US010277728B1

(12) **United States Patent**
Toren

(10) **Patent No.: US 10,277,728 B1**
(45) **Date of Patent: *Apr. 30, 2019**

(54) **METHOD AND SYSTEM FOR COMMUNICATION**

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(72) Inventor: **Garin Toren**, New York, NY (US)

(73) Assignee: **MessageLoud Inc**, New York, NY (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **16/112,587**

(22) Filed: **Aug. 24, 2018**

Related U.S. Application Data

(63) Continuation of application No. 15/421,237, filed on Jan. 31, 2017, now Pat. No. 10,110,725, which is a (Continued)

(51) **Int. Cl.**
H04M 1/00 (2006.01)
H04M 1/725 (2006.01)
(Continued)

(52) **U.S. Cl.**
CPC ***H04M 1/72547*** (2013.01); ***G06F 3/0482*** (2013.01); ***G06F 3/04817*** (2013.01);
(Continued)

(58) **Field of Classification Search**
None
See application file for complete search history.

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(Continued)

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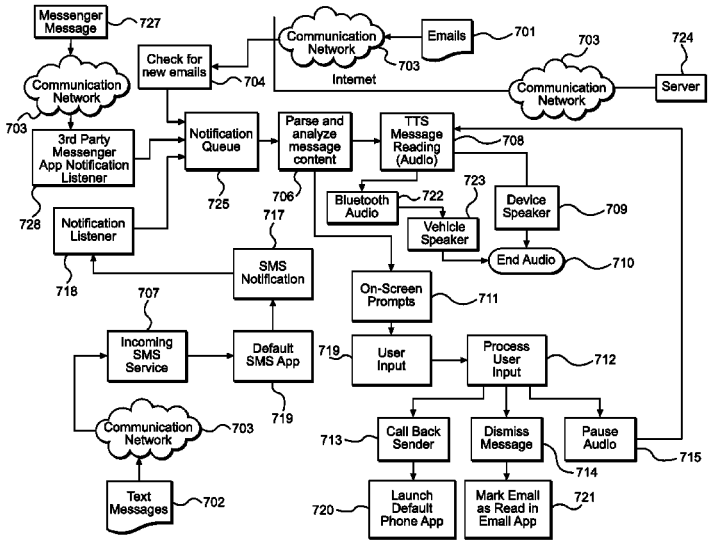
Google Voice: In the car with Android, Mar. 24, 2014.
(Continued)

Primary Examiner — Erika A Washington
(74) *Attorney, Agent, or Firm* — Payam Moradian

(57) **ABSTRACT**

Provided is a computer implemented method and system for delivering text messages, emails, and messages from a messenger application to a user while the user is engaged in an activity, such as driving, exercising, or working. Typically, the emails and other messages are announced to the user and read aloud without any user input. In Drive Mode, while the user is driving, a clean interface is shown to the user, and the user can hear announcements and messages/emails aloud without looking at the screen of the phone, and use gestures to operate the phone. After a determination is made that a new text message and/or email has arrived, the user is informed aloud of the text message/email/messenger message and in most instances, and if the user takes no further action, the body and/or subject of the text message/email/messenger message is read aloud to the user. All messages can be placed in a single queue, and read to the user in order of receipt.

25 Claims, 37 Drawing Sheets



APPLE EXHIBIT 1001

Related U.S. Application Data

continuation of application No. 14/865,561, filed on Sep. 25, 2015, now Pat. No. 9,591,117.

(60) Provisional application No. 62/118,264, filed on Feb. 19, 2015, provisional application No. 62/083,085, filed on Nov. 21, 2014.

(51) **Int. Cl.**

G06F 3/16	(2006.01)
G06F 3/0488	(2013.01)
G06F 3/0482	(2013.01)
G06F 3/0481	(2013.01)
H04L 12/58	(2006.01)

(52) **U.S. Cl.**

CPC ***G06F 3/04883*** (2013.01); ***G06F 3/16*** (2013.01); ***H04L 51/24*** (2013.01); ***H04M 1/72597*** (2013.01)

(56) **References Cited**

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Non-Patent Literature With Links. Approximately Mar. 00, 2015 (exact date unknown). The current content of the links may not accurately reflect the actual application that was available at the time.

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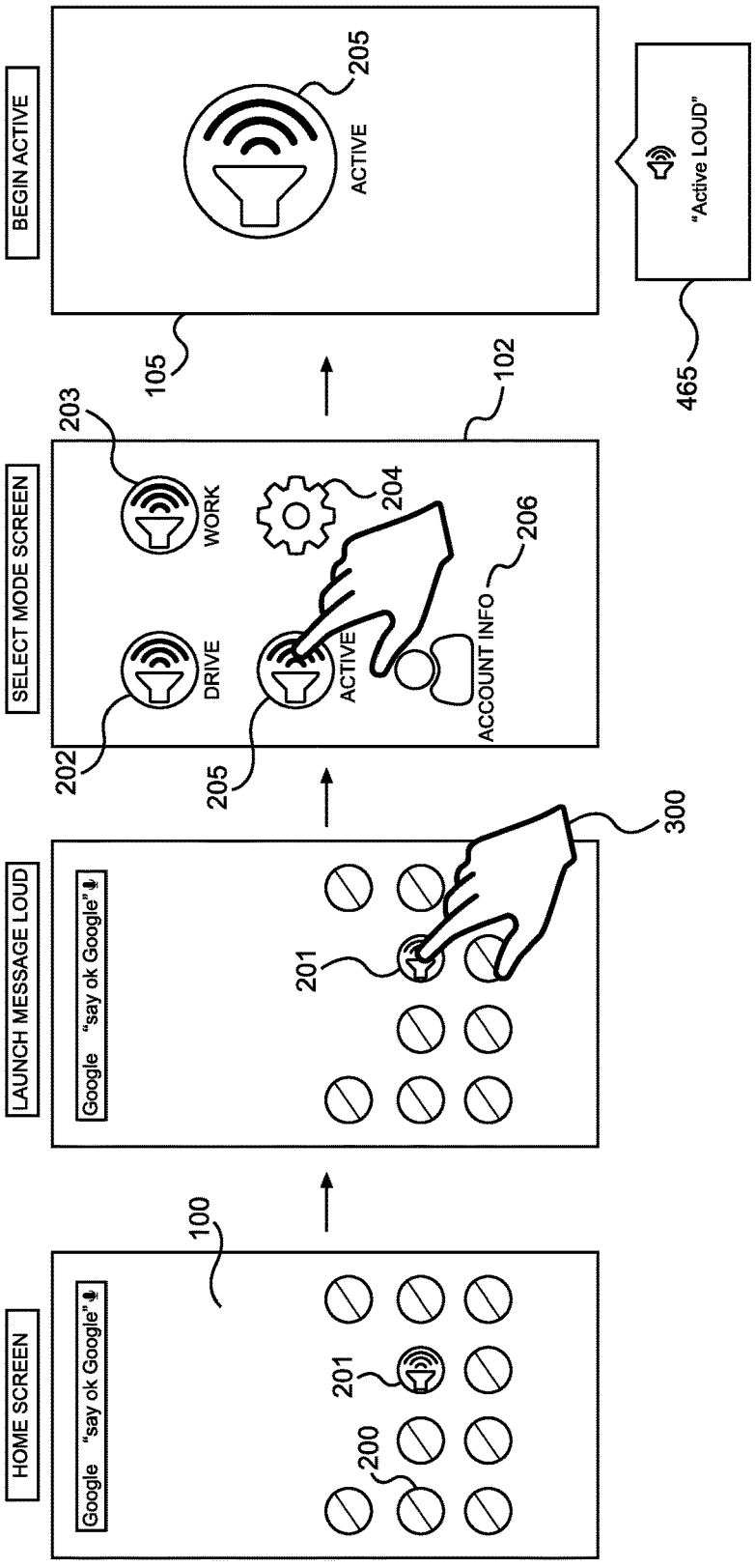

HOME SCREEN
Google "say ok Google"
100
201
200
LAUNCH MESSAGE LOUD
Google "say ok Google"
201
300
SELECT MODE SCREEN
203
WORK
204
206
ACCOUNT INFO
202
DRIVE
205
ACTIVE
105
102
BEGIN ACTIVE
205
ACTIVE
"Active LOUD"
465

FIG. 1

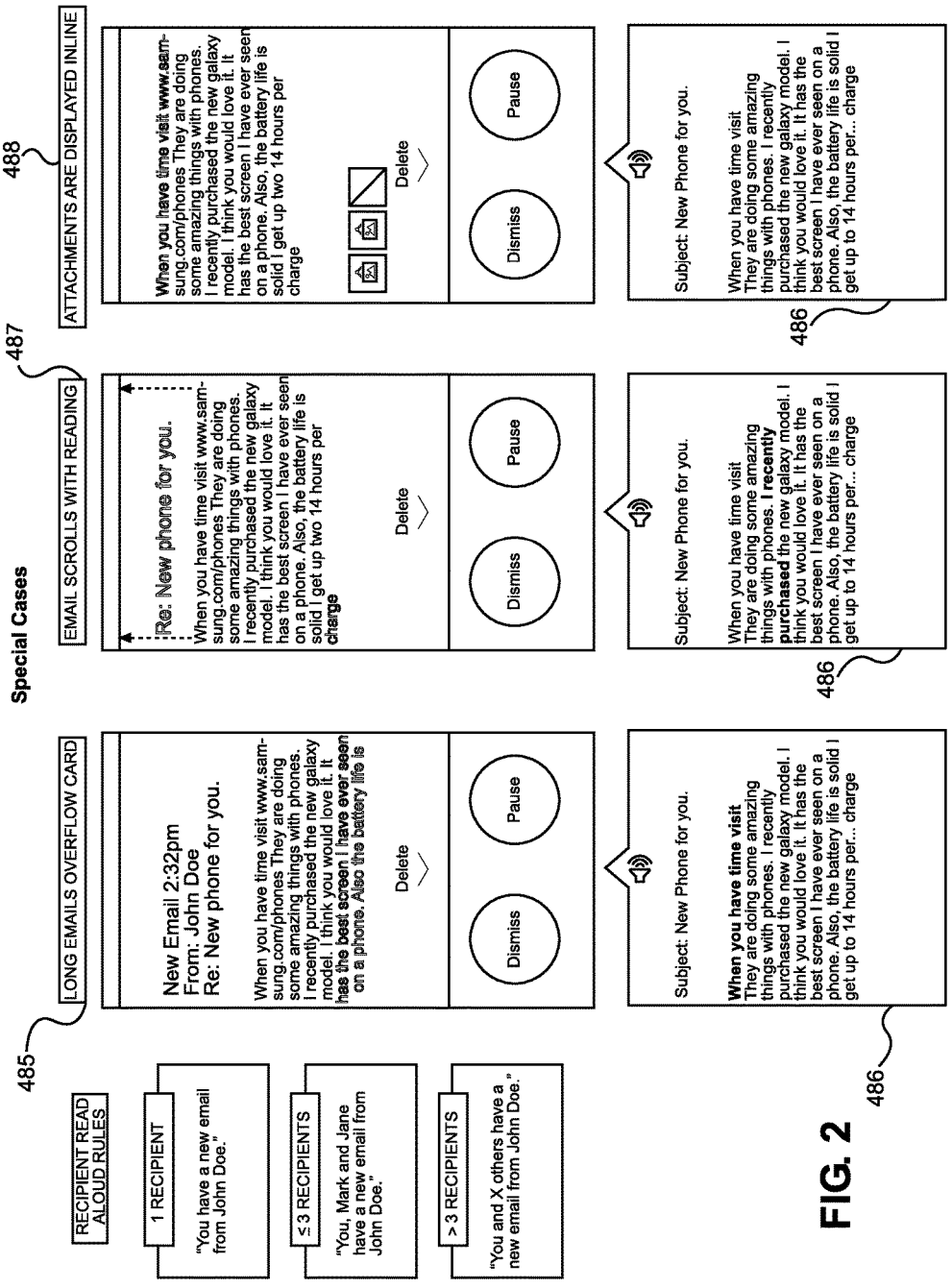

Special Cases
485
LONG EMAILS OVERFLOW CARD
EMAIL SCROLLS WITH READING
487
ATTACHMENTS ARE DISPLAYED INLINE
488
New Email 2:32pm
From: John Doe
Re: New phone for you.
When you have time visit www.samsung.com/phones They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per charge
Delete
Dismiss
Pause
Re: New phone for you.
When you have time visit www.samsung.com/phones They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per charge
Delete
Dismiss
Pause
When you have time visit www.samsung.com/phones They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per charge
Delete
Dismiss
Pause
Subject: New Phone for you.
When you have time visit
They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per... charge
Subject: New Phone for you.
When you have time visit
They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per... charge
Subject: New Phone for you.
When you have time visit
They are doing some amazing things with phones. I recently purchased the new galaxy model. I think you would love it. It has the best screen I have ever seen on a phone. Also, the battery life is solid I get up to 14 hours per... charge
486
486
486
RECIPIENT READ ALOUD RULES
1 RECIPIENT
"You have a new email from John Doe."
≤ 3 RECIPIENTS
"You, Mark and Jane have a new email from John Doe."
> 3 RECIPIENTS
"You and X others have a new email from John Doe."

FIG. 2

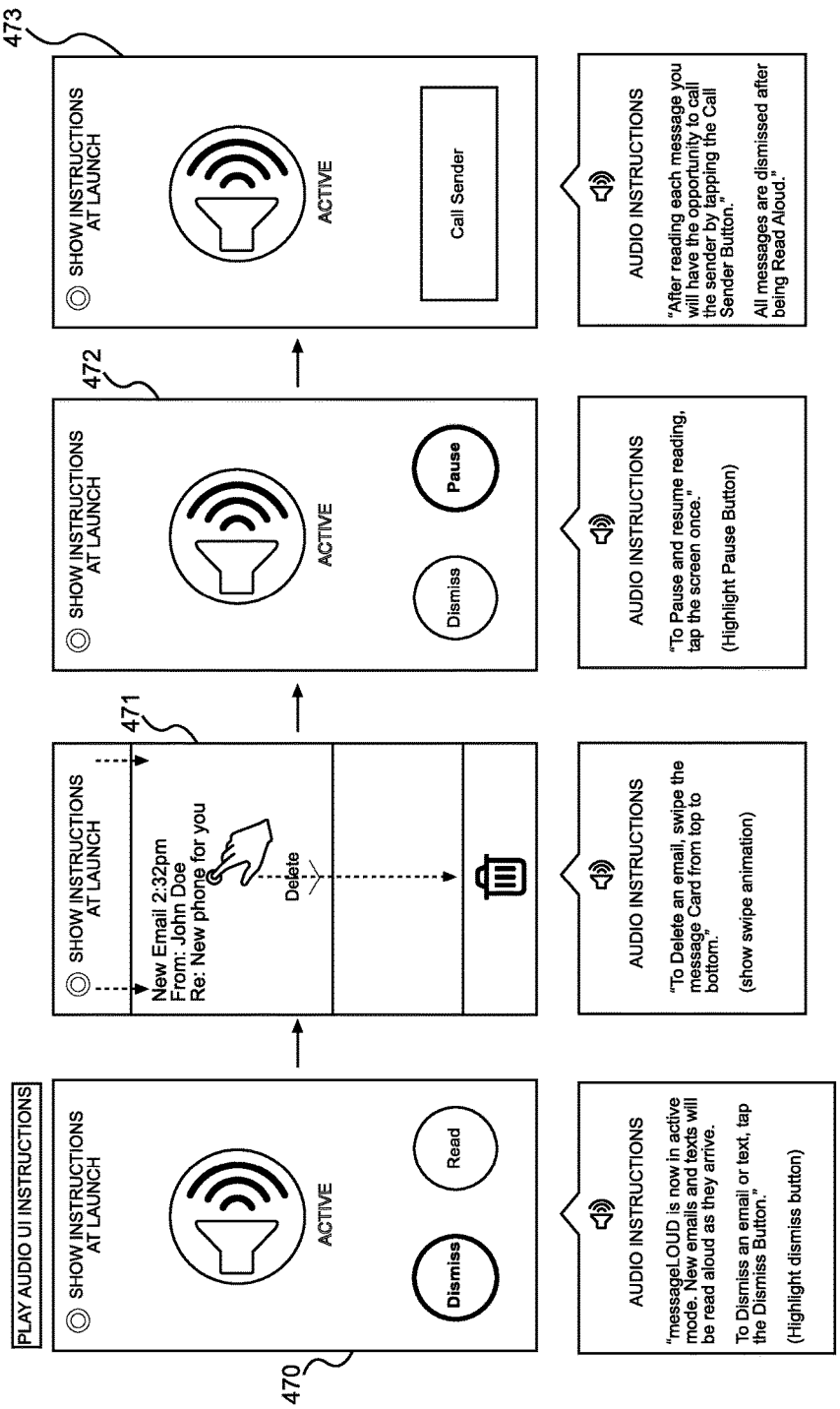

PLAY AUDIO UI INSTRUCTIONS
SHOW INSTRUCTIONS AT LAUNCH
ACTIVE
Dismiss
Read
AUDIO INSTRUCTIONS
"messageLOUD is now in active mode. New emails and texts will be read aloud as they arrive.
To Dismiss an email or text, tap the Dismiss Button."
(Highlight dismiss button)
470
SHOW INSTRUCTIONS AT LAUNCH
New Email 2:32pm
From: John Doe
Re: New phone for you
Delete
471
AUDIO INSTRUCTIONS
"To Delete an email, swipe the message Card from top to bottom."
(show swipe animation)
SHOW INSTRUCTIONS AT LAUNCH
ACTIVE
Dismiss
Pause
472
AUDIO INSTRUCTIONS
"To Pause and resume reading, tap the screen once."
(Highlight Pause Button)
SHOW INSTRUCTIONS AT LAUNCH
ACTIVE
Call Sender
473
AUDIO INSTRUCTIONS
"After reading each message you will have the opportunity to call the sender by tapping the Call Sender Button."
All messages are dismissed after being Read Aloud."

