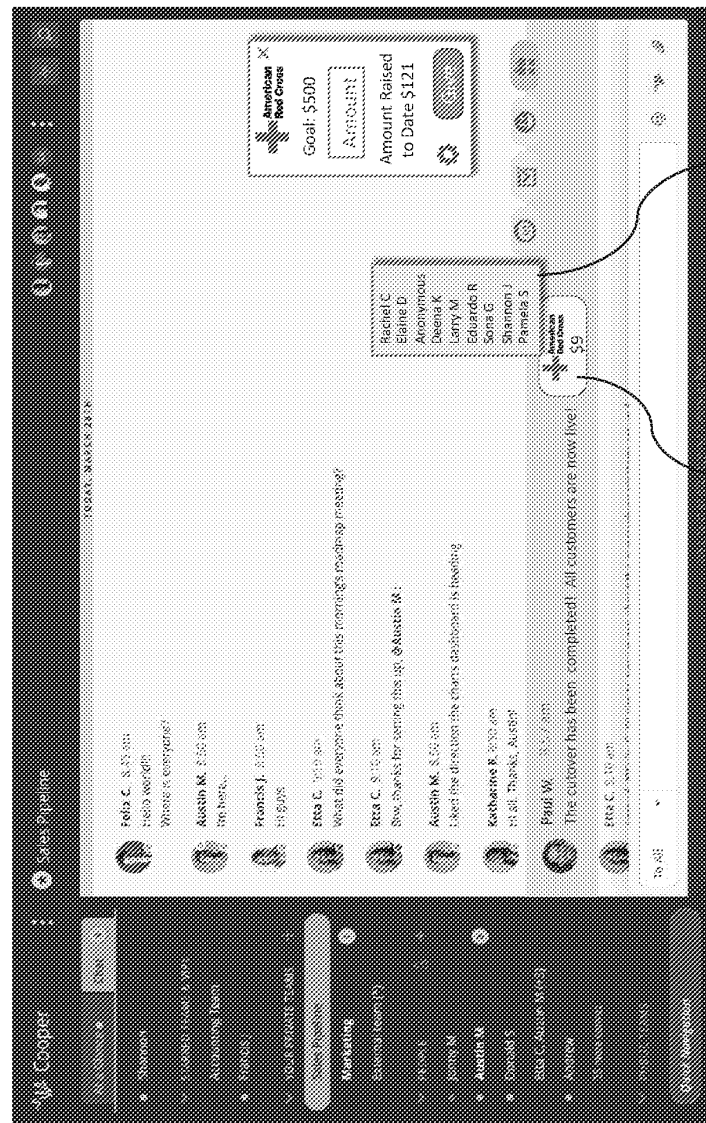
In another embodiment of this disclosure a user may have selected a particular item he/she would like to purchase e.g., Bose Headphones or a cruise. Images of these items along with the total cost and the amount remaining to be raised in order for that item to be fully purchased could be displayed.

665 The icon can change depending upon the type of transaction being completed e.g., “Buy” in the case of a Gift Token or “Give” in the case of a charitable Token.

