

UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

GOOGLE, LLC.,
Petitioner,

v.

EscapeX IP LLC,
Patent Owner.

IPR2025-00337
Patent 10,474,687 B2

Before THOMAS L. GIANNETTI, MICHAEL J. STRAUSS, and
STACEY G. WHITE, *Administrative Patent Judges*.

WHITE, *Administrative Patent Judge*.

DECISION
Granting Institution of *Inter Partes* Review
35 U.S.C. § 314

I. INTRODUCTION

Google LLC (“Petitioner”) filed a Petition requesting *inter partes* review of claims 1–24 of U.S. Patent No. 10,474,687 B2 (Ex. 1001, “the ’687 patent”). Paper 1 (“Pet.”). Patent Owner EscapeX IP, LLC did not file a preliminary response.

Under 35 U.S.C. § 314(a), an *inter partes* review may not be instituted unless the information presented in the petition “shows that there is a reasonable likelihood that the petitioner would prevail with respect to at least 1 of the claims challenged in the petition.” For the reasons stated below, we determine that Petitioner has established a reasonable likelihood that it would prevail with respect to at least one claim. We, therefore, grant Petitioner’s request to institute *inter partes* review of the challenged claims on the asserted grounds.

A. Related Matters

The parties identify the following district court case as involving the challenged patent: *EscapeX IP, LLC v. Google LLC*, No. 1-23-cv-10839 (S.D.N.Y.) (Filed Dec. 13, 2023) (voluntarily dismissed Mar. 11, 2024). Pet. 6; Paper 4, 1.

B. The ’687 patent

The ’687 patent is titled “System and Method of Aggregating Networked Social Content and Facilitating Uncapped Engagement in a Networked Virtual Environment.” Ex. 1001, code (54). The ’687 patent explains that it is difficult for users of social media platforms “to get noticed or otherwise be distinguished from other users.” *Id.* at 1:29–31. As described in the ’687 specification the issue is that conventional social media platforms allow users to express interest in a topic in a manner that is “more

content-centric rather than user-centric.” *Id.* at 1:31–33. For example, a “like” on the Facebook platform “does not distinguish one user who likes the content from another user because each user is generally limited to a single ‘like.’” *Id.* at 1:37–39.

Figure 3 of the ’687 patent is reproduced below.

