

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

APPLE INC.
Petitioner,

v.

CTEXT IP LLC
Patent Owner.

Inter Partes Review No.: IPR2025-01113

**PETITION FOR *INTER PARTES* REVIEW OF
U.S. PATENT NO. 10,009,304**

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TABLE OF CONTENTS

	Page
I. INTRODUCTION	1
II. GROUNDS FOR STANDING.....	1
III. STATEMENT OF PRECISE RELIEF REQUESTED	1
IV. OVERVIEW OF THE ‘304 PATENT	1
A. Disclosure	1
B. Prosecution History	5
C. Priority Date	6
V. LEVEL OF ORDINARY SKILL	6
VI. CLAIM CONSTRUCTION	7
VII. DETAILED EXPLANATION OF HOW CHALLENGED CLAIMS ARE UNPATENTABLE.....	7
A. Ground 1: Claims 1-4, 6-7, 14-16 are unpatentable over Chang	7
1. Chang	7
2. Analysis.....	9
B. Ground 2: Claims 8-10, 17 are unpatentable over Chang, Oh, and Stochosky.....	45
1. Oh.....	45
2. Stochosky	47
3. Motivation to Combine	49
4. Analysis.....	52
C. Ground 3: Claims 1-2, 5-7, 11-15 are unpatentable over Oh.....	62
1. Analysis.....	63

VIII. DISCRETIONARY DENIAL	101
A. <i>General Plastic</i>	101
B. <i>Advanced Bionics</i>	101
C. <i>Fintiv</i>	102
IX. MANDATORY NOTICES UNDER 37 C.F.R. §42.8.....	102
A. Real Party-in-Interest (37 C.F.R. § 42.8(b)(1)).....	102
B. Related Matters (37 C.F.R. § 42.8(b)(2)).....	102
1. Judicial Matters	102
2. Administrative Matters	103
3. Related Applications	103
C. Lead/Back-up Counsel (37 C.F.R. § 42.8(b)(3))	103
D. Notice of Service Information (37 C.F.R. § 42.8(b)(4)):	104
X. CONCLUSION.....	104

Petitioner's Exhibit List¹

<i>Exhibit #</i>	<i>Description</i>
1001	U.S.P.N. 10,009,304 (the “’304 Patent”)
1002	Prosecution History of the ’304 Patent
1003	Declaration of Trevor Darrell, Ph.D.
1004	<i>Curriculum Vitae</i> of Trevor Darrell, Ph.D.
1005	U.S.P.N. 9,130,893 (“Chang”)
1006	U.S.P.N. 9,965,132 (“Stochosky”)
1007	U.S. Publ. No. 2014/0143684 (“Oh”)
1008	Claim charts from Amended Complaint in <i>CText IP LLC v. Apple Inc.</i> , 1:24-cv-8821 (S.D.N.Y.)

¹ All citations to issued patents are to column:line, and all citations to patent applications are to the original page or paragraph numbers.

I. INTRODUCTION

Apple Inc. (“Petitioner”) requests *inter partes* review (IPR) of claims 1-17 (the “Challenged Claims”) of U.S.P.N. 10,009,304 (the “’304 Patent,” EX1001).

II. GROUNDS FOR STANDING

Petitioner certifies the ’304 Patent is eligible for IPR.

III. STATEMENT OF PRECISE RELIEF REQUESTED

Petitioner requests the Challenged Claims be found unpatentable as follows:

Ground	Claims	Basis	Reference(s)
1	1-4, 6-7, 14-16	§103	Chang
2	8-10, 17	§103	Chang, Oh, and Stochosky
3	1, 2, 5-7, 11-15	§103	Oh

IV. OVERVIEW OF THE ‘304 PATENT

A. Disclosure

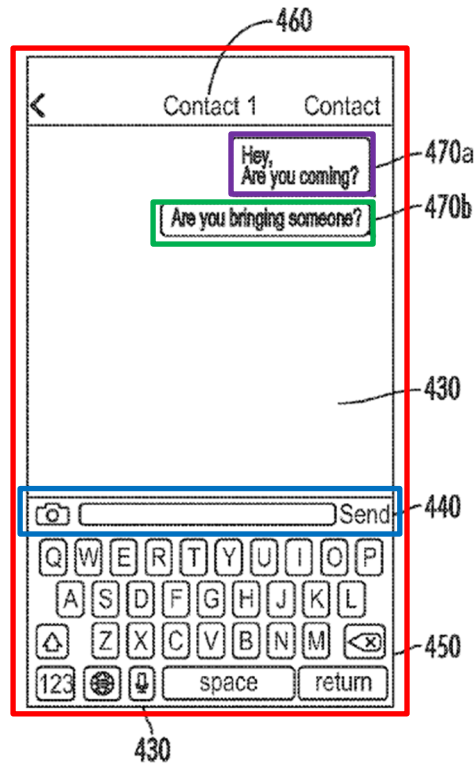
The ‘304 Patent relates to messaging or “chat” communications, such as for a mobile phone. EX1001, (10), (54), 1:19-35. The patent recognizes that “chats often form an extended dialogue between multiple parties, stretching across multiple conversation topics and extended periods of time,” such that “it is not always clear what earlier comment a particular comment is responsive to.” Thus, “[t]here is a need for a messaging method that allows parties conversing to follow multiple conversations exactly, even where those multiple conversations are

intertwined and include questions, prompts, and answers that cross each other chronologically.” *Id.*, 1:25-67; EX1003², ¶41.

To address this problem, the ‘304 Patent provides “methods and systems for correlating conversations in a messaging environment, such as...where multiple conversations...are occurring within a single chat window....” The method is performed on and between several interface devices, which may be “smartphones, tablets, laptops, or other types of computer terminals.” EX1001, 4:22-45; EX1003, ¶42.

An exemplary user interface is shown in FIG.3B:

² Citations to EX1003 appearing at the end of each paragraph in this Petition refer to support found in the Declaration of Trevor Darrell, Ph.D. for all statements in that paragraph.



EX1001, FIG.3B.³ The interface includes a “discussion interface 430” having a “message entry location 440.” A “first message 470a” and a “second message 470b” are displayed. Messages are connected in terms of “conversations,” where “the first message...may be part of a first conversation, and the second message...may be part of a second conversation.” *Id.*, 5:25-29; EX1003, ¶43.

In operation, the user may wish to continue a conversation from, or provide a message responsive to, one of the several messages displayed on the interface.

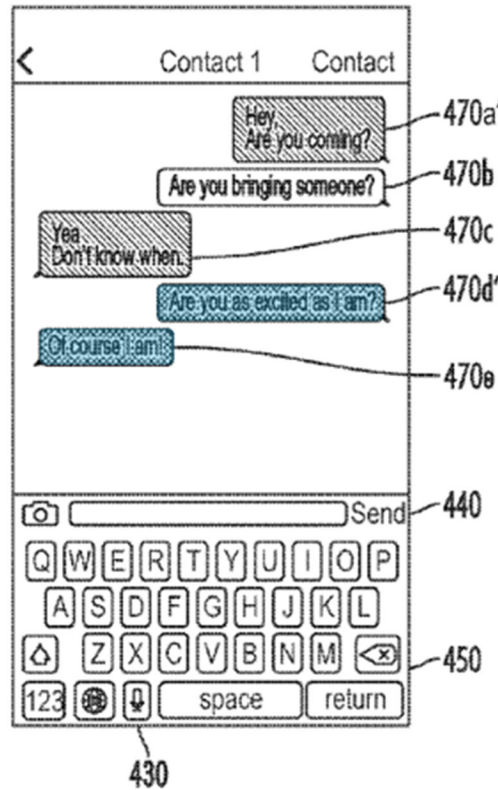
³ All drawing annotations added. Some drawing figures may be excerpted.

Language (including claim limitations) in colored font maps to same-colored regions in the annotated drawings.

Accordingly, the user may indicate which one of the messages [s]he would like to respond to by tapping a touch screen of the device. “This indication defines that message, or a conversation that the message is a part of as an active conversation....” EX1001, 5:35-45. “The active conversation may be...one of several previously existing conversations.” *Id.*, 2:10-12. When the user creates a new message at the message entry location, the message is incorporated into the active conversation and “displayed with a visual cue shared with other messages associated with the active conversation....” “[T]he visual cue may be a color associated with the active conversation, but it may instead be by way of text size, symbols or icons appended to the message....” *Id.*, 5:63-6:3; EX1003, ¶44.

An example of two messages associated with the same conversation having the same visual cue⁴ is shown in FIG.3E:

⁴ While the similar visual cue is indicated with “matching crosshatching” in the patent drawings (EX1001, 7:10-13), in this Petition color annotation (e.g., blue background) has been added in the above and other reproduced figures to make the visual cue more clear. EX1003, ¶45, fn2.



EX1001, FIG.3G; EX1003, ¶45.

The message entry location may have a background “that can be tinted to correlate with the visual cue of the active conversation” and “may be modified so that text entered appears in the same format and with the same visual cues....”

EX1001, 11:23-32; EX1003, ¶46.

B. Prosecution History

In the only Office Action, the Examiner rejected the claims as being unpatentable over U.S. Publ. Nos. 2007/0203985 (“Abernathy”) and 2006/0248150 (“Chaar”). EX1002, at 81-98.

In response, the Applicant amended the claims to add the limitation “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue shared with the first message [one of several messages]*.”⁵ EX1002, at 64-75.

As shown below, the methods and systems claimed in the ‘304 Patent—including the limitations added to secure allowance—were well known in the art before the earliest priority date of the ‘304 Patent. EX1003, ¶50.

C. Priority Date

Petitioner uses December 23, 2013 as the priority date, but reserves the right to challenge in other fora. EX1001, (60).

V. LEVEL OF ORDINARY SKILL

A person of ordinary skill in the art (“POSITA”) would have had a Bachelor’s degree in computer science or a related field, and two years of experience working in the field of computer programming. An individual with less technical education but more experience, such as with building messaging applications, or vice versa, could also qualify. EX1003, ¶¶35-40.

⁵ Claim language is quoted in italics throughout this petition to distinguish it from other quoted material.

VI. CLAIM CONSTRUCTION⁶

The Challenged Claims are construed using the same claim construction standard that would be used in a civil action, including in accordance with the ordinary and customary meaning as understood by a POSITA. For this Petition, no specific constructions are required because the prior art relied on meet or disclose the claim terms under any reasonable construction. Petitioner may take different claim construction positions in other fora.

VII. DETAILED EXPLANATION OF HOW CHALLENGED CLAIMS ARE UNPATENTABLE

A. Ground 1: Claims 1-4, 6-7, 14-16 are unpatentable over Chang

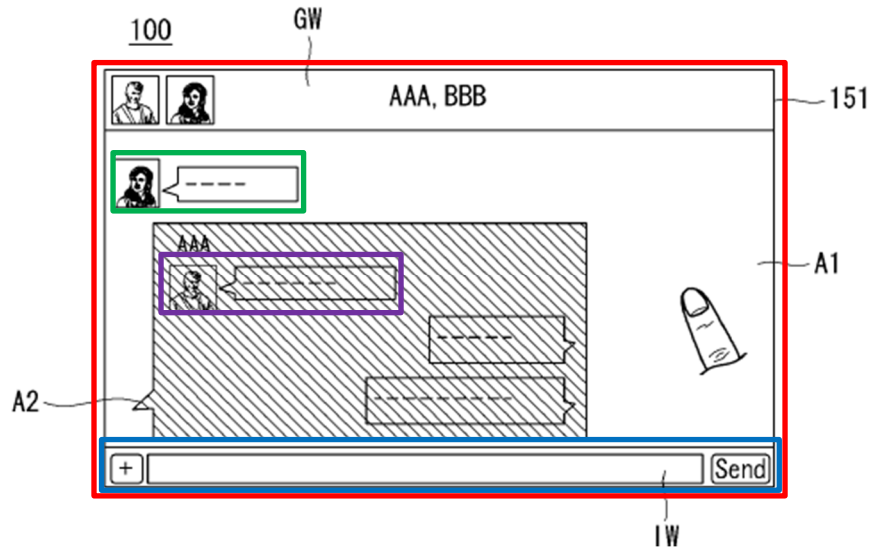
1. Chang

Chang—filed July 12, 2012, published March 21, 2013—qualifies as prior art under §102(a). EX1005, (12), (22), (45), (54), (65).

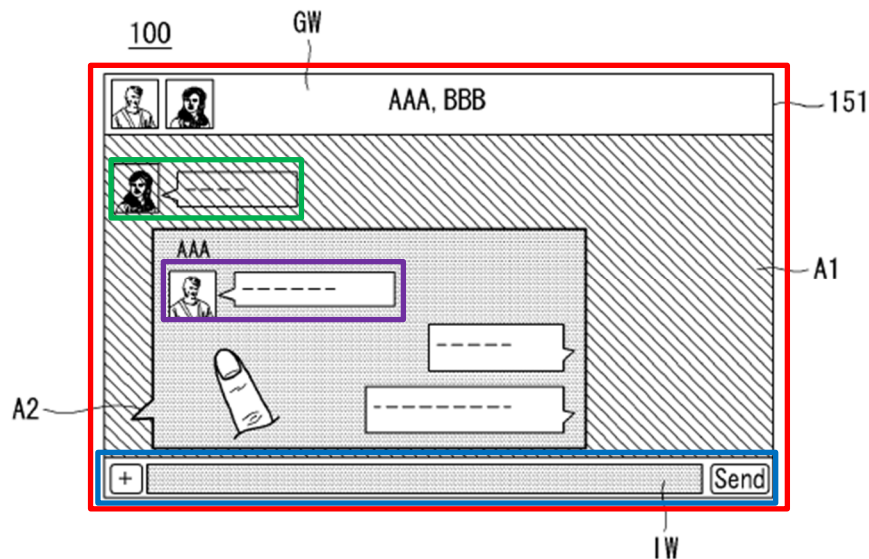
Chang is in the same field as the '857 Patent, i.e., electronic messaging and chat. *Id.*, (54), (57), 1:15-36. For this messaging, Chang describes a “mobile terminal 100” which can include “a cellular phone, a smart phone, a laptop computer.” *Id.*, 3:54-57; EX1003, ¶55.

⁶ Petitioner does not concede that any term not construed herein meets the statutory requirements of 35 U.S.C. § 112, or that the Challenged Claims recite patentable subject matter under 35 U.S.C. § 101.

Chang's terminal includes a "display module 151 which may be a touch screen," displaying a "**chat window**," as shown in FIGS.21(a), 21(b). *Id.*, FIGS.1, 21, 5:41-43, 11:44-47.



Id., FIG.21(a).



Id., FIG.21(b). Multiple messages may be displayed on the chat window in different chat areas. For example, a "**group message**" appears in a group chat area

A1, and a “private message” appears in a private chat area A2. The chat window also includes an “input window IW” for entering messages. EX1005, 1:44-55, 12:42-67, 14:10-17, 19:61-20:9; EX1003, ¶56.

Chang recognizes the same problem as the ‘304 Patent: in messaging systems that display multiple chats or conversations to the user, it may be difficult or inconvenient for the user to follow or keep track of the chats. EX1005, 1:19-33; EX1003, ¶57.

And Chang provides the same solution: using a different background color, shade, or other visual element to intuitively distinguish between different chats. EX1005, 14:18-31; EX1003, ¶58.

Furthermore, Chang discloses the ’304 Patent claim limitation “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue shared with the first message [one of several messages]*” that was added during prosecution to secure allowance. Chang describes that when a user selects one of the chats or messages, the background color, shading, or other visual element of the message input window IW may be changed to be the same as that of the selected chat or message. EX1005, 20:41-48; EX1003, ¶59.

2. Analysis

a. Claim 1

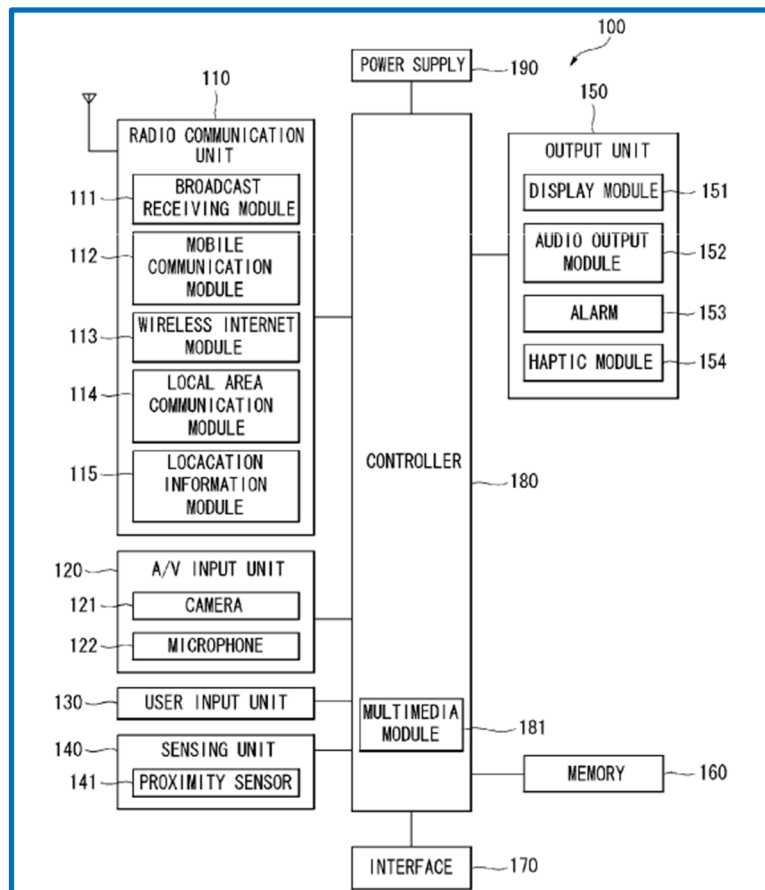
[1pre] “*A computer based method for correlating conversations in a messaging environment, the method comprising:*”

Chang discloses a “*computer based method*” because it describes “a mobile terminal and a method of controlling the same” where “[t]he mobile terminals...may include a cellular phone, a smart phone, a laptop computer,” and the “method for the mobile terminal may be written as computer programs.” EX1005, (57), 1:16-17, 3:54-57, 28:11-14, FIGS.5, 20; EX1003, ¶60.

Chang discloses that its method is “*for correlating conversations in a messaging environment*” because it describes a “group chat area for displaying a group message transmitted to or received from a plurality of another parties and a private chat area for displaying a private message transmitted to or received from one of the plurality of another parties within one chat window.” EX1005, (57), 12:42-67, 27:56-62. Chang’s “group chat area” and “private chat area” are “*a messaging environment*” because they are each an area (“*environment*”) for display of messages exchanged between parties. *Id.* A POSITA would have understood that the collective chat messages in each of the group and private chats is a “*conversation*” because in a messaging environment like Chang’s, “users create an instant conversation through dialog windows displaying sent and received messages” between particular users.” EX1007, [0008]. Chang teaches that “*conversations*” are “*correlat[ed]*” because a separate chat area (group or private) is provided for them, and thus “user convenience is improved,” as discussed below. EX1005, (57), FIGS.5, 21(a)-22(b), 27:56-62; EX1003, ¶61.

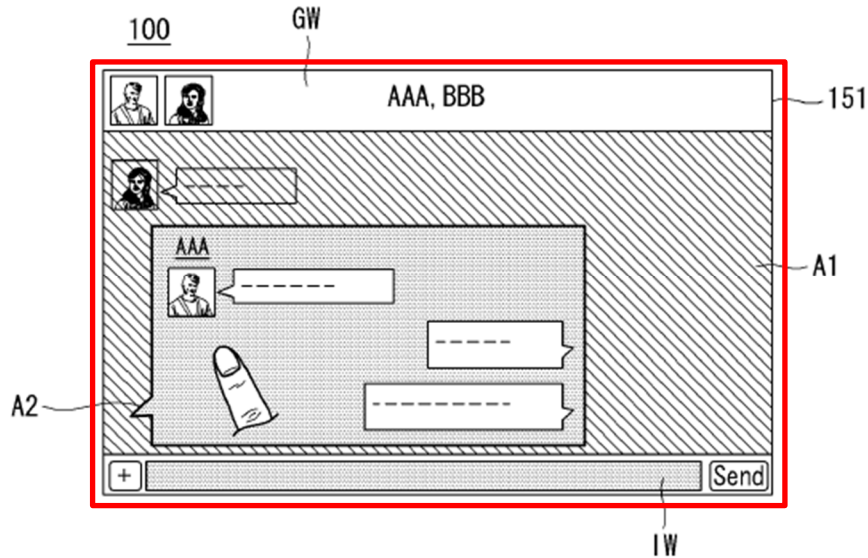
[1a] “*providing a discussion interface at a first interface device, wherein the discussion interface displays a first message and a second message;*”

Chang discloses a “*first interface device*” as “a mobile terminal 100” that “may include a cellular phone, a smartphone, a laptop computer,” as shown in FIG.1.



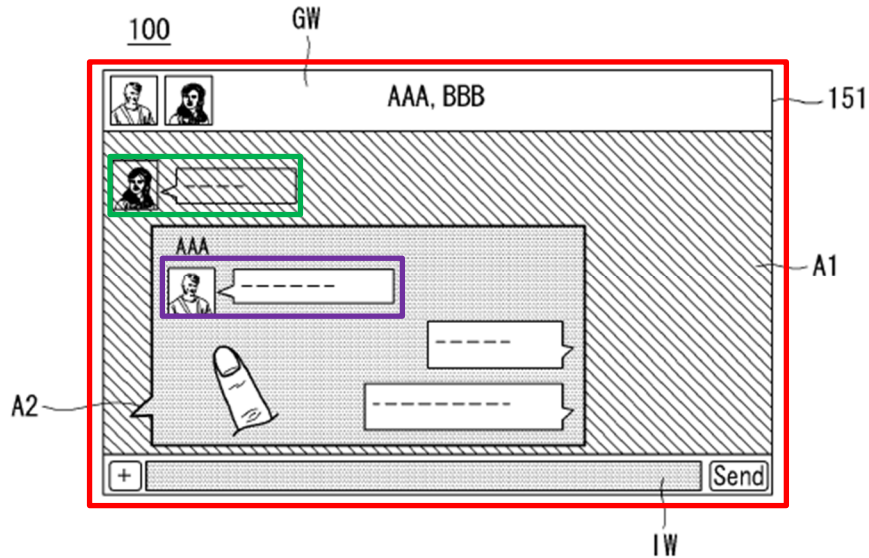
EX1005, FIG.1, 3:54-57; EX1003, ¶62.

Chang discloses “*providing a discussion interface*” because Chang’s mobile terminal provides a “chat window” where the user can interface with other parties to discuss various topics through chat messages, as shown, e.g., in FIG.21(b).



Id., FIGS.21(b), 1, 2, 5, 6, 21(a)-22(b), 1:24-26, 11:44-47, 12:42-46. The chat window (“*discussion interface*”) may include a “group chat area A1” for a conversation with a group and a “private chat area A2” for a conversation with a specific other party. *Id.*, 21(a)-22(b), 12:46-59, 14:2-22, 19:64-20:67; EX1003, ¶63.