059

44

Figure 9E



694

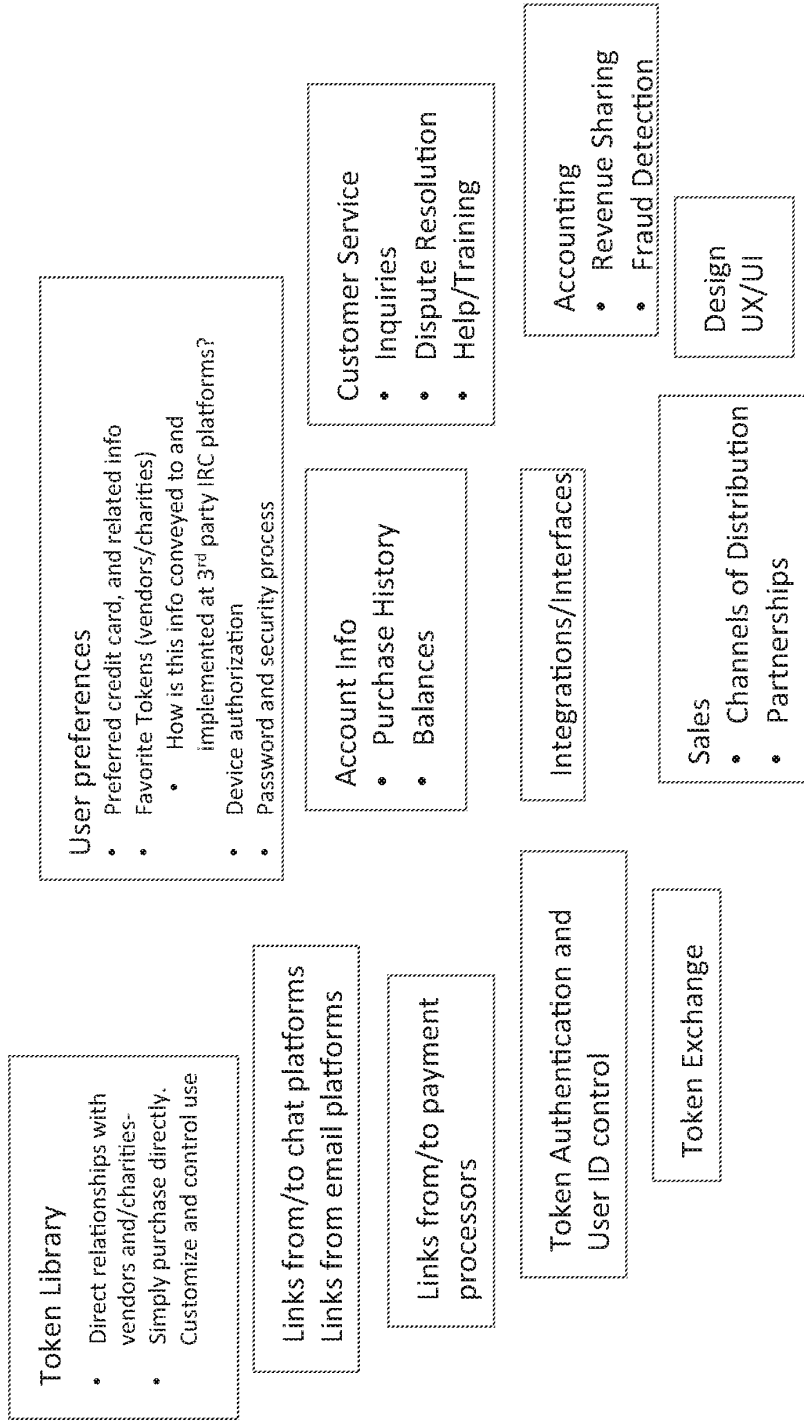
693

693 Once a Gift is Given the related Token icon along with the amount of the gift and, optionally, total amount raised and/or goal is displayed. Other users can add different gift reactions or click on an existing Token icon (an icon that has already been inserted and appears with the message) to add their gift to the total.

694 By hovering over the icon the name of the Gift Giver is displayed (or alternatively "Anonymous")



59





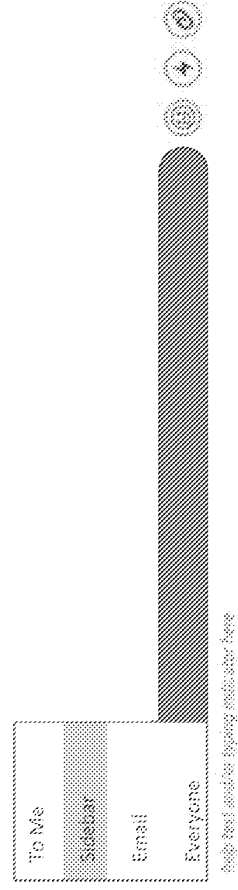
Wrinkl, Inc.

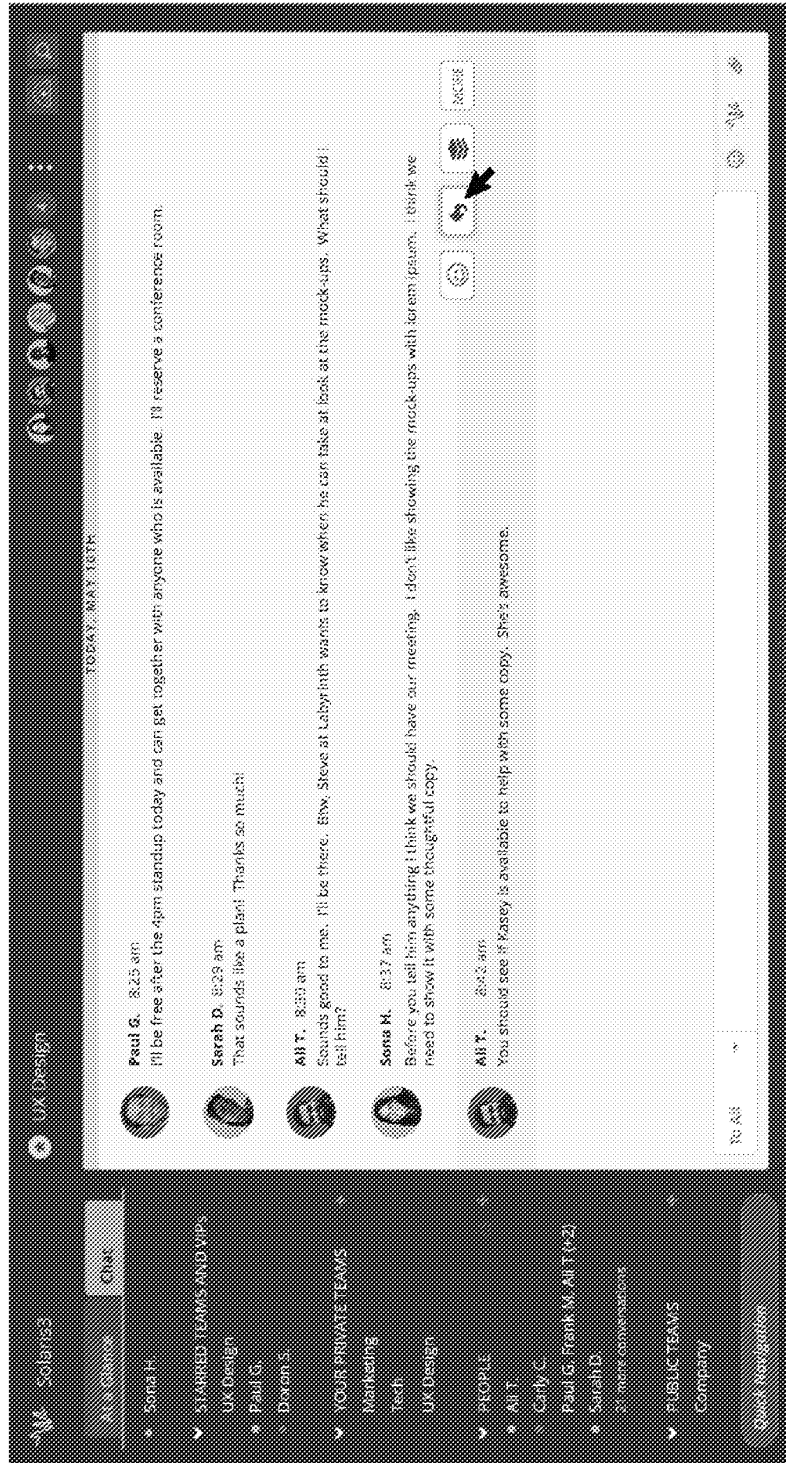
Sidebars & Asymmetrical Group Messaging Views