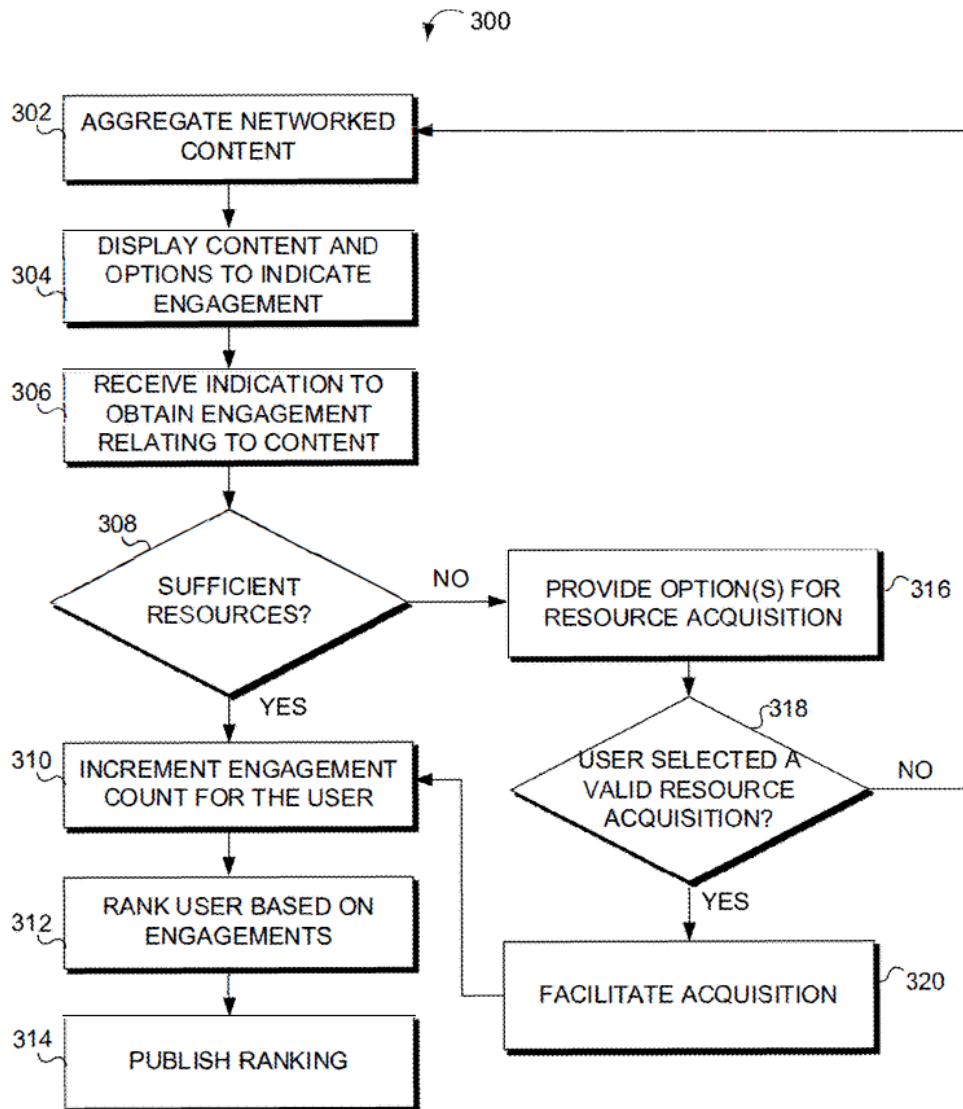


FIG. 3

Figure 3, reproduced above, “depicts a process of aggregating networked social content and facilitating uncapped engagement in a networked virtual environment.” *Id.* at 5:24–26. Step 302 aggregates networked content,

which may include obtaining content from system-provided or third-party platforms or requesting content from third-party platforms associated with a particular user (e.g., a celebrity). *Id.* at 11:55–66. Step 304 displays the aggregated content and provides options for engaging with the content. *Id.* at 12:3–11. Users may click, gesture, or otherwise interact with the system at Step 306 to cause the processor to receive an indication to obtain engagement for the content. *Id.* at 12:12–19. In step 308, the processor determines whether the user has sufficient resources (e.g., virtual or real currency) to obtain the requested engagement. *Id.* at 12:20–27; 2:3–6. If the user has sufficient resources, then at Step 310 the processor can increment the user’s engagement count and decrement the user’s resources. *Id.* at 12:28–33. At Step 312, the user is ranked based on the number of engagements, and at Step 314 the user’s ranking is published. *Id.* at 12:34–49. If the user did not have sufficient resources at Step 308, then at Step 316 the processor may provide the user with options to obtain more resources (e.g., buying more virtual currency). *Id.* at 12:50–61. At Step 320, the processor facilitates the selected method of resource acquisition, and if the resources are successfully obtained, the user is routed to Step 310 to complete the requested engagement. *Id.* at Fig. 3, 13:1–8.

Figure 4 of the ’687 patent is reproduced below.

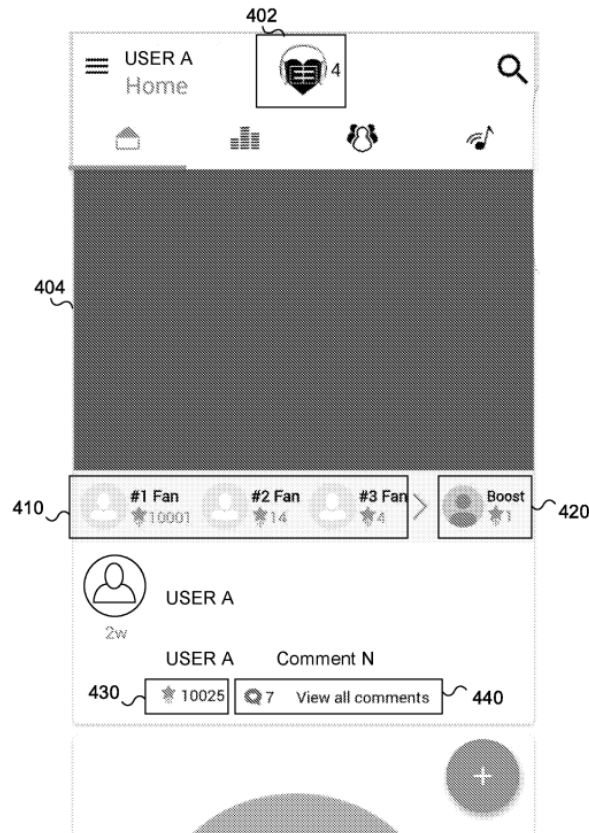


FIG. 4

Figure 4, reproduced above, “depicts a screenshot of a user interface for uncapped engagement in a networked virtual environment.” *Id.* at 5:28–30. The user interface may display “an option to initiate obtaining an engagement 420 [and] an indication of the number of engagements 430.” *Id.* at 13:29–31. “Engagement ranking 410 may display the ranking of users based on the number of engagements they have obtained with respect to the content.” *Id.* at 13:42–44.