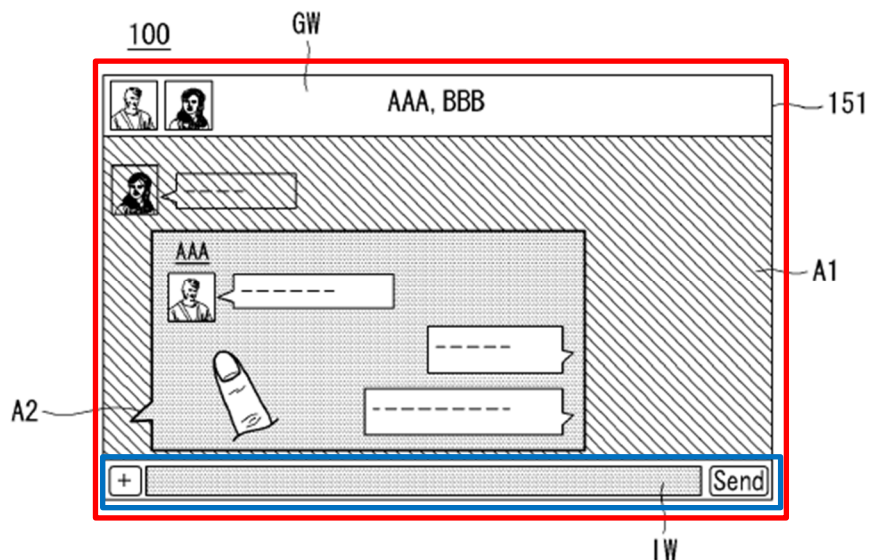
Chang discloses “*wherein the discussion interface displays a first message and a second message*” because multiple messages are displayed on Chang’s chat window (“*discussion interface*”), as seen in FIG.21(b), where a “*first message*” appears in the private chat area A2, and a “*second message*” appears in group chat area A1.



Id., FIG.21(b), 12:46-62; EX1003, ¶64.

[1b] “providing a message entry location for inputting new messages, the message entry location visually associated with the discussion interface,”

Chang discloses a “providing a message entry location for inputting new messages” because an “input window IW” (“*message entry location*”) is provided where a user can enter new messages, as seen in FIG.21(b).



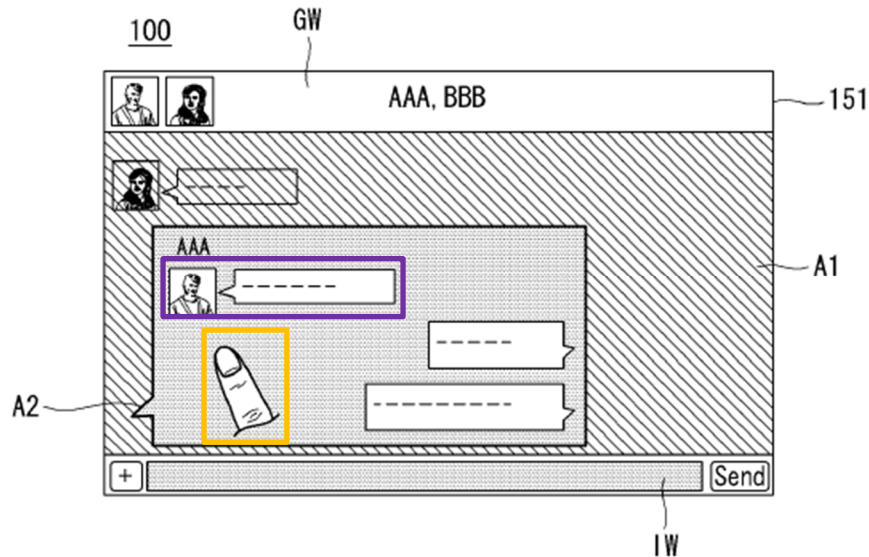
EX1005, FIG.21(b), 16:20-22, 14:10-16; EX1003, ¶65.

Chang discloses “*the message entry location visually associated with the discussion interface*” because the input window IW (“*message entry location*”) is on the same visual screen as the chat window (“*discussion interface*”). EX1005, FIGS.21(a), 21(b), 14:10-13 (“display one input window IW...in a predetermined area within the group chat window”), 20:49-51; EX1003, ¶66.

[1c] “*receiving, at the first interface device, a first indication that a first new message is responsive to the first message;*”

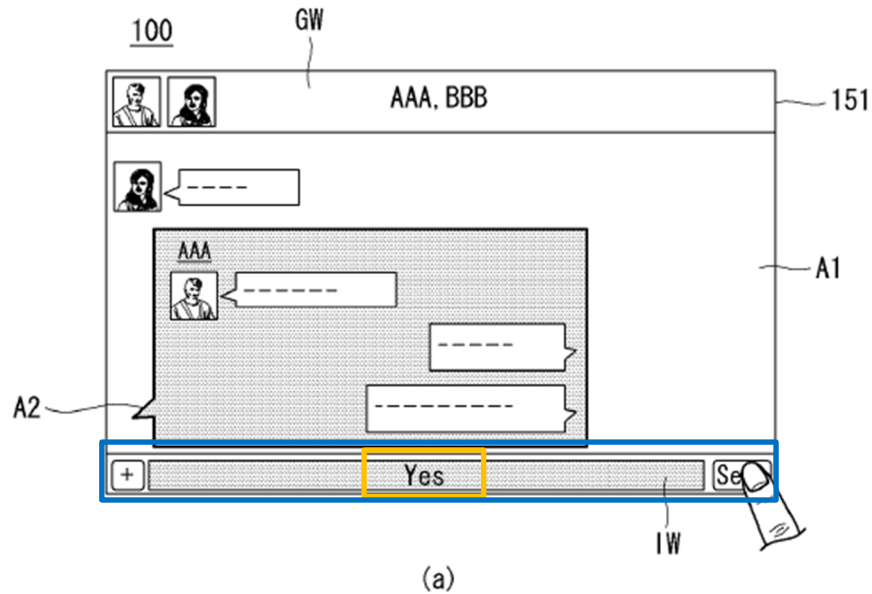
Chang discloses “*receiving, at the first interface device, a first indication*” because the mobile terminal (“*first interface device*”) receives an input (“*a first indication*”) resulting from a user’s touch to control and operate the terminal. Specifically, Chang’s mobile terminal includes “user input unit 130” and “sensing unit 140” that “may receive input data required for controlling the mobile terminal 100 from a user,” and may include a “touch pad,” “touch screen,” “proximity sensor,” or “touch sensor.” EX1005, FIG.1, 5:59-6:54, 7:4-13, 10:28-67. “When the user applies a touch input to the touch sensor, a signal corresponding to the touch input may be transmitted....” *Id.*, 6:55-59. “A capacitive touch screen may be constructed such that proximity of an indicator is detected....” *Id.*, 7:9-10. “[A] touch input is an input received by a touch gesture.” *Id.*, 11:1-4; EX1003, ¶67.

Chang discloses that the touch input (“*first indication*”) indicates “*that a first new message is responsive to the first message*” as illustrated and described in FIGS.21(b), 22(a).



EX1005, FIG.21(b). The “*first indication*” is the touch input corresponding to the **user’s finger** appearing on the display. Such touch input may “select[] one of a group chat area and a private chat area displayed in one group chat window” causing the selected chat area to become active so that the user can respond to the “*first message*” that is part of the same conversation. *Id.*, FIGS. 20-22(b), 19:21-21:15; EX1003, ¶68.

The user’s response can be in the form of a new message “Yes” (“***first new message***”) that “*is responsive to the first message,*” as seen in FIG.22(a).



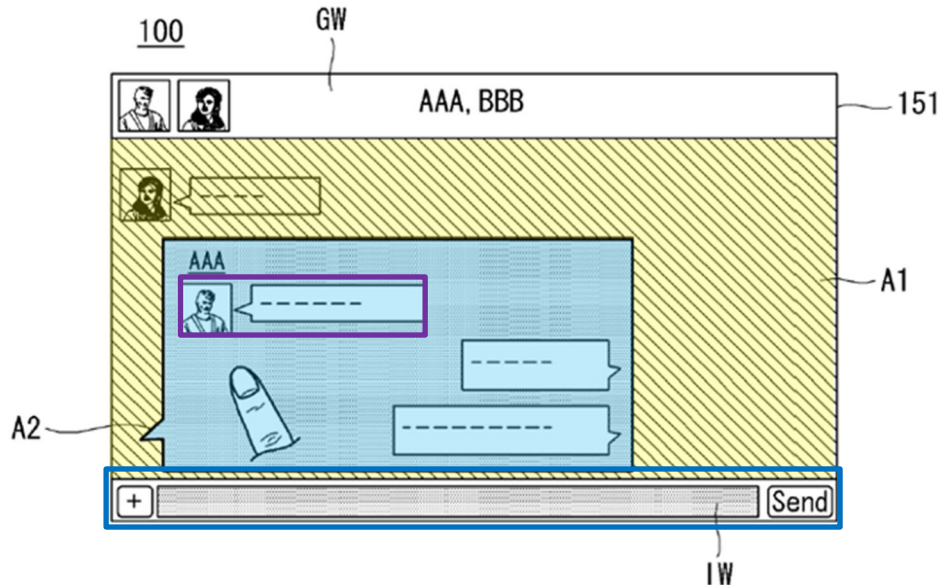
EX1005, FIG.22(a), 20:60-62. “[W]hen the private chat area A2 is touched, the controller 180 selects the private chat area A2 as an area in which an input message” (“*first new message*”) “is displayed....” *Id.*, 20:13-15, 19:56-58; EX1003, ¶69.

[1d] “changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue shared with the first message;”

Chang discloses “a first visual cue shared with the first message” because messages associated with a particular chat (such as the “*first message*” of the private chat) may share the same “background color, shade,” or other visual effect (“*first visual cue*”⁷) so as to highlight, link or correlate those messages. EX1005,

⁷ Similar to the '304 Patent, in Chang’s black and white drawings, the different colors are indicated by different types of crosshatching. EX1005, 6:1-3. In this

20:24-26. Chang “illustrates a case of differently displaying a background color of two areas in order to intuitively distinguish the group chat area A1 and the private chat area A2,” as seen in FIG.21(b).



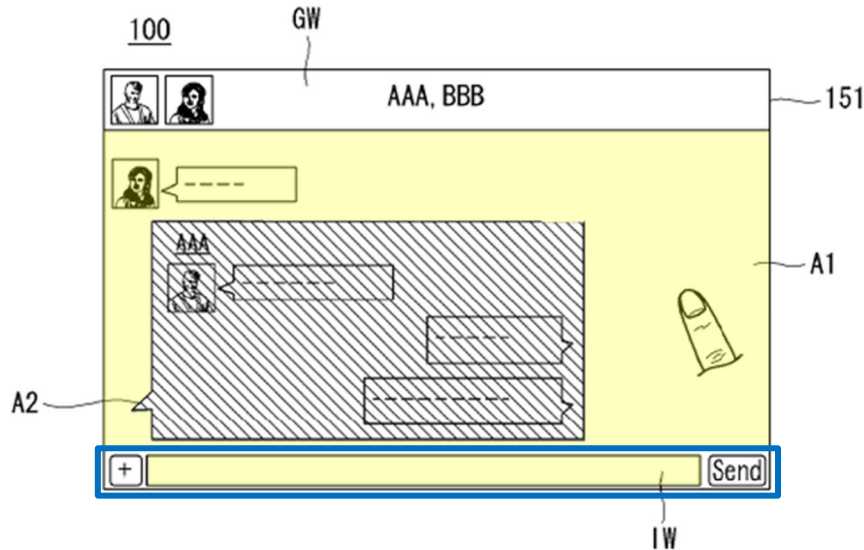
Id., FIG.21(b), 14:23-31. Referring to the figure above, all of the messages in the private chat (area A2) appear in one particular background color (“*first visual cue*”), whereas all of the messages in the other conversation of the group chat (area A1) appear in a *different background color*. EX1003, ¶70.

Chang discloses “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue.*” FIG.21(a) shows an

Petition, color annotation has been added to this and other figures of the prior art to emphasize and more clearly illustrate what is already described in the references.

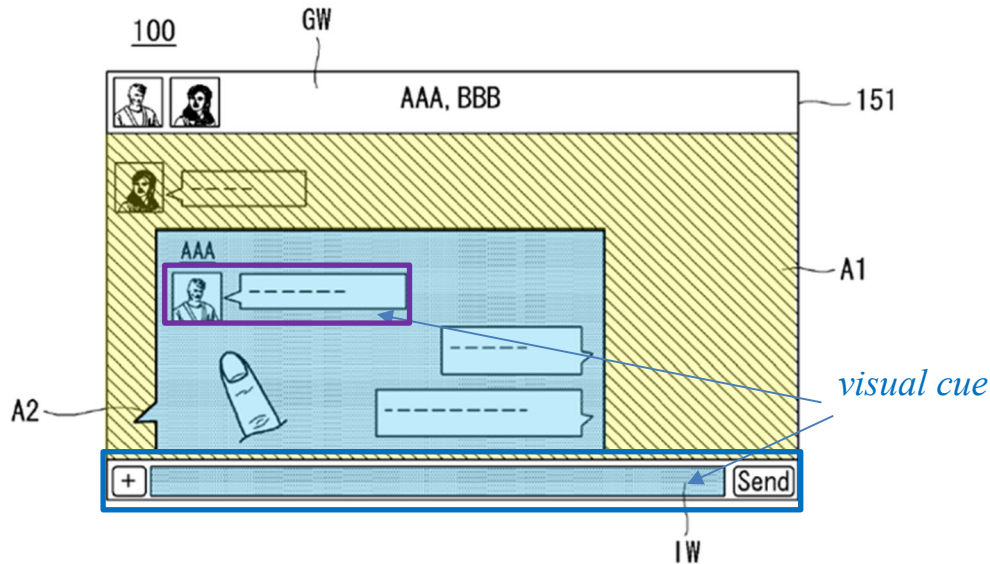
EX1003, ¶70, fn4.

initial view of the chat window, where the **background** of “message input window IW” (“*message entry location*”) is the same as the group chat window that has been selected.



EX1005, FIG.21(a), 20:41-44; EX1003, ¶71.

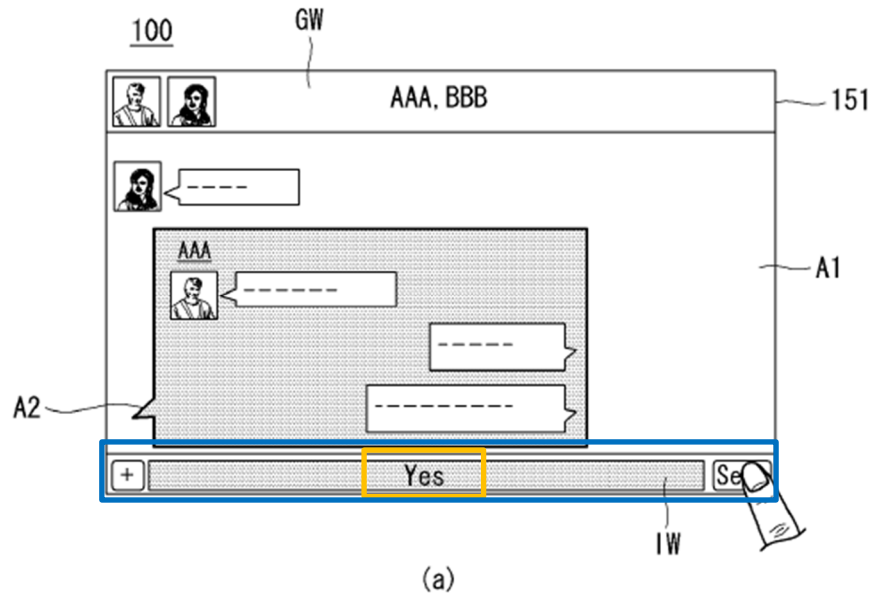
Then, as seen in FIG.21(b), when a user touches private chat area A2 (as shown by the finger icon, causing “*receipt of the first indication*”), the message entry location’s background color changes.



EX1005, FIG.21(b), 20:34-40. Here, “the controller 180 controls to display a background color of the input window IW” (“**visual element** of the *message entry location*”) to be “the same as a background color” (“**first visual cue**”) as the “*first message*” in the selected private chat. *Id.*, 20:44-48; EX1003, ¶72.

[1e] “receiving the first new message at the message entry location; and”

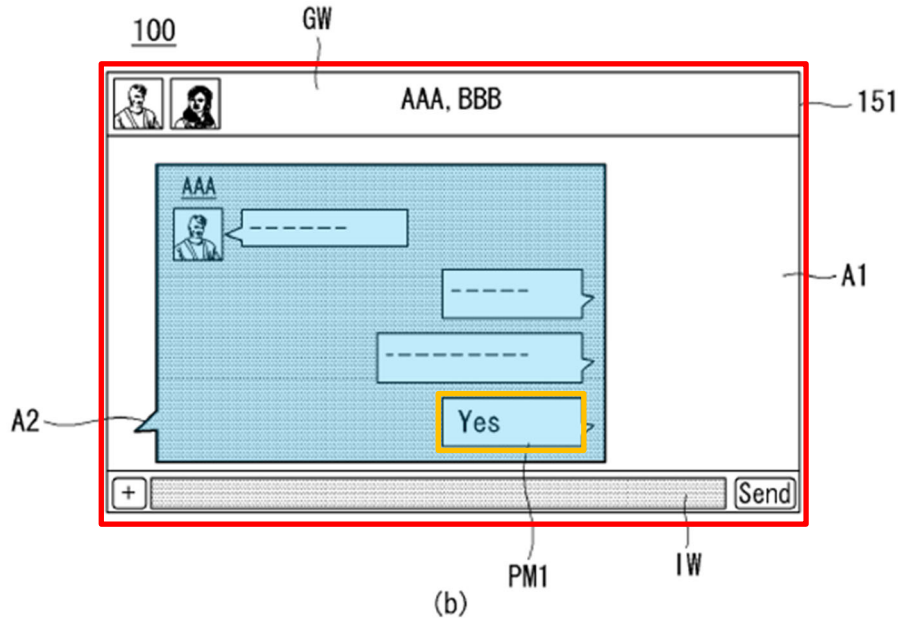
Chang discloses because “in a state where the private chat area A2 is selected, the controller 180 receives a message” (“Yes”) (“receiving a *first new message*”) “through the message input window IW” (“at the *message entry location*”), as seen in FIG.22(a).



EX1005, FIG.22(a), 20:60-62; EX1003, ¶73.

[1f] “displaying the first new message with the first visual cue applied within the discussion interface at the first interface device,”

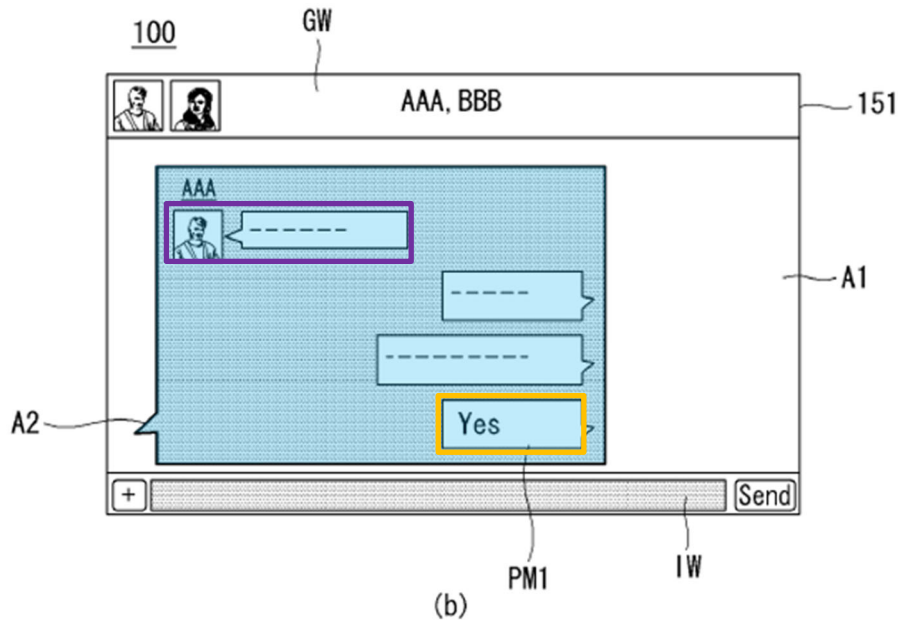
Chang discloses because after the user has entered the new message at input window IW and has transmitted the message, the new message “Yes” (“*first new message*”) is displayed alongside other messages within the chat window (“*discussion interface*”) of the mobile terminal (“*first interface device*”) with the same crosshatch or color background (“with the *first visual cue* applied”) as seen in FIG.22(b).



EX1005, FIG.22(b), 20:62-67; EX1003, ¶74.

[1g] “*wherein the first visual cue is shared by the first message and the first new message.*”

Chang discloses because, as discussed in [1d], all of the messages associated with a particular selected chat or conversation (which may include the “*first message*” and the responsive “*first new message*”) can share the same background color, shade, or other visual effect (“*first visual cue*”), as seen in FIG.22(b).

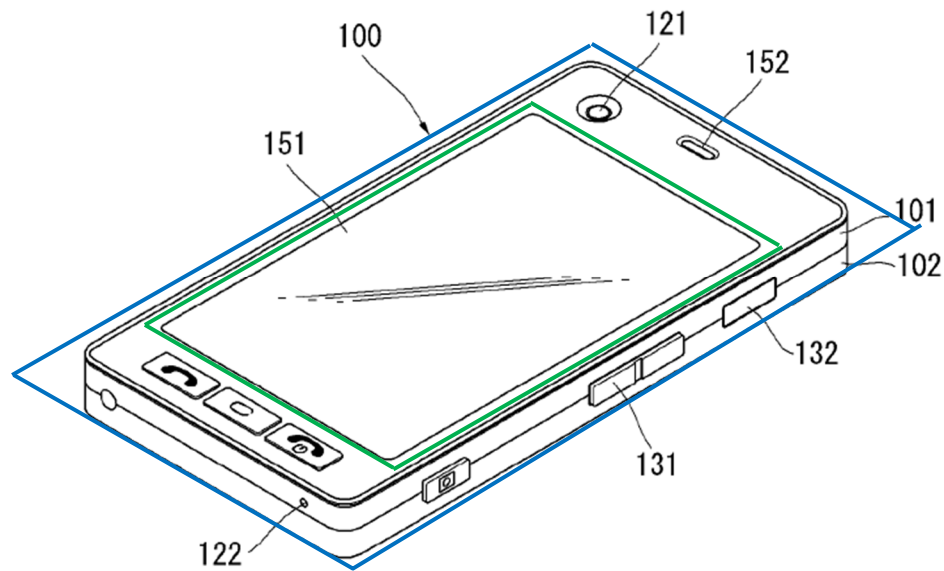


EX1005, FIG.22(b), 20:52-21:15; [1d]. Here, the message “Yes” (“*first new message*”) and the “*first message*” to which it is responds are displayed in the same background color (“*visual cue*”) for the private chat. *Id.*, FIG.22(b); EX1003, ¶75.

b. Claim 2

[2] “*The computer based method of claim 1 wherein the first indication is generated by a tapping input at a touch sensitive display of the first interface device.*”

Chang discloses because the mobile terminal receives an input (“*first indication*”) that is “*generated by*” “a touch gesture” which is “embodied by a contact touch or a proximity touch of the touch screen 151” (“*touch sensitive display*”) of Chang’s mobile terminal (“*first interface device*”), as shown in FIG.2.



EX1005, FIG.2; 5:42-43 (“display module 151...may be a touch screen”), 6:43-45, 11:1-9. “[T]he touch input is an input received by a touch gesture,” e.g., “tapping.” *Id.*, 11:1-9; EX1003, ¶76.