FIG. 3

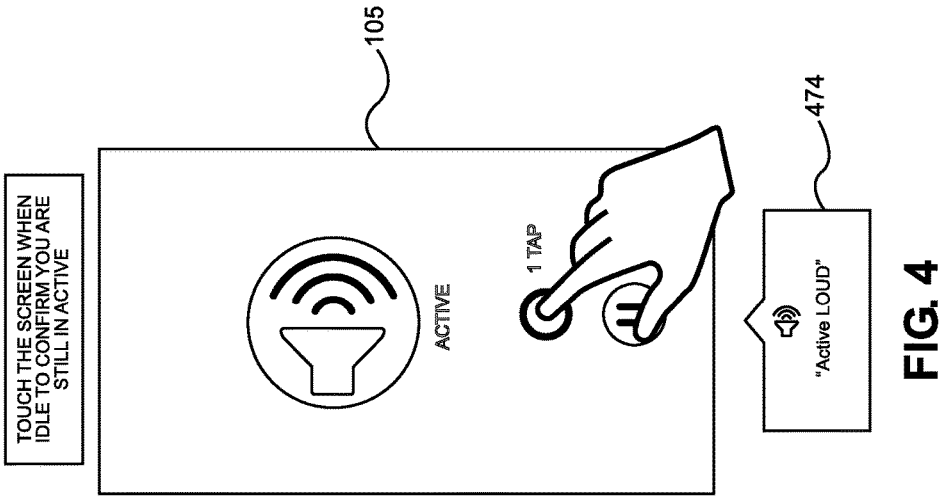

105
474
TOUCH THE SCREEN WHEN IDLE TO CONFIRM YOU ARE STILL IN ACTIVE
ACTIVE
1 TAP
"Active LOUD"

FIG. 4

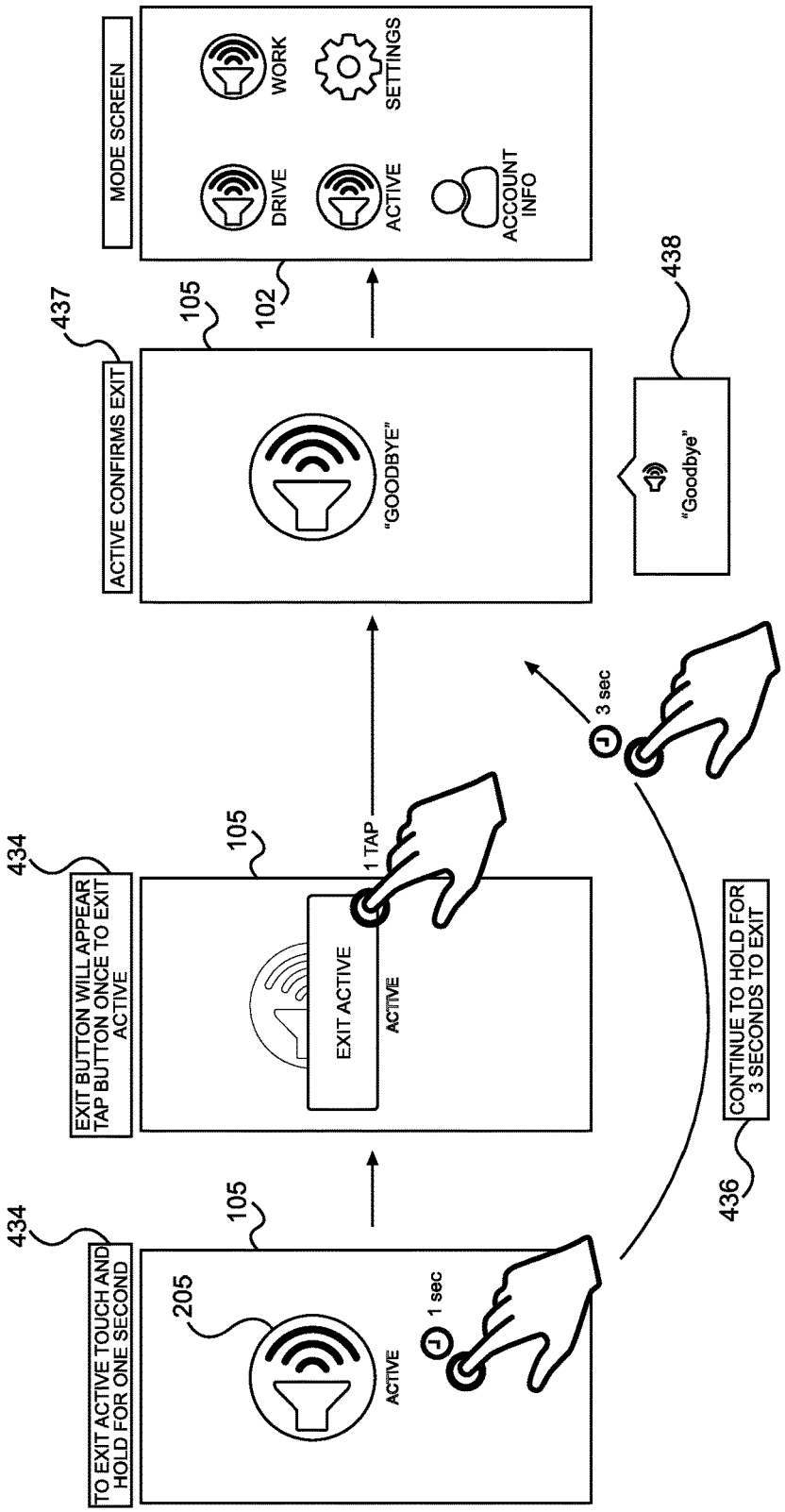

TO EXIT ACTIVE TOUCH AND HOLD FOR ONE SECOND
434
105
205
ACTIVE
1 sec
EXIT BUTTON WILL APPEAR TAP BUTTON ONCE TO EXIT ACTIVE
434
105
EXIT ACTIVE
ACTIVE
1 TAP
ACTIVE CONFIRMS EXIT
437
105
"GOODBYE"
MODE SCREEN
102
WORK
SETTINGS
DRIVE
ACTIVE
ACCOUNT INFO
CONTINUE TO HOLD FOR 3 SECONDS TO EXIT
436
3 sec
438
"Goodbye"

FIG. 5

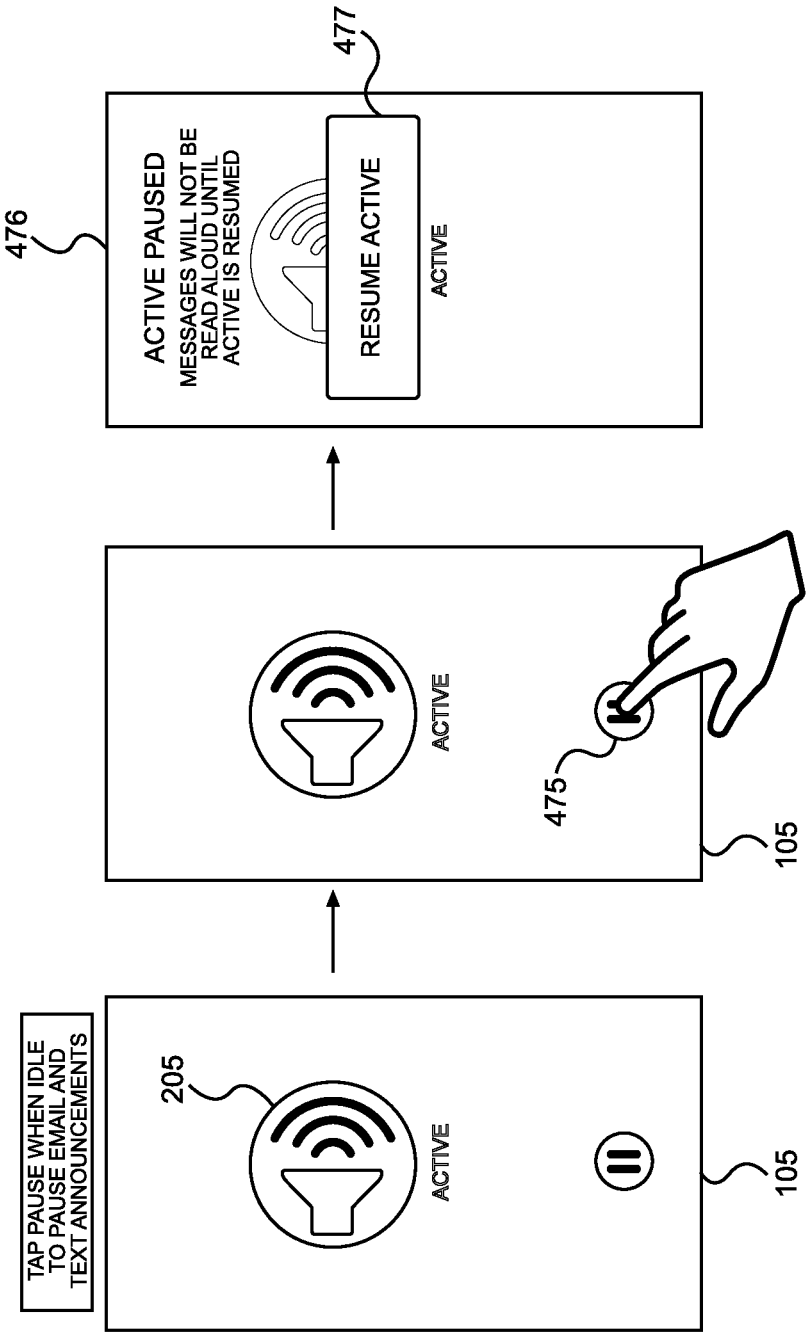

TAP PAUSE WHEN IDLE TO PAUSE EMAIL AND TEXT ANNOUNCEMENTS
205
ACTIVE
105
475
ACTIVE
105
476
ACTIVE PAUSED
MESSAGES WILL NOT BE READ ALOUD UNTIL ACTIVE IS RESUMED
477
RESUME ACTIVE
ACTIVE

FIG. 6

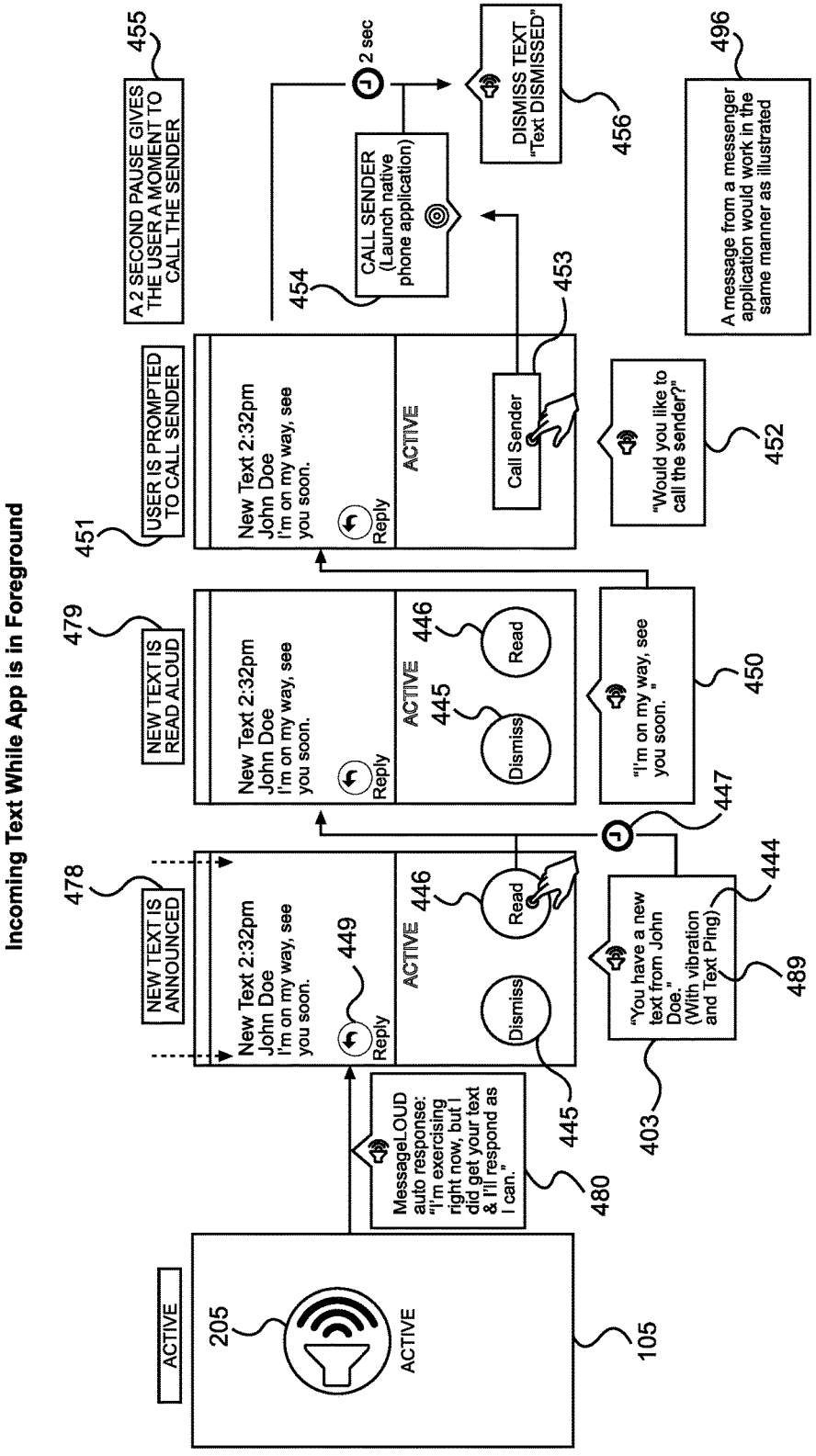

Incoming Text While App is in Foreground
ACTIVE
205
ACTIVE
105
MessageLOUD auto response: "I'm exercising right now, but I did get your text & I'll respond as I can."
480
445
403
"You have a new text from John Doe." (With vibration and Text Ping)
489
444
447
"I'm on my way, see you soon. "
450
478
NEW TEXT IS ANNOUNCED
New Text 2:32pm John Doe I'm on my way, see you soon.
449
Reply
ACTIVE
446
Dismiss
Read
479
NEW TEXT IS READ ALOUD
New Text 2:32pm John Doe I'm on my way, see you soon.
Reply
ACTIVE
445
446
Dismiss
Read
451
USER IS PROMPTED TO CALL SENDER
New Text 2:32pm John Doe I'm on my way, see you soon.
Reply
ACTIVE
453
Call Sender
"Would you like to call the sender?"
452
454
CALL SENDER (Launch native phone application)
2 sec
DISMISS TEXT "Text DISMISSED"
456
455
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER
496
A message from a messenger application would work in the same manner as illustrated

FIG. 7A

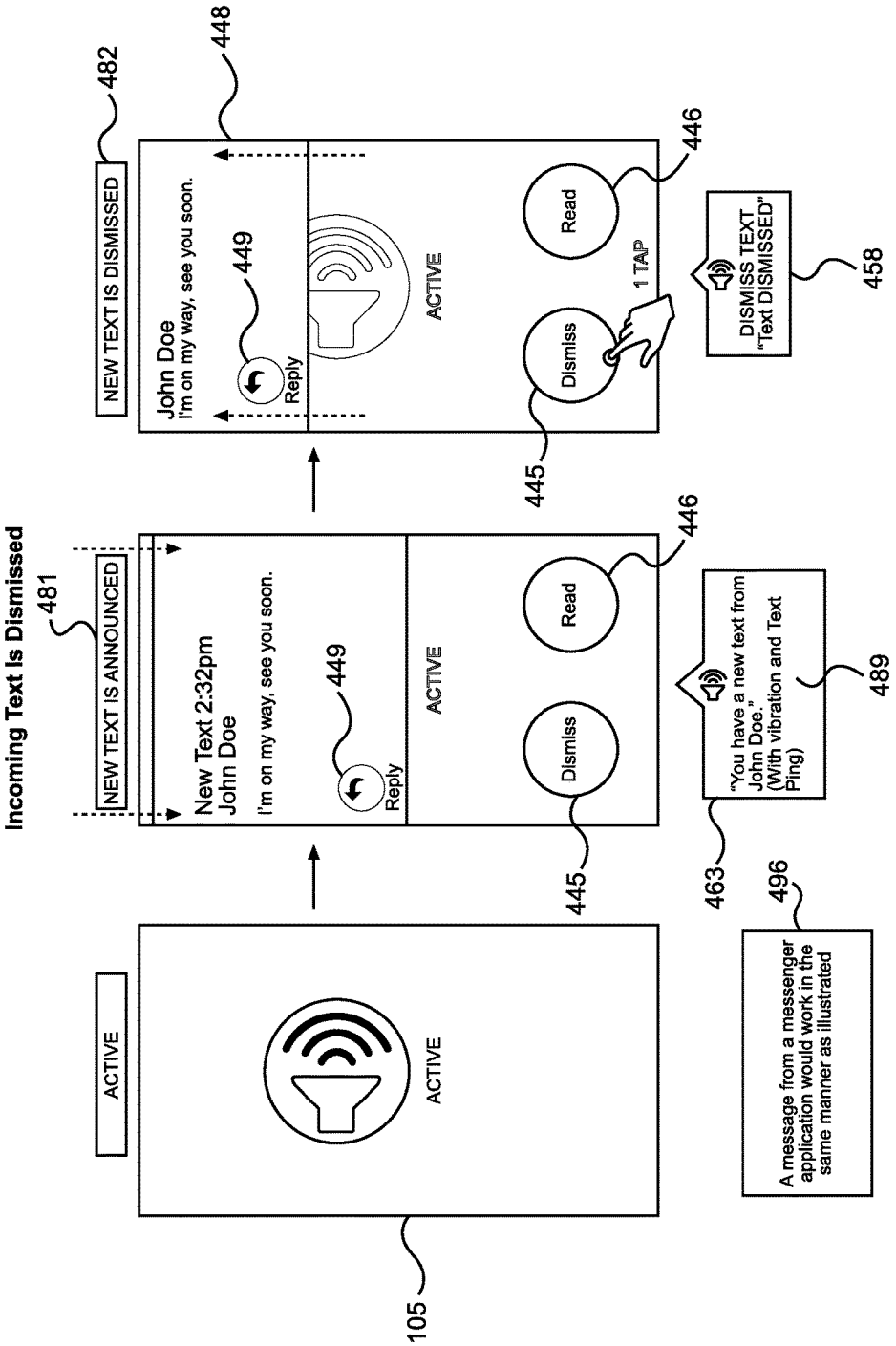

Incoming Text Is Dismissed
ACTIVE
ACTIVE
105
NEW TEXT IS ANNOUNCED
481
New Text 2:32pm
John Doe
I'm on my way, see you soon.
449
Reply
ACTIVE
Dismiss
445
Read
446
"You have a new text from John Doe."
(With vibration and Text Ping)
489
463
A message from a messenger application would work in the same manner as illustrated
496
NEW TEXT IS DISMISSED
482
John Doe
I'm on my way, see you soon.
449
Reply
ACTIVE
Dismiss
445
Read
446
1 TAP
DISMISS TEXT
"Text DISMISSED"
458
448

FIG. 7B

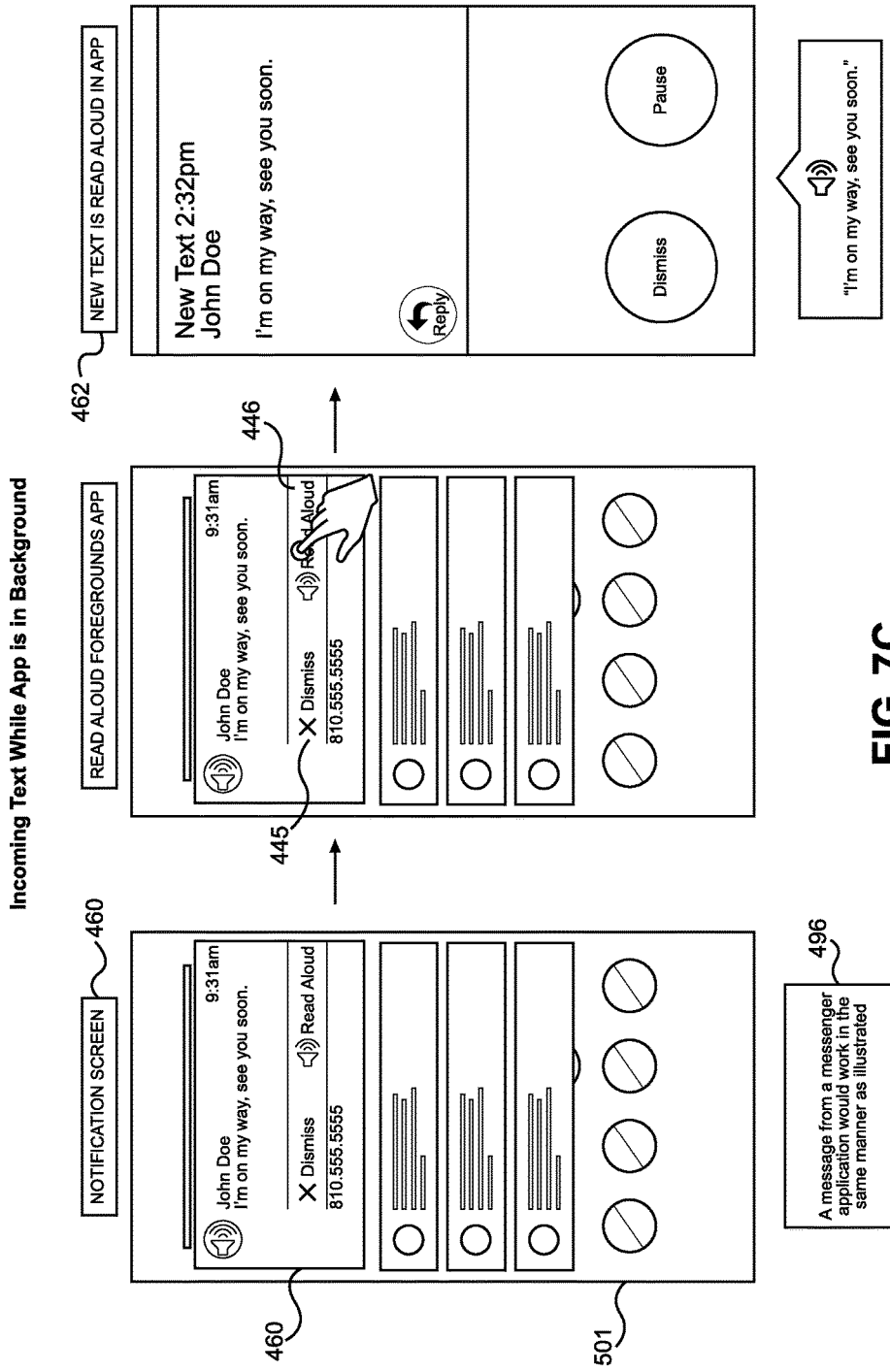

Incoming Text While App is in Background
NOTIFICATION SCREEN
460
John Doe
9:31am
I'm on my way, see you soon.
Dismiss
Read Aloud
810.555.5555
460
501
READ ALOUD FOREGROUNDS APP
445
446
NEW TEXT IS READ ALOUD IN APP
462
New Text 2:32pm
John Doe
I'm on my way, see you soon.
Reply
Dismiss
Pause
"I'm on my way, see you soon."
496
A message from a messenger application would work in the same manner as illustrated