C. Illustrative Claim

Claims 1–24 are challenged, of which claims 1, 11–13, 23, and 24 are independent. Claim 1 is illustrative of the subject matter at issue and is reproduced below.

1. **[1a]** A system for aggregating content and facilitating uncapped engagement of the content, the system comprising:

[1b] a computer system comprising one or more physical processors programmed by computer program instructions to:

[1c] obtain a networked content item authored by a user;

[1d] generate a user interface that displays a first number of engagements with the networked content item obtained by a first user, a second number of engagements with the networked content item obtained by a second user, [1e] and a display option configured to receive a request to obtain a number of engagements with respect to the networked content item, [1f] wherein a single engagement requires an amount of resources and the first number of engagements was obtained in exchange for a first amount of resource from the first user, and the second number of engagement was obtained in exchange for a second amount of resources from the second user;

[1g] provide, via a network, the user interface;

[1h] receive, via the user interface, an indication to obtain a third number of engagements relating to the networked content item from a third user different from the user that authored the networked content item, the first user, and the second user;

[1i] determine a third amount of resources required to obtain the third number of engagements by multiplying the amount of resources required for a single engagement with the third number;

[1j] debit the third amount of resources from a user account balance associated with the third user;

[1k] store, in a database accessible to the computer system, an association between the third number of engagements and the third user; and

[1l] provide, in the user interface, an indication of the third number of engagements.

Ex. 1001, 16:22–58 (bracketed designations added by Petitioner (*see* Pet. 21–41)).

D. Asserted Grounds of Unpatentability

Petitioner, supported by the declaration of Dr. Benjamin Bederson (Ex. 1002), asserts the following grounds of unpatentability (Pet. 7)¹:

Claim(s) Challenged	35 U.S.C. §	Reference(s)/Basis
1–3, 5, 6, 13–15, 17, 18	103	Fuloria ² , Andler ³
11, 23	103	Fuloria, Andler, WO '100 ⁴
12, 24	103	Fuloria, Andler, Bartholomew ⁵
4, 16	103	Fuloria, Andler, Kirk ⁶
7–10, 19–22	103	Fuloria, Andler, Cheung ⁷

II. ANALYSIS

A. Level of Ordinary Skill in the Art

In order to determine whether an invention would have been obvious at the time the application was filed, we consider the level of ordinary skill in the pertinent art at the critical time. *Graham v. John Deere Co.*, 383 U.S.

¹ We apply the AIA version of 35 U.S.C. § 103 because the claims at issue appear to have an effective filing date after March 16, 2013, the effective date of the Leahy-Smith America Invents Act, Pub. L. No. 112-29, 125 Stat. 284 (2011) (“AIA”). See Ex. 1001, codes (22), (63), (60).

² U.S. Pat. App. Pub. 2013/0030905 A1; publ. Jan. 31, 2013 (Ex. 1004, “Fuloria”).

³ U.S. Pat. App. Pub. 2014/0025688 A1; publ. Jan. 23, 2014 (Ex. 1005, “Andler”).

⁴ WO 2015/089100 A1; publ. June 18, 2015 (Ex. 1011, “WO '100”).

⁵ U.S. Pat. App. Pub. 2016/0314501 A1; publ. Oct. 27, 2016 (Ex. 1012, “Bartholomew”).

⁶ U.S. Pat. App. Pub. 2015/0058103 A1; publ. Feb. 26, 2015 (Ex. 1008, “Kirk”).

⁷ U.S. Patent No. 7,835,943 B2; iss. Nov. 16, 2010 (Ex. 1009, “Cheung”).