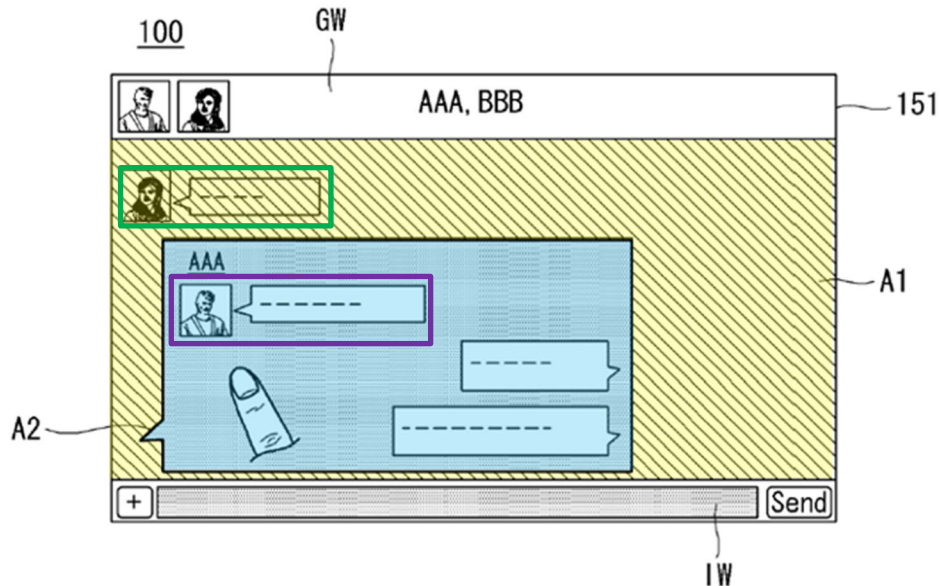
c. Claim 3

[3] “*The computer based method of claim 1 wherein the first visual cue is a first color assigned to the first message, and wherein the second message is assigned a second color.*”

Chang discloses “*the first visual cue is a first color assigned to the first message*” because, as discussed in [1d], the messages associated with the private chat (including the “*first message*”) may share or be “*assigned*” the same visual effect (“*first visual cue*”) which can be a “*first color*.” See [1d]; EX1003, ¶77.

Chang discloses “*the second message is assigned a second color*” because the message (“*second message*”) in the group chat (area A1) is assigned the same

crosshatch or color background (“assigned a **second color**”) as the rest of the messages in the group chat, as seen in FIG.21(b).

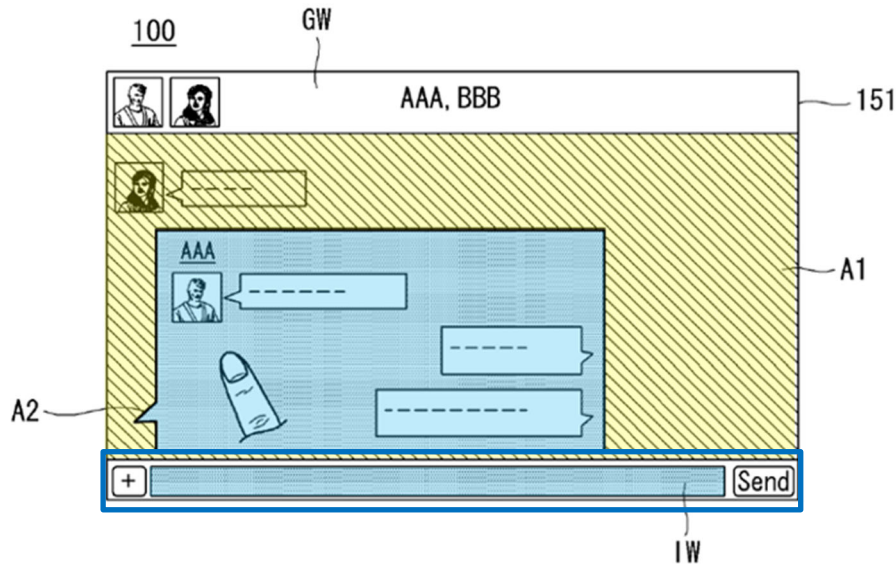


EX1005, FIG.21(b), 20:24-44, 14:23-31 (“differently displaying a background color of two areas in order to intuitively distinguish” the group and private chats); [1d]; EX1003, ¶78.

d. Claim 4

[4] “The computer based method of claim 3 wherein the visual cue is incorporated into the message entry location as a background color.”

Chang discloses because, as discussed in [1d], the background color (“**visual cue**”) may be changed, and thus “*incorporated into*” the input window IW (“*message entry location*”), as seen in FIG.21(b).



EX1005, FIG.21(b), 20:44-48(“controller 180 controls to display a background color of the input window IW [to be] the same as a background color of the private chat area A2”); [1d]; EX1003, ¶79.

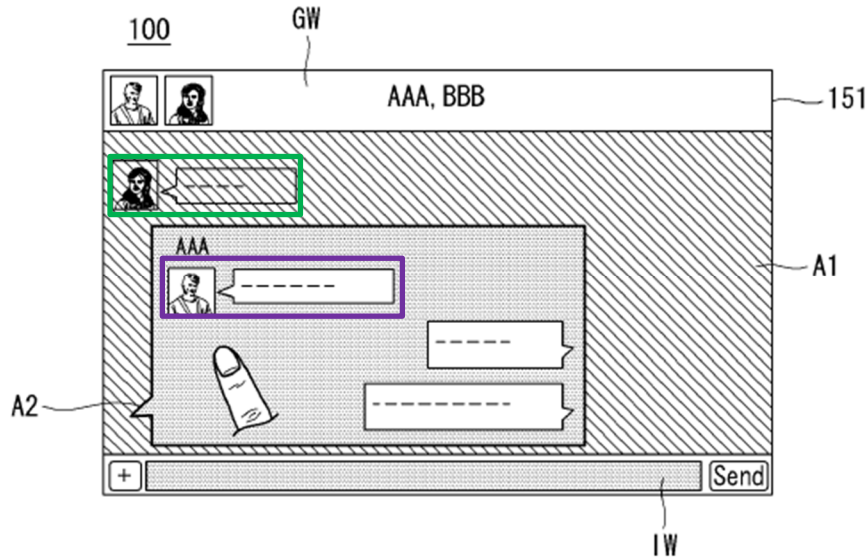
e. Claim 6

[6pre] “*The computer based method of claim 1,*”

See [1]; EX1003, ¶80.

[6a] “*wherein the first message is part of a first conversation and the second message is part of a second conversation, the method further comprising:*”

Chang teaches because the “*first message*” is part of “*a first conversation*” occurring in the private chat area A2, and the “*second message*” is part of “*a second conversation*” occurring in the group chat area A1, as seen and described in FIG.21(b).

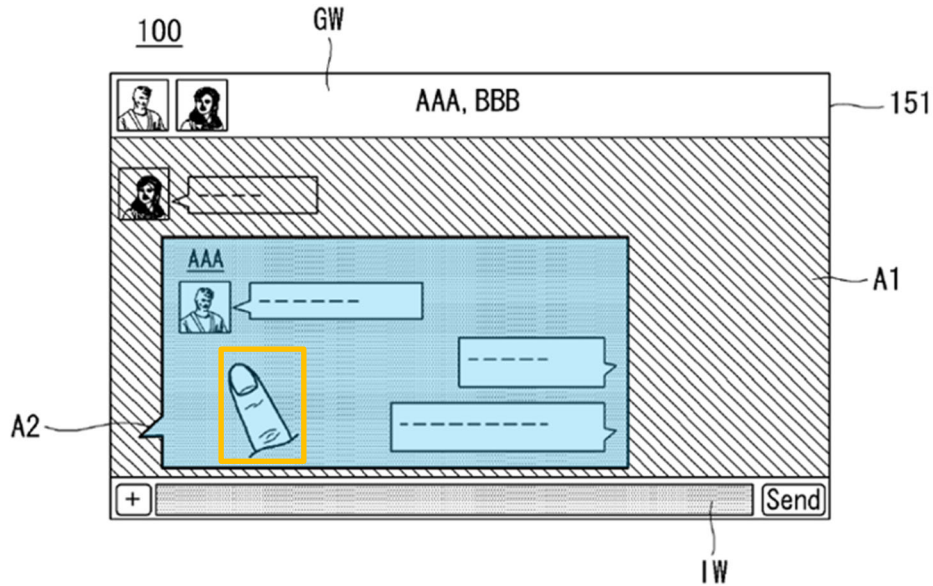


EX1005, FIG.21(b), 12:46-67; [1pre]-[1a]; EX1003, ¶81.

[6b] “defining, upon receiving the first indication, the first conversation as the active conversation, and”

As discussed in [1c], Chang discloses “receiving the first indication” as receiving a user’s touch input. *See* [1c]; EX1003, ¶82.

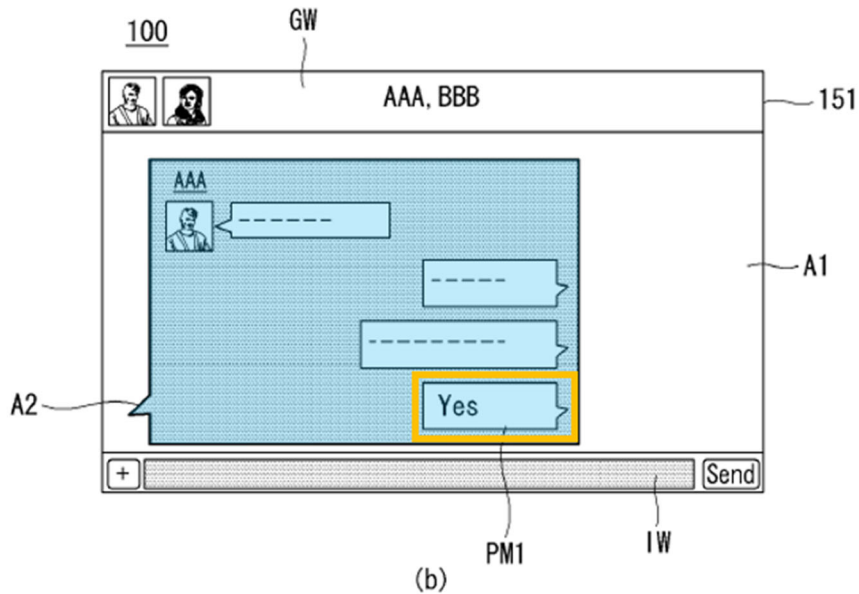
Chang discloses that receipt of the touch input “defin[es] the first conversation as the active conversation” because “controller 180 selects one of a group chat area and a private chat area based on the received control input,” as seen in FIG.21(b) (where the private conversation in chat area A2 is “the first conversation” and the “first indication” is shown by the **user’s finger**) causing that chat area to become active so that the user can input a new message.



EX1005, FIG.21(b), 19:21-21:15; EX1003, ¶83.

[6c] “*defining the first new message as part of the first conversation,*”

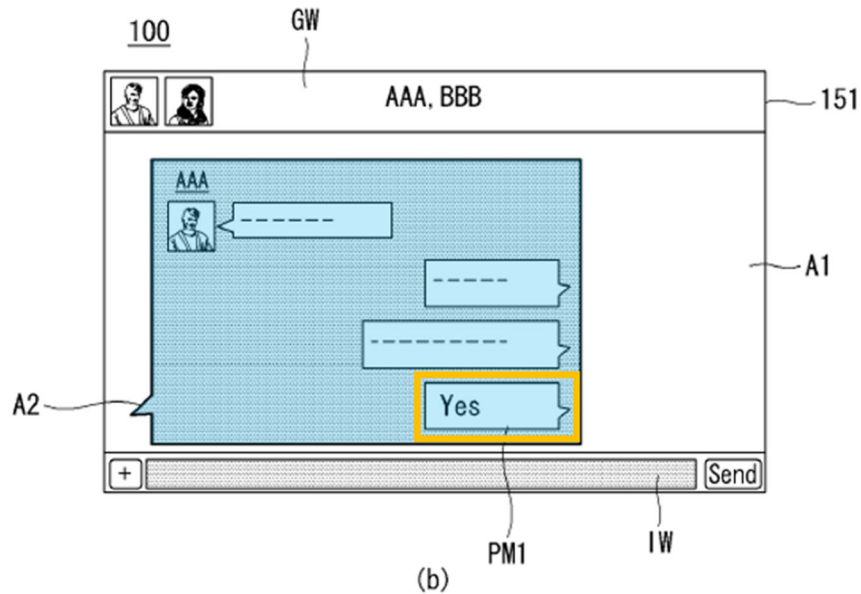
Chang discloses because the new message (“*first new message*”) is displayed in the private chat area A2 and with the same crosshatch or background color as the rest of the messages in that conversation (“*first conversation*”), and is thus “*defin[ed] ...as part of the first conversation,*” as seen in FIG.22(b).



EX1005, FIG.22(b); 19:48-51 (“when the private chat area is selected, the input message may be displayed in the private chat area”); [1f]; EX1003, ¶84.

[6d] “*wherein the first visual cue is incorporated into any previously displayed messages that are part of the first conversation.*”

Chang discloses because the background color (“**first visual cue**”) is “*incorporated into*” the other messages that are part of the private conversation (“*previously displayed messages that are part of the first conversation*”) in area A2.



EX1005, FIG.22(b); [6c]; EX1003, ¶85.

f. Claim 7

[7pre] “*The computer based method of claim 6 further comprising:*”

See [6]; EX1003, ¶86.

[7a] “*receiving, at the first interface device, after displaying the first new message, a second indication that the second message is part of an active conversation;*”

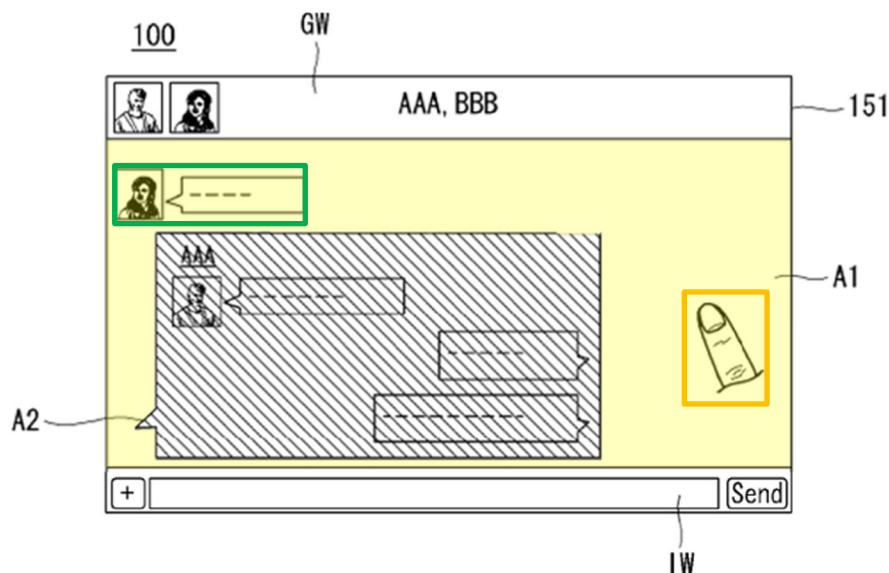
As discussed in [1f], Chang discloses “*displaying the first new message.*”

See [1f]; EX1003, ¶87.

Chang teaches “*receiving, at the first interface device, ...a second indication*” because, as discussed in [1c], the mobile terminal (“*first interface device*”) may receive a touch input (“*indication*”) to control and operate the terminal. *See* [1c]. Based on the disclosure of Chang and common sense, a POSITA would have

understood that, over the course of participating in various group and private chats, the user may enter multiple touch inputs at the mobile terminal. A first touch input by the user is a “*first indication*” that selects the private chat or conversation so that the user can enter the new message (“*first new message*”) that is ultimately part of that conversation. EX1005, 20:13-15. Any different touch input, such as for selecting the group chat or conversation, can be a “*second indication.*” *Id.*, 20:10-11; EX1003, ¶88.

Chang discloses that the other touch input (“*second indication*” corresponding to the user’s finger) indicates “*that the second message is part of an active conversation.*” As discussed in [1a], [5pre], the “*second message*” is a message that is “*part of*” the group chat or “*conversation*” (in annotated yellow background), as seen in FIG.21(a).



EX1005, FIG.21(a); [1a], [5pre]. The touch in group chat area selects that existing chat or “*active conversation*” so that the user can input a new message. *Id.*, FIGS.20-22(b), 19:21-21:15; EX1003, ¶89.

Based on Chang’s disclosures regarding displaying messages and common sense, it would have been obvious to a POSITA that in operation of Chang’s system, the user is afforded multiple touch inputs to engage in the group conversation because the various conversations are not static; instead, messages are regularly being received and transmitted for each conversation. EX1005, 21:17-21. Indeed, Chang’s system can “sequentially display messages according to a message transmitting time or a message receiving time...regardless of whether a message is a group message or a private message,” which reasonably suggests to a POSITA regular touch inputs for the user to potentially engage in the group conversation following subsequent display of messages. *Id.*, 21:17-21. A POSITA would thus have understood that at least one instance of the user’s touch input (“*second indication*”) for selecting the group chat or conversation can be received “*after displaying the first new message.*” EX1003, ¶90.

[7b] “*defining, upon receiving the second indication, the active conversation as the second conversation exclusively;*”

Chang suggests. “[W]hen the group chat area A1 is touched, the controller 180 selects the group chat area A1 as an area in which an input message is displayed” and “when one chat area is selected, the controller 180 controls to

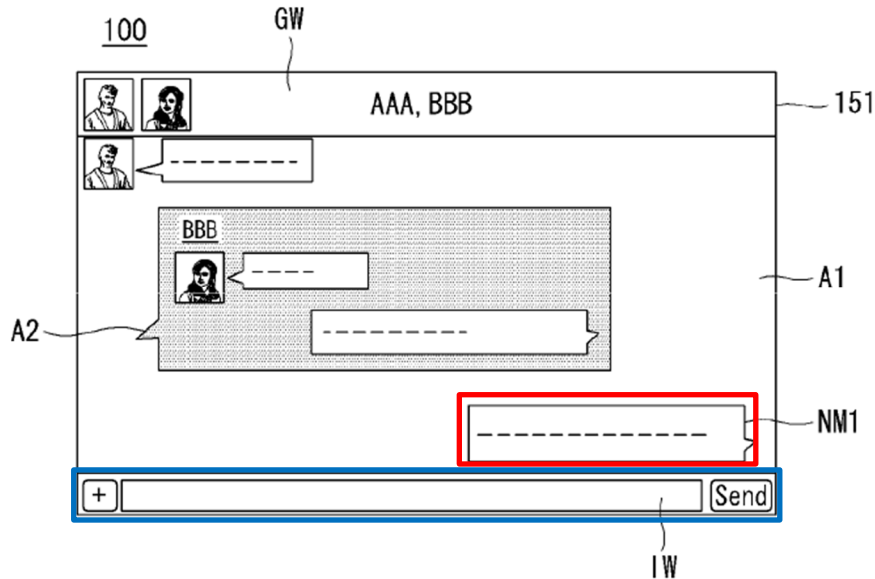
display a message input through a message input window in a selected area.”

EX1005, 20:10-12, 20:49-51. Based on this disclosure, a POSITA would have understood that once the group chat (area A1) is selected by a user’s touch input (“*upon receiving the second indication*”), thereby switching to the group chat or conversation (“*second conversation*”), that conversation is “*exclusively*” the “*active conversation*” because at that moment the user is limited to inputting a new message only for that conversation; in order for user to enter a new message for another conversation, the user would need to switch to that other conversation with another touch input. EX1003, ¶91.

[7c] “*receiving a second new message at the message entry location; and*”

As discussed in [1b], Chang discloses the “*message entry location*” as input window IW. *See* [1b]; EX1003, ¶92.

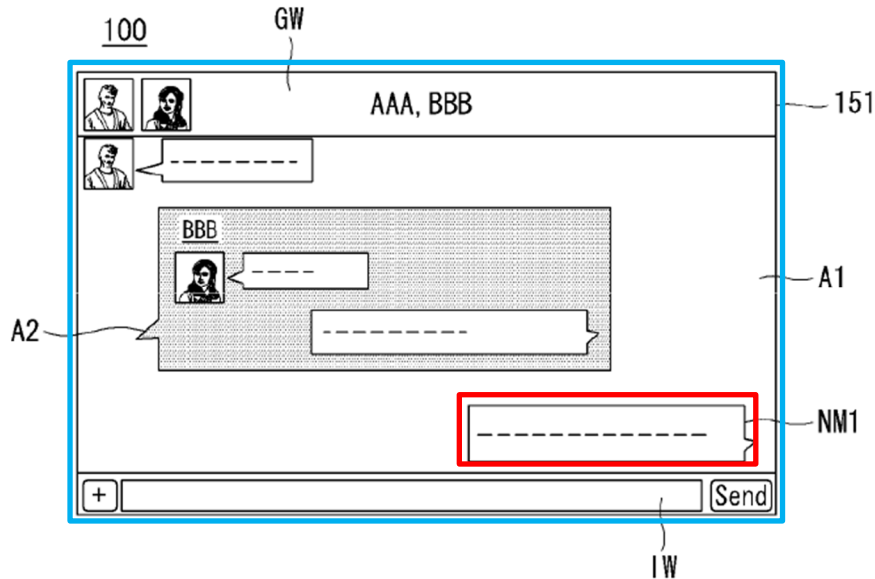
Chang further discloses “*receiving a second new message,*” as shown in FIG.23.



EX1005, FIG.23. A “message NM1” (made in the group chat) is a “*second new message*” because it is different from the “*first new message*” (made in the private chat) described in [1e]. *Id.*, 21:22-23. Chang suggests that such message NM1 is received “*at the message entry location*” because a “message input through the input window IW” (“*message entry location*”) “may be transmitted as a group to another parties....” *Id.*, 14:13-15; EX1003, ¶93.

[7d] “displaying the second new message in the discussion interface at the first interface device;”

Chang discloses because, as discussed in [1f], [7c], after the user has entered the “*second new message*” (NM1) at message input window IW, it is “*display[ed]*” in the chat window (“*discussion interface*”) of the mobile terminal (“*first interface device*”).

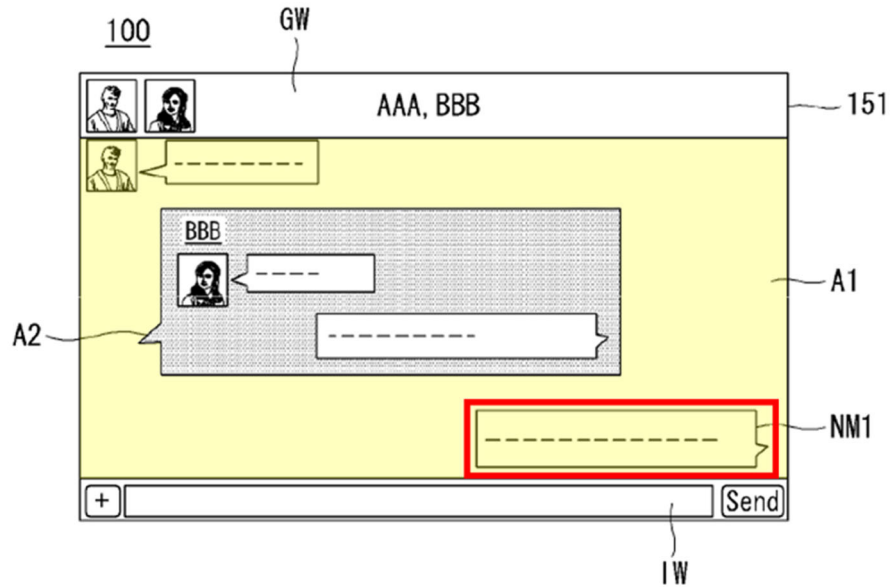


EX1005, FIG.23; *See* [1f], [7c]; EX1003, ¶94.

[7e] ***“wherein the displaying of the second new message incorporates a second visual cue shared by messages associated with the second conversation.”***

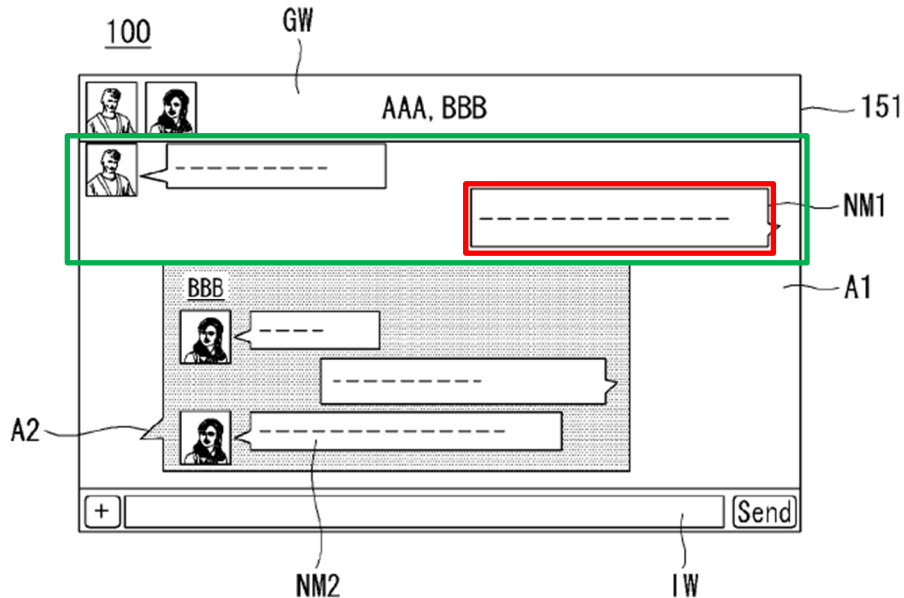
Chang discloses in two ways. EX1003, ¶95.