FIG. 7C

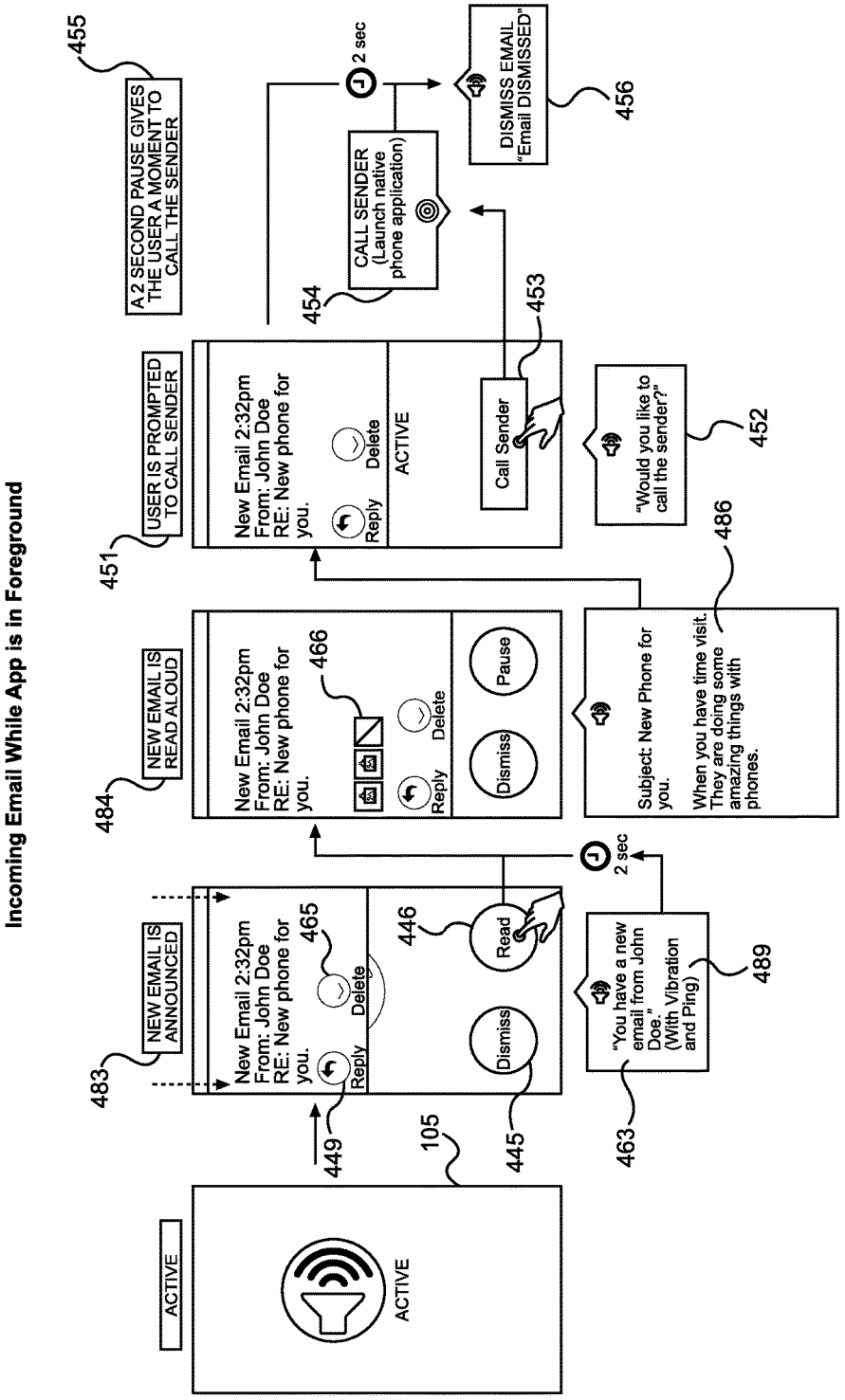

Incoming Email While App is in Foreground
ACTIVE
ACTIVE
105
NEW EMAIL IS ANNOUNCED
483
New Email 2:32pm
From: John Doe
RE: New phone for you.
Reply
Delete
Dismiss
Read
465
446
449
445
"You have a new email from John Doe." (With Vibration and Ping)
463
489
2 sec
NEW EMAIL IS READ ALOUD
484
New Email 2:32pm
From: John Doe
RE: New phone for you.
466
Reply
Delete
Dismiss
Pause
Subject: New Phone for you.
When you have time visit. They are doing some amazing things with phones.
486
USER IS PROMPTED TO CALL SENDER
451
New Email 2:32pm
From: John Doe
RE: New phone for you.
Reply
Delete
ACTIVE
Call Sender
453
"Would you like to call the sender?"
452
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER
455
CALL SENDER (Launch native phone application)
454
2 sec
DISMISS EMAIL "Email DISMISSED"
456

FIG. 8A

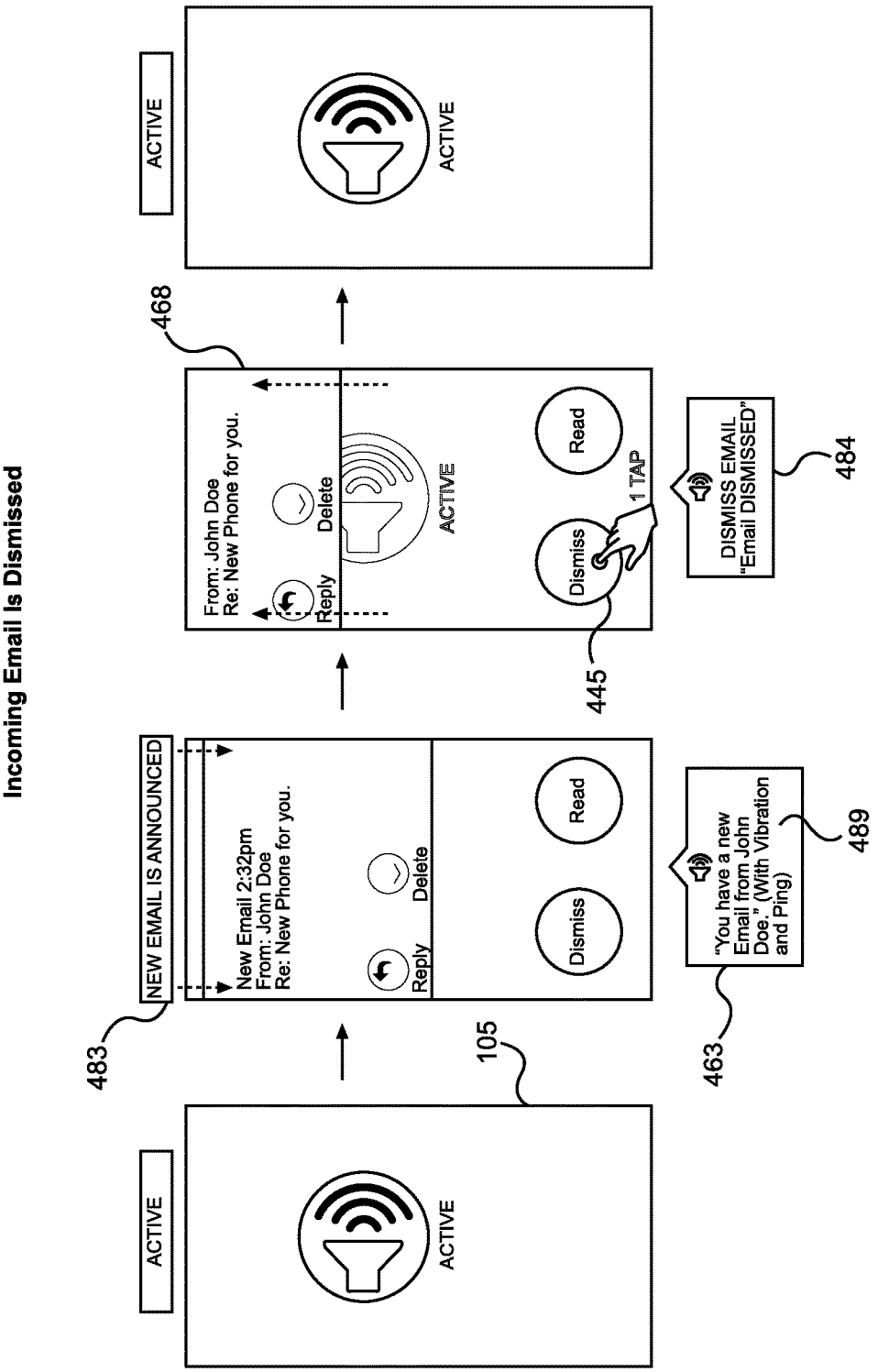

Incoming Email Is Dismissed
ACTIVE
ACTIVE
105
NEW EMAIL IS ANNOUNCED
New Email 2:32pm
From: John Doe
Re: New Phone for you.
Reply
Delete
Dismiss
Read
483
"You have a new Email from John Doe." (With Vibration and Ping)
489
463
From: John Doe
Re: New Phone for you.
Reply
Delete
ACTIVE
Dismiss
Read
1 TAP
445
468
DISMISS EMAIL "Email DISMISSED"
484
ACTIVE
ACTIVE

FIG. 8B

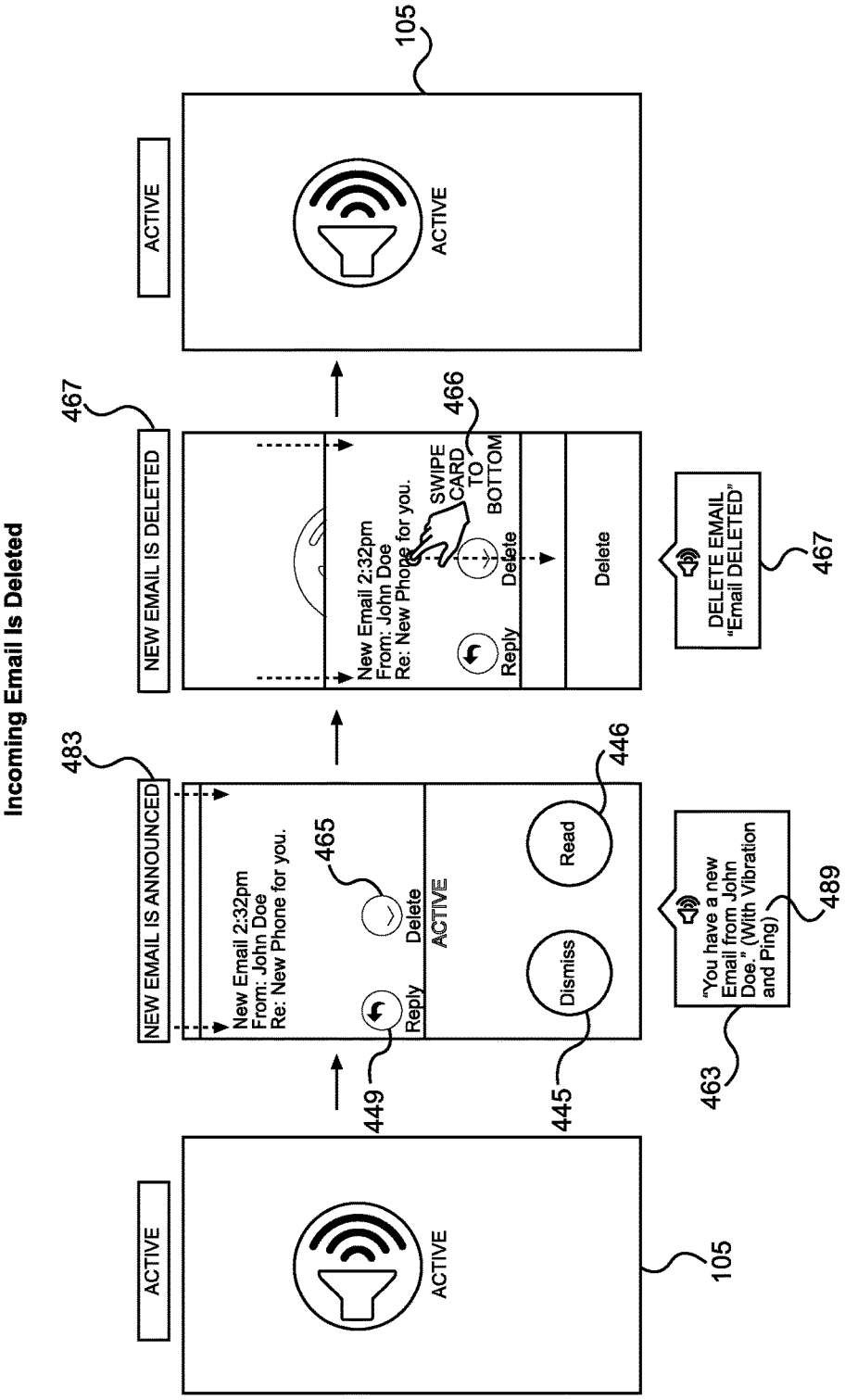

Incoming Email Is Deleted
ACTIVE
ACTIVE
105
NEW EMAIL IS ANNOUNCED
New Email 2:32pm
From: John Doe
Re: New Phone for you.
Reply
Delete
ACTIVE
Read
Dismiss
483
465
446
449
445
"You have a new Email from John Doe." (With Vibration and Ping)
489
463
NEW EMAIL IS DELETED
New Email 2:32pm
From: John Doe
Re: New Phone for you.
SWIPE CARD TO BOTTOM
Reply
Delete
Delete
467
466
DELETE EMAIL "Email DELETED"
467
ACTIVE
ACTIVE
105

FIG. 8C

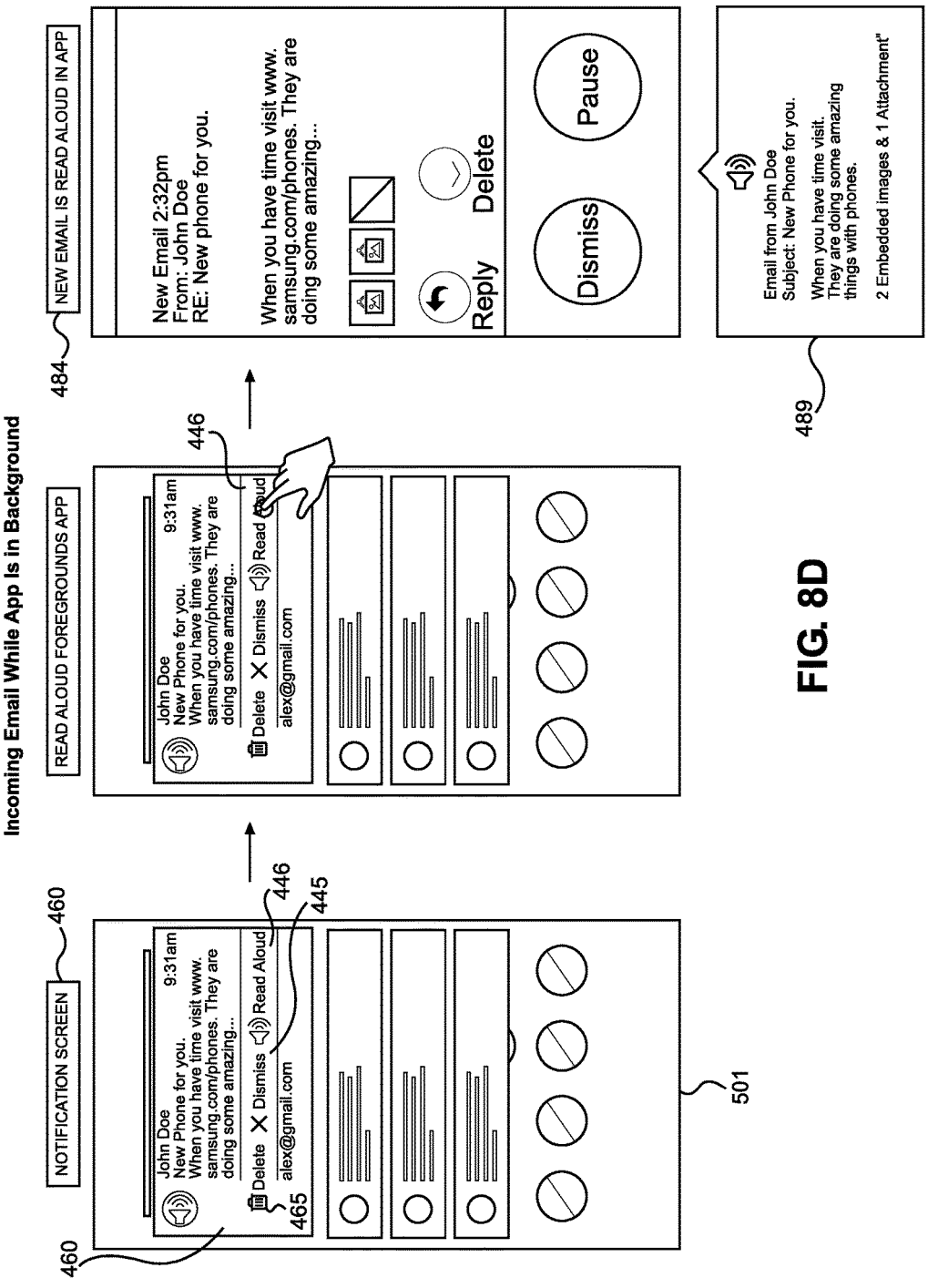

Incoming Email While App Is in Background
NOTIFICATION SCREEN
460
John Doe 9:31am
New Phone for you.
When you have time visit www.
samsung.com/phones. They are
doing some amazing...
Delete
Dismiss
Read Aloud
alex@gmail.com
465
446
445
501
READ ALOUD FOREGROUNDS APP
446
NEW EMAIL IS READ ALOUD IN APP
484
New Email 2:32pm
From: John Doe
RE: New phone for you.
When you have time visit www.
samsung.com/phones. They are
doing some amazing...
Reply
Delete
Dismiss
Pause
489
Email from John Doe
Subject: New Phone for you.
When you have time visit.
They are doing some amazing
things with phones.
2 Embedded images & 1 Attachment"

FIG. 8D

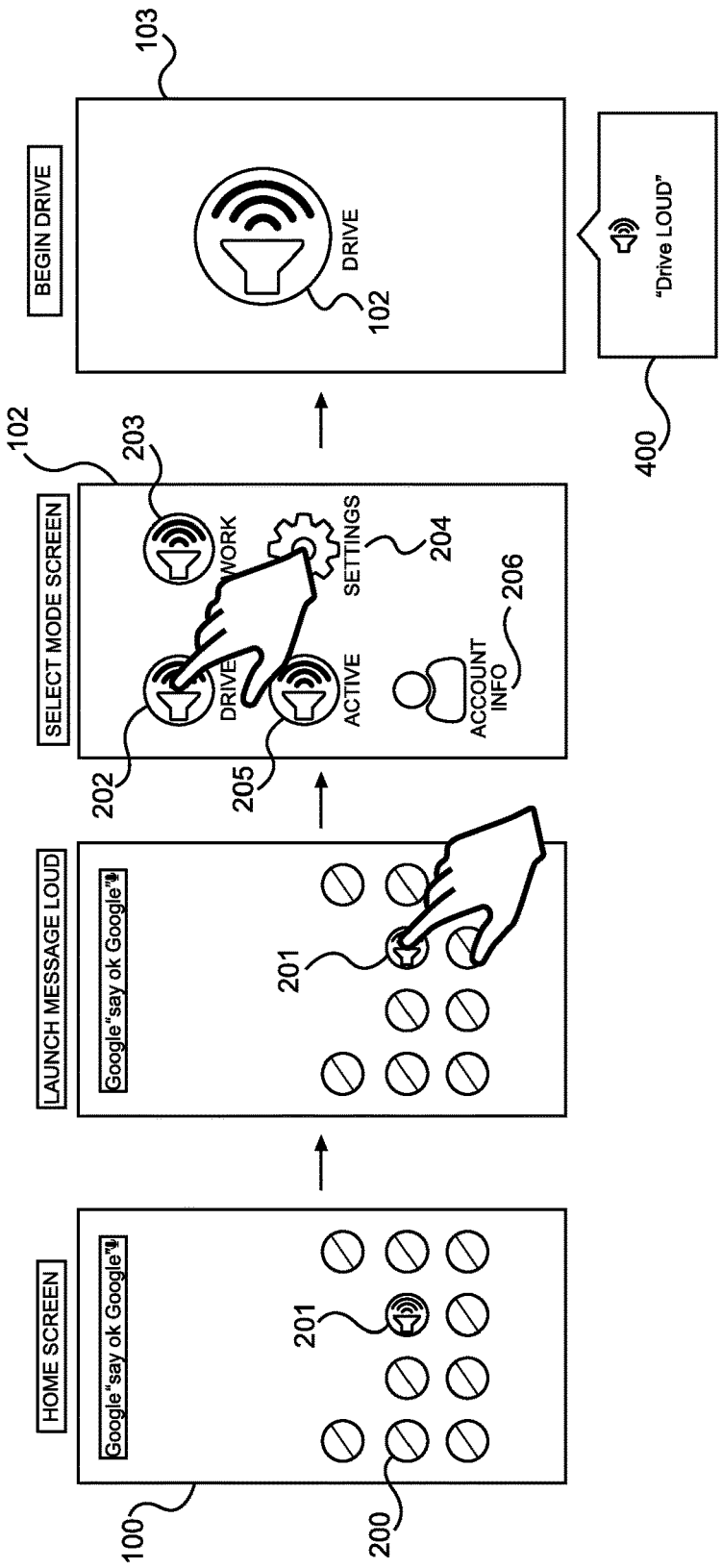

HOME SCREEN
Google "say ok Google"
201
100
200
LAUNCH MESSAGE LOUD
Google "say ok Google"
201
SELECT MODE SCREEN
102
203
WORK
SETTINGS
204
206
DRIVE
ACTIVE
ACCOUNT INFO
202
205
BEGIN DRIVE
103
DRIVE
102
"Drive LOUD"
400