1, 17 (1966). The resolution of this question is important because it allows us to “maintain[] objectivity in the obviousness inquiry.” *Ryko Mfg. Co. v. Nu-Star, Inc.*, 950 F.2d 714, 718 (Fed. Cir. 1991). In assessing the level of ordinary skill in the art, various factors may be considered, including the “type of problems encountered in the art; prior art solutions to those problems; rapidity with which innovations are made; sophistication of the technology; and educational level of active workers in the field.” *In re GPAC, Inc.*, 57 F.3d 1573, 1579 (Fed. Cir. 1995) (internal quotation marks omitted). Generally, it is easier to establish obviousness under a higher level of ordinary skill in the art. *Innovation Toys, LLC v. MGA Entm’t, Inc.*, 637 F.3d 1314, 1323 (Fed. Cir. 2011) (“A less sophisticated level of skill generally favors a determination of nonobviousness . . . while a higher level of skill favors the reverse.”).

According to Petitioner, a person of ordinary skill in the art would have had “a bachelor’s degree in computer science or a similar field and three years of professional computer programming experience, including experience with networked media and databases, where additional education can substitute for experience or vice versa.” Pet. 20 (citing Ex. 1002 ¶¶ 27–31). The level of ordinary skill in the art is usually evidenced by the references themselves. *See Okajima v. Bourdeau*, 261 F.3d 1350, 1355 (Fed. Cir. 2001); *In re GPAC Inc.*, 57 F.3d 1573, 1579 (Fed. Cir. 1995); *In re Oelrich*, 579 F.2d 86, 91 (CCPA 1978). Petitioner’s description of a person of ordinary skill appears commensurate with the subject matter before us, and thus, we apply Petitioner’s definition for purposes of this Decision.

B. Claim Construction

We interpret claim terms using “the same claim construction standard that would be used to construe the claim in a civil action under 35 U.S.C. 282(b).” 37 C.F.R. § 42.100(b) (2019). In this context, claim terms “are generally given their ordinary and customary meaning” as understood by a person of ordinary skill in the art in question at the time of the invention. *Phillips v. AWH Corp.*, 415 F.3d 1303, 1312–13 (Fed. Cir. 2005) (citations omitted) (en banc).

Petitioner states that “to the extent that [the term “engagement”] requires construction, it should be construed as ‘an indication that a user should be distinguished with respect to the content over another user.’” Pet. 11 (citing Ex. 1001, 5:53–55; Ex. 1002 ¶ 41).

Based on the record before us, we see no need for express construction of any term for the purposes of this Decision. *Nidec Motor Corp. v. Zhongshan Broad Ocean Motor Co.*, 868 F.3d 1013, 1017 (Fed. Cir. 2017) (“[W]e need only construe terms ‘that are in controversy, and only to the extent necessary to resolve the controversy’”).

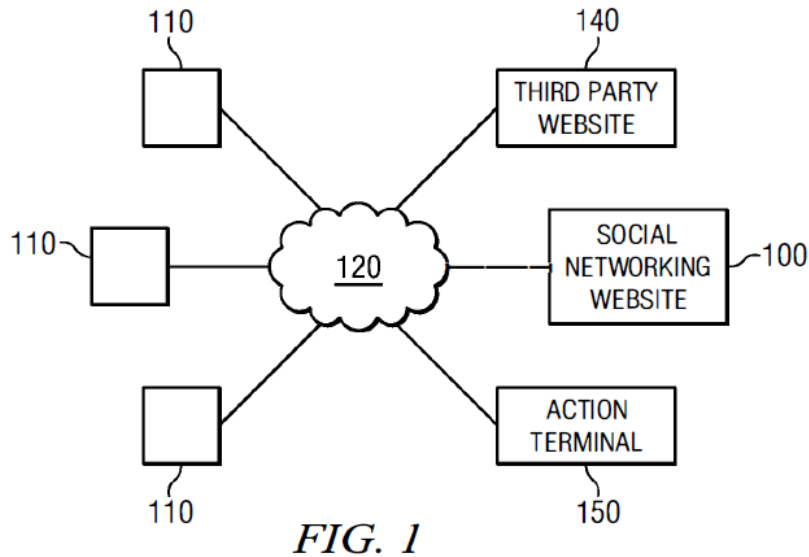
C. Overview of the Asserted Prior Art

1. Fuloria (Ex. 1004)

Fuloria is titled “User-Initiated Boosting of Social Networking Objects,” and “relates to . . . providing a mechanism for users to promote social networking objects to other users.” Ex. 1004, code (54), ¶ 1. Fuloria states that “users may choose to promote or express an affinity for their own or others’ stories,” and this may be done by clicking a “like” button on social media. *Id.* ¶ 8. Also, “[u]pon paying for the promotion of the content, the story may be pinned to the top of his first-degree connections’ news feeds

for a predetermined amount of time, or prominently displayed in a sponsored stories area of his first degree connections' home pages.” *Id.* ¶ 27.