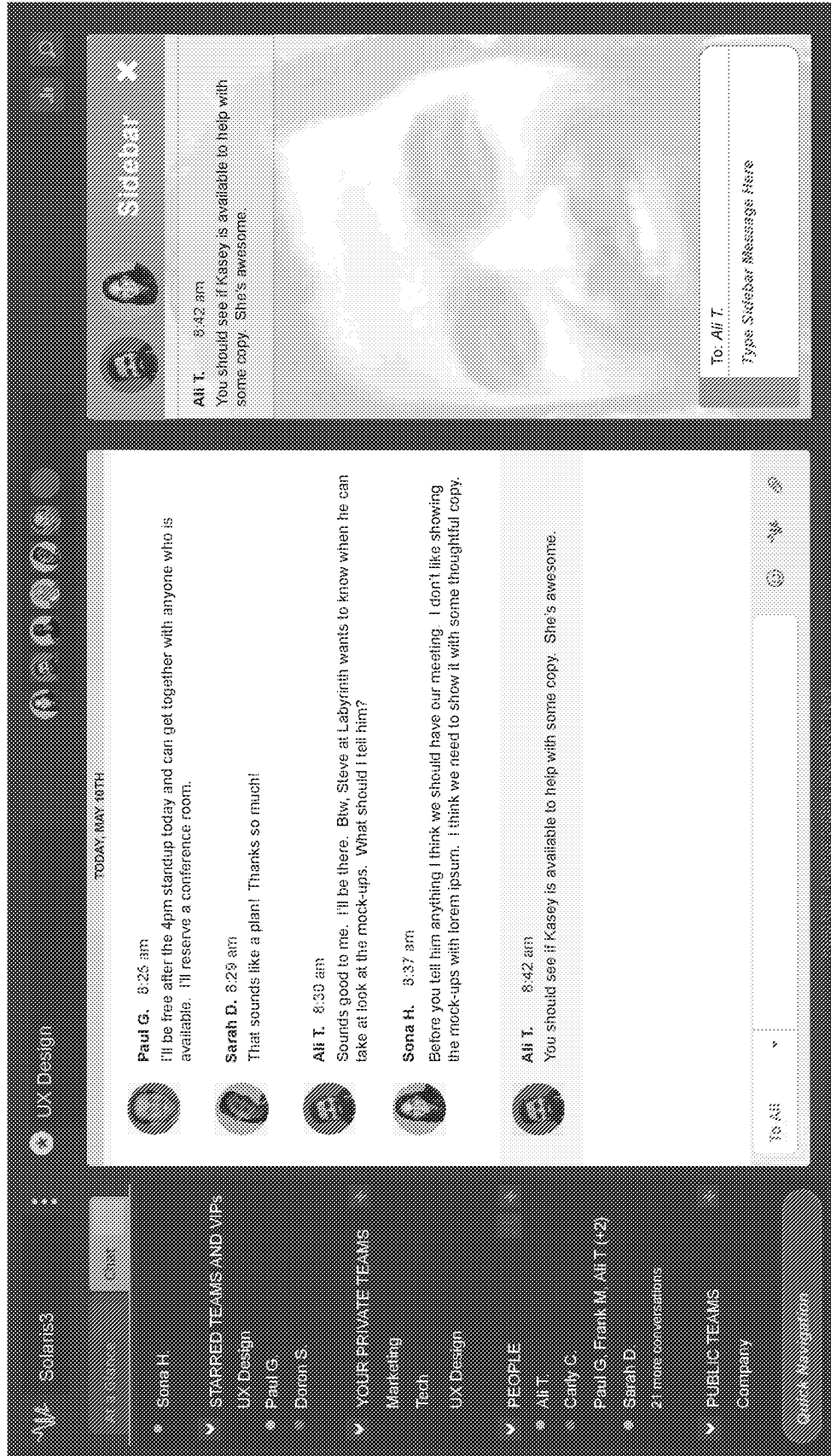
At present group chat applications present all messages to all group participants. In fact this is a basic premise of what group chat *is*. Inherent in this approach to group chat (channels, rooms, etc.) is that unnecessary and meaningless messages are presented to all group participants (Symmetrical – everyone sees everything i.e., all messages). There needs to be a way to participate in a group discussion without being subjected to or forced to read meaningless messages – and more to the point, there needs to be a way for individual members to communicate privately with another member (or subset of members) from within a group channel. In order to retain situational context, the private messages must be able to be viewed embedded within the general channel message stream but also to avoid possible confusion or lack of continuity, the related private messages must also be able to be viewed together without the noise of interspersed general channel messages. The disclosure described here offers a solution and achieves the aforementioned objectives. It eliminates the channel clutter imposed by comments such as “Thanks” intended for one by forced upon all, and provides a mechanism to allow for private sidebar conversations among a subset of a group or channel – while retaining the situational context of the private comments within and related to the overall general conversation. Only the parties to a Sidebar conversation see the messages related to the Sidebar conversation.