FIG. 9

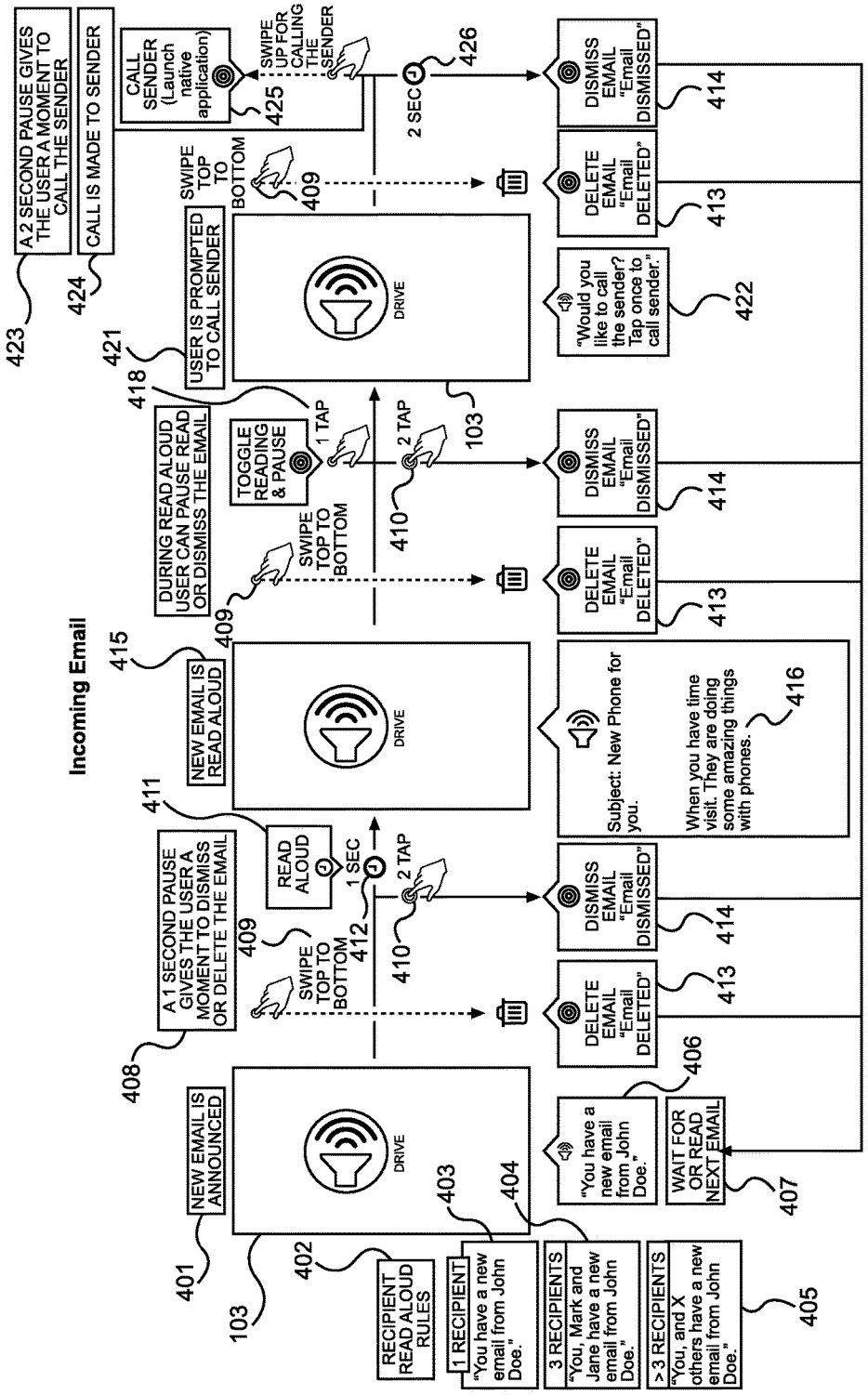

Incoming Email
NEW EMAIL IS ANNOUNCED
DRIVE
RECIPIENT READ ALOUD RULES
1 RECIPIENT
"You have a new email from John Doe."
3 RECIPIENTS
"You, Mark and Jane have a new email from John Doe."
>3 RECIPIENTS
"You, and X others have a new email from John Doe."
"You have a new email from John Doe."
WAIT FOR OR READ NEXT EMAIL
A 1 SECOND PAUSE GIVES THE USER A MOMENT TO DISMISS OR DELETE THE EMAIL
READ ALOUD
1 SEC
2 TAP
SWIPE TOP TO BOTTOM
DELETE EMAIL "Email DELETED"
DISMISS EMAIL "Email DISMISSED"
NEW EMAIL IS READ ALOUD
Subject: New Phone for you.
When you have time visit. They are doing some amazing things with phones.
DURING READ ALOUD USER CAN PAUSE READ OR DISMISS THE EMAIL
TOGGLE READING & PAUSE
1 TAP
2 TAP
USER IS PROMPTED TO CALL SENDER
"Would you like to call the sender? Tap once to call sender."
2 SEC
CALL SENDER (Launch native application)
SWIPE UP FOR CALLING THE SENDER
CALL IS MADE TO SENDER
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER
103
401
402
403
404
405
406
407
408
409
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412
413
414
415
416
418
421
422
423
424
425
426

FIG. 10

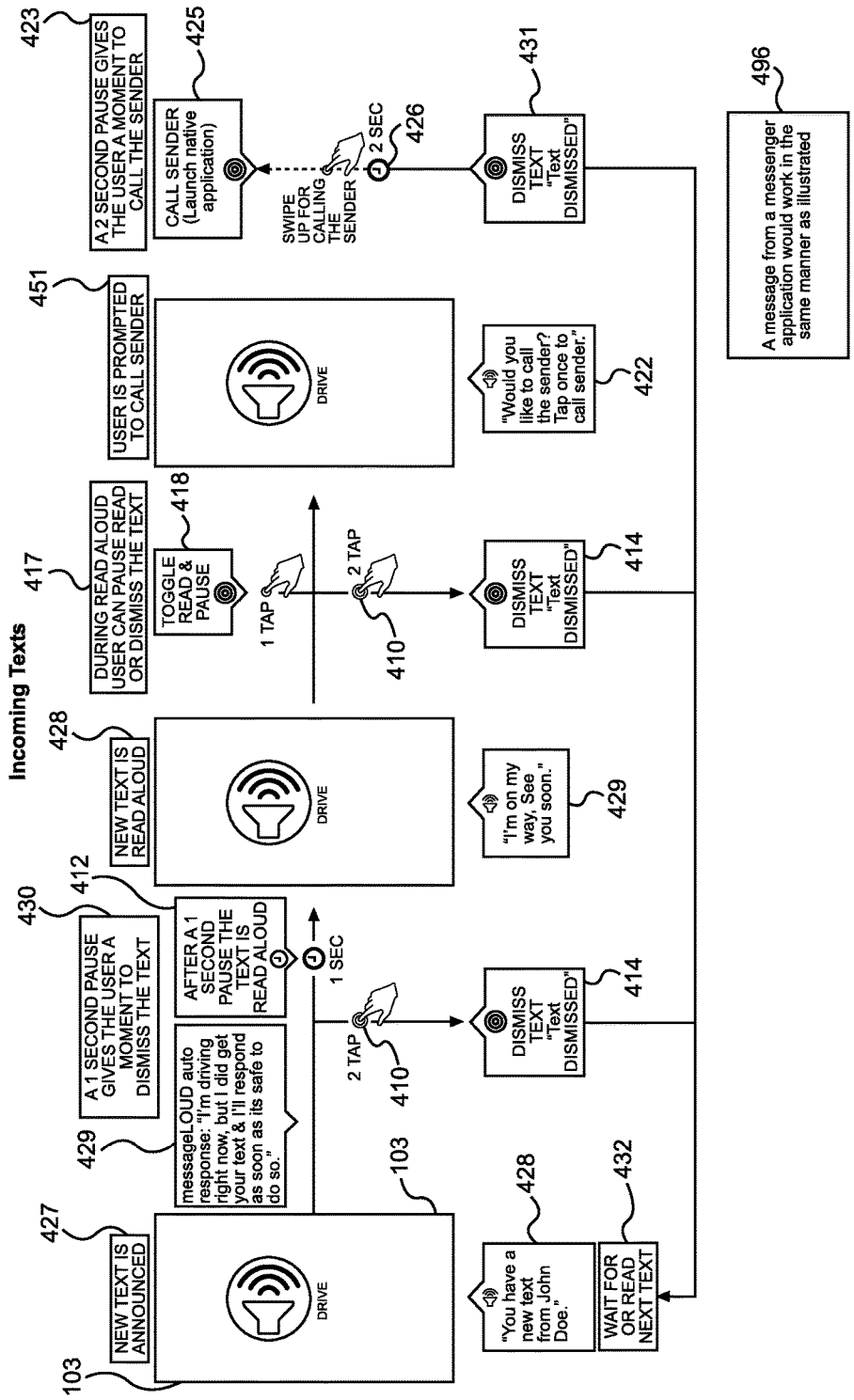

Incoming Texts
103
NEW TEXT IS ANNOUNCED
427
DRIVE
"You have a new text from John Doe."
428
WAIT FOR OR READ NEXT TEXT
432
messageLOUD auto response: "I'm driving right now, but I did get your text & I'll respond as soon as its safe to do so."
429
A 1 SECOND PAUSE GIVES THE USER A MOMENT TO DISMISS THE TEXT
430
AFTER A 1 SECOND PAUSE THE TEXT IS READ ALOUD
412
1 SEC
2 TAP
410
DISMISS TEXT "Text DISMISSED"
414
NEW TEXT IS READ ALOUD
428
DRIVE
"I'm on my way, See you soon."
429
DURING READ ALOUD USER CAN PAUSE READ OR DISMISS THE TEXT
417
TOGGLE READ & PAUSE
418
1 TAP
2 TAP
410
DISMISS TEXT "Text DISMISSED"
414
USER IS PROMPTED TO CALL SENDER
451
DRIVE
"Would you like to call the sender? Tap once to call sender."
422
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER
423
CALL SENDER (Launch native application)
425
SWIPE UP FOR CALLING THE SENDER
2 SEC
426
DISMISS TEXT "Text DISMISSED"
431
A message from a messenger application would work in the same manner as illustrated
496

FIG. 11

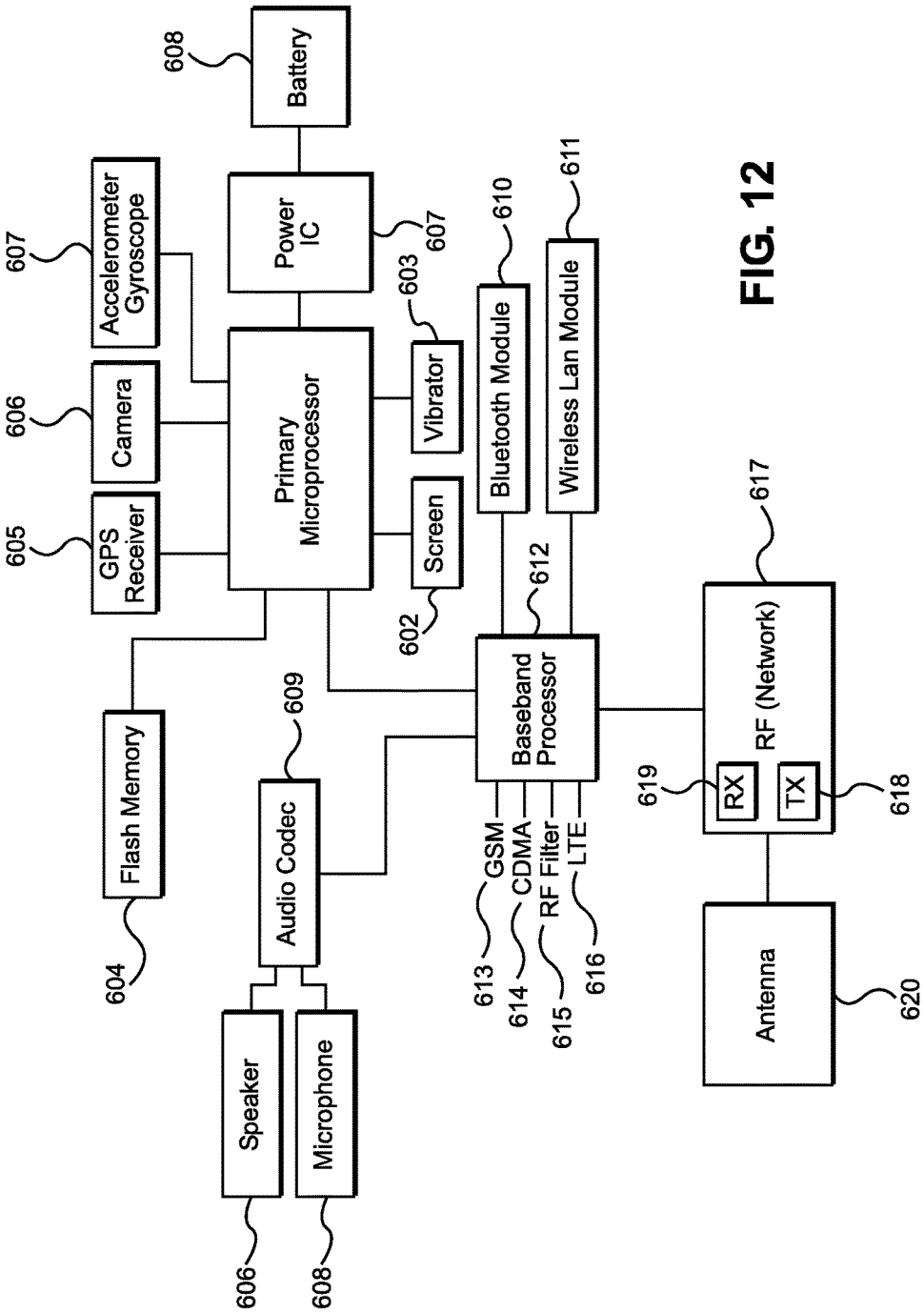

608
Battery
607
Accelerometer Gyroscope
Power IC
607
603
606
Camera
Primary Microprocessor
Vibrator
610
Bluetooth Module
611
Wireless Lan Module
605
GPS Receiver
Screen
602
612
617
RF (Network)
619
RX
TX
618
Flash Memory
609
Audio Codec
Baseband Processor
GSM
CDMA
RF Filter
LTE
613
614
615
616
604
Speaker
Microphone
606
608
Antenna
620

FIG. 12

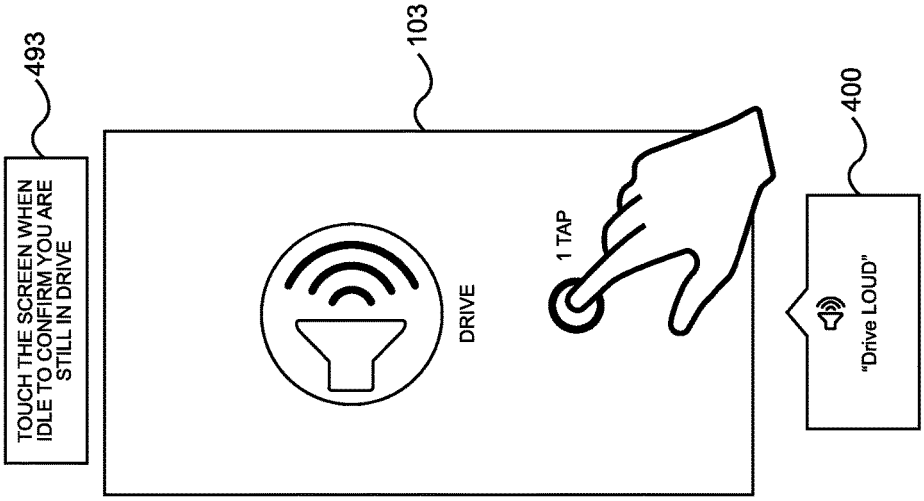

493
TOUCH THE SCREEN WHEN IDLE TO CONFIRM YOU ARE STILL IN DRIVE
103
DRIVE
1 TAP
400
"Drive LOUD"

FIG. 13

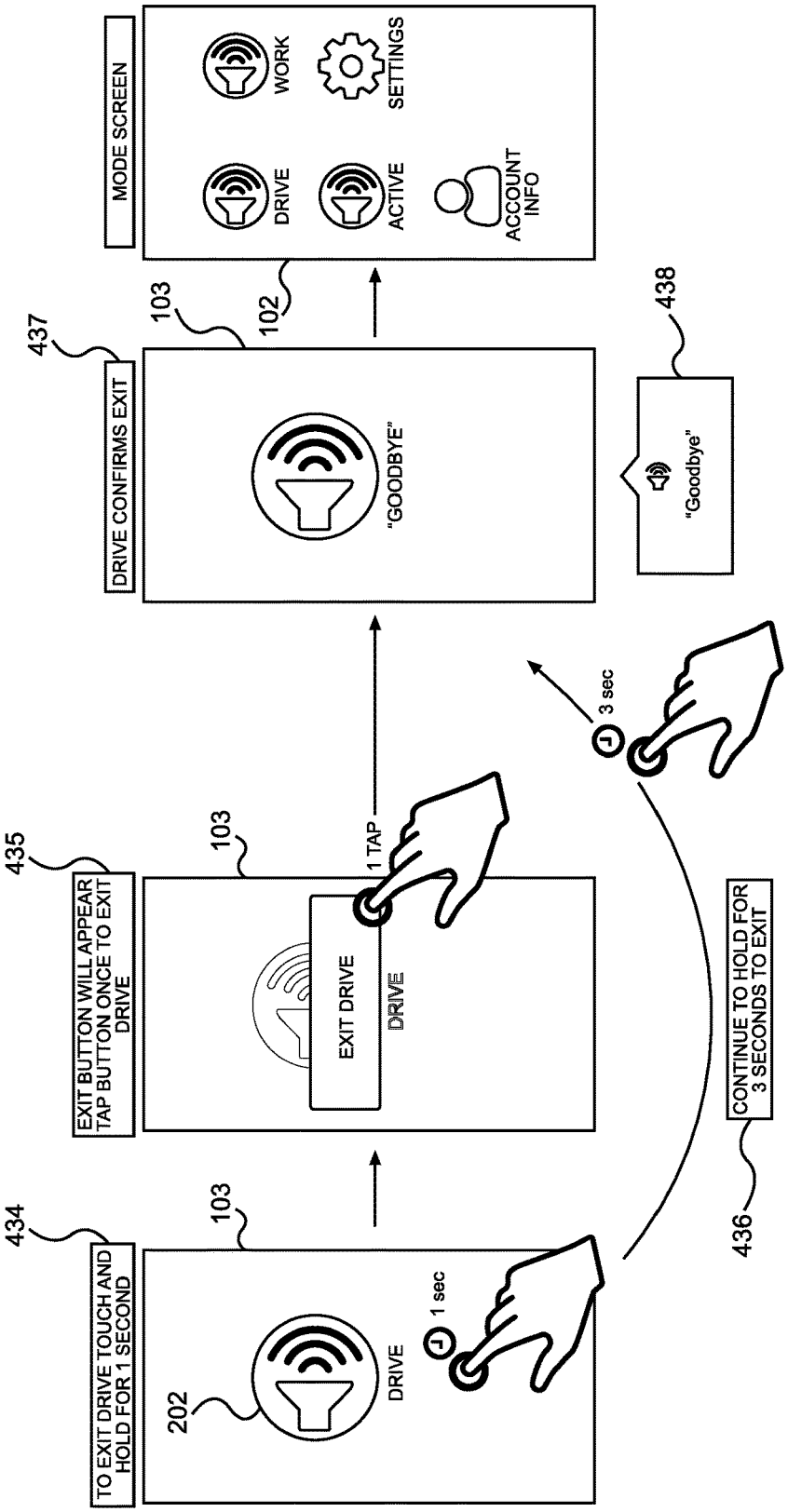

MODE SCREEN
WORK
SETTINGS
DRIVE
ACTIVE
ACCOUNT INFO
102
103
437
DRIVE CONFIRMS EXIT
"GOODBYE"
438
"Goodbye"
435
EXIT BUTTON WILL APPEAR TAP BUTTON ONCE TO EXIT DRIVE
EXIT DRIVE
DRIVE
1 TAP
3 sec
CONTINUE TO HOLD FOR 3 SECONDS TO EXIT
436
434
TO EXIT DRIVE TOUCH AND HOLD FOR 1 SECOND
202
DRIVE
1 sec