Fuloria’s Figure 1 is reproduced below.



Fuloria’s Figure 1, reproduced above, is a block diagram depicting a system environment for operation of Social Networking System 100. *Id.* ¶ 28.

“Social networking system 100 comprises a computing system that allows members to communicate or otherwise interact with each other and access content.” *Id.* ¶ 30. Clients 110 are computing devices used by members of Social Networking Website 100 that transmit and receive data via Network 120. *Id.* ¶ 29. Third Party Website 140 and Action Terminal 150 communicate via Network 120 in order to communicate messages to Social Networking System 100 about the members’ actions off Social Networking Website 100. *Id.*

Social Networking System 100 may provide users with a button to “like” or “super-like” a piece of content. *Id.* ¶ 37. “When a user clicks the ‘super-like’ or promotion button, the account associated with the user may be debited a predetermined number of credits.” *Id.* ¶ 38. Credits may be

real-world money or valueless electronic currency. *Id.* Super-liked content may be displayed prominently until the expiration of a pre-condition (e.g., a certain period of time, number of views, or number of clicks) on the user's homepage, friend's home pages, advertising spaces, or some subset of those categories. *Id.* ¶¶ 57, 60–61.

Figures 9A–9C of Fuloria depict the user interface displayed as users promote and pin content to their news feed. *Id.* ¶¶ 21–23, 65–67. Figure 9C is reproduced below.

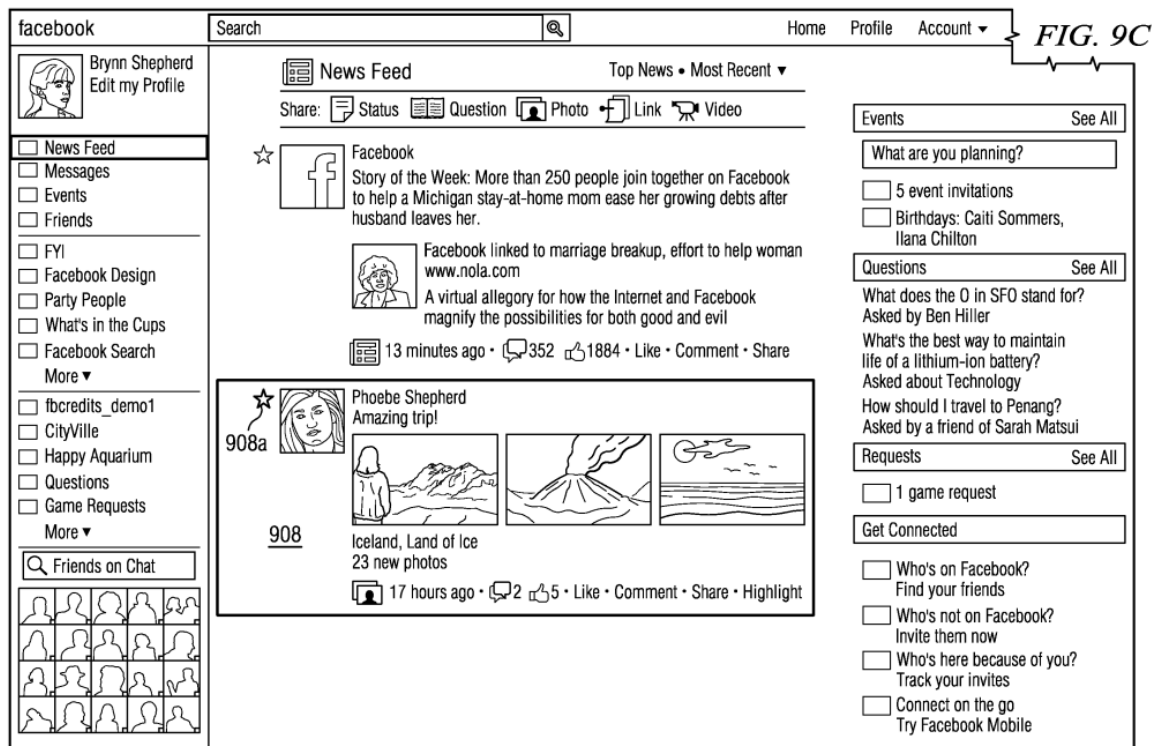


Figure 9C, reproduced above, depicts News Feed 902 for Brynn Shepard. *Id.* ¶ 67. Photo Story 903, which is an uploaded photo album from Brynn's friend "Phoebe Shepard" (*see id.* ¶ 65, Fig. 9A) is pinned to the news feed as Highlighted Story 908. *Id.* ¶ 67. Photo Story 903 may include a Highlight Button 903a, Feature Button 803a or a super-like button. *Id.* at Fig. 9B, ¶ 66. Indicator 908a shows that Photo Story 903 has been highlighted. *Id.*