First, as discussed in [1d], [1g], Chang describes that all of the messages associated with a particular group or private chat or conversation (*“messages associated with the ...conversation”*) can *“share”* the same background color or other visual effect (*“visual cue”*), and furthermore, that when the *“second new message”* entered by the user at the message input window (IW) is displayed, the new message *“incorporates”* the same visual effect as the rest of the messages for that chat or conversation, as seen in FIG.23:



EX1005, FIG.23; [1d],[1g]. Here, the “*second new message*” (NM1) is displayed in the same background color (“*second visual cue*”) as the rest of the messages in the group conversation; this background color is different from the background color or “*first visual cue*” of the private conversation as discussed in [1d]. *Id.*, FIG.23; EX1003, ¶96.

Second, Chang describes that the displaying of the “*second new message*” (NM1) for the group conversation “*incorporates a second visual cue shared by messages associated with [that] conversation*” because such message is displayed near and shares proximity (“*second visual cue*”) to other messages of the group conversation, as seen in FIG.24.



EX1005, FIG.24. “[T]he controller 180 controls to display the...message NM1 in a group chat area A1 following previously transmitted or received group messages.” *Id.*, 21:36-39, 21:12-15 (“messages may be...aligned according to whether private chat or group chat”). This is consistent with the ’304 Patent’s description and Patent Owner’s claim interpretation. EX1001, 2:49-53; EX1008. The proximity of message NM1 to other group messages (“*second visual cue*”) stands in contrast to the display of messages for the private conversation in close proximity in private chat area A2. EX1003, ¶97.

g. Claim 14

[14pre] “A system for correlating conversations, the system comprising an interface device in communication with a computerized network,”

As discussed in [1pre], Chang discloses “*correlating conversations.*” See [1pre]; EX1003, ¶98.

Chang further discloses a “system” for such correlating where “*the system compris[es] an interface device in communication with a computerized network.*” As discussed in [1a], Chang discloses “*an interface device*” as a “mobile terminal.” See [1a]. The mobile terminal is part of the “system” and “*in communication with a computerized network*” because the mobile terminal “may transmit/receive a wireless signal to/from at least one of a base station, an external terminal and a server on a mobile communication network,” where the wireless signal may include “data in various forms according to the transmission and reception of text/multimedia messages.” EX1005, 4:56-62, 4:4-14, 28:11-31. The network to which the mobile terminal is connected is a “*computerized network*” because the terminal and the devices with which it communicates through such network are computerized. *Id.*, 3:54-57 (“mobile terminals...may include a cellular phone, a smartphone, a laptop computer”); EX1003, ¶99.

[14a] “*the interface device comprising: a processor for implementing a software application on the interface device; a memory for storing the software application and for storing a plurality of messages in accordance with the software application; a transmission unit for transmitting messages to the computerized network; and a display, wherein the software application comprises instructions for:*”

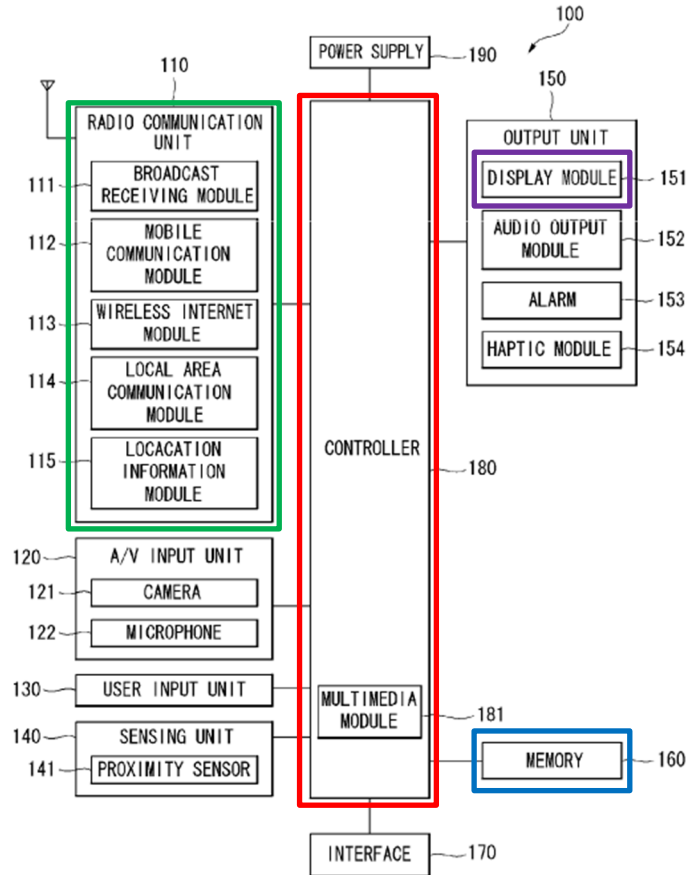
Chang discloses. An embodiment of Chang’s mobile terminal (“*interface device*”) is shown in FIG.1. Chang discloses a “*processor*” as a controller 180, which can include “processors, controllers, micro-controllers, microprocessors,

and/or electrical units for executing functions.” EX1005, 8:65-9:6. The controller is “*for implementing a software application on the interface device*” because “[s]oftware code may be implemented according to a software application” and such “software codes may be...executed by the controller 180.” *Id.*, 9:7-13, 28:11-14; EX1003, ¶100.

Chang discloses a “*memory*” as “memory 160.” EX1005, 4:61-66. Memory 160 is “*for storing the software application*” because “software codes may be stored in the memory 160.” *Id.*, 9:10-13. Memory 160 is “*for storing a plurality of messages in accordance with the software application*” because it “may store a program for operating the controller 180 and temporarily store...messages....” *Id.*, 8:4-6; EX1003, ¶101.

Chang discloses a “*transmission unit* *for transmitting messages to the computerized network*” as a “wireless communication unit 110” through which “messages [are] transmitted or received.” EX1005, 11:56-61. The wireless communication unit includes “at least one module that enables wireless communication between the mobile terminal 100 and a wireless communication system or between the mobile terminal 100 and a network in which the mobile terminal 100 is located.” *Id.*, 4:4-8; EX1003, ¶102.

Chang discloses a “*display*” as a “display module 151” which “may be a touch screen.” EX1005, 5:41-43.



Id., FIG.1; EX1003, ¶103.

Chang discloses “*wherein the software application comprises instructions*” because the computer code (“*software application*”) running on mobile terminal 100 includes instructions for performing operations or tasks: “The message display method for the mobile terminal may be executed through software [that] may include code segments that perform required tasks.” EX1005, 28:3-17; EX1003, ¶104.

[14b] “*providing a discussion interface at the display of the user interface device for displaying messages stored in the memory;*”

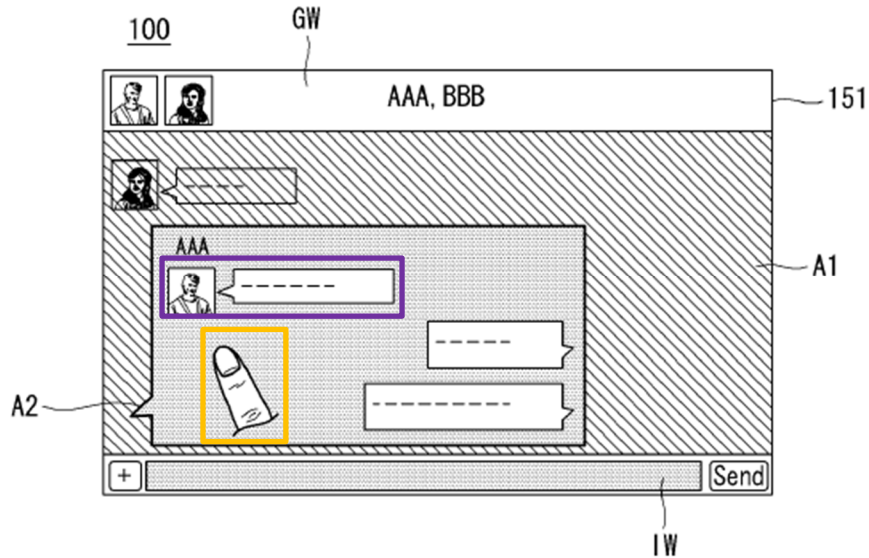
As discussed in [1a], Chang describes “*providing*” a chat window (“*discussion interface*”) on the display module (“*display*”) of its mobile terminal (“*user interface device*”), such chat window “*displaying messages.*” See [1a]. Chang discloses that the messages are “*stored in the memory*”: “memory 160 may store...messages.” EX1005, 8:4-6; EX1003, ¶105.

[14c] “*providing a message entry location for entering new messages, the message entry location visually associated with the discussion interface;*”

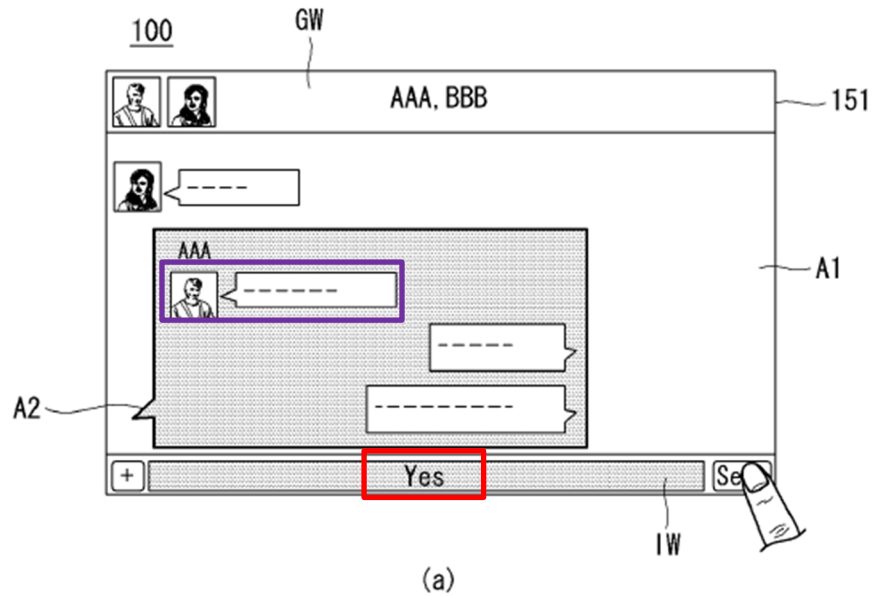
See [1b]; EX1003, ¶106.

[14d] “*recording an indication that a first new message will be responsive to one of several messages;*”

Chang discloses “*an indication that a first new message will be responsive to one of several messages*” because, as discussed in [1a],[1c] and further illustrated in FIGS.21(b), 22(a), Chang describes a touch input (“*indication*”) that selects one of the private or public chats, each having one or more messages, for which the user can enter a message “Yes” (“*first new message*”) that “*will be responsive to one of several messages*” in the chats. See [1a], [1c].



EX1005, FIG.21(b).



Id., FIG.22(a); EX1003, ¶107.

It would have been obvious to a POSITA that the touch input (“*indication*”) to the mobile terminal would be “*record[ed]*” in memory 160 in order to correlate any new message entered by the user in response to a message in the selected chat

so that the new message could be displayed with the same visual element (e.g., background color) as the message to which it responds. *Id.*, 8:4-6; EX1003, ¶108.

[14e] “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue shared with the one of several messages;*”

See [1d]; EX1003, ¶109.

[14f] “*receiving at least one new message entered at the message entry location;*”

See [1e]; EX1003, ¶110.

[14g] “*transmitting, using the transmission unit, the at least one new message to the computerized network incorporating an indication of which one of the several messages the new message is responsive to; and*”

Chang discloses “*transmitting, using the transmission unit, the at least one new message to the computerized network*” because, as discussed in [14a], the wireless communication unit (“*transmission unit*”) “may transmit/receive a wireless signal to/from at least one of a base station, an external terminal and a server on a mobile communication network” (“*computerized network*”), where the wireless signal may include “the transmission and reception of text/multimedia messages” (including “*the at least one new message*”). *See* [14a]; EX1005, 4:56-62; EX1003, ¶111.

Chang teaches “*an indication of which one of the several messages the new message is responsive to*” because, as discussed in [14d], the mobile terminal receives a touch input (“*indication*”) selecting one of the chat messages for which

to enter a response (“*one of the several messages the new message is responsive to*”). See [14d]; EX1003, ¶112.

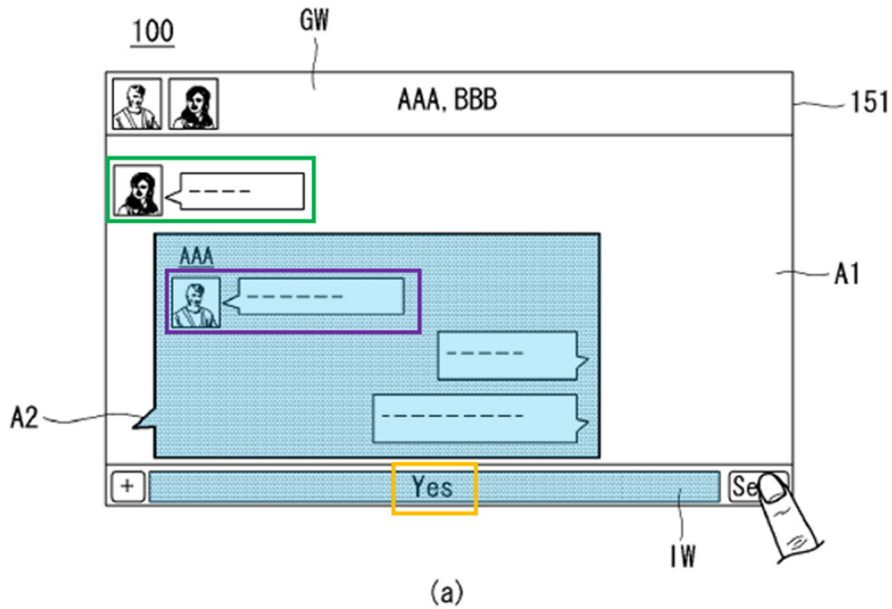
In Chang, any new “message input through the input window IW may be transmitted” to another party “based on the user’s selection input.” EX1005, 14:13-17, 19:21-55 (“operation of selecting a chat area corresponds to operation of selecting another party to transmit an input message”). Based on this disclosure, the knowledge of a POSITA, and common sense, a POSITA would have been motivated and found it obvious to “*incorporat[e]*” information about the user’s touch input (“*indication of which one of the several messages*”) into the new message transmission so that the device of the other party receiving such message can correlate that message to the message it is responding to, including, e.g., via adding the new message to the list or chat area that corresponds to the particular conversation or message. EX1003, ¶113; EX1006, 1:25-28 (“When a new message is received for a particular conversation the message is added to the list that corresponds with the particular conversation.”), 3:29-31 (“a received message can be added to a dialog window...containing an ongoing chat conversation”).

[14h] “*displaying, at the display the at least one new message alongside the one of the several messages and*”

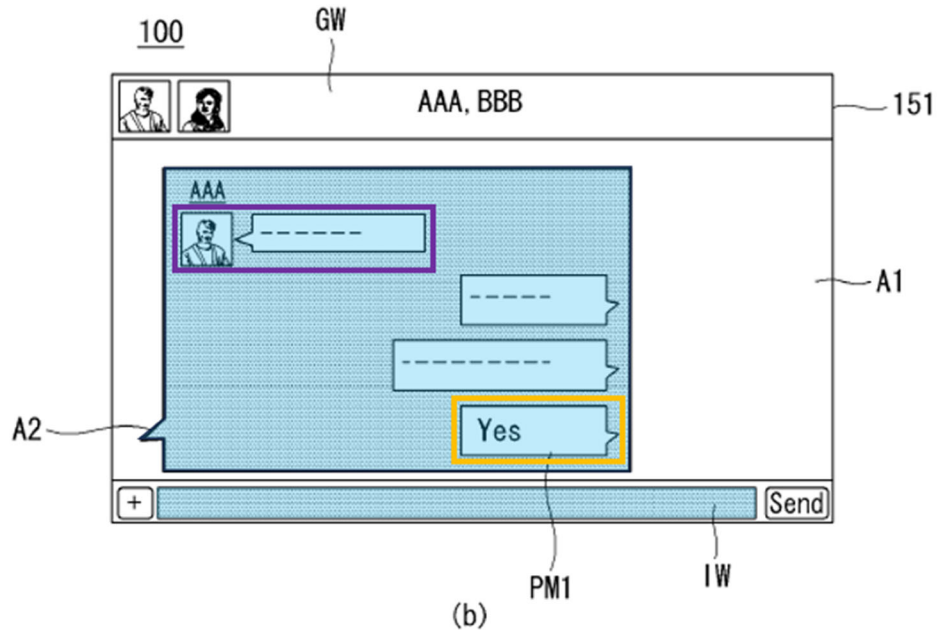
See [1f], [14b]; EX1003, ¶114.

[14i] “*incorporating the first visual cue into the display of the first new message and the one of the several messages.*”

Chang discloses because the background crosshatch or color (“*first visual cue*”) is “*incorporat[ed] into the display*” of the “*first new message*” (“Yes”) and the “*one of the several messages*” to which it responds, as seen in FIGS. 22(a), 22(b).



EX1005, FIG.22(a).



Id., FIG.22(b), 20:52-21:15; [14d]; EX1003, ¶115.

h. Claim 15

[15] “*The system of claim 14, wherein the display is a touch screen, and wherein the indication recorded is a tapping input at the display.*”

See [2], [14d]; EX1003, ¶116.

i. Claim 16

[16] “*The system of claim 14 wherein the visual element is a background color.*”

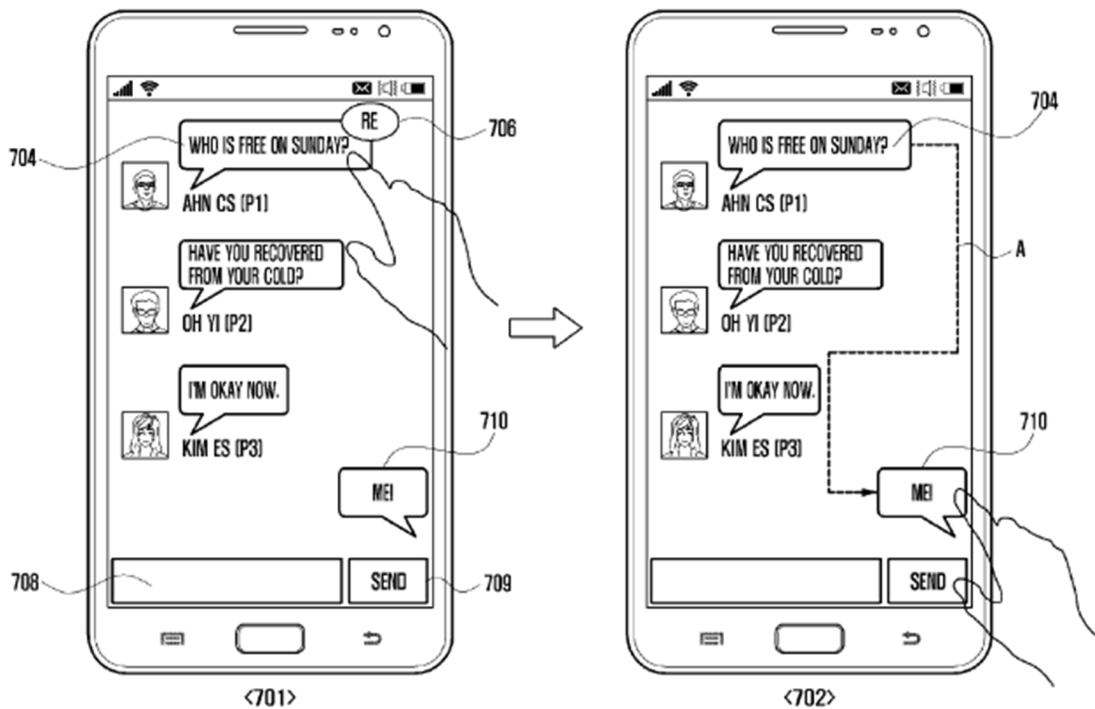
Chang discloses because, as discussed in [1d], the “*visual element*” may be a “*background color.*” *See* [1d]; EX1003, ¶117.

B. Ground 2: Claims 8-10, 17 are unpatentable over Chang, Oh, and Stochosky

1. Oh

Oh—filed November 21, 2013, published May 22, 2014—qualifies as prior art under §102(a). EX1007, (22), (43), (65).

Oh is in the same field as the '304 Patent, i.e., electronic messaging and chat. *Id.*, (12), (57), [0002]-[0019]. Oh relates to “a message-based conversation operation method,” and “mobile terminal 100 [which] displays a dialog window” supporting the same, as seen in FIG.7.



Id., FIG.7, [0003], [0030], [0181]; EX1003, ¶120.

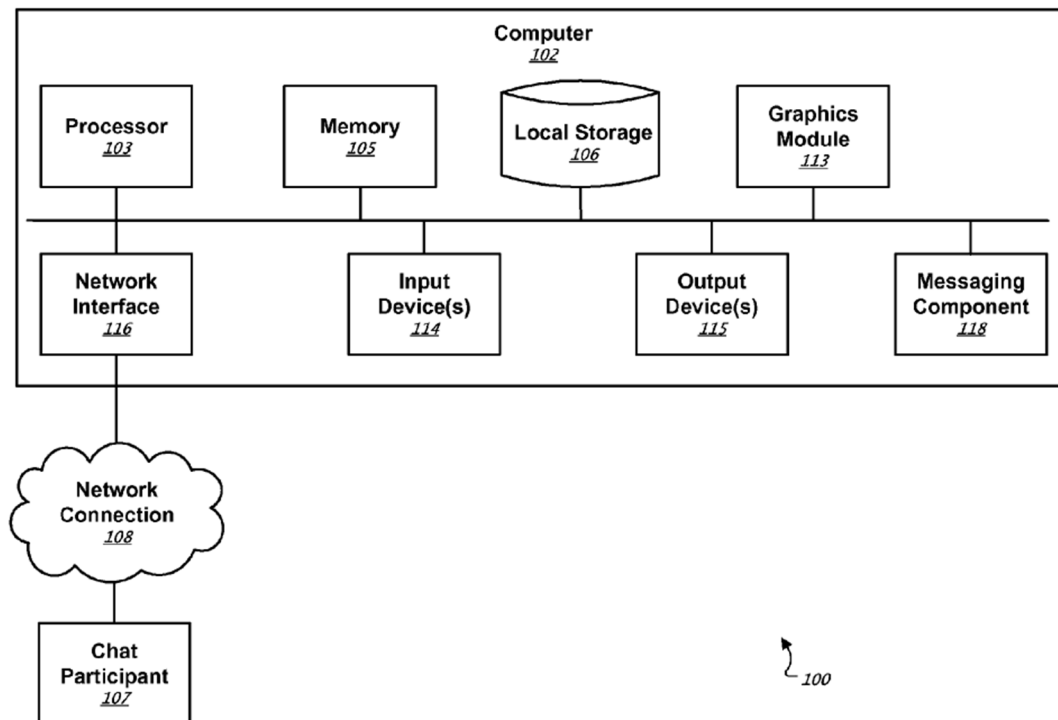
Like the '304 Patent, Oh recognizes that with chat messaging, “[w]hen multiple conversations with different topics are performed between several users, each user may experience difficulty in reading related messages together on the dialog window.” EX1007, [0013]. To address this problem, Oh provides a similar solution: “assign contextual information to messages forming a conversation, and rearrange the messages according to the contextual information to enable a

conversation participant to clearly understand the context of the conversation.” *Id.*, [0003]. This contextual information can be a “context-linking item” or “link symbol [which] is a link indicating related messages.” *Id.*, [0111]. The context linking item or symbol can be “represented by a digit, symbol, character, or figure”; “by color, shape, size, highlighting,” or “text.” *Id.*, [0111]-[0115], [0187]; EX1003, ¶121.