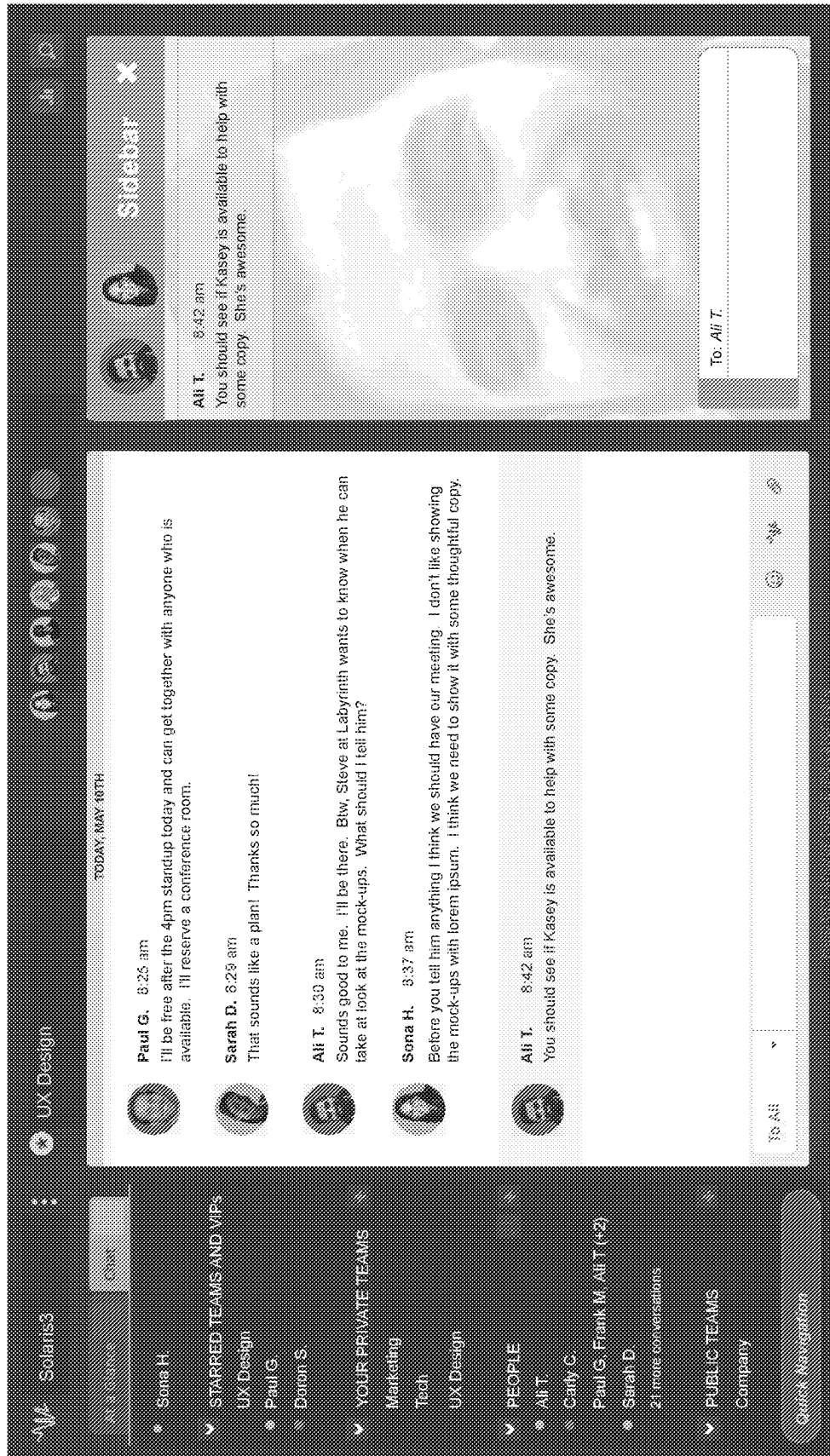
Text entry bar – “Sidebar selection” is one example of an approach that could be implemented to allow Users to initiate a Sidebar.