2. *Andler (Ex. 1005)*

Andler is titled “Determining, Distinguishing and Visualizing Users’ Engagement with Resources on a Social Network.” Ex. 1005, code (54). Andler relates to “displaying top fan status information relating to selected content in a social network.” *Id.* at code (57). Andler utilizes an engagement score in its process. *Id.* “An engagement score is determined for each of one or more first users. Each engagement score is based on interactions of each of the one or more first users with the selected item of content.” *Id.*

According to Andler, prior art social networks lacked “the ability to identify those users who are ‘top fans’ and/or who interact with the social network page contents to a greater extent than other users/fans.” *Id.* ¶ 14. Andler purports to address this issue by identifying and displaying an indication as to the “most important/influential fans in a resource’s (e.g., artist or profile) audience.” *Id.* ¶ 22. As a person interacts with a profile’s content that person’s ranking increases and influencing others to interact with that profile’s content also may increase a person’s rank. *Id.* “As a specific example, a user may be considered a top fan if such a user has listened to content on a social network site, and as a result of that shared activity, other users have been referred to/consume that artist/piece of content/resource.” *Id.* ¶ 162. In addition,

a user’s top fan status may be based on a user’s inserted positive comments about content/page, whether a user has recommended such content to a user, whether a user has indicated attendance at an event (or multiple events) relating to the content/page (e.g., a concert corresponding to an artist’s page), whether a user frequently posts comments on the content’s page, whether a user’s friends have interacted with

content based on a user's initial interaction with such content, etc.

Id. ¶ 200. Content owners may view an ordered list of users' top fan statuses and users have a view of top fans "including an identification of the current user's ranking within that list[, which] would provide the user with useful information and potentially motivate the user to increase his/her interaction to improve his/her top fan status." *Id.* ¶ 201; *see also id.* ¶¶ 202–203, Fig. 6 (discussing Figure 6, an illustration of a top fan page).

3. *WO '100 (Ex. 1011)*

WO '100 is titled "Social Messaging System and Method." Ex. 1011, code (54). WO '100 discloses "facilitating user engagement with a high profile person or brand including program logic defining a content message service that facilitates engagement of a user with a high profile person." *Id.* at code (57). As described in WO '100 "a plurality of users can join forces to elevate a content message to [a high profile person ("HPP")]. In some embodiments, this is done by 'tapping' other fans in an HPP community who have created similar content messages." *Id.* ¶ 60.

4. *Bartholomew (Ex. 1012)*

Bartholomew is titled "Scalable Networked Computing System for Scoring User Influence in an Internet-Based Social Network." Ex. 1012, code (54). The reference discusses having "a plurality of sponsors purchasing credits from an administrator and allocating the purchased credits to users for actions that endorse a sponsor." *Id.* ¶ 48. Bartholomew discloses allowing "users within a community [to] come together for a common cause, topic or subject matter, such as friends like Facebook, profession[s] like doctors or contractors, social causes like giving, health, community, etc." *Id.* ¶ 300. "Users can transfer credits to their friends

(other users) to help them out as socially responsible and gifting within the network.” *Id.* ¶ 312. “Users may be incented to gift and system credits can be transferred to the user that creates the gift as a way to encourage social responsibilities. Social initiatives can be launched within the social network in which user can donate credits to a cause.” *Id.*

5. *Kirk (Ex. 1008)*

Kirk is titled “Social Media Incentive Point Management.” Ex. 1008, code (54). As described in Kirk, “individuals with social media accounts (users) can earn points for interacting with various social media sites according to parameters set by a sponsor.” *Id.* at code (57). “The systems can employ different point scales based on multiple factors and use complex interdependent methods for assigning point valuations for different social media activities.” *Id.* ¶ 8. “Types of points can include those awarded based on a user’s actual posting (‘direct points’), and those awarded based on subsequent engagement by another user (‘indirect points’), and those awarded based on a series of engagements (‘conversational points’).” *Id.* ¶ 34. For example, in order to accrue indirect points “a user can post, but will not receive points until someone else interacts with that post (by for example, commenting or liking that post).” *Id.* ¶ 38.