2. Stochosky

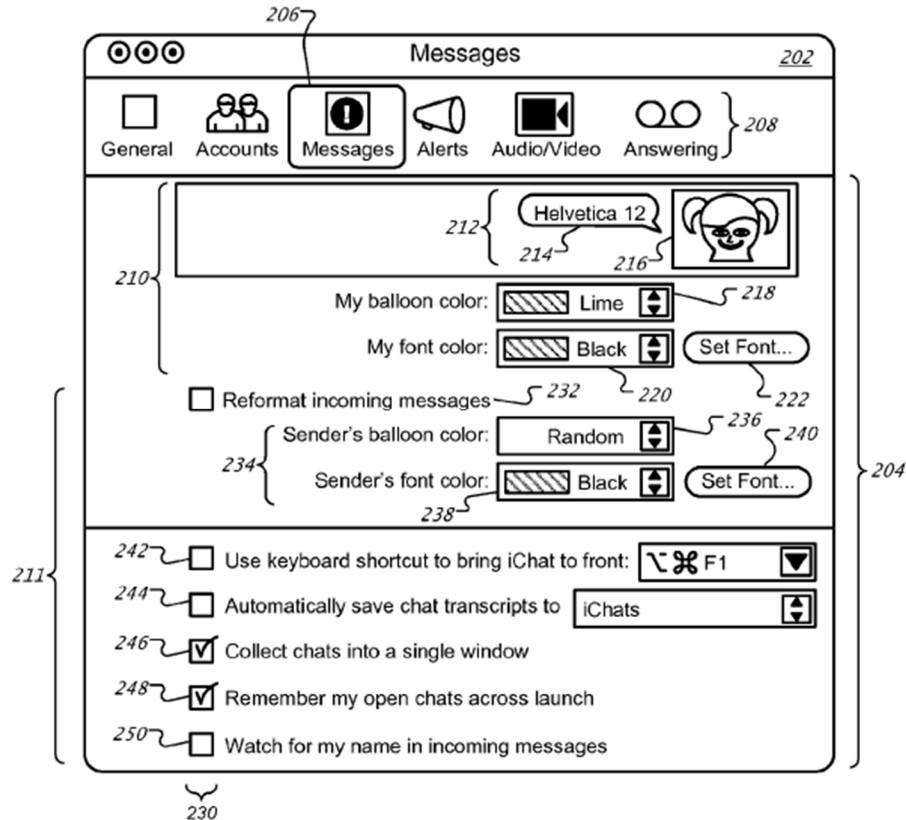
Stochosky—filed June 6, 2008, published December 11, 2008—qualifies as prior art under §102(a). EX1006, (12), (54), (22), (45), (65).

Stochosky relates to a chat messaging system, as shown in FIG.1.



EX1006, FIG.1, (54),(57), 1:17-42. Stochosky's system includes a personal computer 102 or mobile phone having a processor 103, memory 105, input devices 114, and output devices 115. *Id.*, 2:8-16, 2:34-46. The computer device also includes "a messaging component 118 that provides the user with the capability to communicate via messages." *Id.*, 3:4-7. The messaging component 118 "allows users to control the visual characteristics of text bubbles that are used to present messages.... For example, the user can control the text style (size, color, font, etc.) and bubble style (bubble color and shape)." *Id.*, 3:43-48. This is similar to the '304 Patent: "The formatting to be used on a given interface device 100 may be defined at that device in settings 140 defined by the corresponding user 110." EX1001, 10:14-16; EX1003, ¶123.

A "dialog for defining visual characteristics of text bubbles" is depicted in FIG.2.



EX1006, FIG.2; 3:59-60, 4:1-5:13; EX1003, ¶124.

3. Motivation to Combine

A POSITA would have found it obvious and motivated to combine the teachings of Chang, Oh, and Stochosky. EX1003, ¶125.

Chang’s mobile terminal and methods display messages for one or more conversations or chats. EX1005, (12), (57). Chang’s mobile terminal “differently controls a background color” or other visual element of the chat messages so that “the user can intuitively distinguish” between them. *Id.*, 14:18-22; EX1003, ¶126.

A POSITA would have recognized that it would be desirable that other participants to a chat or conversation be able to also distinguish messages relating

to that conversation from other messages. A POSITA would thus be motivated to look for technology that addresses this issue. EX1003, ¶127.

Oh provides a technical solution. Oh supports “send[ing] and receiv[ing] link information between messages to and from another mobile terminal according to user selection,” thus allowing other chat participants to see the correlation of messages for the chat. EX1007, [0035]. A POSITA would have found it obvious and motivated to combine Chang and Oh such that information about the user’s selection for linking messages is transmitted to another mobile terminal because Oh recognizes that “*each* user [participating in a conversation] may experience difficulty in reading related messages together on the dialog window.” EX1007, [0013]. Sending a message alone, without any other information, does not allow that message to be correlated to an existing conversation. Oh’s method allows other chat participants to see the correlation between messages. It would have been obvious to a POSITA to employ Oh’s method in Chang’s mobile terminal and system for the same purpose. “[I]f a technique has been used to improve one device, and a [POSITA] would recognize that it would improve similar devices in the same way, using the technique is obvious unless its actual application is beyond that person’s skill.” *KSR Int’l Co. v. Teleflex Inc.*, 550 U.S. 398, 401 (2007). EX1003, ¶128.

A POSITA would have further recognized that in order to improve a user's experience with Chang's mobile terminal, as modified according to Oh's teachings, it would be desirable to provide the user with the ability to control or define the context-linking items or visual elements of the chat messages in a way that is more pleasing to the user and other participants. For example, a user receiving information about a context-linking item from another chat participant may not like the other's participant's color choice for the chat. A POSITA would thus be motivated to look for technology that addresses this issue. EX1003, ¶129.

Stochosky's message component provides just that technical solution because it allows a user to configure, define, or control the visual characteristics of the chat messages as displayed on a device. EX1006, 3:43-48. It would have been obvious to a POSITA to modify Chang's mobile terminal to include Stochosky's message component in order to enhance the experience of the user by allowing control over the look and feel of the messaging. Indeed, a POSITA's motivation to combine these references is found in Stochosky itself. Stochosky describes that its messaging component can present messages "in styles and/or formats that can be more visually pleasing to the user." EX1006, 3:9-11. The messaging component is employed on Stochosky's computer system, mobile phone, or other device to control "the look and feel of graphically displaying messages," which "can aid the user in tracking the flow and current state of received messages." *Id.*, 2:34-42,

3:12-14. It would have been obvious to a POSITA to employ Stochosky's messaging component in Chang's mobile terminal for the same purpose. EX1003, ¶130; *KSR*, 550 U.S. at 401.

A POSITA would have had a reasonable expectation of success in making such combination. The systems of Chang, Oh, and Stochosky are similar—each comprising a mobile terminal with processor or controller, memory, input device, output device, and display implementing a chat window for messaging. EX1005, FIGS.1, 20-24, 3:54-9:13, 19:21-21:60; EX1006, FIG.1, 2:6-46; EX1007, FIGS.1, 7, [0030]-[0074]. The techniques of managing multiple messaging conversations on such devices were known and were within the skill set of a POSITA. *Id.*; *see also*, EX1005, 1:15-26; EX1007, [0002]-[0014]. Given the overlap in features and functionality, a POSITA would have recognized that modifying Chang's mobile terminal according to the teachings of Oh and in further view of Stochosky required only basic modifications and routine skill. Combining the teachings of Chang, Oh, and Stochosky would have involved combining prior art elements according to known techniques to yield predictable results. *KSR*, 550 U.S. at 415-421; EX1003, ¶131.

4. Analysis

a. Claim 8

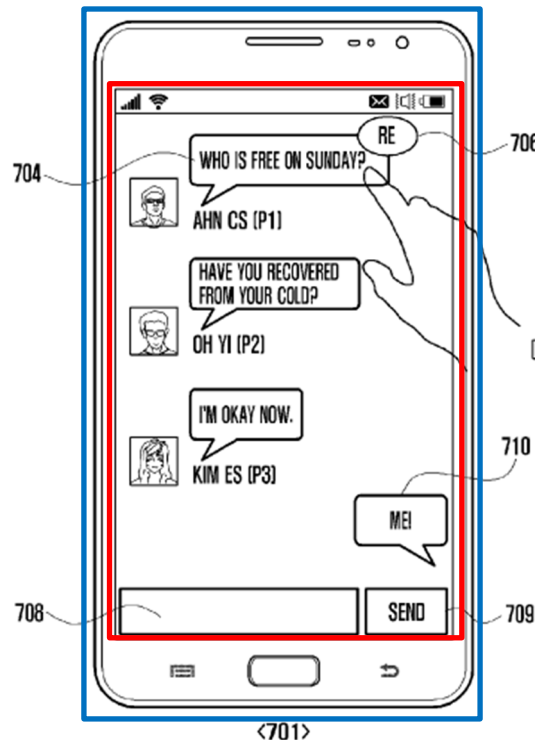
[8pre] “*The computer based method of claim 1 further comprising:*”

See [1]; EX1003, ¶132.

[8a] “*providing the discussion interface at a second interface device, wherein the discussion interface displays the first message and the second message;*”

As discussed in [1a], Chang discloses a “*discussion interface..., wherein the discussion interface includes the first message and a second message*” because Chang’s chat window (“*discussion interface*”) can include various private and group messages (“*the first message and a second message*”). See [1a]; EX1003, ¶133.

It would have been obvious to a POSITA that such chat window (“*discussion interface*”) can be “*provid[ed]...at a second interface device*” because Oh describes that there are multiple participants to a chat conversation, that another participant to a conversation may have her/his own mobile terminal (“*second interface device*”), that messages for the conversation are sent and received between mobile terminals, and that such mobile terminals display or provide “a dialog window” or “chat window” (“*discussion interface*”) for the message-based conversation function, as shown in FIG.7.



EX1007, FIG.7, [0010], [0013] (“conversations with different topics are performed *between several users*”), [0035] (“messages to and from *another* mobile terminal”), [0090], [0181]; EX1003, ¶134.

[8b] “*receiving, at the second interface device, the first indication;*”⁸

As discussed in [1c], Chang discloses “*the first indication*” as a user’s touch input to select a chat or conversation with which to correlate a new message. *See* [1c]; EX1003, ¶135.

A POSITA would have found it obvious and motivated to combine Chang and Oh such that the user’s input (“*the first indication*”) is “*receiv[ed]...at the*

⁸ Petitioner reserves the right to challenge this limitation as indefinite.

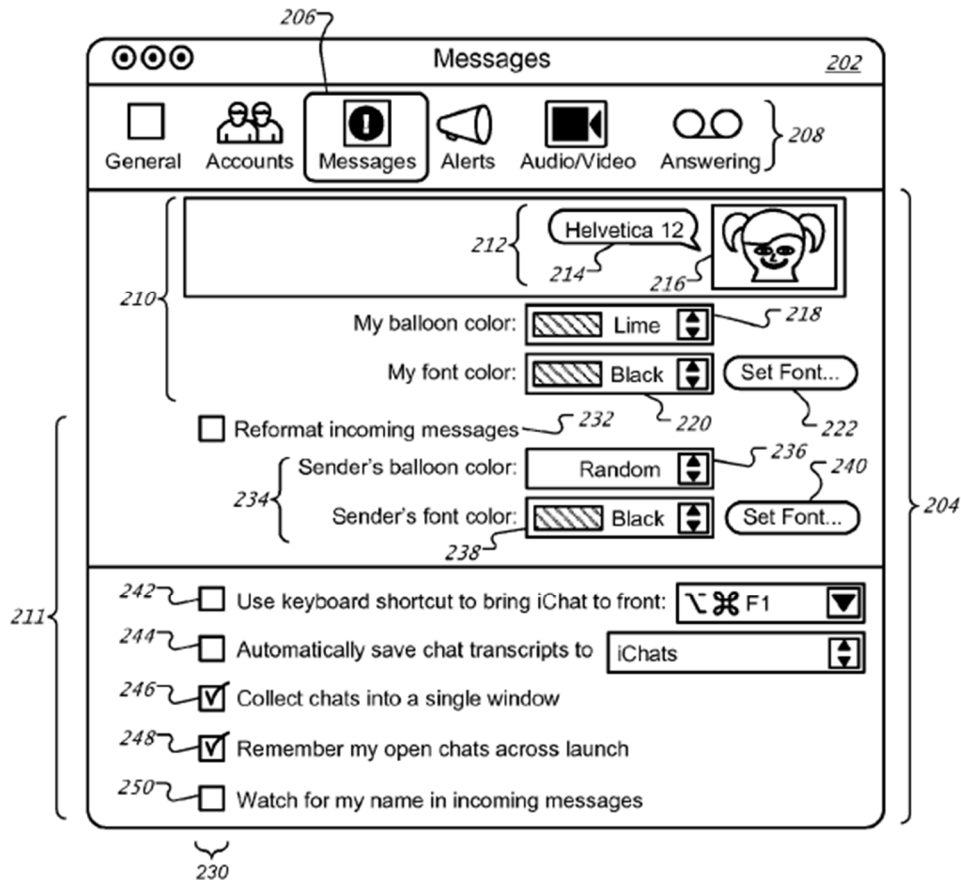
second interface device” because Oh recognizes that “***each*** user [participating in a conversation] may experience difficulty in reading related messages together on the dialog window.” EX1007, [0013]. Sending a message alone, without any other information, does not allow that message to be correlated to an existing conversation. To address this problem, Oh describes a “conversation operation method...so that conversation participants are clearly aware of the context of messages forming the conversation.” *Id.*, [0117]. “The user selects a particular message sent by a given counterpart, attaches a context-linking item to the selected message, and sends a message corresponding to the selected message.” *Id.*, [0129]. A POSITA would thus have been motivated and found it obvious to send information about the user’s touch input (“*first indication*” selecting a particular conversation) from that user’s mobile terminal so that it is received at the other conversation participant’s mobile terminal (“*the second interface device*”) in order that some form of context linking or message correlation can be provided at the other terminal. Indeed, this is consistent with the disclosure of the ’304 Patent. EX1001, 6:19-25, 7:60-67. A POSITA would have a reasonable expectation for success for the reasons already discussed. EX1003, ¶136.

[8c] “***displaying the first new message at the second interface device, wherein the displaying of the first new message incorporates a third visual cue different than the first visual cue shared solely by the first message and the first new message.***”

Chang and Oh disclose “*displaying the first new message at the second interface device.*” As discussed in [1e], Chang describes that its mobile terminal receives the “*first new message*” which may relate to a conversation or chat. *See* [1e]. Chang and Oh both describe that such message may be transmitted from the mobile terminal to another device (“*second interface device*”). EX1005, 11:40-53; EX1007, [0034], [0090](“sends a message written on the dialog window to another mobile terminal”). Oh describes that at the receiving mobile terminal (“*second interface device*”), “a message received from a different mobile terminal” may be output or displayed “on the display panel 141” (“*displaying the first new message*”). EX1007, [0092]; EX1003, ¶137.

Chang, Oh, and Stochosky suggest “*wherein the displaying of the first new message incorporates a third visual cue shared solely by messages associated with the active conversation of the first indication.*” As discussed in [1g], Chang discloses that a “*new message*” entered by a user may “*incorporate*” the same background color or “*visual cue*” that is “*shared*” by the rest of the messages for a particular conversation selected by the user’s touch input (“*messages associated with the active conversation of the first indication*”). *See* [1g]. Stochosky teaches that the visual characteristics of a chat message can be controlled by a user with a messaging component. EX1006, FIGS.1, 2, 2:34-42, 3:12-14. As already discussed, it would have been obvious to a POSITA to modify Chang’s mobile

terminal to incorporate Stochosky's messaging component, with the motivation to combine being so that the user can "control the look and feel" of chat messages so that the messages are presented "in styles and/or formats that can be more visually pleasing to the user." *Id.*, 3:9-14. When such a modified mobile terminal is used by another party who is receiving the new message in connection with the selected conversation or chat, as taught by Oh (and thus, would be the "*second interface device*"), such party does not have to use the same background color or "*visual cue*" apparent at the sending user's mobile terminal. Instead, the receiving party can control or define look and feel of the messages or chats on her/his own device using Stochosky's messaging component dialog, as seen in FIG.2, so that the received message "*incorporates*" a different visual effect or characteristic ("*third visual cue*").



EX1006, FIG.2. As seen in the figure, the user of the receiving terminal can “reformat incoming messages,” adjusting or defining the “balloon color” or “font color.” *Id.*, FIG.2, 4:51-67. “A sender's balloon (or bubble) color control 236 can be used, for example by the recipient, to override the color specified by the sender.” *Id.*, 5:4-13. It would thus have been obvious to a POSITA, based on Stochosky, that the receiving user could choose a different background color (“*third visual cue*”) from the colors used at the transmitting terminal (which include a “*first visual cue*” and a “*second visual cue*” as discussed in [1d], [6e]). This visual effect may be shared “*solely*” by the messages to the particular

conversation based on the receiving party's choices, e.g., selecting a unique color for those messages. EX1003, ¶138.

b. Claim 9

[9] “*The computer based method of claim 8 wherein the first indication is generated at the first interface device and is received at the second interface device from one of a server or the first interface device.*”

Chang discloses that the user's touch input (“*first indication*”) is “*generated at the first interface device*” because, as discussed in [1c], Chang's mobile terminal (“*first interface device*”) includes a “touch screen,” “touch sensor,” or the like that generates the user input. *See* [1c]; EX1005, 6:55-59 (“When the user applies a touch input to the touch sensor, a signal corresponding to the touch input may be transmitted to a touch controller.”); EX1003, ¶139.

As discussed in [8b], based on the disclosure of Chang and Oh, a POSITA would have found it obvious to send the user input (“*first indication*”) from the user's mobile terminal (“*from one of a server or the first interface device*”) so that it is received at another conversation participant's mobile terminal (“*received at the second interface device*”) so that the other participant can be made aware of the context of messages. *See* [8b]; EX1003, ¶140.

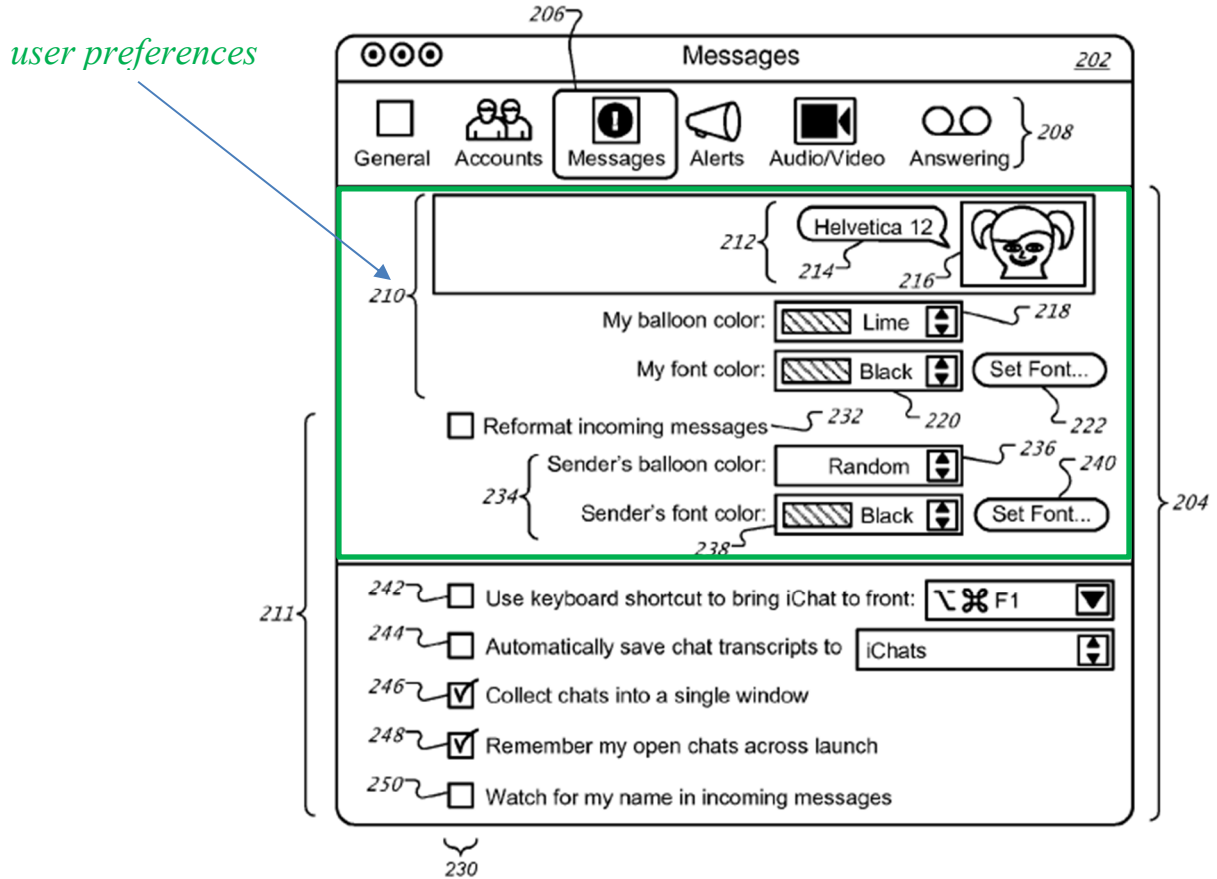
c. Claim 10

[10] “*The computer based method of claim 8 wherein the first visual cue and the third visual cue differ and are based on user preferences at each of the first user interface device and the second user interface device.*”

As discussed in [1d], [8c], Chang, Oh, and Stochosky disclose “*first visual cue*” and “*third visual cue*”⁹ in the form of color or other visual effect for chat messages input and displayed at the user’s mobile terminal (“*first user interface device*”) and a receiving party’s terminal (“*second user interface device*”). See [1d], [8c]; EX1003, ¶141.

It would have been obvious, and a POSITA would have been motivated to combine these references, such that the background colors (“*visual cues*”) “*differ and are based on user preferences.*” Stochosky’s messaging component “allows users to control the visual characteristics” (size, color, font, etc.) (“*based on user preferences*”) of the chat messages using a dialog, as seen in FIG.2.

⁹ The term “*second visual cue*” appears in claim 7.



EX1006, FIG.2, 3:43-5:13. The user can change the color of the balloon and font for her/his messages, as well as “reformat incoming messages.” *Id.*, 5:4-6 (“color control 236 can be used...by the recipient, to override the color specified by the sender”). Based on this disclosure, it would have been obvious to a POSITA that the “*first visual cue*” (used by the sending user) can “*differ*” from the “*third visual cue*” (used by the receiving user). A POSITA would have a reasonable expectation of success for the reasons already discussed. EX1003, ¶142.

d. Claim 17

[17] “*The system of claim 14, wherein the memory further stores user preferences, and wherein the visual cues are defined in the user preferences.*”

As discussed in [10], Chang and Stochosky disclose or teach that the background color, shade, shape, or other visual effects (“*visual cues*”) for text or chat messages can be configured or defined by the user (“*defined in the user preferences*”). See [10]; EX1006, 3:43-50; EX1003, ¶143.