FIG. 14

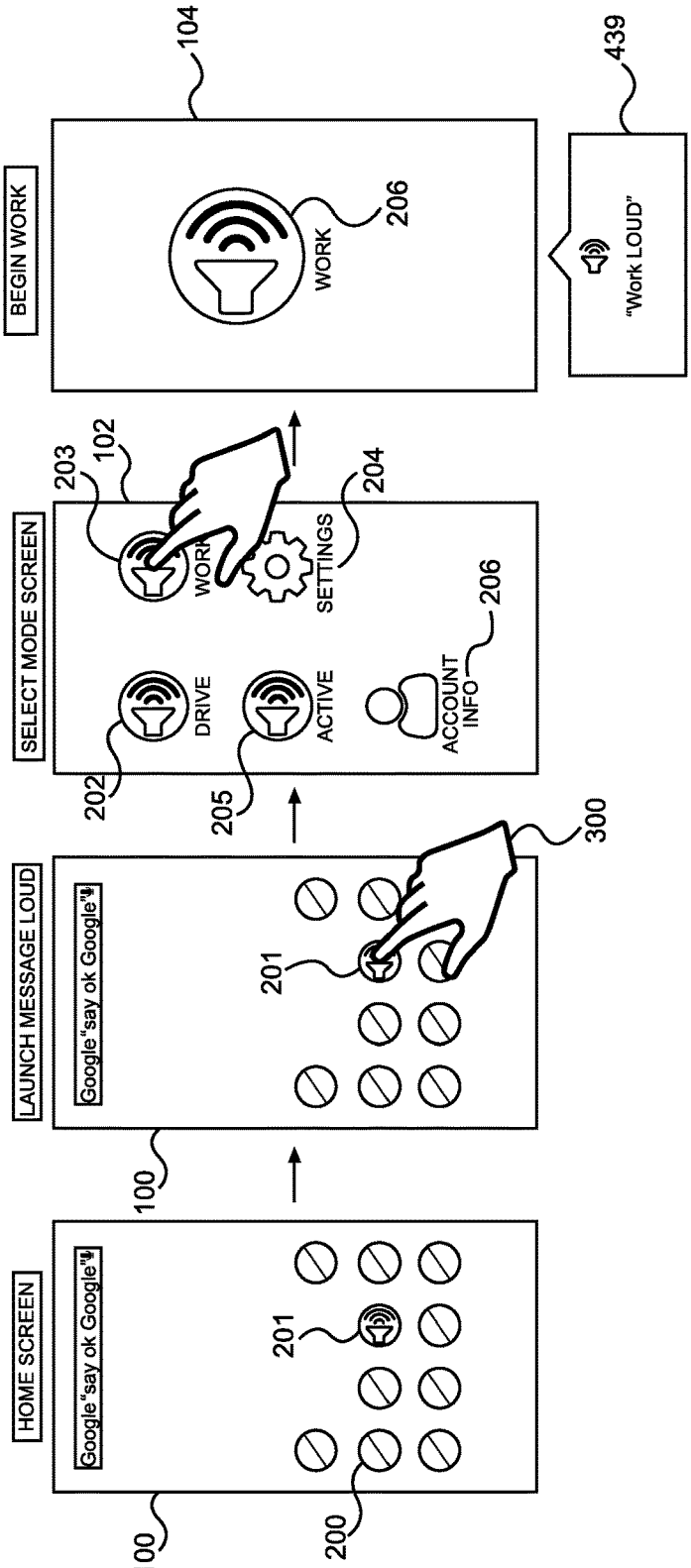

HOME SCREEN
Google "say ok Google"
100
200
201
LAUNCH MESSAGE LOUD
Google "say ok Google"
100
201
300
SELECT MODE SCREEN
202
DRIVE
205
ACTIVE
ACCOUNT INFO
206
203
102
WORK
204
SETTINGS
BEGIN WORK
104
WORK
206
439
"Work LOUD"

FIG. 15

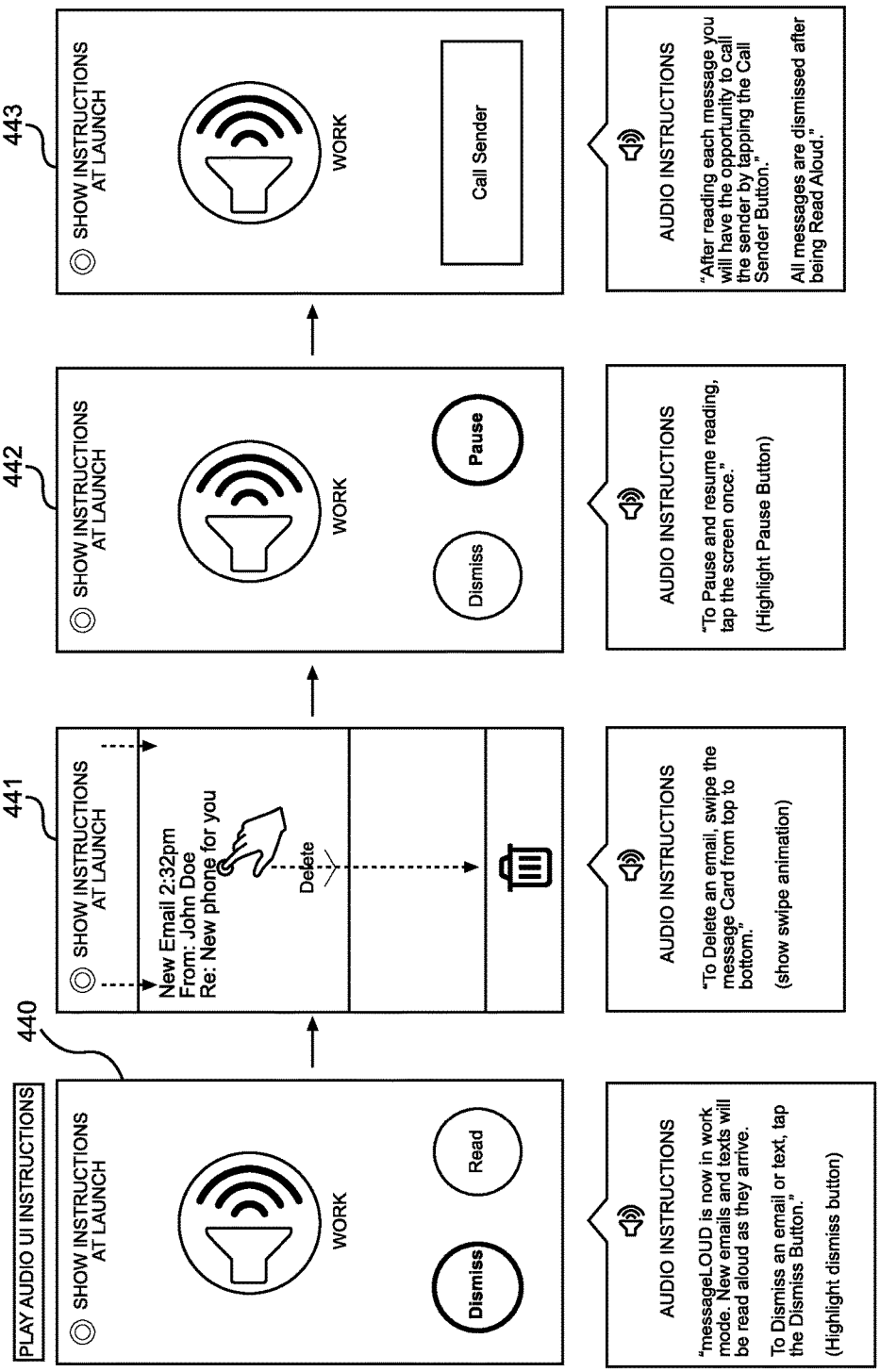

PLAY AUDIO UI INSTRUCTIONS
440
SHOW INSTRUCTIONS AT LAUNCH
WORK
Dismiss
Read
AUDIO INSTRUCTIONS
"messageLOUD is now in work mode. New emails and texts will be read aloud as they arrive.
To Dismiss an email or text, tap the Dismiss Button."
(Highlight dismiss button)
441
SHOW INSTRUCTIONS AT LAUNCH
New Email 2:32pm
From: John Doe
Re: New phone for you
Delete
AUDIO INSTRUCTIONS
"To Delete an email, swipe the message Card from top to bottom."
(show swipe animation)
442
SHOW INSTRUCTIONS AT LAUNCH
WORK
Dismiss
Pause
AUDIO INSTRUCTIONS
"To Pause and resume reading, tap the screen once."
(Highlight Pause Button)
443
SHOW INSTRUCTIONS AT LAUNCH
WORK
Call Sender
AUDIO INSTRUCTIONS
"After reading each message you will have the opportunity to call the sender by tapping the Call Sender Button."
All messages are dismissed after being Read Aloud."

FIG. 16

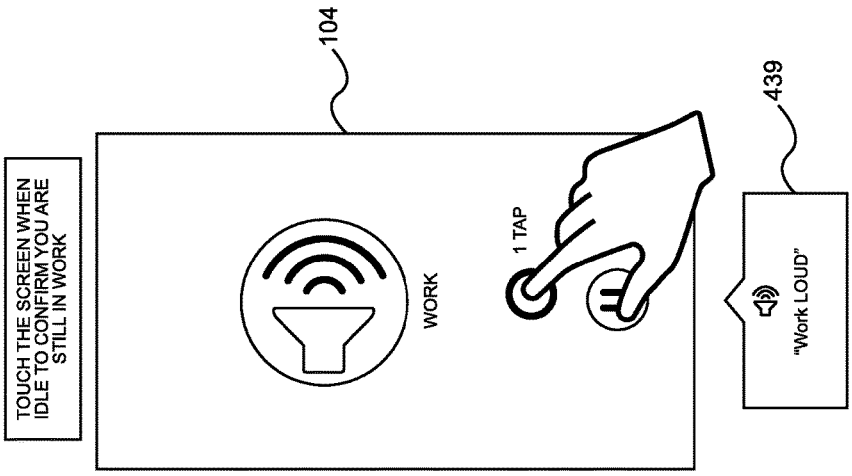

104
439
TOUCH THE SCREEN WHEN IDLE TO CONFIRM YOU ARE STILL IN WORK
WORK
1 TAP
"Work LOUD"

FIG. 17

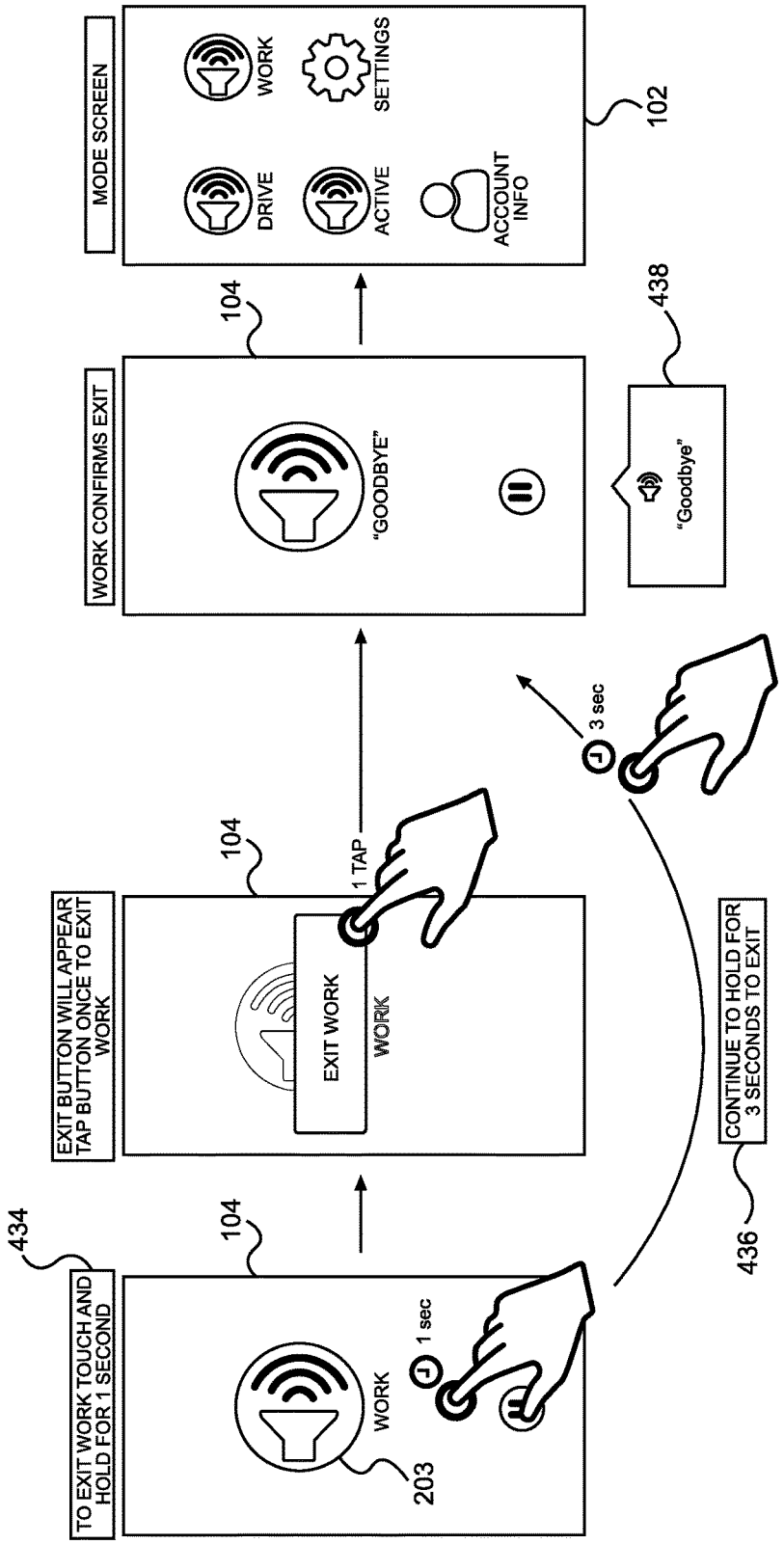

MODE SCREEN
WORK
SETTINGS
DRIVE
ACTIVE
ACCOUNT INFO
102
104
WORK CONFIRMS EXIT
"GOODBYE"
438
"Goodbye"
EXIT BUTTON WILL APPEAR TAP BUTTON ONCE TO EXIT WORK
EXIT WORK
WORK
1 TAP
3 sec
CONTINUE TO HOLD FOR 3 SECONDS TO EXIT
436
434
TO EXIT WORK TOUCH AND HOLD FOR 1 SECOND
WORK
1 sec
203

FIG. 18

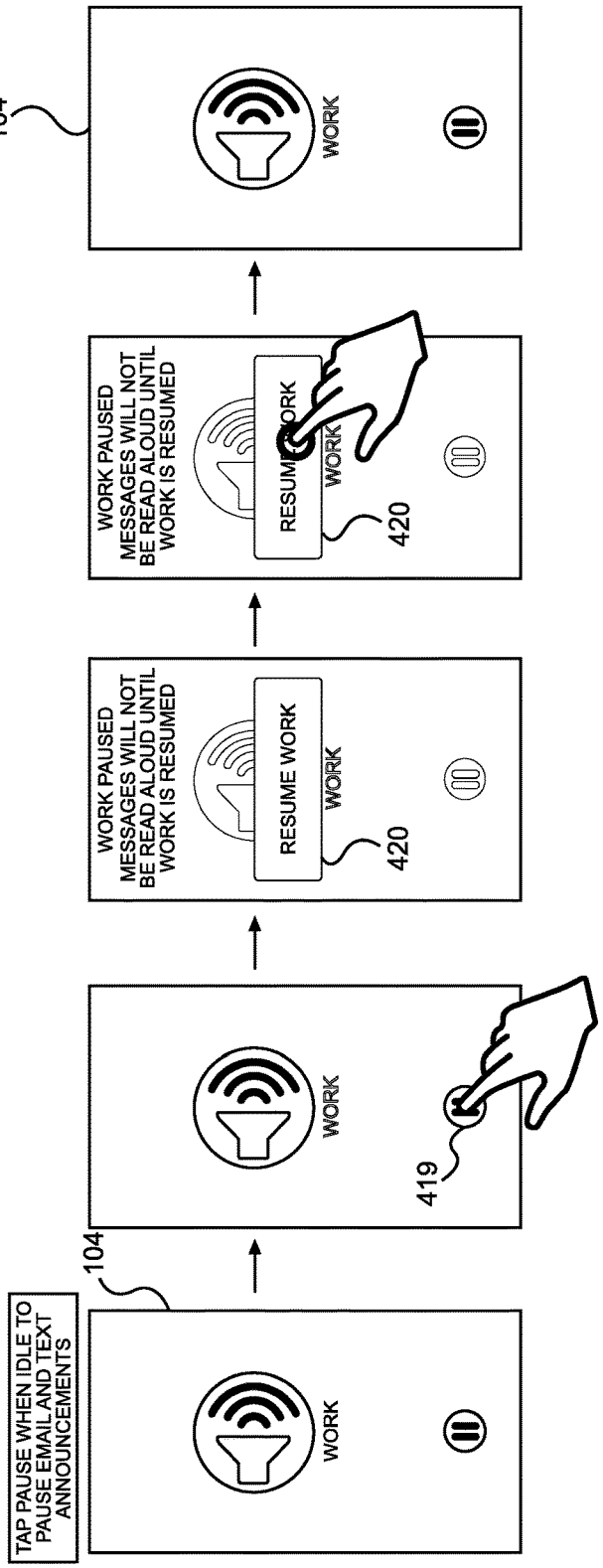

TAP PAUSE WHEN IDLE TO PAUSE EMAIL AND TEXT ANNOUNCEMENTS
104
WORK
419
WORK PAUSED MESSAGES WILL NOT BE READ ALOUD UNTIL WORK IS RESUMED
RESUME WORK
WORK
420
104
WORK

FIG. 19

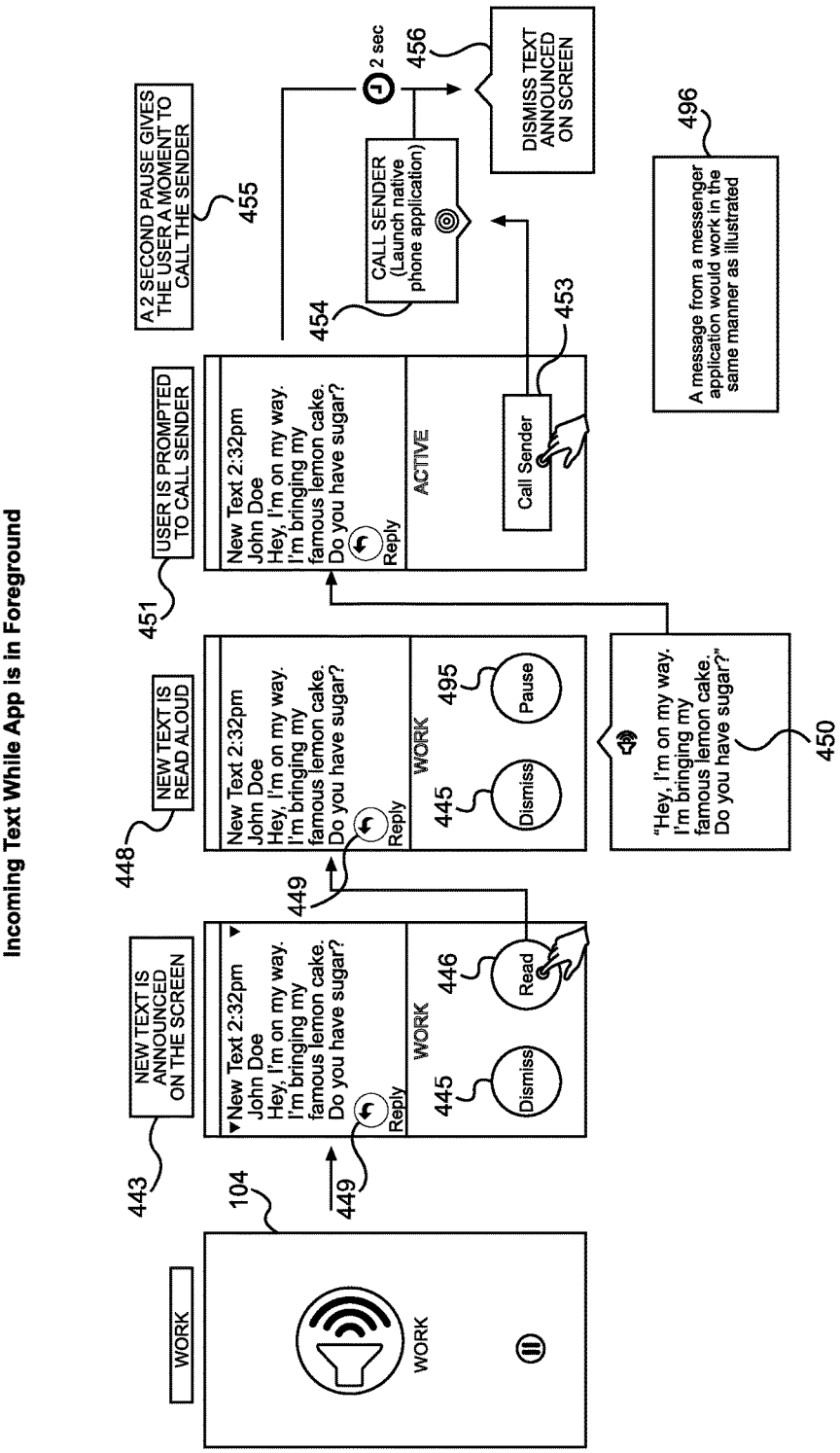

Incoming Text While App is in Foreground
WORK
104
WORK
443
NEW TEXT IS ANNOUNCED ON THE SCREEN
New Text 2:32pm
John Doe
Hey, I'm on my way.
I'm bringing my
famous lemon cake.
Do you have sugar?
Reply
WORK
445
Dismiss
446
Read
449
448
NEW TEXT IS READ ALOUD
New Text 2:32pm
John Doe
Hey, I'm on my way.
I'm bringing my
famous lemon cake.
Do you have sugar?
Reply
WORK
445
Dismiss
495
Pause
"Hey, I'm on my way.
I'm bringing my
famous lemon cake.
Do you have sugar?"
450
451
USER IS PROMPTED TO CALL SENDER
New Text 2:32pm
John Doe
Hey, I'm on my way.
I'm bringing my
famous lemon cake.
Do you have sugar?
Reply
ACTIVE
Call Sender
453
454
CALL SENDER (Launch native phone application)
2 sec
456
DISMISS TEXT ANNOUNCED ON SCREEN
455
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER
496
A message from a messenger application would work in the same manner as illustrated