6. *Cheung (Ex. 1009)*

Cheung is titled “System and Method for Providing Place and Price Protection in a Search Result List Generated by a Computer Network Search Engine.” Ex. 1009, code (54). Cheung’s “system receives from the advertiser identification information for a search listing and a desired rank for the identified search listing, a maximum cost per click for the search listing, or both” *Id.* at code (57). For example, advertisers can instruct their

agent to “Keep me in the top-ranked position, unless the cost per click (CPC) required is more than \$1.00 to do so.” *Id.* at 5:38–40. Thus, the system will adjust the CPC to maintain the desired rank, so long as that can be done without exceeding the maximum CPC. *Id.* at 7:28–32.

D. Alleged Obviousness over Fuloria and Andler

Petitioner alleges that claims 1–3, 5, 6, 13–15, 17, and 18 would have been obvious over Fuloria and Andler, citing the Declaration of Dr. Benjamin Bederson for support. Pet. 11–47 (citing Ex. 1002). For reasons discussed below, we determine that Petitioner has shown a reasonable likelihood that it would prevail in its obviousness challenge based on Fuloria and Andler.

1. Independent Claims 1 and 13

Petitioner asserts that independent claims 1 and 13 are unpatentable under 35 U.S.C. § 103 as obvious over Fuloria and Adler. Pet. 21–43, 47. Petitioner’s arguments and evidence for claims 1 and 13 are substantially identical. *See* Pet. 47. As such, our analysis of the challenge to claim 1 applies with equal force to the challenges to claim 13.

We have reviewed Petitioner’s assertions and evidence, and for the purposes of Institution, we find Petitioner’s challenges to be sufficient to meet the threshold of § 314. Petitioner’s challenge may be summarized as follows: Petitioner relies on Fuloria to teach “a standard social media system that additionally offers users the ability to super-like content in an uncapped manner.” Pet. 15. Petitioner relies on Andler to teach “calculating engagement scores for each user in a variety of ways, and providing a user interface that displays a ranking of users by engagement.” *Id.* at 15–16. Petitioner argues for the incorporation of “Andler’s engagement scores and

rankings into Fuloria, such that Fuloria would display a ranking of top users and numbers reflecting engagements obtained by each user.” *Id.* at 16–19.

We are persuaded by Petitioner’s arguments and evidence. Fuloria teaches “a mechanism for user to promote social networking objects to other users.” Ex. 1004 ¶ 1. Fuloria displays a news feed containing social media content items. *Id.* at code (57), ¶¶ 6, 27.

Users in Fuloria may like a piece of content or “for a given price” the user may turn their like into a “super-like.” *Id.* ¶ 37. “The ‘super-liked’ story is priced and directed toward users in a similar manner as a social ad. In particular embodiments, sponsored story system 304 may also add a weight to the story to alter its direction toward users.” *Id.* ¶ 39. Petitioner argues that “[t]his functionality represents uncapped engagement . . . because Fuloria places *no limitation* on how many times a user can super-like a piece of content.” Pet. 24–25. Dr. Bederson supports Petitioner by noting that Fuloria does not “place any limitation on how many credits a user can spend to increase the reach of the content.” Ex. 1002 ¶ 76. Further, Dr. Bederson states that “[m]ultiple different users can also promote the same content item. By allowing users to promote or ‘super-like’ content which also increases engagement with that content by other users, Fuloria’s system also facilitat[es] uncapped engagement with that content.” *Id.* ¶77.

We find these arguments to be persuasive. The ’687 patent states that “[s]o long as the user has sufficient resources, the user may promote herself or others with uncapped (i.e., unlimited) engagements, which may facilitate getting noticed by other users, whether with respect to a social media content item.” Ex. 1001, 2:6–10. Similarly, Fuloria allows users to expend their resources and to have the super-like displayed according to the amount paid

for the super-like. Ex. 1004 ¶ 57 (“In particular embodiments, the advertisement system adjusts the display of the ‘super-liked’ story based upon social factors as well as the real-world value of the credits paid.”); *see also id.* ¶ 38 (“[T]he social networking system may deduct the credits based on a cost per impression (CPM), effective cost per impression (eCPM), cost per click (CPC), or cost per action (CPA) pricing model”). Fuloria teaches likes from any number of users which is argued to disclose the multiple users recited in the claim. *See* Ex. 1002 ¶ 82 (discussing Fuloria’s display of engagement by a user and pointing out that Figure 9A shows 1,884 likes); *see also id.* ¶ 87 (“Fuloria teaches that ‘super-likes’ are available to users in general (and thus to first, second, third, etc. users).”).