A POSITA would have been motivated and found it obvious to store the user preferences in the “*memory*” of Chang’s mobile terminal. See [14a]; EX1005, 8:4-6. Stochosky describes that “controls can exist for setting or restoring system defaults, such as default bubble and format styles associated with the messaging system.” EX1006, 4:6-8. Based on these prior art teachings and common sense, it would have been obvious to a POSITA that in order for the “*user preferences*” for styles to be “set” or “restored,” such styles (e.g., colors) could be stored in the memory. EX1003, ¶144; EX1007, [0073] (“database 153...stores information regarding context-linking items attached to related messages”).

C. Ground 3: Claims 1-2, 5-7, 11-15 are unpatentable over Oh

In Litigation, Patent Owner asserts that the meaning of the claim term “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue shared with the first message*” is broad enough to cover a change in the text appearing in the input box for a message entry location—i.e., changing “iMessage” to “Reply”—and doing so such that the “*chang[ed] visual element*” is not the same as the “*first visual cue*.” See EX1008.

Apple does not agree, but to the extent that the claim terms are construed as broadly as Patent Owner is asserting, Challenged Claims 1, 2, 5-7, 11-15 are unpatentable over Oh. EX1003, ¶¶145-146.

1. Analysis

a. Claim 1

[1pre]¹⁰

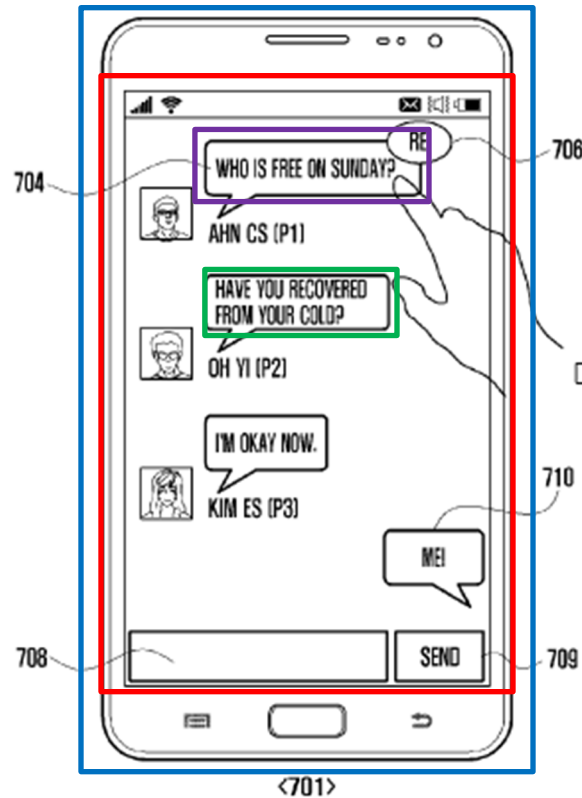
Oh discloses a “*computer based method*” because it describes “a conversation operation method for a mobile terminal” that can be “a smartphone, a laptop computer, or a handheld computer.” EX1007, [0003], [0234]; EX1003, ¶147.

Oh’s method is “*for correlating conversations in a messaging environment*” because it “can assign contextual information to messages forming a conversation, and rearrange the messages according to the contextual information.” EX1007, [0003], FIGS.3-6; EX1003, ¶148.

[1a]

¹⁰ The heading numbers [1pre], [1a], etc. appearing in Ground 3 correspond to the same heading numbers indicating respective claim language in Grounds 1-3. For brevity, the claim language is not repeated in Ground 3.

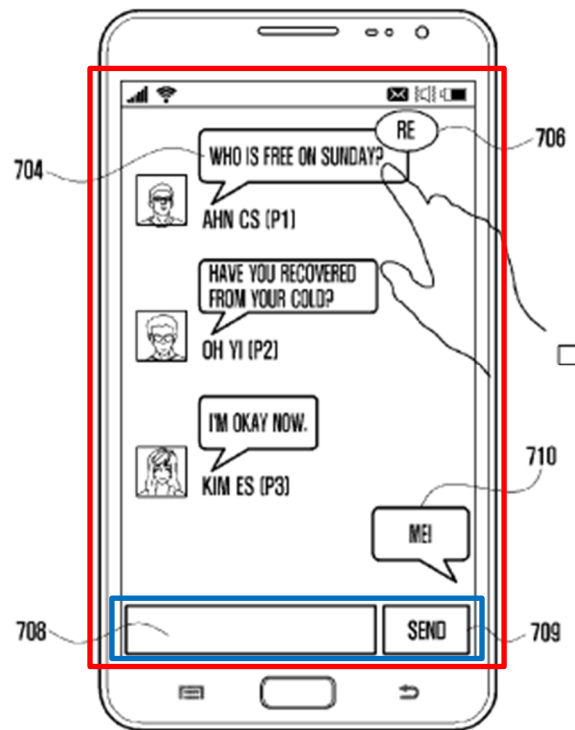
Oh discloses “*providing a discussion interface at a first interface device*” because Oh’s mobile terminal (“*interface device*”) provides a “dialog window” (“*discussion interface*”), as shown in FIG.7.



EX1007, FIG.7, (57), [0005]-[0008], [0119], [0181], [0234]. Oh discloses “*the discussion interface displays a first message and a second message*” because a “*first message*” and a “*second message*” may be displayed on the chat window (“*discussion interface*”). *Id.*; EX1003, ¶149.

[1b]

Oh discloses a “*providing a message entry location for inputting new messages*” because it describes that “the user enters a new message in the input field 708” (“*message entry location*”), as seen in FIG 7.

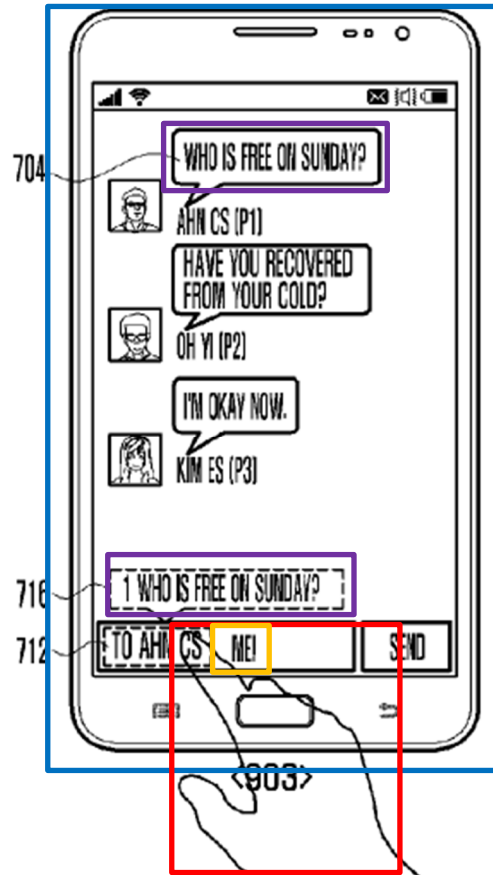


EX1007, FIG.7, [0185], [0190]. Oh discloses “*the message entry location visually associated with the discussion interface*” because the input field (“*message entry location*”) is on the same visual screen as the dialog window (“*discussion interface*”). *Id.*; EX1003, ¶150.

[1c]

Oh discloses “*receiving, at the first interface device, a first indication*” because the mobile terminal (“*first interface device*”) may receive input (“*a first indication*”) triggered by a user’s “touch events...generated by a touch panel 143

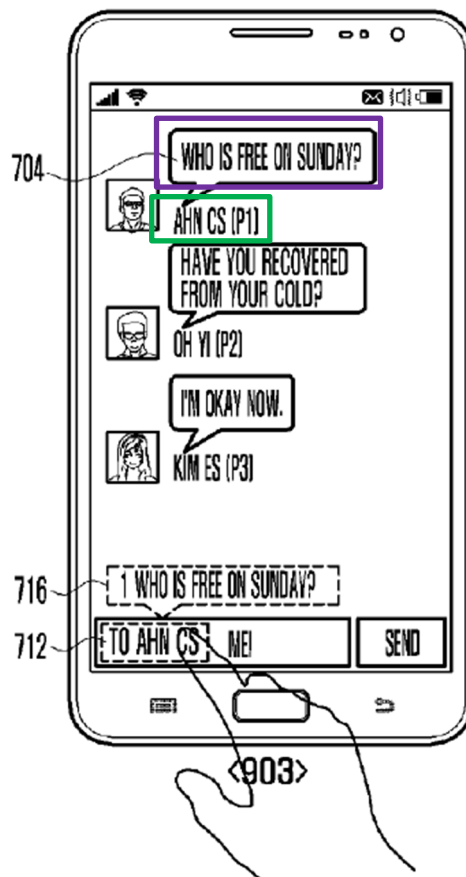
of the display unit 140” of the mobile terminal. EX1007, FIGS.1, 8, [0006]-[0007], [0053]-[0056]. As seen in FIG.9, the “*first indication*” corresponds to the **user’s finger**.



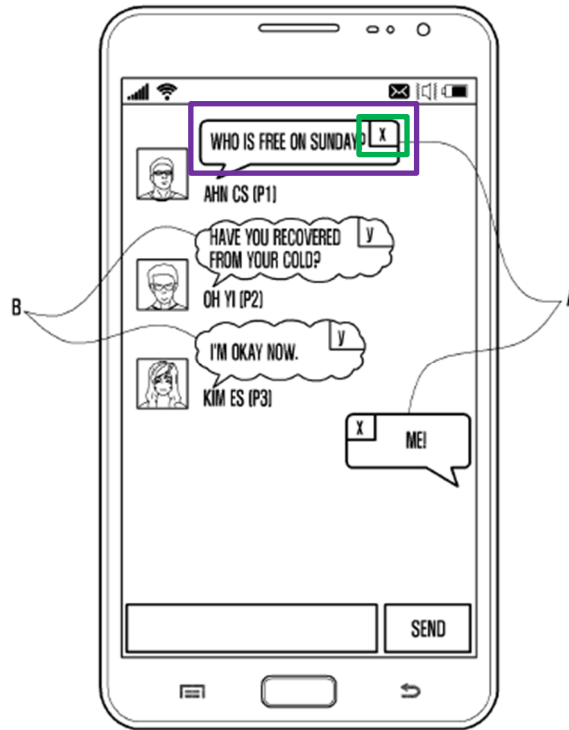
Id., FIG.9. The user’s touch input (“*first indication*”) indicates “that a **first new message** is responsive to the **first message**” because the touch input invokes a “message list” from which “the user selects the latest message ‘Who is free on Sunday?’” (“**first message**”), and in response, “the user enters a new message,” i.e., “Me!” (“**first new message**”). *Id.*, [0131], [0133]; EX1003, ¶151.

[1d]

Oh discloses “a first visual cue shared with the first message” because a context linking item or link symbol (“*first visual cue*”)—which can be “represented as different digits, symbols, characters, or figures” or “[c]olors shapes or sizes”—correlates or is “*shared by*” associated messages, including the “*first message.*” EX1007, [0045]-[0046], [0191]-[0196], [0213]-[0215]; [1a]. One example of a “*first visual cue*” can be a word balloon with the name of the person who generated the “*first message,*” as seen in FIG.9.



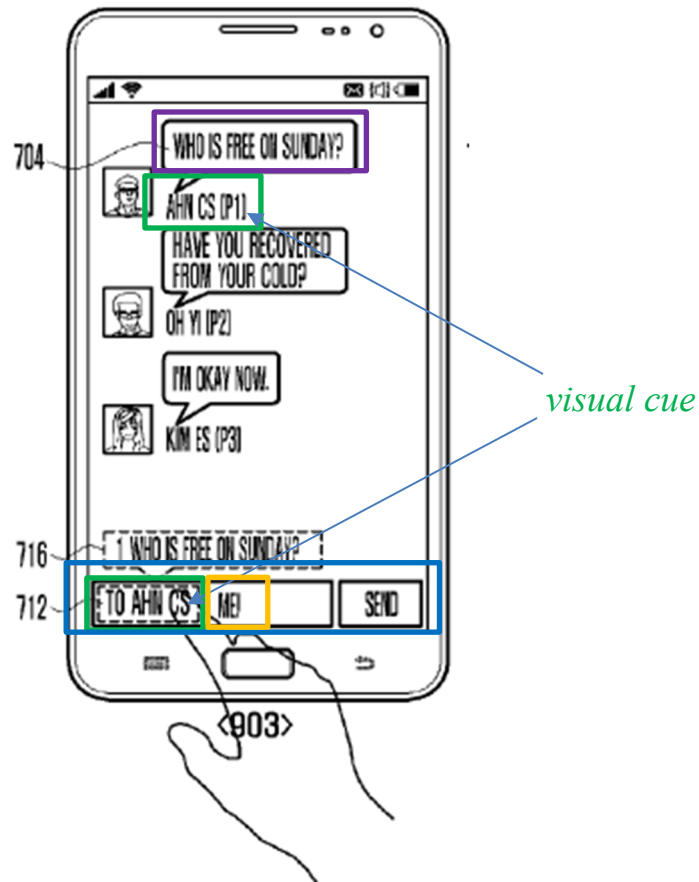
Id., FIG.9. Another example of a “*first visual cue*” can be the same “character” (such as “x” or “y”) that “is attached to portions of word balloons,” as shown in FIG.11.



Id., FIG.11, [0200]. “A character attached to portions of word balloons related in context is referred to as a link symbol.” *Id.*; EX1003, ¶152.

To the extent Patent Owner asserts that “*changing a visual element of the message entry location upon receipt of the first indication to match a first visual cue*” covers changing the text appearing in an input message box, and insofar as Patent Owner further asserts that a visual element of the message entry location may “*match a first visual cue*” without being the same as this visual cue, Oh discloses. Oh describes that when the user would like to enter a new message (e.g.,

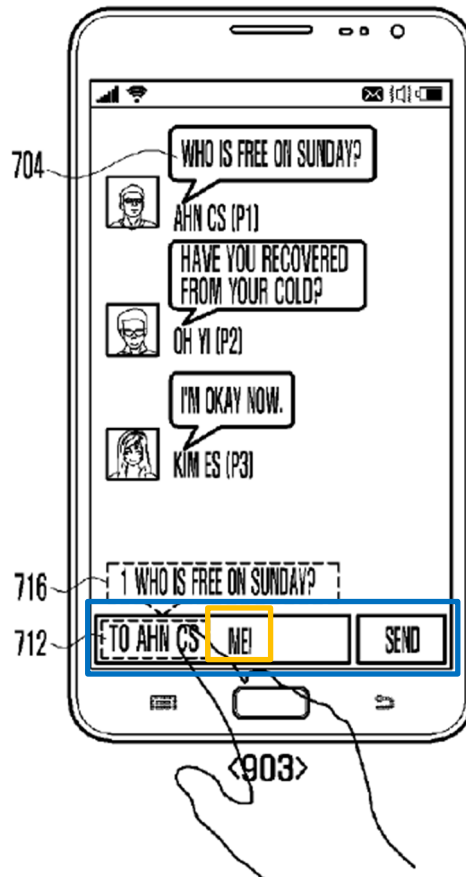
“ME!”) for a conversation, e.g., by touching the screen of the mobile terminal (thus triggering “*receipt of the first indication*”), the name of the counterpart participant “AHN CS” (“*visual element*”) to whom the new message is directed is displayed at the input field in the dialog window” (“*message entry location*”), as seen in FIG.9. EX1007, FIG.9, [0134]-[0140]. Thus, Oh discloses that the “*visual element*” (the name of the counterpart participant “AHN CS”) of the input field (“*message entry location*”) is changed upon receiving the user’s touch input to enter a new message (“*upon receipt of the first indication*”). Furthermore, the name “AHN CS” (“*visual element*”) appearing in the input field “*matches*” the participant’s name for the selected message (“*first visual cue shared by messages*”), as seen in FIG.9.



Id., FIG.9, [0121], [0134], [0187]; EX1003, ¶153.

[1e]

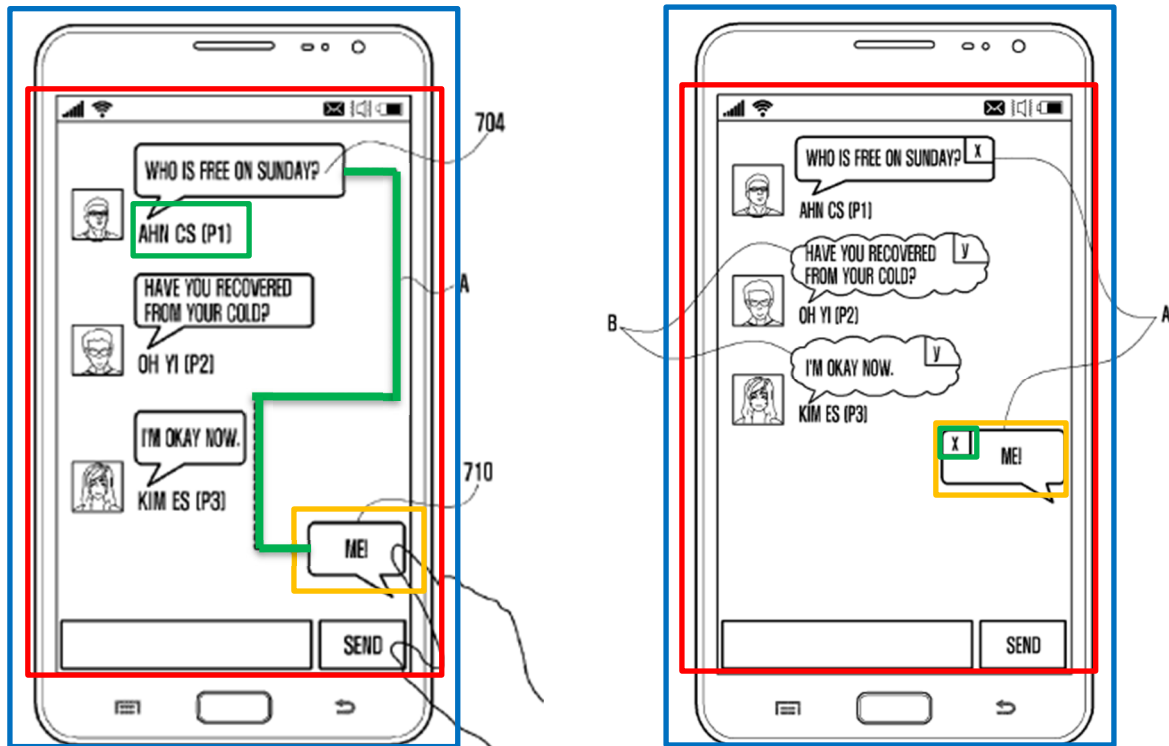
Oh discloses “receiving a first new message at the message entry location” because it describes that “the user enters a new message” (“ME!”) (“*first new message*”) “in the input field” (“*message entry location*”) as shown in FIG.9.



EX1007, FIG.9, [0098], [0130]-[0140], [0185]; EX1003, ¶154.

[1f]

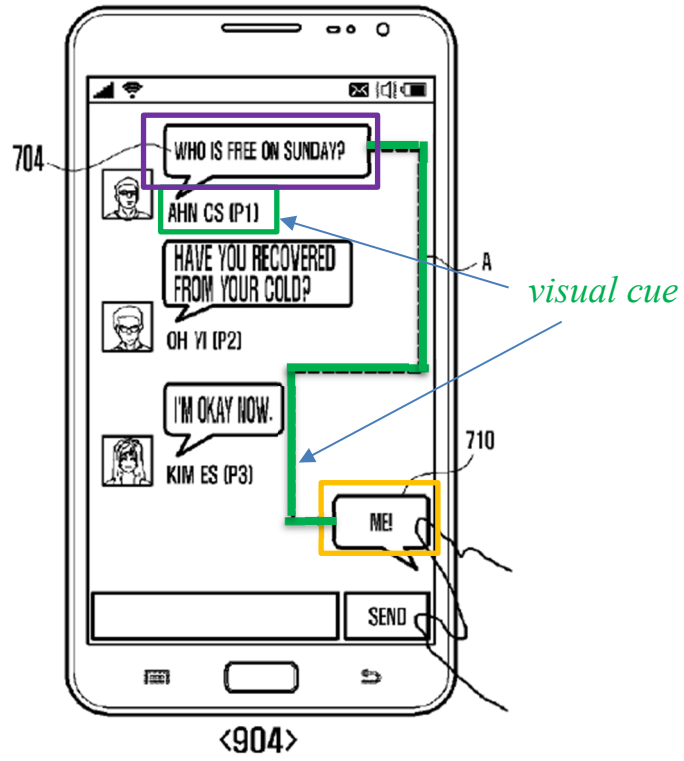
Oh discloses “*displaying the first new message with the first visual cue applied within the discussion interface at the first interface device*” because after the user has entered the message “ME!”, this “*first new message*” is displayed alongside other messages in the chat window (“*discussion interface*”) at the mobile terminal (“*first interface device*”), with the name of the participant or the “character” (such as “x” or “y”) (“*first visual cue*”) “*applied*” by link item or inclusion in the message as seen in FIGS.9, 11.



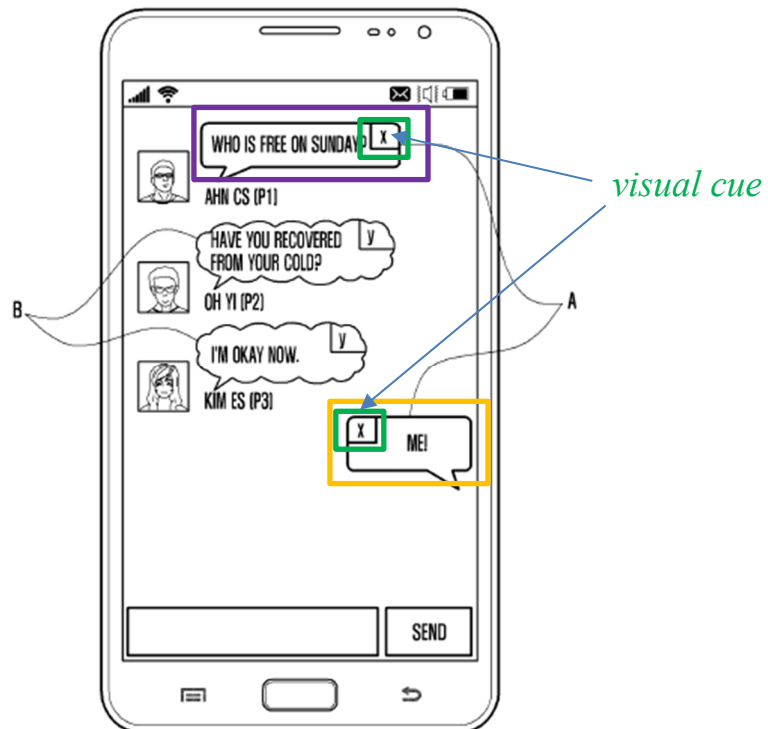
EX1007, FIGS.9,11, [0200]; EX1003, ¶155.

[1g]

Oh discloses the “*the first visual cue shared by the first message and the first new message*” in at least two ways because, as discussed in [1d], messages associated with the conversation on a particular topic or with a particular participant (which include the “*first message*” (“Who is free on Sunday?”) and the “*first new message*” (“Me!”) may be connected with text for the participant’s name and/or other link symbol, e.g., color, shape or size, (“*first visual cue shared*”), as seen in FIGS.9, 11.



EX1007, FIG.9.



Id., FIG.11; [0187] (“text...is overlaid on a portion of the word balloon”); [1d]; EX1003, ¶156.

b. Claim 2

[2]

As discussed in [1c], Oh describes an input (“*first indication*”) that is “*generated by*” user’s touch at the mobile terminal’s “touch panel 143” and a “display unit 140 [which] is a touchscreen” (“*touch sensitive display of the first interface device*”). *See* [1c]. A POSITA would have understood that such a user’s touch input can be in the form of a “*tapping input.*” EX1003, ¶157; EX1005, 11:1-9 (“Tapping is an action of...pressing...the touch screen.”).

c. Claim 5

[5pre] “*The computer based method of claim 1 further comprising:*”

See [1]; EX1003, ¶158.