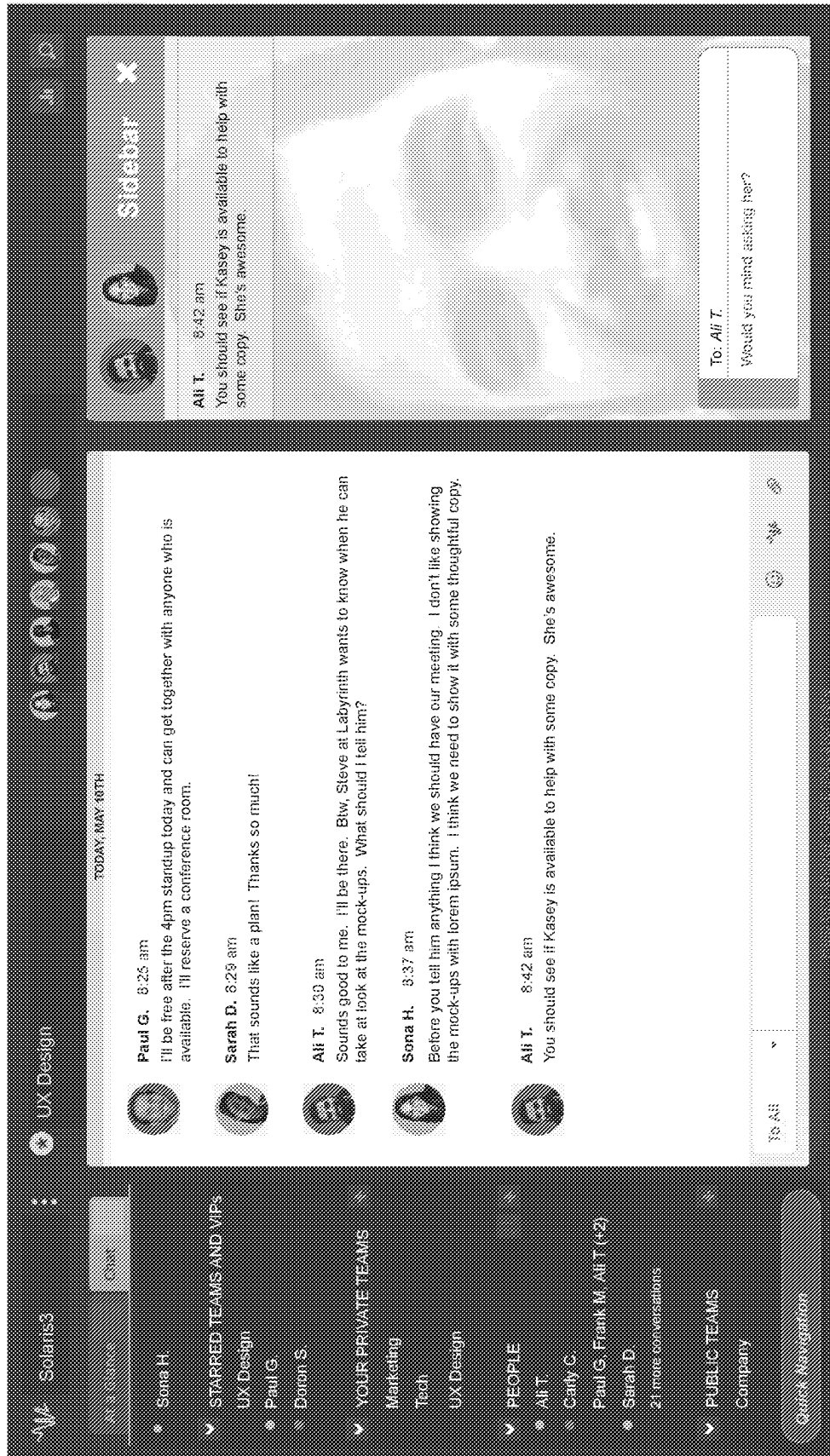
A sidebar is a 1:1 private conversation between just [two] members of a larger group conversation from within a group channel. The Sidebar messages are only visible to the parties to the Sidebar