FIG. 20A

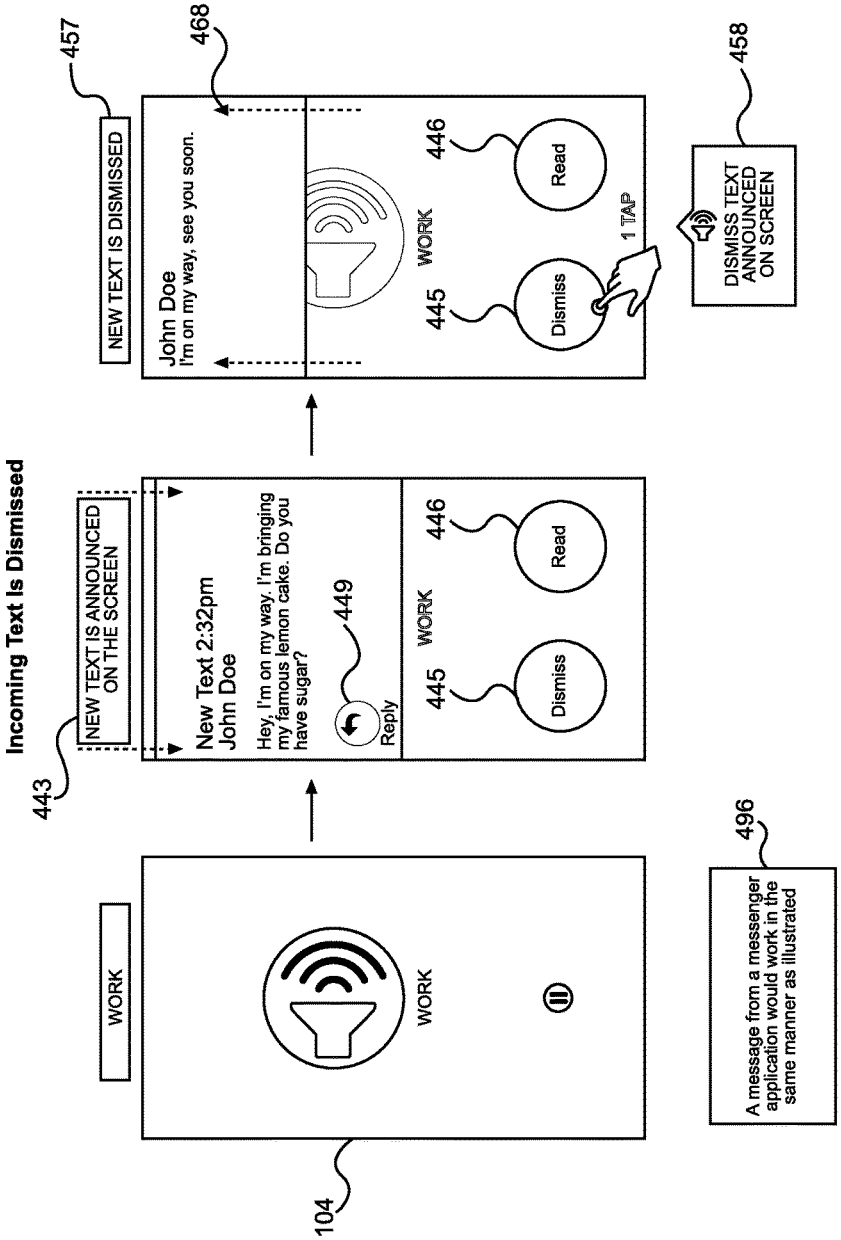

Incoming Text Is Dismissed
443
NEW TEXT IS ANNOUNCED ON THE SCREEN
New Text 2:32pm
John Doe
Hey, I'm on my way. I'm bringing my famous lemon cake. Do you have sugar?
449
Reply
445
Dismiss
WORK
446
Read
457
NEW TEXT IS DISMISSED
468
John Doe
I'm on my way, see you soon.
1 TAP
458
DISMISS TEXT ANNOUNCED ON SCREEN
104
WORK
WORK
496
A message from a messenger application would work in the same manner as illustrated

FIG. 20B

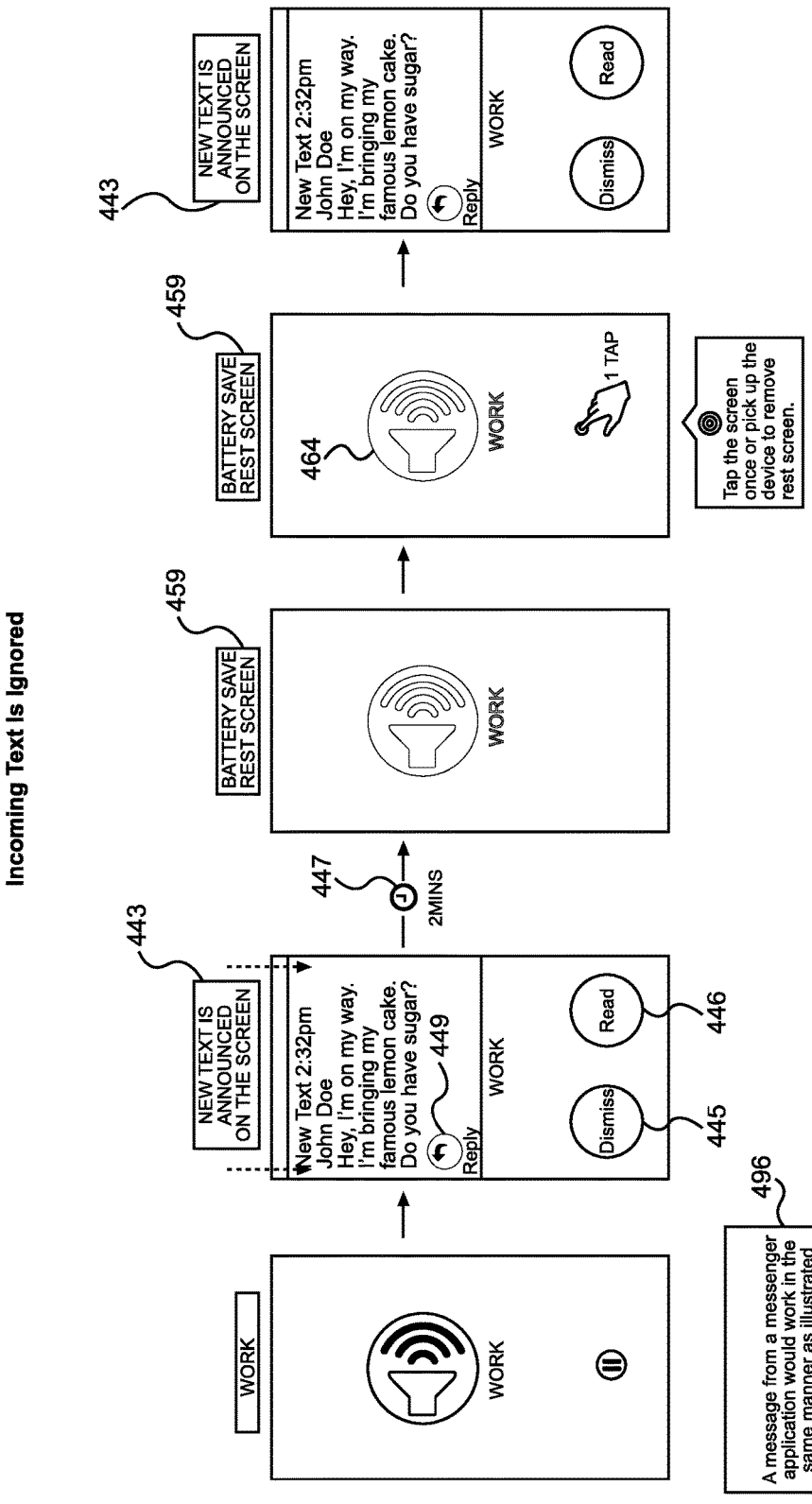

Incoming Text Is Ignored
WORK
WORK
443
NEW TEXT IS ANNOUNCED ON THE SCREEN
New Text 2:32pm
John Doe
Hey, I'm on my way. I'm bringing my famous lemon cake. Do you have sugar?
Reply
449
WORK
Dismiss
Read
445
446
447
2MINS
BATTERY SAVE REST SCREEN
459
WORK
464
1 TAP
Tap the screen once or pick up the device to remove rest screen.
496
A message from a messenger application would work in the same manner as illustrated

FIG. 20C

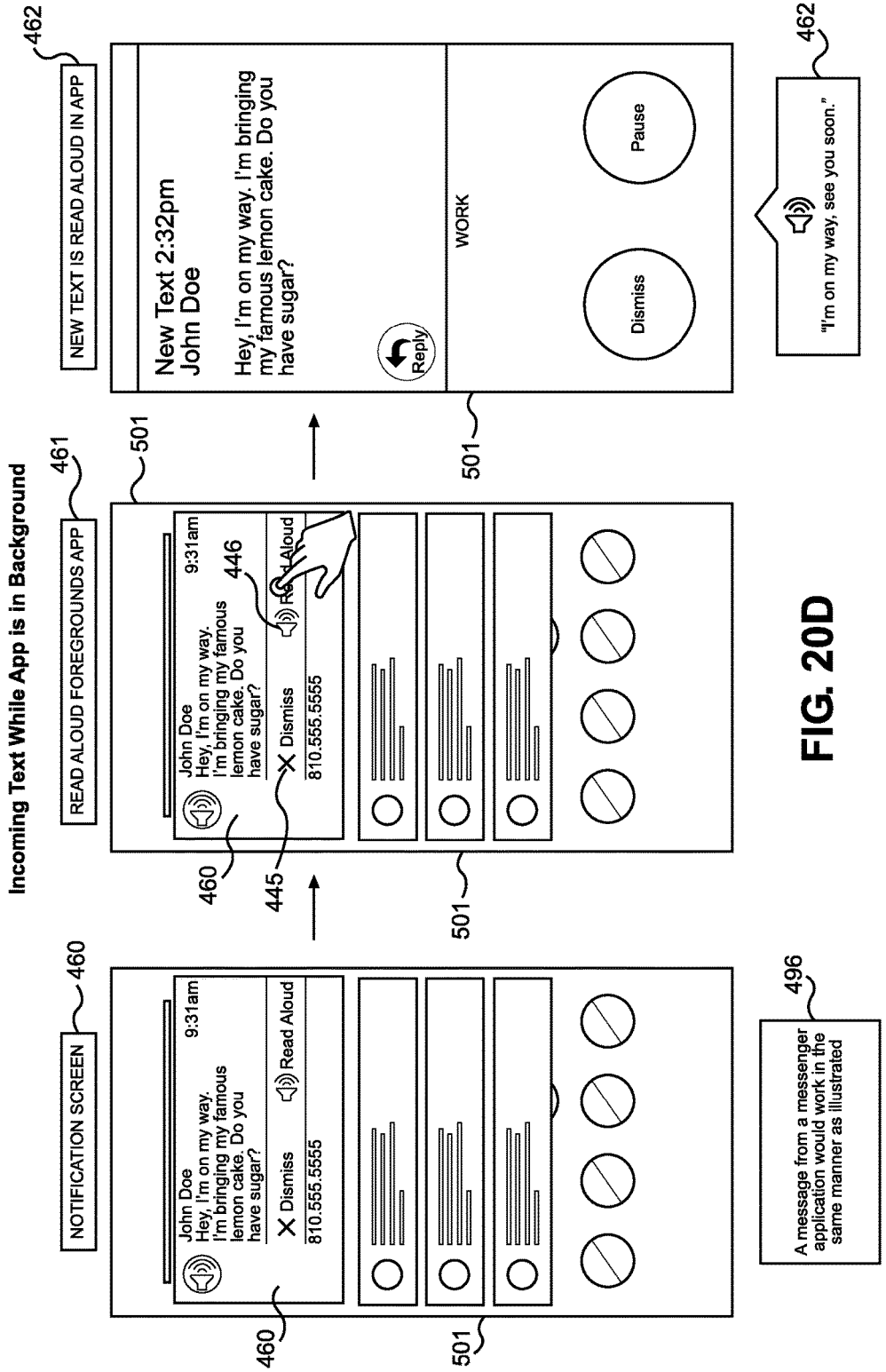

Incoming Text While App is in Background
NOTIFICATION SCREEN
460
John Doe
Hey, I'm on my way.
I'm bringing my famous
lemon cake. Do you
have sugar?
9:31am
Dismiss
Read Aloud
810.555.5555
460
501
READ ALOUD FOREGROUNDS APP
461
501
John Doe
Hey, I'm on my way.
I'm bringing my famous
lemon cake. Do you
have sugar?
9:31am
446
Dismiss
Read Aloud
810.555.5555
460
445
501
NEW TEXT IS READ ALOUD IN APP
462
New Text 2:32pm
John Doe
Hey, I'm on my way. I'm bringing
my famous lemon cake. Do you
have sugar?
Reply
WORK
Dismiss
Pause
501
462
"I'm on my way, see you soon."
496
A message from a messenger
application would work in the
same manner as illustrated

FIG. 20D

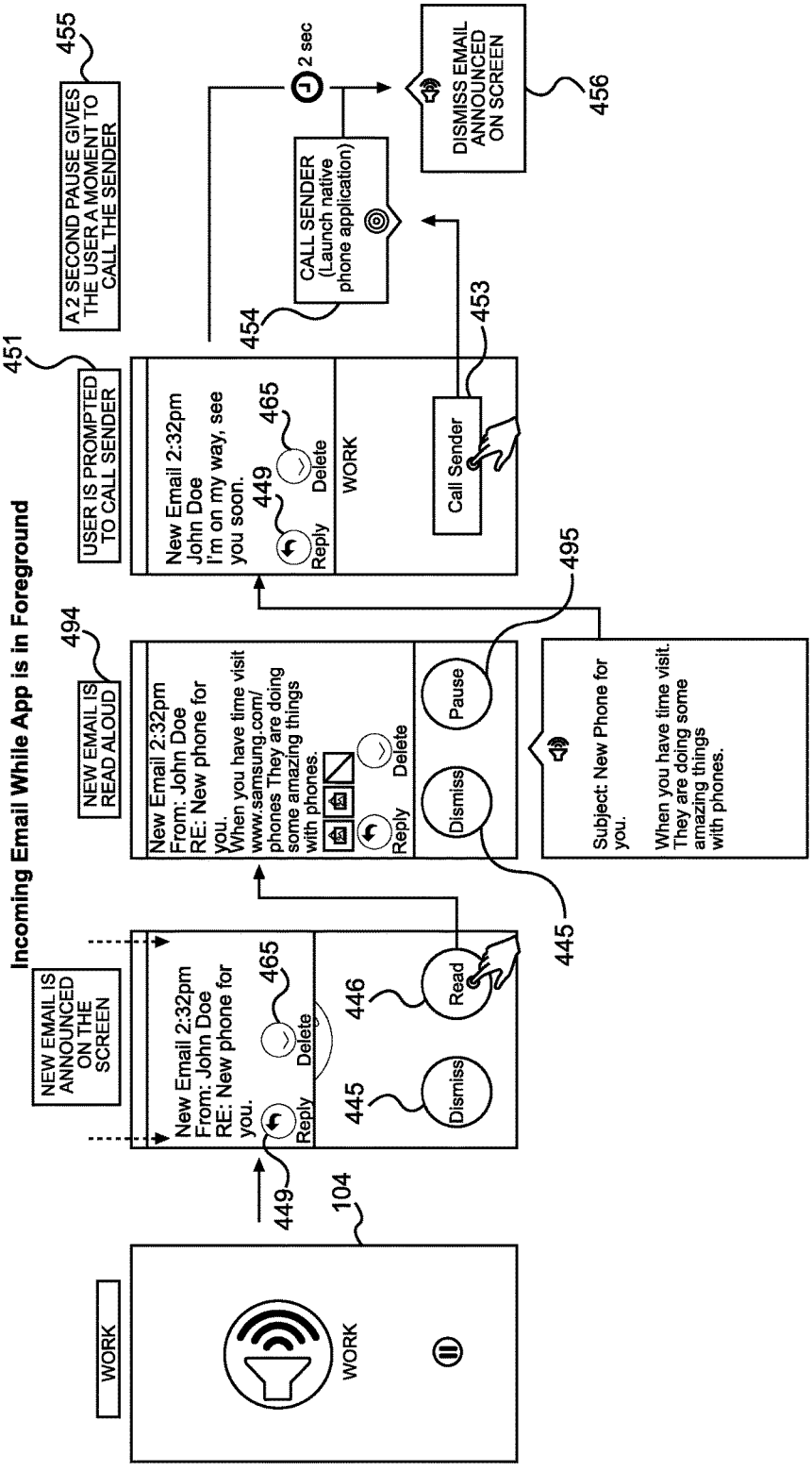

Incoming Email While App is in Foreground
WORK
WORK
104
449
NEW EMAIL IS ANNOUNCED ON THE SCREEN
New Email 2:32pm
From: John Doe
RE: New phone for you.
Reply
Delete
465
445
Dismiss
446
Read
445
NEW EMAIL IS READ ALOUD
494
New Email 2:32pm
From: John Doe
RE: New phone for you.
When you have time visit www.samsung.com/phones They are doing some amazing things with phones.
Reply
Delete
Dismiss
Pause
495
Subject: New Phone for you.
When you have time visit. They are doing some amazing things with phones.
451
USER IS PROMPTED TO CALL SENDER
New Email 2:32pm
John Doe
I'm on my way, see you soon.
449
Reply
465
Delete
WORK
Call Sender
453
454
CALL SENDER (Launch native phone application)
2 sec
DISMISS EMAIL ANNOUNCED ON SCREEN
456
455
A 2 SECOND PAUSE GIVES THE USER A MOMENT TO CALL THE SENDER