[5a] “*displaying the first new message in the discussion interface without incorporating the first visual cue prior to receiving the first indication, and*”

As discussed in [1f], Oh discloses “*displaying the first new message*” “ME!” in the chat window (“*discussion interface*”). *See* [1f]; EX1003, ¶159.

Oh discloses that the new message can be displayed “*without incorporating the first visual cue prior to receiving the first indication.*” As discussed in [1d], [1g], Oh discloses that messages associated with a particular conversation may share the same visual effect (“*first visual cue*”) so as to link or correlate those

messages. *See* [1d], [1g]. The link is generated based upon the user's touch input (“*first indication*”) selecting the message to respond to. *See* [1c]. Oh describes that the user may form such “link between messages *before* or *after*”¹¹ sending the new message.” EX1007, [0183], [0124]. In the situation where the link is formed *before* sending the message, the visual element is incorporated into new message when it is displayed. *Id.*, [0184]-[0185] (“mobile terminal 100 outputs a word balloon 710 corresponding to the new message and displays a context-linking item between the selected word balloon 704 and the new word balloon 710”). In contrast, in the situation where the link is formed *after* sending the message, the new message is first displayed “*without incorporating*” the correlating visual element (“*first visual cue*”) since the link has not yet been formed. Such situation may arise, e.g., when a user is so excited upon seeing a chat from another party that the user types a reply message without first selecting the chat or conversation via a touch input (“*prior to receiving the first indication*”). Indeed, Oh recognizes that “as users send and receive messages in real-time during message-based conversation, many messages [are] registered in a short period of time.” EX1007, [0009]-[0010]; EX1003, ¶160. [5b] “*applying the first visual cue to the first new message in the discussion interface after receiving the first indication.*”

¹¹ All emphases added, unless otherwise indicated.

Oh discloses that the “*first visual cue*” can be “*applied...to the first new message in the discussion interface after receiving the first indication*” because, as discussed in [1f] and [1g], Oh describes that after the user has entered the message (e.g., “ME!”), the context-linking item or visual effect (“*first visual cue*”) is applied to this “*first new message*” in the chat window (“*discussion interface*”). See [1f], [1g]. Based on Oh’s disclosure and common sense, it would be obvious to a POSITA that, in the situation where a user enters a new message without first selecting the message to which it responds, the user may realize after the fact that she/he needs to correlate or link the messages, e.g., by selecting a message with a touch input (“*the first indication*”). Thereafter, as discussed in [1c], [1f]-[1g], the new message (“*first new message*”) is displayed in the chat window (“*discussion interface*”) with the context-linking item or visual effect applied (“*applying the first visual cue*”) to show the correlation between the new message and the other messages of the chat selected by the user’s touch input (“*after receiving the first indication*”). See [1c], [1f]-[1g]; EX1003, ¶161.

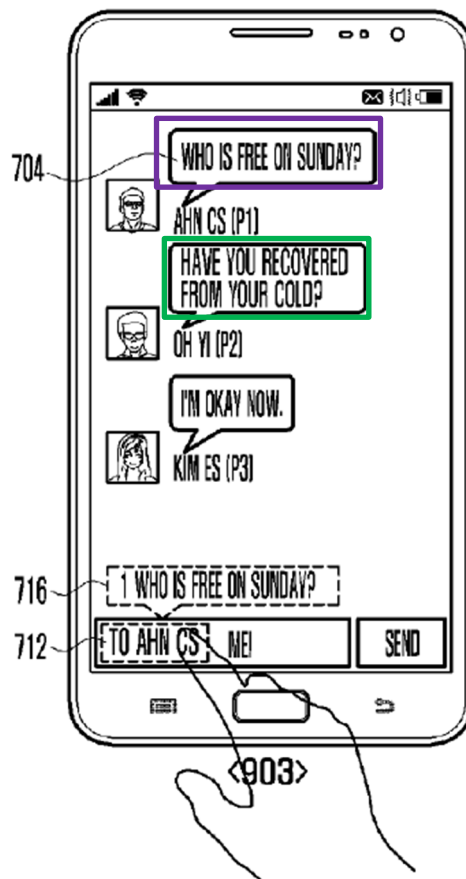
d. Claim 6

[6pre]

See [1]; EX1003, ¶162.

[6a]

Oh discloses because the “*first message*” (“Who is free on Sunday?”) is part of “*a first conversation*” relating to the availability of the chat participants on a particular day, and the “*second message*” (“Have you recovered from your cold?”) is part of “*a second conversation*” relating to the health of a participant, as seen in FIG.9.



EX1007, FIG.9; [1a], [4]; EX1003, ¶163.

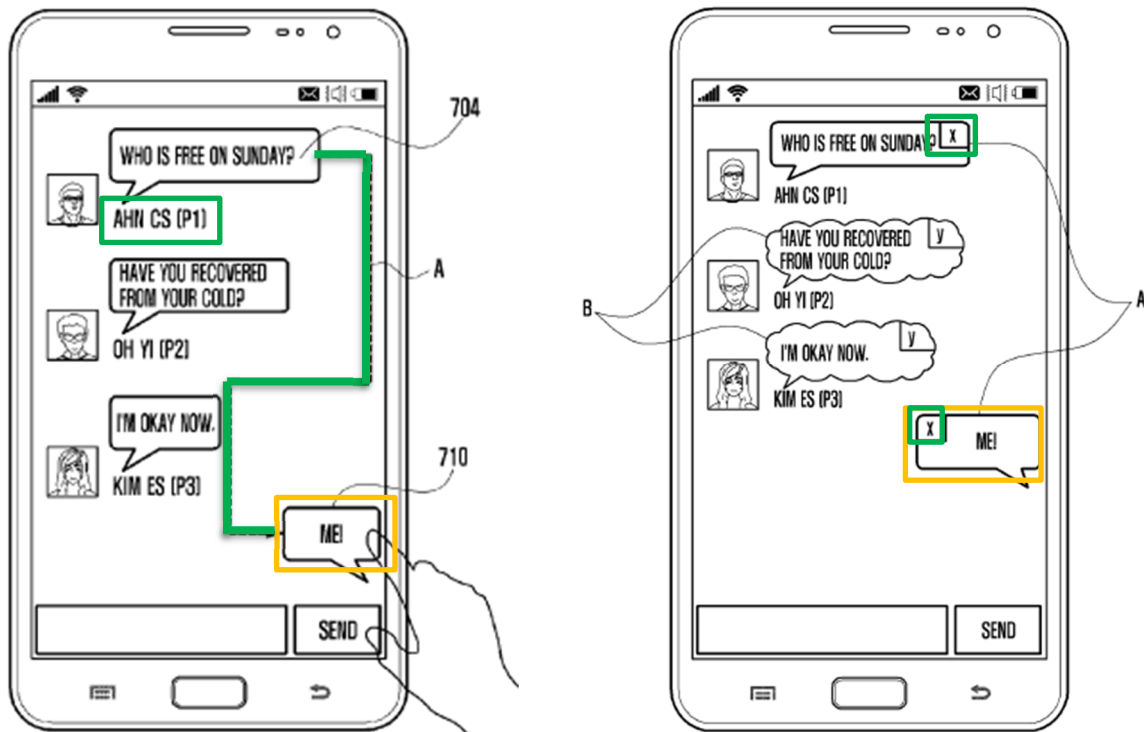
[6b]

As discussed in [1c], Oh discloses “*receiving the first indication*” and “*the active conversation.*” See [1c]; EX1003, ¶164.

Oh further suggests that receipt of the user’s touch input (“*receiving the first indication*”) “*defin[es] the first conversation as the active conversation*” because the user’s touch input invokes a “message list” from which “[t]he user selects a particular message....” EX1007, [0127]-[0131]. Here, “the user selects the latest message ‘Who is free on Sunday?’” (“*first message*”). *Id.*, [0131],[0008], [0070]. A POSITA would have understood—as a matter of common sense and experience—that, in the example of FIG.9, the “*first message*” (“Who is free on Sunday?”) is part of the “*conversation*” relating to the availability of the chat participants on a particular day, such conversation defined as the “*active conversation*” so that the user can, e.g., enter a new message in response. *Id.*, [0008], [0131]-[0140]. For example, based on common sense, a POSITA would have understood that the question “Who is free on Sunday?” is the first of the messages displayed and read in context relates logically to the questions regarding the availability of chat participants posed in the other related messages “What day is today?” and “When do we meet?” (and not to the question “Have you recovered from your cold?”). EX1003, ¶165; *KSR*, 550 U.S. at 421 (“A [POSITA] is also a person of ordinary creativity, not an automaton.”).

[6c]

Oh discloses because “the control unit 160 creates a context linking item between the selected message” (relating to the “*first conversation*” about “Who is free on Sunday?”) and the new message “ME!” (“*first new message*”). The context-linking item—which “is represented as a link line linking word balloons or as a link symbol” or “by at least one of the color, shape, size”—links, and as such “define[s],” the new message “ME!” (“*first new message*”) “as part of the *first conversation*” relating to “Who is free on Sunday?” as seen in FIGS.9, 11.



EX1007, FIGS.9, 11, [0129]-[0140]. “[W]hen the user enters and sends a new message as indicated by reference numeral 903, the new message is output on the

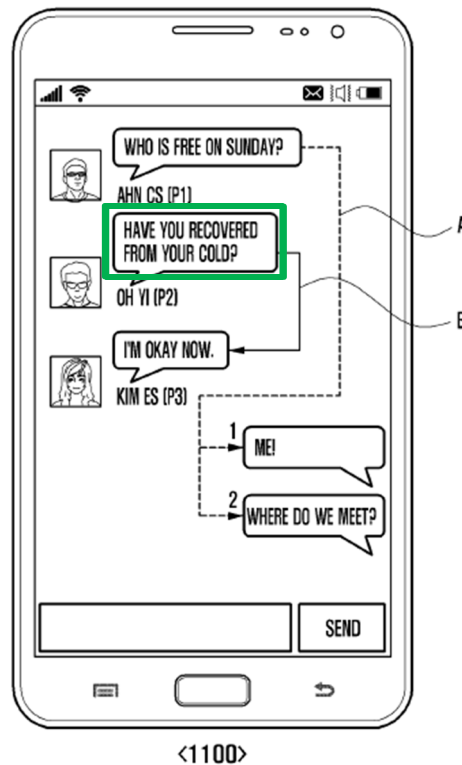
See [6]; EX1003, ¶168.

[7a] “receiving, at the first interface device, after displaying the first new message, a second indication that the second message is part of an active conversation;”

As discussed in [1f], Oh discloses “*displaying the first new message.*” See [1f]; EX1003, ¶169.

Oh discloses or suggests that “*receiving, at the first interface device, ...a second indication*” because, as discussed in [1c], Oh’s mobile terminal (“*first interface device*”) may receive a touch input (“*indication*”) to control and operate the mobile terminal (“*first interface device*”). See [1c]; EX1007, [0202], [0097]. The user may enter multiple touch inputs at the mobile terminal over the course of participating in various conversations or topics. EX1007, [0061] (“touch panel 143 determines validity of touches on various regions during a message-based conversation”), [0153] (“user generates an input signal for selecting first and second messages by touching corresponding word balloons”). A first touch input by the user is a “*first indication*” that selects the first message or conversation (relating to “Who is free on Sunday?”) so that the user can enter the new message (“*first new message*”) that is ultimately part of that conversation. A different touch input by the user, such as for selecting a second message or conversation (relating to “Have you recovered from your cold?”), can be a “*second indication.*” EX1003, ¶170.

Oh discloses that the other touch input (“*second indication*”) indicates “*that the second message is part of an active conversation.*” As discussed in [1a], the “*second message*” is a message that is “*part of*” the “*conversation*” relating to a participant’s health, as seen in FIG.10.



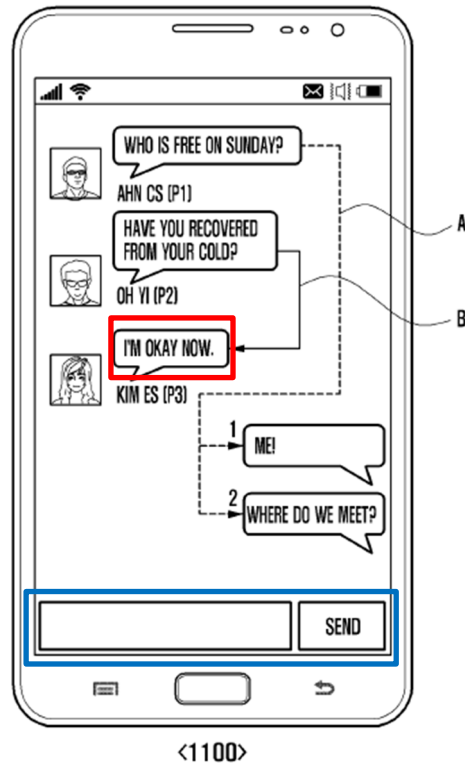
EX1007, FIG.10; [1a],[5pre]. A touch on the message “Have you recovered from your cold?” causes that conversation to become active so that the user can, e.g., input or link another message relating to the same. EX1007, [0097] (“link line B is additionally output between word balloons of different context”); EX1003, ¶171.

[7b] “defining, upon receiving the second indication, the active conversation as the second conversation exclusively;”

Oh discloses “*defining...the active conversation as the second conversation exclusively*” because “[w]hen one or more messages are displayed on the dialog window, the control unit 160 determines whether at least one of the messages is selected by the user...” EX1007, [0097]. A POSITA would have understood that the conversation to which the selected message relates becomes the “*active conversation*” and, thus if the “*second message*” is selected, then the corresponding “*second conversation*” is at that moment “*exclusively*” the “*active conversation*” so that, e.g., the message can be linked to the conversation. *Id.*, [0097]; EX1003, ¶172.

[7c] “*receiving a second new message at the message entry location; and*”

Oh discloses “*receiving a...new message*” at the input field 708 (“*message entry location*”) because it describes that “the user enters a new message in the input field 708.” *See* [1b]; EX1007, [0202]-[0203]. In the example of FIG.10, the user links the message “I’m okay now” (“*second new message*”) entered by another participant to the message for the conversation “Have you recovered from your cold?”



Id., FIG.10. It would have been obvious to a POSITA that in response to the same conversation, the user of the mobile device could have entered her/his own message (“*second new message*”), e.g., “Hope you are feeling better,” at the message input window (“*message entry location*”), according to the same operation as discussed in [1e]. EX1003, ¶173.

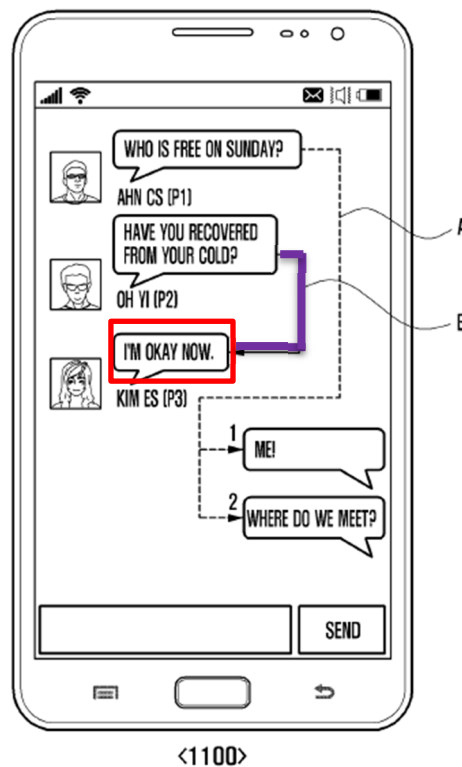
[7d] “displaying the second new message in the discussion interface at the first interface device;”

Oh discloses because, as discussed in [1f], after the user has entered a new message at the input field 708, “the new message” (such as the “*second new message*”) “is output on the dialog window” (“*display[ed]...in the discussion*

interface”) of the mobile terminal (“*first interface device*”). See [1f]; EX1007, [0203]; EX1003, ¶174.

[7e] “*wherein the displaying of the second new message incorporates a second visual cue shared by messages associated with the second conversation.*”

As discussed in [1g], Oh describes that all of the messages associated with a particular conversation (“*messages associated with the active conversation*”) may be connected with the name of a participant or other link or shared symbol, color, shape or size (“*visual cue*”). See [1g]. The “*second visual cue*” can be a link incorporated between the displayed message “I’m okay now” or “Hope you are feeling better” (“*second new message*”) and the “*second conversation*” relating to “Have you recovered from your cold?” as seen in FIG.10.



EX1007, FIG.10, [7c]. The link (“*second visual cue*”) is “*shared by messages associated with the second conversation*” because it connects the new message (“*second new message*”) with the conversation. EX1003, ¶175.

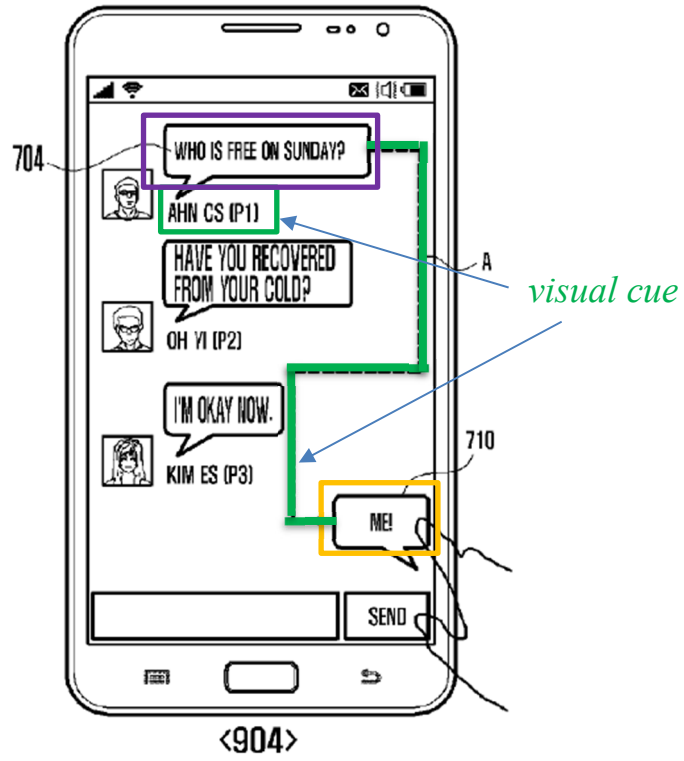
f. Claim 11

[11pre] “*The computer based method of claim 1*”

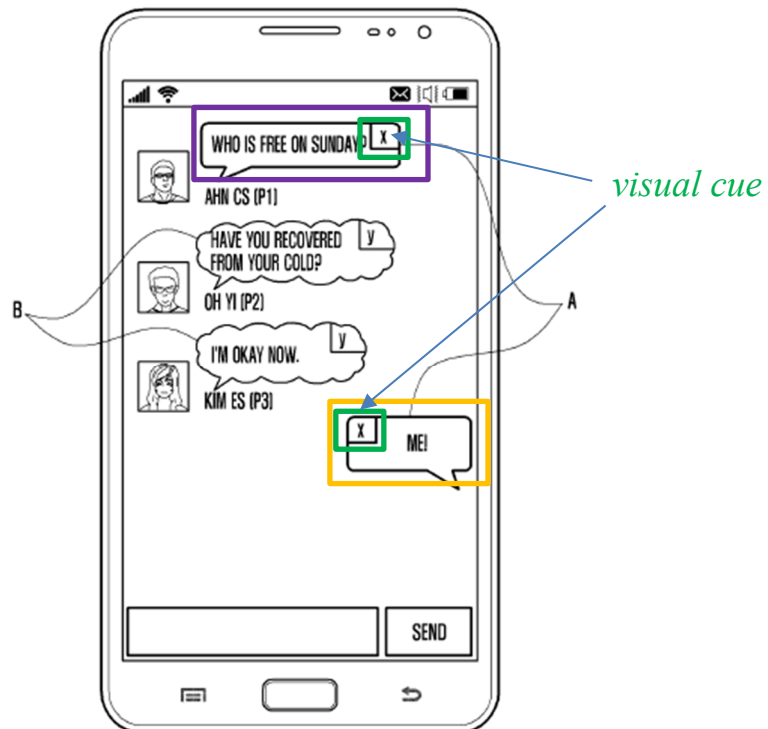
See [1]; EX1003, ¶176.

[11a] “*wherein the first visual cue is in the form of text associated with the first message and proximity to text associated with the first message*”

Oh discloses in at least two ways. As discussed in [1d], [1g], “*the first message*” (“Who is free on Sunday?”) may be connected to other messages associated with the same conversation by a link symbol (“*first visual cue*”), as seen in FIGS.9, 11.



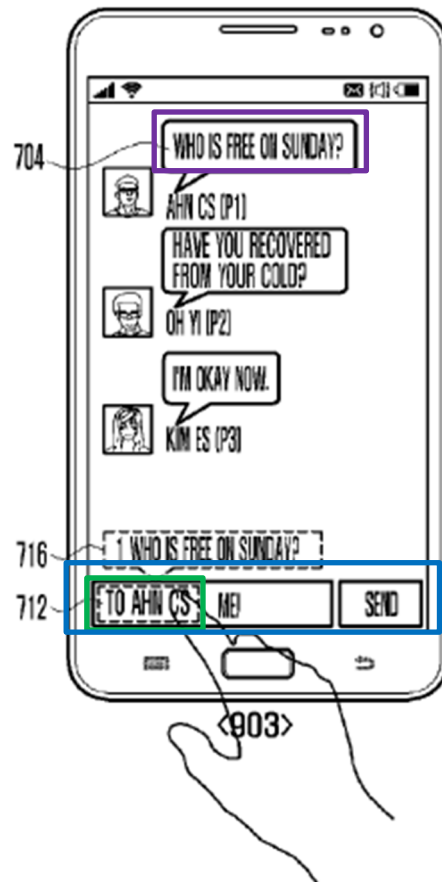
EX1007, FIG.9.



EX1007, FIG.11; [1d], [1g]. As further seen in the figures, such link symbol (“*first visual cue*”) can be “*in the form of text,*” such as the name of a participant “Ahn CS” or other text “x” that is “*associated with the first message*” and located near and thus “*proximity to text associated with the first message.*” EX1003, ¶177; EX1008.

[11b] “*such that after receiving the first indication, the visual element of the message entry location is changed to present text associated with the first message and,*”

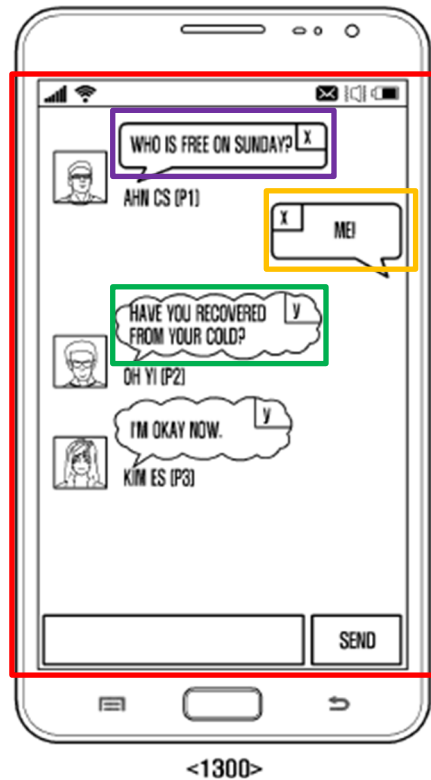
As discussed in [1c], [1d], Oh discloses that after the mobile terminal receives a user’s touch input (“*after receiving the first indication*”) which selects a message or conversation for which to enter a response, the input field in the dialog window” (“*message entry location*”) may be “*changed to present*” or display the counterpart participant’s name “AHN CS” (“*visual element*”), such name being “*text associated with the first message*” because it identifies the participant associated with the selected message.



EX1007, FIG.9; [1c], [1d]; EX1003, ¶178.