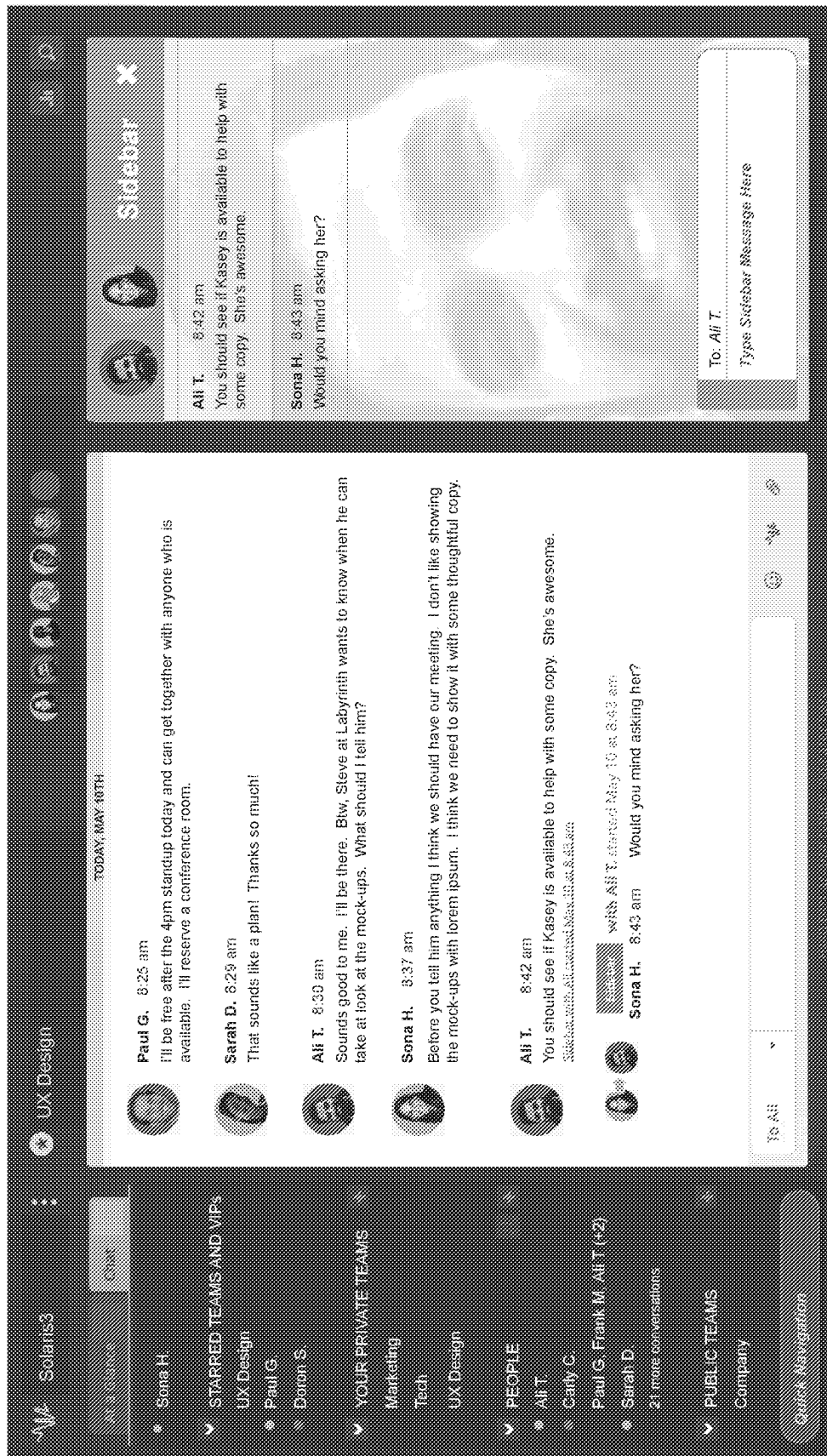


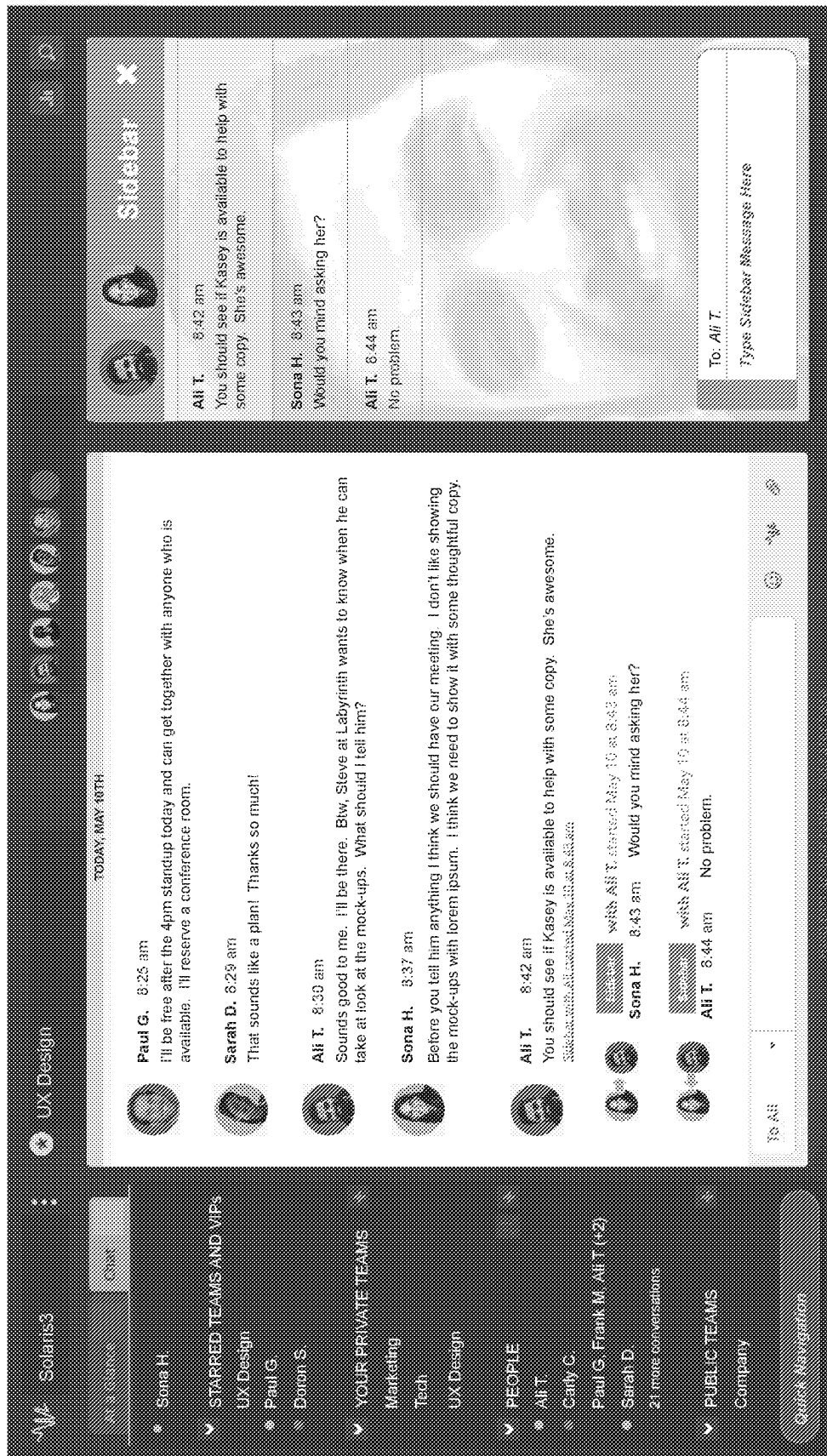




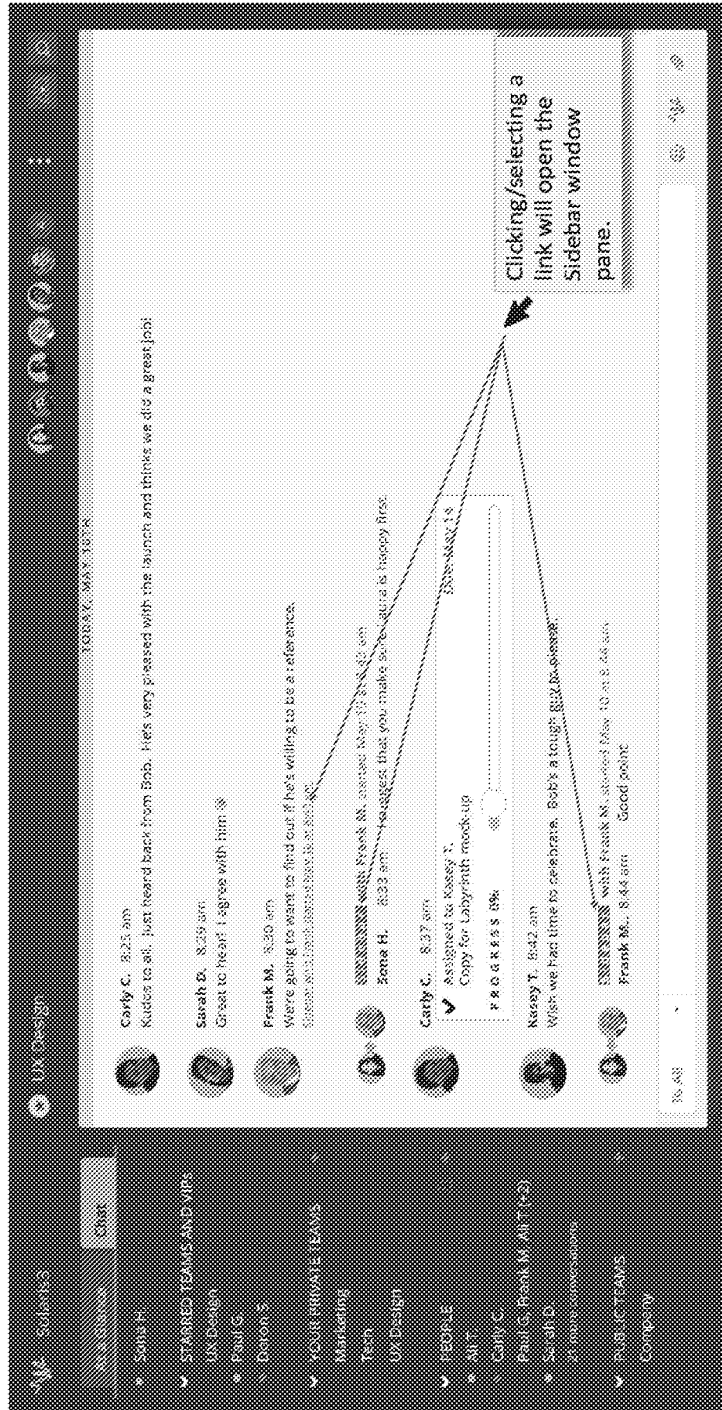


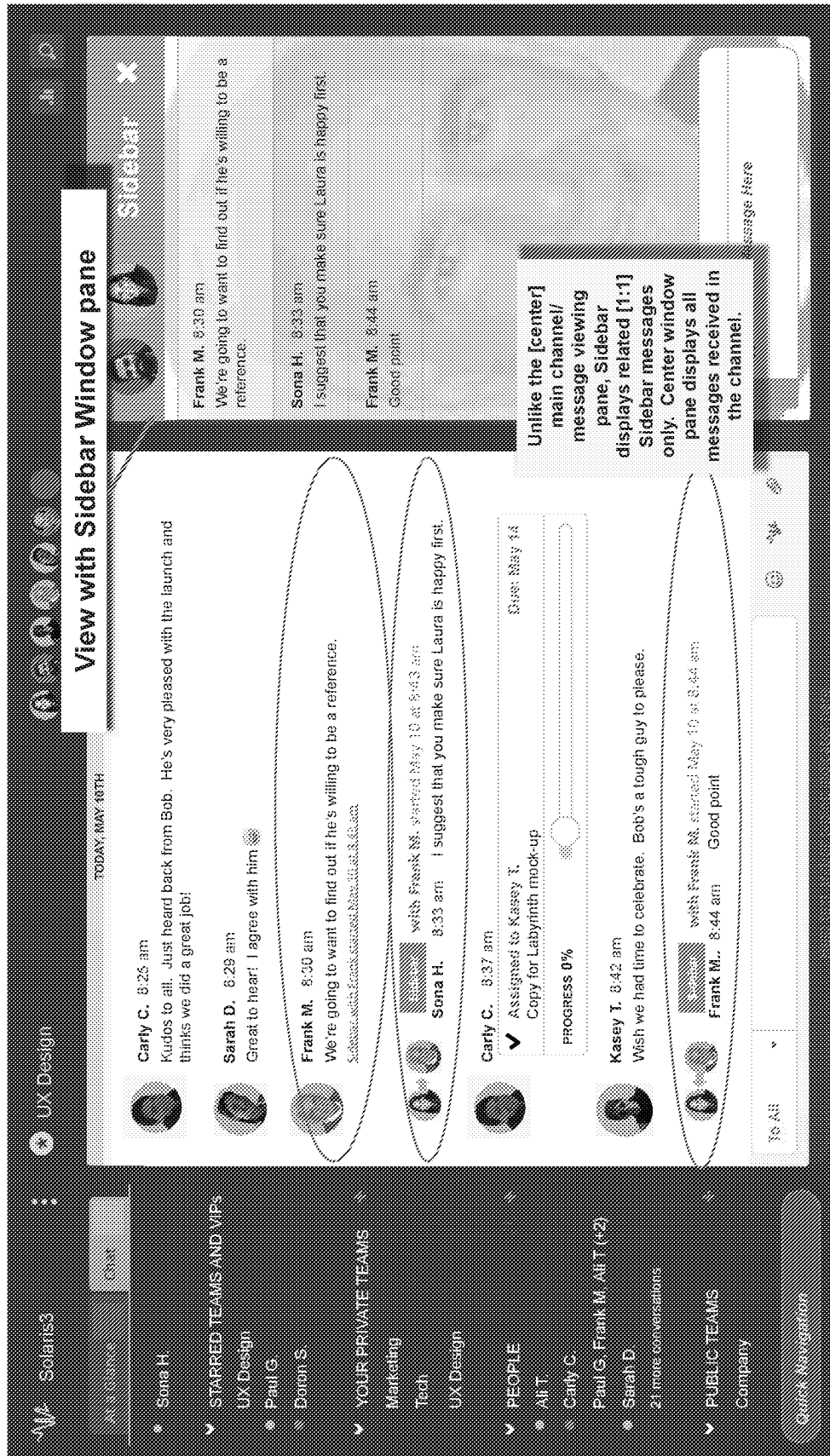






Full screen view





What is claimed is:

1. A user interface on a display that enables actionable objects to leverage a messaging platform, comprising:
one or more processing devices;
an action object storage component to store a plurality of action objects coupled to the processing devices, each action object having a type indicator to provide a user perceivable action associated with the action object;
a messaging application user interface that enable perception and selection of the action objects; and
a display area begin associated with the messaging application, the display area to enable display of an instant message conversation between a sender and a user,
wherein responsive to the sender inserting one of the action objects into the display area, the processing devices to perform the action associated with the type of the one of the action objects to be perceived by the user.
2. The user interface of claim 1, wherein responsive to the sender inserting a combination of a first action object and a second action object into the display area, the processing devices further to adjust characteristics of the action be performed.