As to the number of engagements displayed by the first, second, and third users, Petitioner directs us to the teachings of Andler as combined with those of Fuloria. Pet. 27–34, 41–43. Petitioner argues that Andler’s teachings would have made it obvious to include a ranking of top users. *Id.* at 31. Andler discusses “displaying top fan status information related to selected content in a social network.” Ex. 1005 at code (57). Andler describes “top fans” as those that interact with content to a greater extent than other users/fans. *Id.* ¶ 14. Andler determines “an engagement score for each of one or more first users.” *Id.* ¶ 206. Andler “may include an identification of a predefined number of first users sorted by highest-to-lowest engagement score (e.g., a list of top fans based on engagement score).” *Id.* ¶ 207. Dr. Bederson opines that “any of engagement scores, number of engagements, the credits used to obtain them, or the real-world value of such credits are a first number of engagements with the networked content item obtained by a first user.” Ex. 1002 ¶ 84. He states that this is

true because the “engagement score . . . reflects a quantification of engagements ‘obtained by’ a user.” *Id.* (discussing paragraph 206 of Andler).

Here again, we find Petitioner’s assertion to be persuasive. The system of the ’687 patent “may count the number of engagements made by each user with respect to a social media content item, and provide engagement information indicating these numbers in association with the social media content item.” Ex. 1001, 2:61–64. The patent goes on to describe that “for a given social media content item, the system may display the top N users who engaged the given social media content item the highest number of times.” *Id.* at 3:18–20. The teachings relied upon by Petitioner support its argument that the engagement limitations of claim 1 are taught by Fuloria and Andler.

Accordingly, based on the record before us, we determine that Petitioner has established a reasonable likelihood of prevailing on its assertion that claims 1 and 13 would have been obvious over Fuloria and Andler. *Id.* at 16.

2. *Analysis of Claims 2, 3, 5, 6, 14, 15, 17, and 18*

Petitioner asserts that dependent claims 2, 3, 5, 6, 14, 15, 17, and 18 would have been obvious over Fuloria and Andler. Pet. 44–48, 57–59. Based on the evidence in the present record, we are persuaded that Petitioner has shown sufficiently for purposes of this Decision that the combination of Fuloria and Andler teaches or suggests all of the limitations recited in claims 2, 3, 5, 6, 14, 15, 17, and 18.

E. Remaining Grounds

Petitioner challenges claims 11 and 23 as obvious over Fuloria, Andler, and WO ‘100 (Pet. 47–54); claims 12 and 24 as obvious over Fuloria, Andler, and Bartholomew (*id.* at 55–60); claims 4 and 16 as obvious over Fuloria, Andler, and Kirk (*id.* at 60–64); and claims 7–10 and 19–22 as obvious over Fuloria, Andler, and Cheung (*id.* at 64–71). We have reviewed each of the asserted grounds and Petitioner’s supporting evidence and we agree that Petitioner has met its burden to establish a reasonable likelihood of prevailing with respect to these claims as required under 35 U.S.C. § 314.

III. CONCLUSION

For the foregoing reasons, we determine that the arguments and evidence presented in the Petition establish that there is a reasonable likelihood that Petitioner would prevail with respect to at least one of challenged claims 1–24 of the ’687 patent. We, therefore, institute trial on all challenged claims and grounds raised in the Petition.

At this stage of the proceeding, we have not made a final determination as to the patentability of any challenged claim or as to the construction of any claim term. Any final determination will be based on the record developed during trial.

IV. ORDER

In consideration of the foregoing, it is hereby:

ORDERED that, pursuant to 35 U.S.C. § 314(a), an *inter partes* review is hereby instituted for the asserted grounds:

Claim(s) Challenged	35 U.S.C. §	Reference(s)/Basis
1–3, 5, 6, 13–15, 17, 18	103	Fuloria, Andler
11, 23	103	Fuloria, Andler, WO '100
12, 24	103	Fuloria, Andler, Bartholomew
4, 16	103	Fuloria, Andler, Kirk
7–10, 19–22	103	Fuloria, Andler, Cheung

FURTHER ORDERED that, pursuant to 35 U.S.C. § 314(c) and 37 C.F.R. § 42.4, notice is hereby given of the institution of a trial; the trial will commence on the entry date of this Decision.

IPR2025-00337
Patent 10,474,687 B2

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