[11c] *“upon receiving the first new message, the first new message is displayed at a location within the discussion interface in closer proximity to the first message relative to proximity of the second message to the first message.”*

Oh discloses because upon receiving the “*first new message*” (“Me!”), Oh “enables the mobile terminal to rearrange messages...according to contextual order” such that the new message can be “*displayed at a location within*” the dialog window (“*dialog interface*”) that is “*in closer proximity to the first message relative to proximity of the second message to the first message,*” as seen in FIG.13.



EX1007, FIG.13, [0221]-[0223]; EX1003, ¶179.

g. Claim 12

[12pre] “*The computer based method of claim 1*”

See [1]; EX1003, ¶180.

[12a] “*wherein the first visual cue is in the form of text associated with the first message*”

See [11a]; EX1003, ¶181.

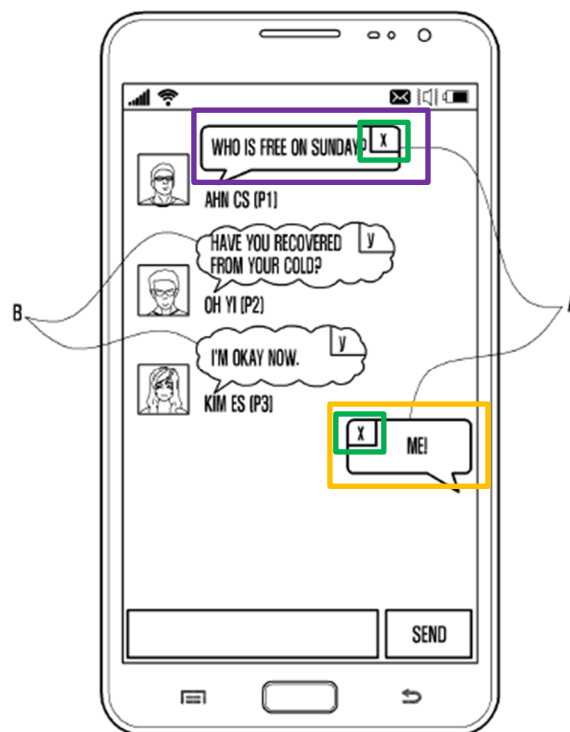
[12b] “*such that after receiving the first indication, the visual element of the message entry location is changed to present text associated with the first message and,*”

See [11b]; EX1003, ¶182.

[12c] ***“upon receiving the first new message, the first new message is displayed with text associated with the first message.”***

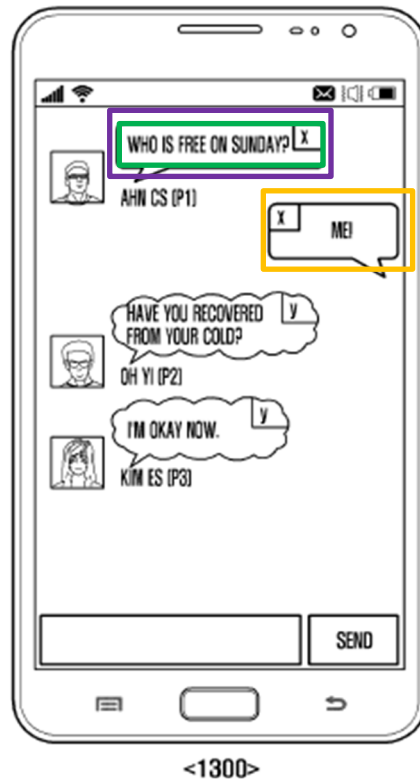
Oh discloses in at least two ways. EX1003, ¶183.

First, Oh discloses that upon receiving the *“first new message”* (“Me!”), such message can be *“displayed with text”* (the text “x”) that is *“associated with the first message,”* as seen in FIG.11.



EX1007, FIG.11, [0200] (“character such as ‘x’ or ‘y’ is attached to portions of word balloons”); [1d]; EX1003, ¶184.

Second, Oh discloses that upon receiving the *“first new message”* (“Me!”), such message can be displayed proximate the *“first message”* which itself is *“text,”* and thus *“associated with the first message,”* as seen in FIG.13.



EX1007, FIG.13, [0221-0223]; EX1003, ¶185.

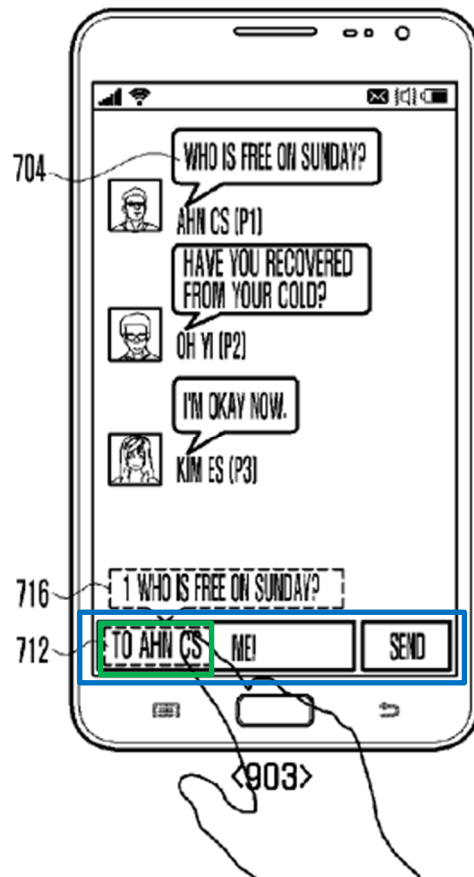
h. Claim 13

[13pre] *“The computer based method of claim 1, wherein”*

See [1]; EX1003, ¶186.

[13a] *“the first visual cue is reflected in the message entry location in a first form”*

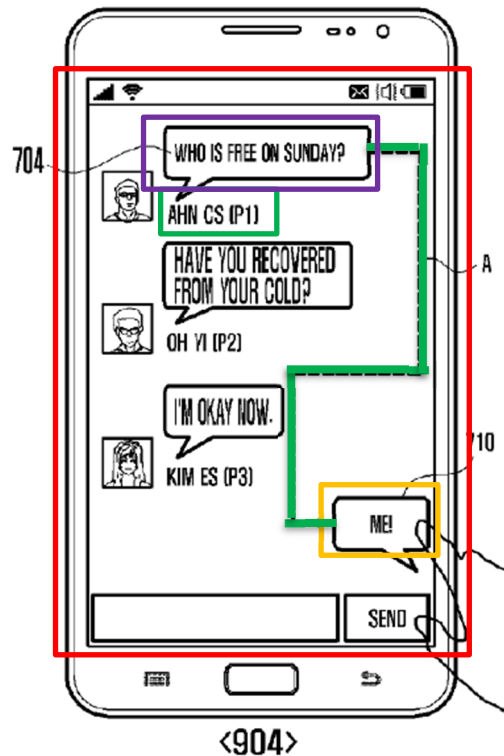
Oh discloses because the participant’s name for a selected message (“*first visual cue*”) appears or “*is reflected*” in the input field (“*message entry location*”) in the form of text (“*in a first form*”) before the responsive message (“Me!”), as seen in FIG.9.



EX1007, FIG.9; [1d]; EX1003, ¶187.

[13b] “[the first visual cue is reflected]...in the first message and the first new message as displayed in the discussion interface in a second way.”

Oh discloses because the name of the participant for a selected message (“*first visual cue*”) appears or “*is reflected*” in a word balloon beneath the “*first message*” (“Who is free on Sunday?”) and linked by link symbol to the “*first new message*” (“Me!”) as displayed in the chat window (“*discussion interface*”), as further seen in FIG.9.



EX1007, FIG.9. Because this way of displaying the participant’s name (“*first visual cue*”) is different from how the name is displayed in the input field as discussed in [13a], it is “*in a second way.*” EX1003, ¶188.

i. Claim 14

[14pre]

As discussed in [1pre], Oh discloses “*correlating conversations.*” See [1pre]; EX1003, ¶189.

Oh discloses a “*system*” for such correlating where “*the system compris[es] an interface device in communication with a computerized network.*” Oh discloses a mobile terminal (“*an interface device*”) that is part of a “*system*” and “*in communication with a computerized network*” because the mobile terminal itself

can be “a smartphone, a laptop computer, or a handheld computer” and operates in an environment of “smart devices and communication networks.” EX1007, [0008], [0234]; [1a]; EX1003, ¶190.

[14a]

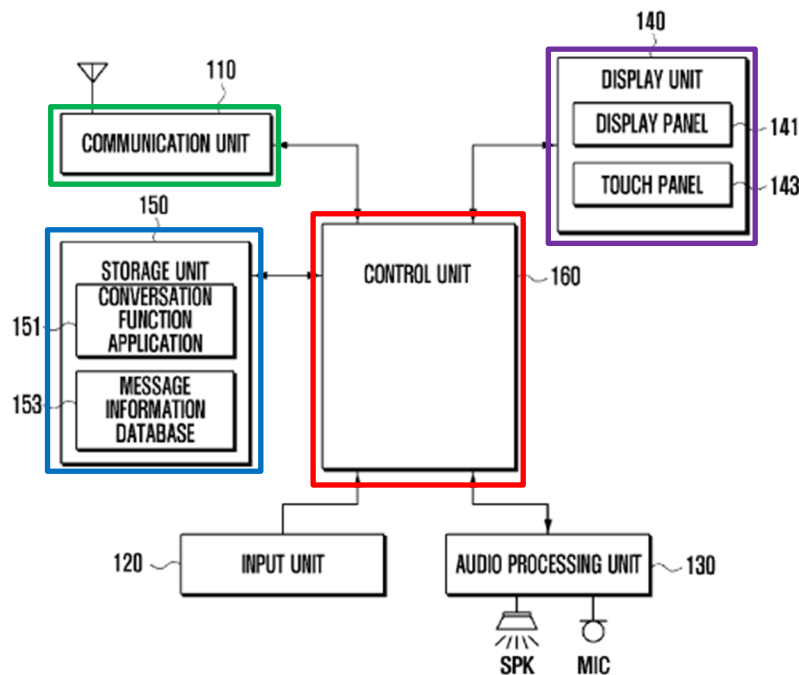
Oh discloses, as shown and described in FIG. 1. Oh discloses a “*processor*” in that the mobile terminal can be “a smartphone, a laptop computer, or a handheld computer” and includes a “control unit 160” which, based on its described operation, a POSITA would have understood to be a computer processor. EX1007, [0161]-[0178], [0234]. Oh discloses that its control unit 160 (“*processor*”) is “*for implementing a software application on the interface device*” because the control unit “executes the conversation function application” (“*software application*”) “for a multi-party conversation” on the mobile terminal. *Id.*, [0119], [0151]; EX1003, ¶191.

Oh discloses “a *memory* for storing the software application” because its mobile terminal includes a “storage unit 150” (“*memory*”) which “stores application programs,” including the “conversation function application” (“*software application*”) “realizing message-based conversation.” EX1007, [0065]-[0066]. The “storage unit 150 stores messages” (“*for storing a plurality of messages*”), where “conversation function application 151 supports rearrangement

of messages” (*in accordance with the software application*). *Id.*, [0067]-[0068]; EX1003, ¶192.

Oh discloses “a *transmission unit* for transmitting messages to the computerized network” as a “communication unit 110” which “supports transmission and reception of messages during conversation operation, and may send and receive link information between messages to and from another mobile terminal.” EX1007, [0032]-[0035]; EX1003, ¶193.

Oh discloses “a *display*” as a “display unit 140” which may be a “touchscreen.” EX1007, [00535]-[0056]; EX1003, ¶194.



EX1007, FIG.1; EX1003, ¶194.

Oh discloses “*wherein the software application comprises instructions*” because the conversation function application 151 (“*software application*”) controls or supports various operations of the mobile terminal. EX1007, [0068]-[0072]; EX1003, ¶195.

[14b]

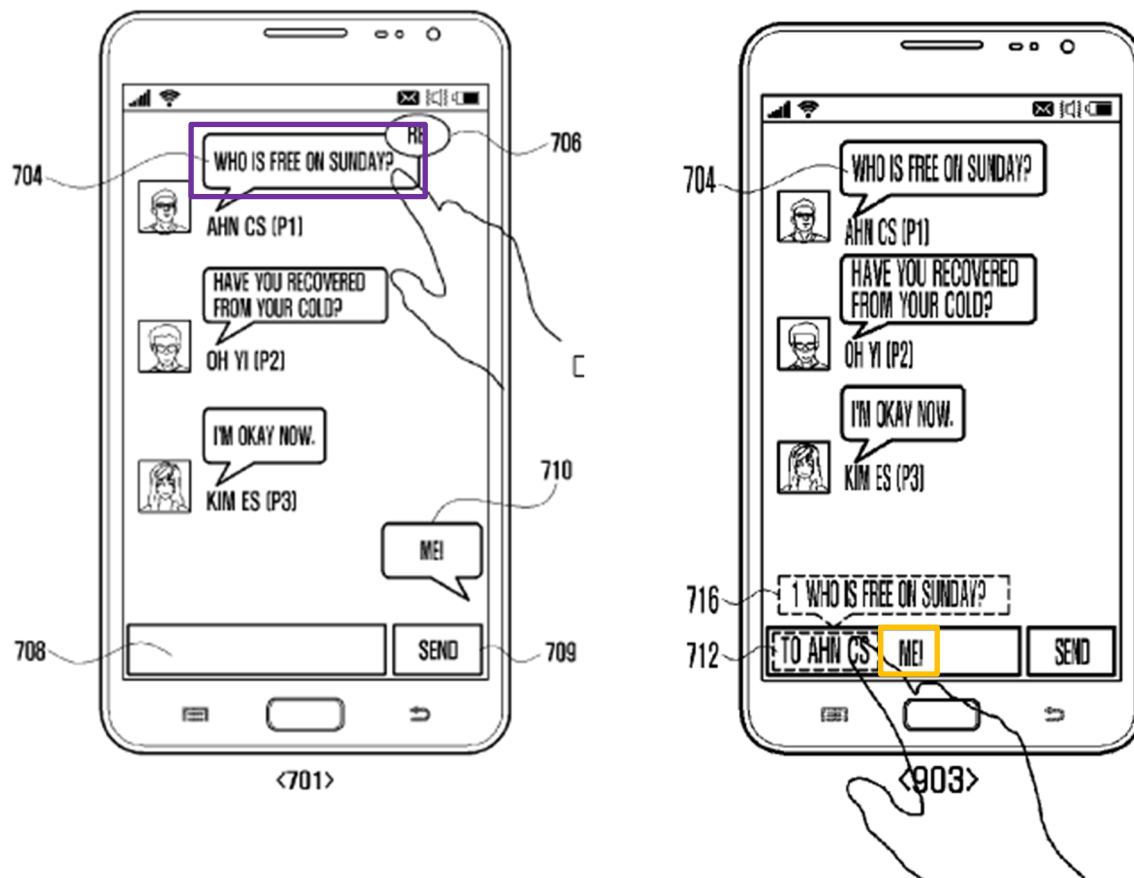
As discussed in [1a], Oh discloses “*providing a discussion interface at the display of the user interface device for displaying messages.*” See [1a]. Oh discloses that the messages of the various chats are “*stored in the memory*” because “storage unit 150 stores messages.” EX1007, [0067]; EX1003, ¶196.

[14c]

See [1b]; EX1003, ¶197.

[14d]

Oh discloses “*an indication that a first new message will be responsive to one of several messages*” because, as discussed in [1a], [1c] and further illustrated in FIGS. 7, 9, the mobile terminal receives a user’s touch input (“*indication*”) that selects “*one of several messages*” (“Who is free on Sunday?”) for which the user can enter a “*first new message*” (“Me!”) that is “*responsive.*”



EX1007, FIGS.7, 9; [1a],[1c]; EX1003, ¶198.

It would have been obvious to a POSITA that information relating to such input (“*indication*”) selecting a message for response can be stored or “*record[ed]*” in storage unit 150 so that the new message could be displayed with the same visual element (e.g., background color) as the message to which it responds. EX1007, [0134] (“control unit 160 generates contextual information for the selected message and new message, and stores the selected message and new message together with the contextual information...in the storage unit 150”); EX1003, ¶199.

[14e]

See [1d]; EX1003, ¶200.

[14f]

See [1e]; EX1003, ¶201.

[14g]

Oh discloses “*transmitting, using the transmission unit, the at least one new message to the computerized network*” because, as discussed in [14a], the communication unit 110 (“*transmission unit*”) “supports transmission and reception of messages” (“*transmitting...the at least one new message*”), and “may send and receive link information between messages to and from another mobile terminal” (which is part of “*the computerized network*”). *See* [14a]; EX1003, ¶202.

Oh discloses or suggests “*an indication of which of the several messages the new message is responsive to*” because, as discussed in [14d], the mobile terminal receives a touch input (“*indication*”) selecting one of the chat messages for which to enter a response (“*one of the several messages the new message is responsive to*”). *See* [14d]; EX1003, ¶203.

Oh’s mobile terminal “is configured to support message transmission and reception for the message-based conversation function, and aids the message context setter 163 to create, display, search and manage messages related with newly exchanged messages.” EX1007, [0093]. Based on this disclosure, the

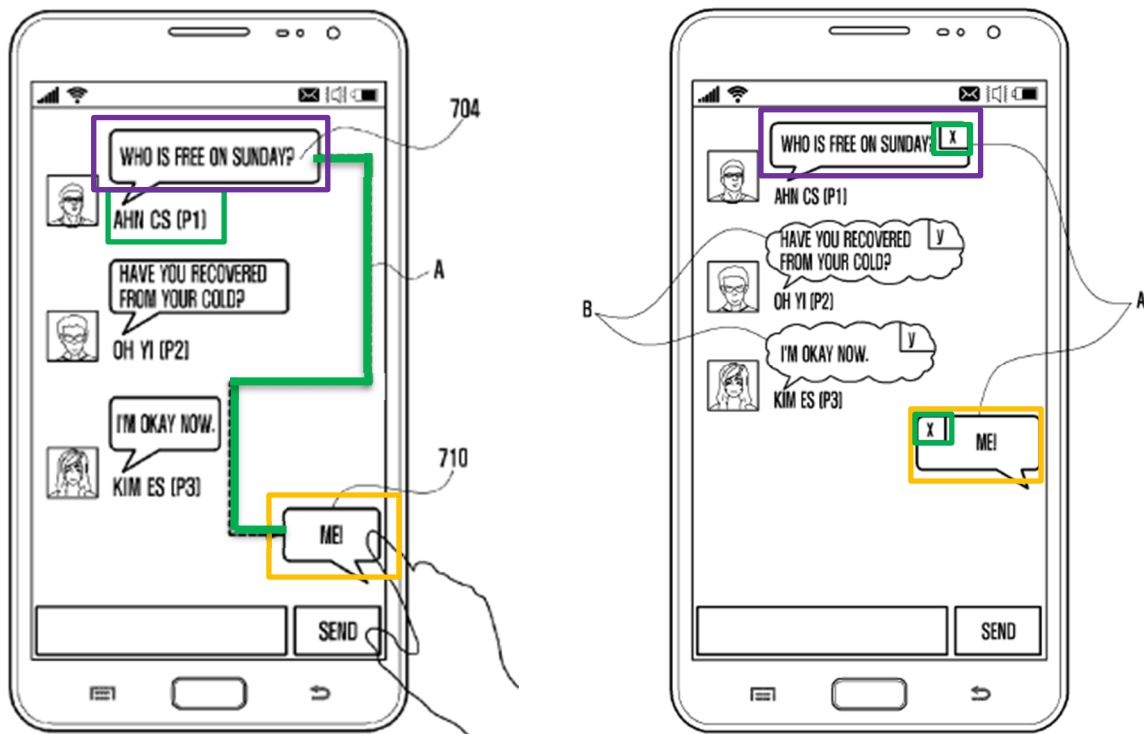
knowledge of a POSITA, and common sense, a POSITA would have been motivated and found it obvious to “*incorporat[e]*” the user’s touch input (“*indication of which one of the several messages*”) into the new message transmission so that the device of the other party receiving such message can correlate that message to the message it is responding to, including, e.g., via adding the new message to the list or chat area that corresponds to the particular conversation or message. EX1003, ¶204; EX1006, 1:25-28, 3:29-31.

[14h]

See [1f], [14b]; EX1003, ¶205.

[14i]

Oh discloses “*incorporating the first visual cue into the display of the first new message and the one of the several messages*” because the context linking item or link symbol (“*first visual cue*”) is “*incorporat[ed] into the display of the new message*” (“Me!”) (“*first new message*”) and the message to which it responds (“*one of the several messages*”) in at least two ways, as seen in FIGS.9, 11.



EX1007, FIGS.9, 11, [0200]; EX1003, ¶206.

j. **Claim 15**

[15]

See [2], [14d]; EX1003, ¶207.

VIII. DISCRETIONARY DENIAL

A. *General Plastic*

Discretionary denial under *General Plastic* is not warranted because this is the first petition filed against the '304 Patent.

B. *Advanced Bionics*

The Board should not exercise its §325(d) discretion to deny institution under *Advanced Bionics*. None of the prior art cited in this Petition—*i.e.*, Chang,

Petition for *Inter Partes* Review of U. S. Patent No. 10,009,304

Stochosky, or Oh—were previously presented to the Office or considered during prosecution of the '304 Patent application. EX1001,(56); EX1002. Moreover, none of the combinations in this Petition were previously considered during prosecution.

C. *Fintiv*

The parallel Litigation in district court is early; there is no ITC proceeding. No scheduling order has been entered, and no trial date set. Discovery has not commenced. Claim construction has not begun, nor a *Markman* hearing set. Combined with the Petition's strength, *Fintiv* favors institution.

Pursuant to the Office's Interim Process Concerning Institution published March 26, 2025, Petitioners reserve the right to address in further briefing any discretionary denial issues raised by CText.

IX. MANDATORY NOTICES UNDER 37 C.F.R. §42.8

A. Real Party-in-Interest (37 C.F.R. § 42.8(b)(1))

The real party-in-interest is the Petitioner, Apple Inc.

B. Related Matters (37 C.F.R. § 42.8(b)(2))

1. Judicial Matters

As of the filing date of this Petition, the '304 Patent is involved in the following case: *CText IP LLC v. Apple Inc.*, 1:24-cv-882, S.D.N.Y. (the "Litigation").

2. Administrative Matters

As of the filing date of this Petition, the '304 Patent has not been the subject of any post-grant or *inter partes* reviews, either instituted or not instituted.

3. Related Applications

Based on a Patent Center search, there are no applications related to the '304 Patent currently pending before the Office.

C. Lead/Back-up Counsel (37 C.F.R. § 42.8(b)(3))

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D. Notice of Service Information (37 C.F.R. § 42.8(b)(4)):

Please direct all correspondence to lead and back-up counsel at the above addresses. Petitioner consents to electronic service at the email addresses above.

X. CONCLUSION

For the reasons set forth above, Petitioner has established a reasonable likelihood that at least one of the Challenged Claims of the '304 Patent is unpatentable and requests the Board institute *inter partes* review and then cancel all Challenged Claims as unpatentable.

Respectfully submitted,

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Dated: July 7, 2025

CERTIFICATION OF SERVICE ON PATENT OWNER

Pursuant to 37 C.F.R. §§ 42.6(e), 42.8(b)(4) and 42.105, the undersigned certifies that on the July 7, 2025, a complete and entire copy of this Petition for *Inter Partes* Review of U.S. Patent No. 10,009,304 and all supporting exhibits were served via Federal Express, postage prepaid, to Patent Owner by serving the correspondence address of record for the '304 Patent:

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Dallas, TX 75231

and, by email, upon counsel of record for the Patent Owner in the Litigation before the Southern District of New York:

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CERTIFICATE OF COMPLIANCE

Pursuant to 37 C.F.R. § 42.24 *et seq.*, the undersigned certifies that this document complies with the type-volume limitations. This document contains 13,239 words as calculated by the “Word Count” feature of Microsoft Word 2010, the word processing program used to create it.

Dated: July 7, 2025

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