FIG. 21A

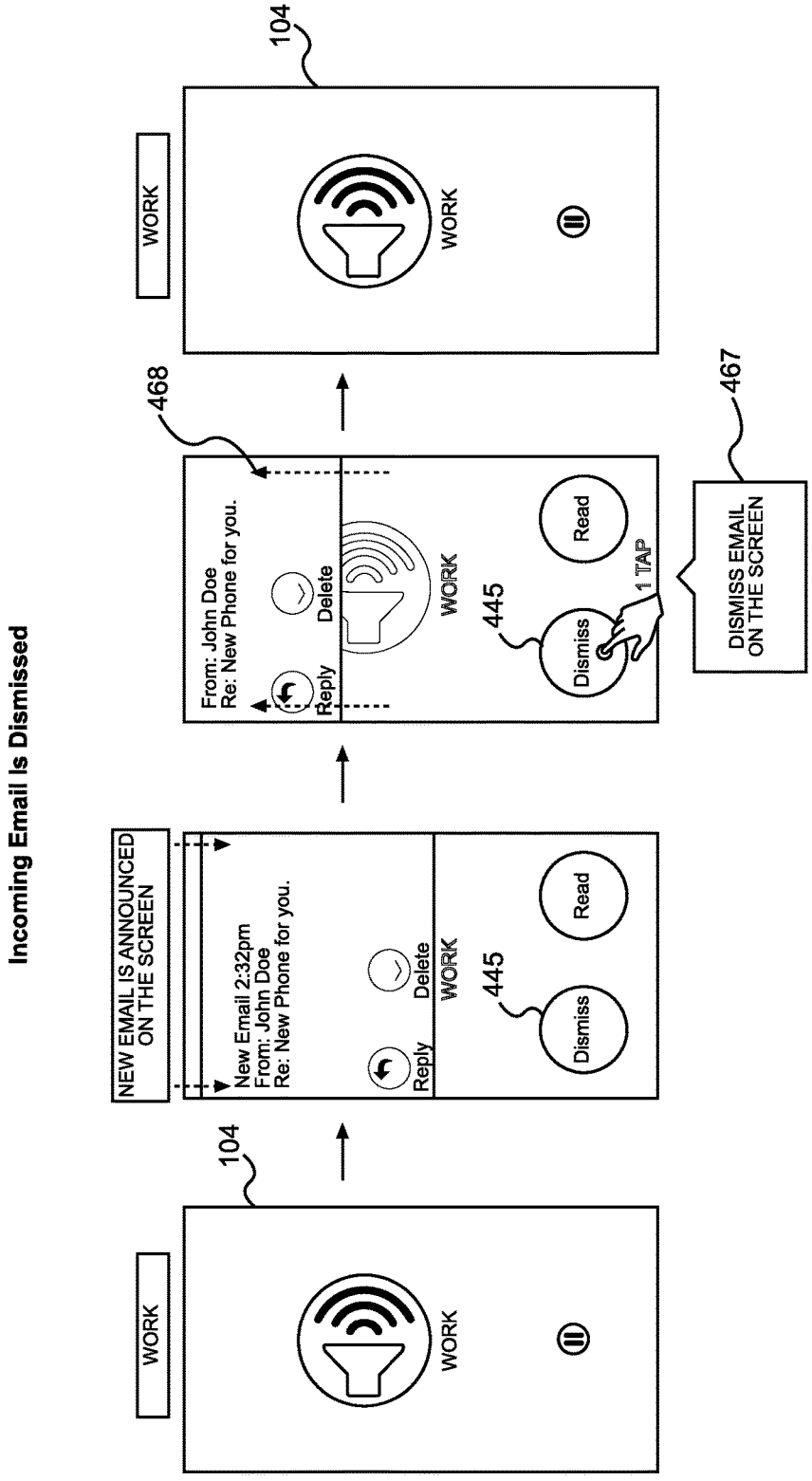

Incoming Email Is Dismissed
104
WORK
WORK
NEW EMAIL IS ANNOUNCED ON THE SCREEN
New Email 2:32pm
From: John Doe
Re: New Phone for you.
Reply
Delete
WORK
445
Dismiss
Read
468
From: John Doe
Re: New Phone for you.
Reply
Delete
WORK
445
Dismiss
Read
1 TAP
467
DISMISS EMAIL ON THE SCREEN
104
WORK
WORK

FIG. 21B

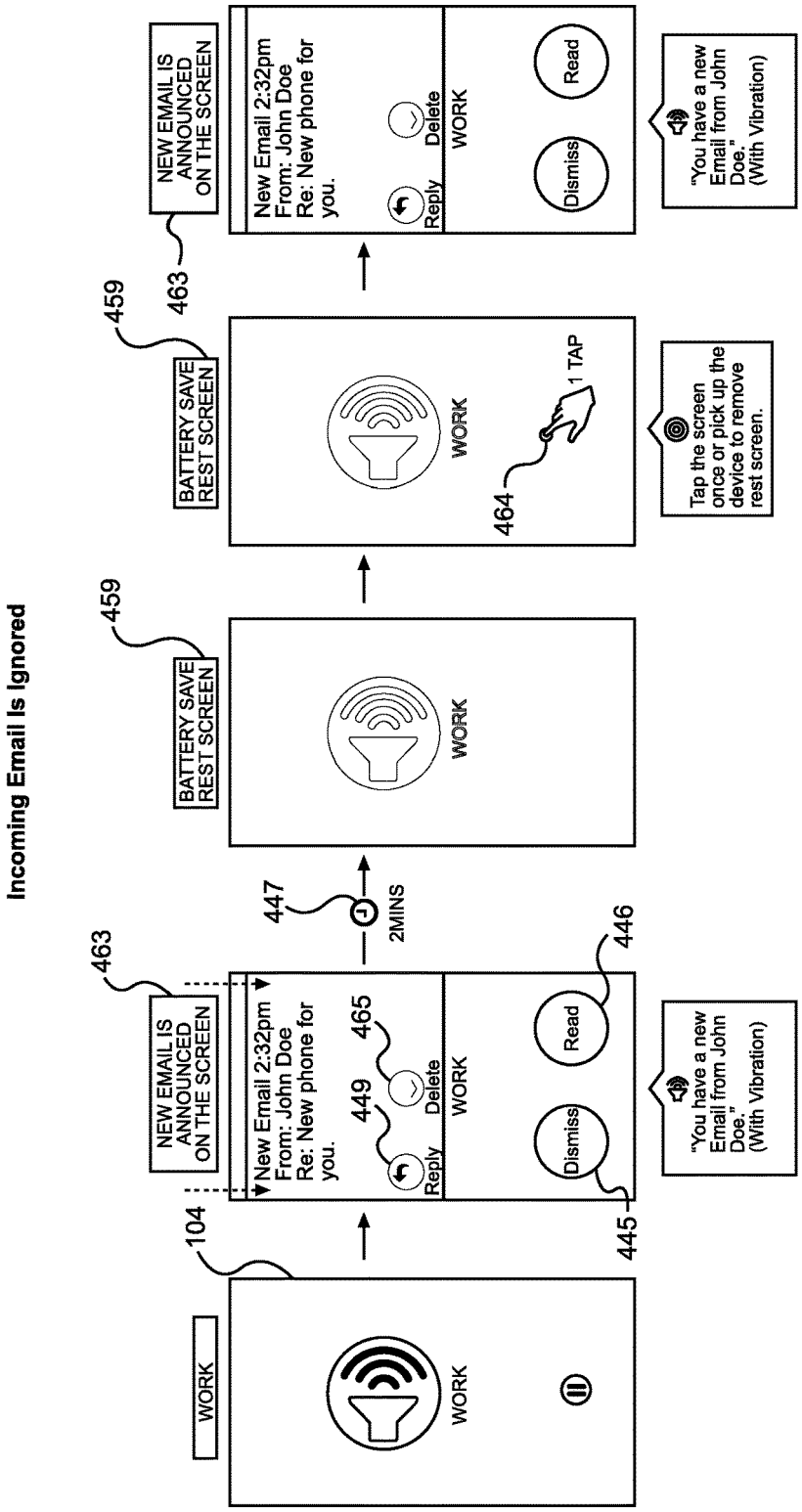

Incoming Email Is Ignored
WORK
WORK
104
NEW EMAIL IS ANNOUNCED ON THE SCREEN
463
New Email 2:32pm
From: John Doe
Re: New phone for you.
Reply
Delete
449
465
WORK
Dismiss
Read
445
446
"You have a new Email from John Doe." (With Vibration)
447
2MINS
BATTERY SAVE REST SCREEN
459
WORK
BATTERY SAVE REST SCREEN
459
WORK
1 TAP
464
Tap the screen once or pick up the device to remove rest screen.
NEW EMAIL IS ANNOUNCED ON THE SCREEN
463
New Email 2:32pm
From: John Doe
Re: New phone for you.
Reply
Delete
WORK
Dismiss
Read
"You have a new Email from John Doe." (With Vibration)

FIG. 21C

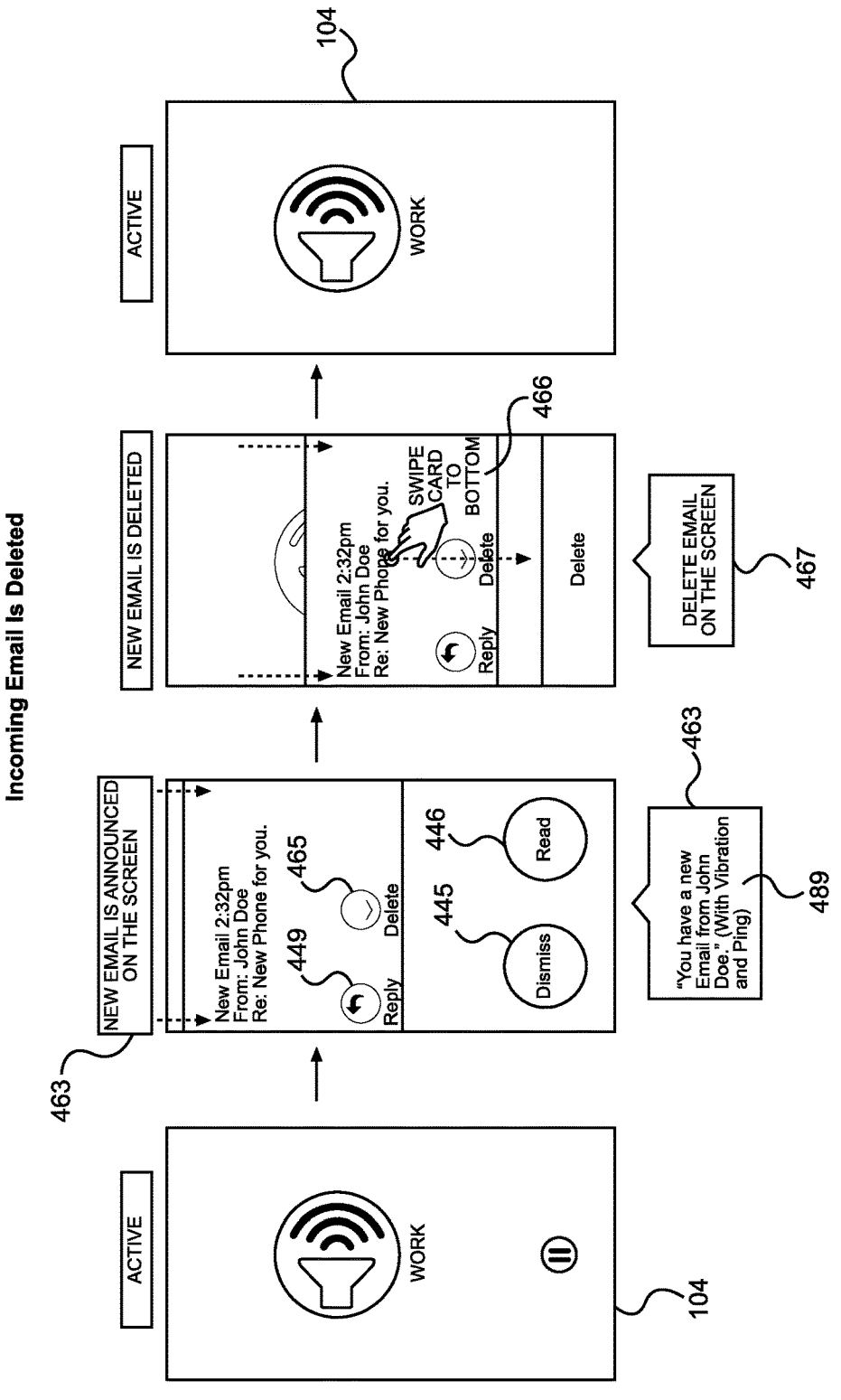

Incoming Email Is Deleted
ACTIVE
WORK
104
NEW EMAIL IS ANNOUNCED ON THE SCREEN
463
New Email 2:32pm
From: John Doe
Re: New Phone for you.
Reply
Delete
449
465
Dismiss
445
Read
446
"You have a new Email from John Doe." (With Vibration and Ping)
489
NEW EMAIL IS DELETED
New Email 2:32pm
From: John Doe
Re: New Phone for you.
SWIPE CARD TO BOTTOM
466
Reply
Delete
Delete
DELETE EMAIL ON THE SCREEN
467

FIG. 21D

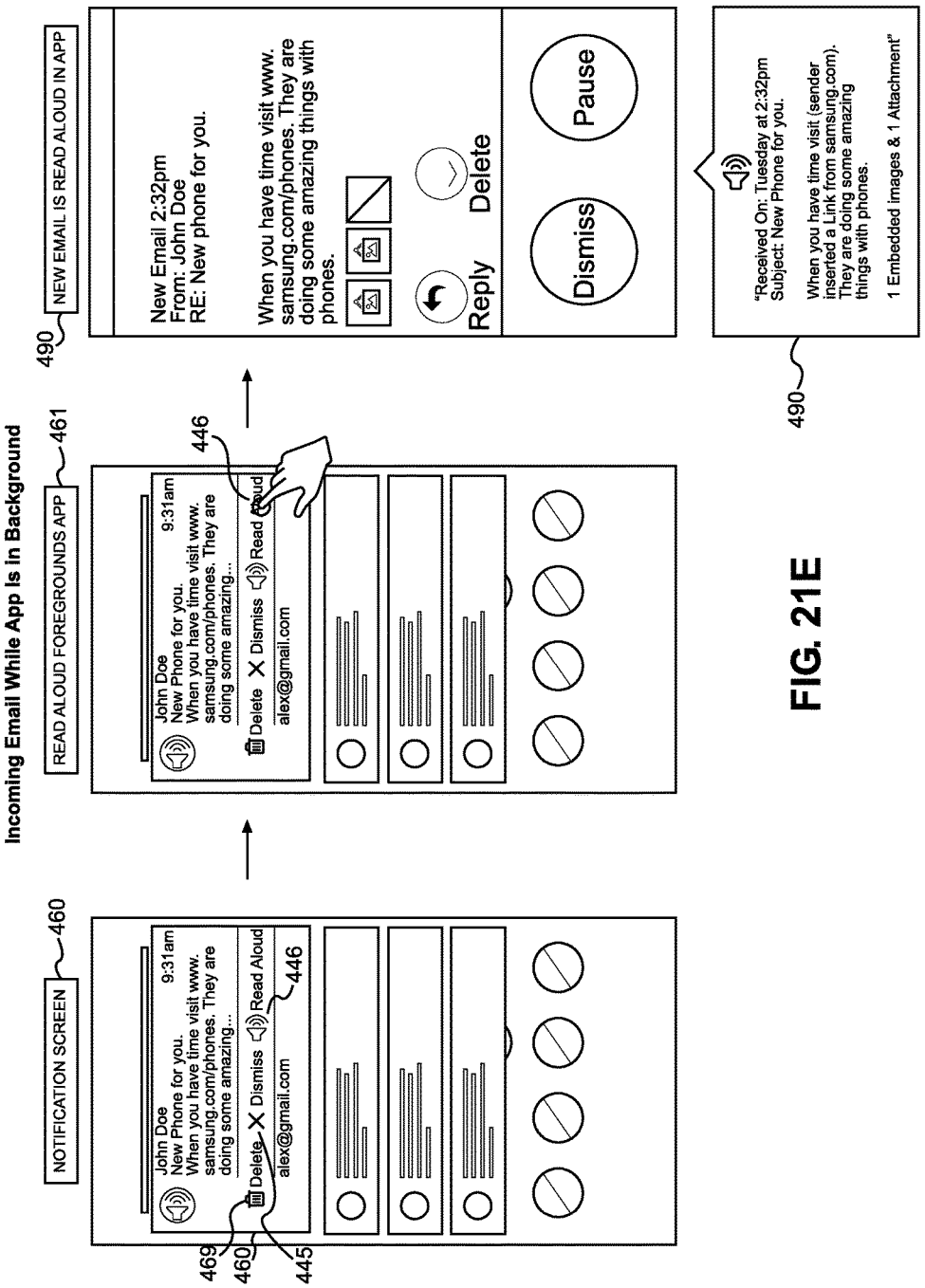

Incoming Email While App Is In Background
NOTIFICATION SCREEN
460
John Doe
New Phone for you.
When you have time visit www.
samsung.com/phones. They are
doing some amazing...
9:31am
Delete
Dismiss
Read Aloud
alex@gmail.com
446
469
460
445
READ ALOUD FOREGROUNDS APP
461
NEW EMAIL IS READ ALOUD IN APP
490
New Email 2:32pm
From: John Doe
RE: New phone for you.
When you have time visit www.
samsung.com/phones. They are
doing some amazing things with
phones.
Reply
Delete
Dismiss
Pause
"Received On: Tuesday at 2:32pm
Subject: New Phone for you.
When you have time visit (sender
inserted a Link from samsung.com).
They are doing some amazing
things with phones.
1 Embedded images & 1 Attachment"

FIG. 21E

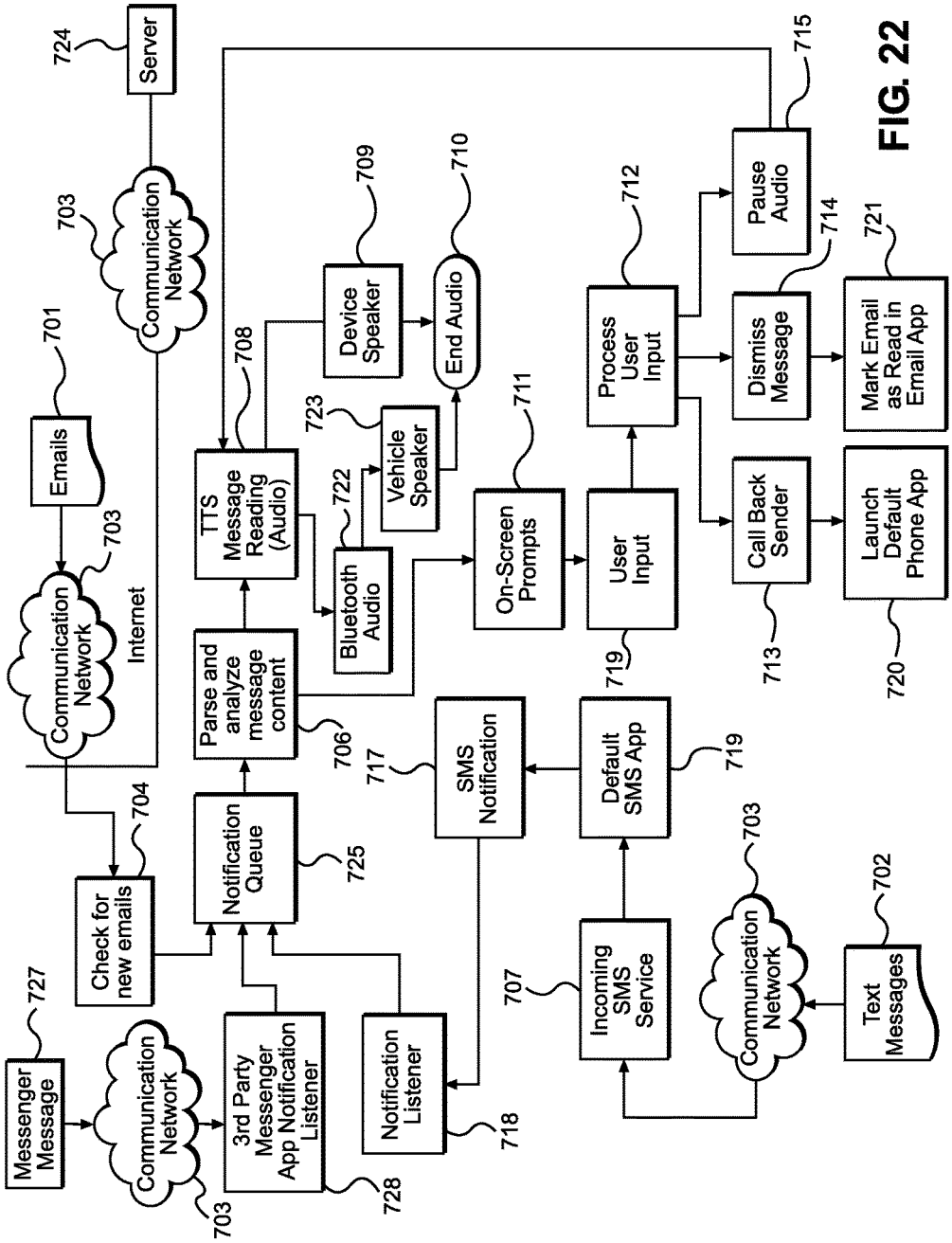

Server
724
Communication Network
703
Emails
701
Communication Network
703
Internet
Check for new emails
704
Notification Queue
725
Parse and analyze message content
706
TTS Message Reading (Audio)
708
Device Speaker
709
End Audio
710
Vehicle Speaker
723
Bluetooth Audio
722
On-Screen Prompts
711
User Input
719
Process User Input
712
Pause Audio
715
Dismiss Message
714
Mark Email as Read in Email App
721
Call Back Sender
713
Launch Default Phone App
720
SMS Notification
717
Default SMS App
719
Incoming SMS Service
707
Communication Network
703
Text Messages
702
Messenger Message
727
Communication Network
703
3rd Party Messenger App Notification Listener
728
Notification Listener
718

FIG. 22

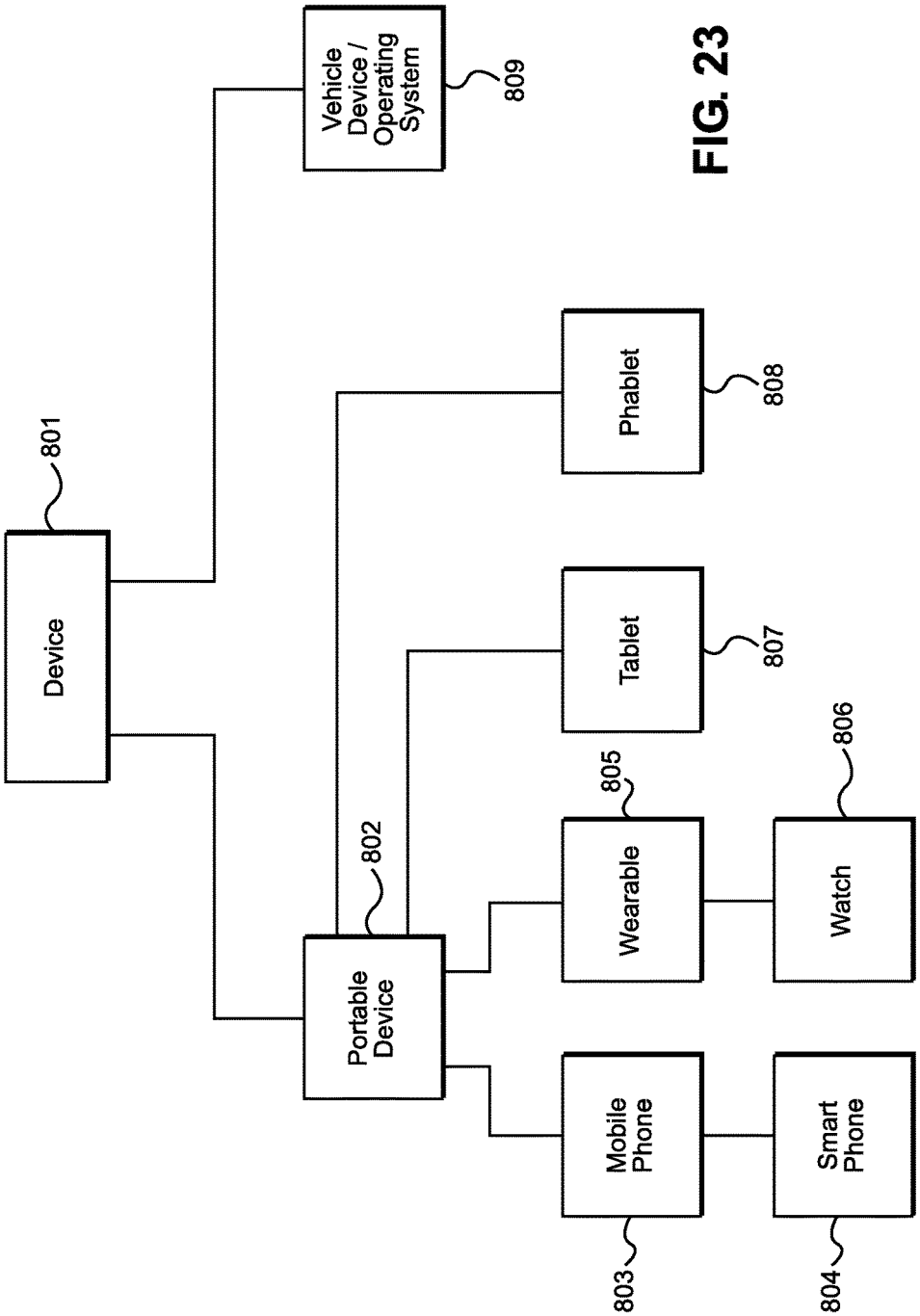

Device
801
Vehicle Device / Operating System
809
Phablet
808
Tablet
807
Portable Device
802
Wearable
805
Watch
806
Mobile Phone
803
Smart Phone
804

FIG. 23

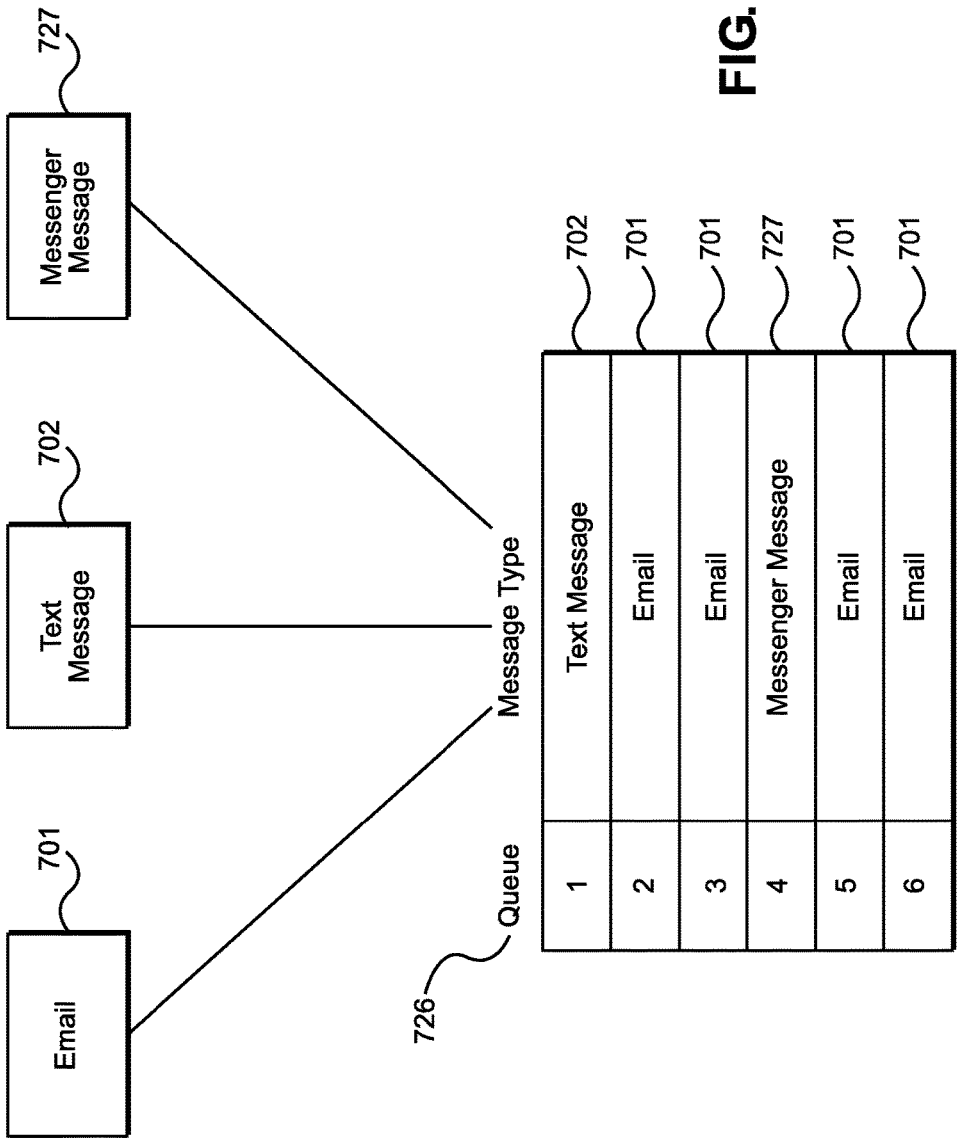

727
Messenger Message
702
Text Message
701
Email
Message Type
726
Queue
1
2
3
4
5
6
Text Message
Email
Email
Messenger Message
Email
Email
702
701
701
727
701
701

FIG. 24

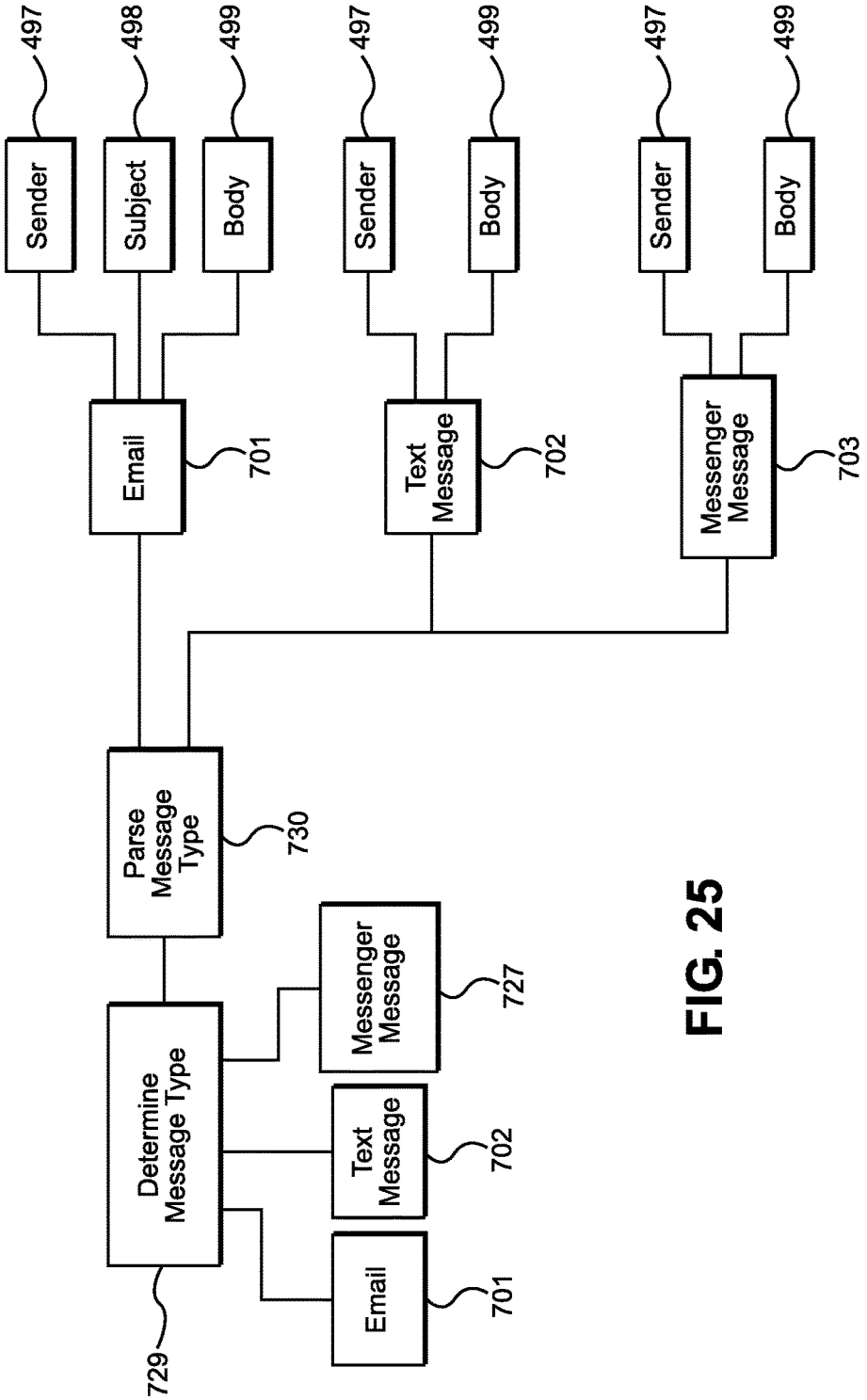

497
498
499
497
499
497
499
Sender
Subject
Body
Sender
Body
Sender
Body
Email
701
Text Message
702
Messenger Message
703
Parse Message Type
730
Messenger Message
727
Determine Message Type
Text Message
702
Email
701
729

FIG. 25

METHOD AND SYSTEM FOR COMMUNICATION

CROSS REFERENCE

The present application is a continuation of U.S. application Ser. No. 15/421,237, filed on Jan. 31, 2017, which is a continuation of U.S. application. Ser. No. 14/865,561, filed on Sep. 25, 2015, (U.S. Pat. No. 9,591,117) which claims the benefit of U.S. provisional application No. 62/083,085 filed on Nov. 21, 2014, and U.S. provisional application No. 62/118,264 filed on Feb. 19, 2015, both of which are incorporated herein by reference in their entirety.

BACKGROUND SECTION OF THE INVENTION

In today's world, almost everyone has a mobile phone, which is typically put in a pocket or a purse, and used throughout the day.

A person may be engaged in an activity, and cannot use a mobile phone or other devices to receive emails and text messages. For example a person may be driving, and the use of a mobile phone, either for talking or texting, can be hazardous. The person may also be involved in an activity other than driving, in which the person cannot use the mobile phone for receiving emails, texts, and messages/notifications from a messenger application. In addition, the person may receive different types of messages, including emails, text messages, and messages/notifications from a messenger application. While engaged in an activity, the user may not be capable of accessing and reading different types of messages.

US 2013/0275899 proposes a solution for the limited distraction environment by disclosing "a limited-distraction user interface that includes providing for display fewer selectable user interface objects than are displayed in a non-limited user interface for the respective application, and in accordance With a determination that the device is not being operated in a limited distraction context, provides a non-limited user interface for the respective application." However, US 2013/0275899 relies on substantial input from the user even in the limited-distraction context, making it difficult for a user to use a mobile phone in such context.

U.S. Pat. Nos. 8,364,183, 8,526,973, and 8,359,014 disclose "A cell phone which has been modified by the addition of software which responds to the press of one or more Busykeys by automatically sending a pre-typed text message to the sender of the latest text message just received or automatically answering an incoming call immediately upon pressing the Busy key and playing a pro-recorded audio message." However, these patents do not allow a person to respond to a text or a call other than by sending a pre-typed text message and still require
substantial input from the user since the user has to choose and press on a Busykey button. For example, while driving a car, a user has to take his or her eyes off the road to find the Busykey button.

There is a need in the art to allow a person to receive emails and other messages while the person is engaged in an activity that limits the person's ability to read emails and other messages.

SUMMARY SECTION OF THE INVENTION

Provided is a computer implemented method to be carried out with a processor, a memory, and a touch screen, comprising: a) determining without any input by a user that a text message, an email, or a message from a messenger application, has arrived while the user is engaged in an activity; b) informing the user without any input by the user that the text message, the email, or the message from the messenger application has arrived from a sender; and c) proceeding with a step selected from the group consisting of (i) and (ii): i) allowing the user time to take an affirmative action to stop reading aloud to the user a body of the text message, the email, or the message from the messenger application; and in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user; ii) allowing the user time to take an affirmative action to command reading a body of the text message, the email, or the message from the messenger application aloud to the user; and in accordance with receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user. The method can comprise: a) determining without any input by the user that the text message, the email, or the message from the messenger application has arrived while the user is engaged in the activity; b) analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; c) informing the user without any input by the user that the text message, the message from the messenger application, or the email has arrived from a sender by reading aloud an identity of the sender; and d) proceeding with a step selected from the group consisting of (i) and (ii): i) allowing the user time to take an affirmative action to stop reading aloud to the user a body of the text message, the email, or the message from the messenger application; and in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user; ii) allowing the user time to take an affirmative action to command reading a body of the text message, the email, or the message from the messenger application aloud to the user; and in accordance with receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user. The method can comprise: a) running an application configured to deliver one or more of the email, the text message, or the message from the messenger application to a user while the user is engaged in the activity; b) determining without any input by the user that the text message, the email, or the message from the messenger application has arrived while the application is running; c) analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; d) informing the user without any input by the user that the text message, the email, or the message from the messenger application has arrived from a sender; and; e) proceeding with a step selected from the group consisting of (i) and (ii): i) allowing the user time to take an affirmative action to stop reading aloud to the user a body of the text message, the email, or the message from the messenger application; and in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user; ii) allowing the user time to take an affirmative action to command reading a body of the text message, the email, or the message from the messenger application aloud to the user; and in accordance with receiving an input correspond-

ing to the affirmative action from the user, reading aloud the body of the text message, the email, or the message from the messenger application to the user. The method can comprise: a) determining without any input by the user that the text message, the email, or the message from the messenger application has arrived; b) analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; c) informing the user without any input by the user that the text message the email, or the message from the messenger application has arrived from a sender by reading at least aloud identity of the sender; d) allowing the user time to take an affirmative action to stop reading aloud to the user a body of the text message, the email, or the message from the messenger application; and e) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud body of the text message, the email, or the message from the messenger application to the user, and in case of the email, further reading aloud a subject of the email. The method can comprise: a) determining without any input by the user that the email has arrived; b) informing the user without any input by the user that the email has arrived from a sender by reading at least aloud identity of the sender; c) allowing the user time to take an affirmative action to stop the application from proceeding to reading aloud a subject and a body of the email; and d) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the subject and the body of the email. The method can comprise: a) running an application configured to deliver the email to the user while the user is engaged in the activity; b) determining without any input by the user that the email has arrived; c) analyzing without any input by the user a content of the email; d) informing the user without any input by the user that the email has arrived from a sender by reading at least aloud identity of the sender; e) allowing the user time to take an affirmative action to stop reading aloud a subject and a body of the email; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the subject and the body of the email. The method can comprise: a) running an application configured to deliver the email to the user while the user is driving a vehicle; b) determining without any input by the user that the email has arrived; c) analyzing without any input by the user a content of the email; d) informing the user without any input by the user that the email has arrived from a sender by reading at least aloud identity of the sender and without displaying information about the sender or the email on the screen; e) allowing the user time to take an affirmative action to stop the application from proceeding to reading aloud a subject and a body of the email, and without displaying information about the sender or the email on the screen; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the subject and the body of the email. The method can comprise: a) determining without any input by the user that the text message or the email has arrived; b) analyzing without any input by the user a content of the text message or the email; c) placing the email or the text message in a queue to be read aloud in order of receipt time, wherein the email and the text message are placed in the same queue and read aloud one after another regardless of whether a next message in the queue is new text message or a new email; d) informing the user without any input by the user that the text message or the email has arrived from a sender by reading at least aloud identity of the sender; e) allowing the user time to take an affirmative action to stop reading a body of the text message or the email aloud to the user; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud body of the text message or the email, and in case of the email, further reading aloud a subject of the email. For any of the above methods, the user can receive at least two or more different types messages selected from the group consisting of two or more of the text message, the email, and the message from the messenger application (e.g. Email/text, Email/messenger, messenger/text, email/text/messenger), and the two or more of the text message, the email, and the different types of messages are placed in a queue based on receipt time to be read aloud regardless of the type of the message. For any of the above methods, the step of analyzing parses the email into subject, sender, and body, and parses the text message or the message from the messenger application into sender and body. For any of the above methods, the application can be configured to run in a foreground or in a background, and is further configured to switch back and forth between the foreground and the background, and is further configured to read aloud the identity and the body of the email, text message, or the message from the messenger application while the application is in the background. For any of the above methods, if looking at the screen is hazardous due to the activity, the screen does not display any portion of the email, text message, or message from the messenger application. For Any of the above methods can further comprise prompting to call the sender without any input from the user. Any of the above methods can further comprise a different interface is presented on the screen depending on the activity of the user. Any of the above methods can further comprise informing the user comprises reading aloud a name of the sender. For any of the above methods, step (c) can comprise allowing the user time to take an affirmative action to stop reading of a body of the text message, the email, or the message from the messenger application aloud to the user; and in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message, or the email to the user. For any of the above methods, step (c) can comprise allowing the user time to take an affirmative action to command reading the text message, the email or the message from the messenger application aloud to the user; and in accordance with receiving an input corresponding to the affirmative action from the user, reading aloud the body of the text message or the email to the user. For any of the above methods can comprise receiving an input from the user without the user looking at the touch screen. Any of the above methods can comprise displaying an interface with no prompts for the user to touch. Any of the above methods can comprise receiving an input from the user based on gestures memorized by the user. For any of the above methods, the input from the user can be limited to tapping or swiping without a need to look at the screen. Any of the above methods can comprise informing the user by voice of an option to call the sender. Any of the above methods can further comprise, in accordance with receiving an input from the user to call the sender, calling the sender. Any of the above methods can comprise informing the user comprises informing the user of the identity of the sender and a subject of the email, or the identity of the sender of the text message or the message from the messenger. Any of the above methods can comprise after reading aloud the email or the text message or the message from the messenger application, the email or the text message or the message from the messenger application is automatically dismissed and a status of the email or the text message or the message from the messenger application is changed to read.

In any of the above methods, after the email, the text message or the message from the messenger application is read aloud and the status changed to read, the user is notified that a new email, text message, or the message from the messenger application in the queue has arrived. Any of the above methods can comprise reading aloud is carried out of an audio system in an automobile. Any of the above methods can comprise limiting the user input to a) pausing or rereading reading of the email or the text message or the message from the messenger application; b) dismissing the email, the text message, or the messenger application; and c) deleting the email; and d) calling the sender. Any of the above methods can comprise the activity being a vehicle. Any of the above methods can comprise the activity being working with a desktop, a laptop, or a tablet computer. Any of the above methods can comprise the activity being an exercise (Active Mode). Any of the above methods, the method can be carried out on a device selected from the group consisting of: a smart phone, a mobile phone, a phablet, a tablet, a wearable device, a watch, and a vehicle operating device. For any of the above methods, the method can only deliver email, or only deliver text messages, or only deliver messages from a messenger application, or deliver all three, or deliver any two combinations thereof (email/text, email/messenger, text/messenger). Any of the above methods can comprise: a) running an application configured to deliver the email to the user while the user is engaged in the activity; b) determining by the application without any input by the user that the email has arrived; c) analyzing by the application without any input by the user a content of the email; d) informing the user by the application without any input by the user that the email has arrived from a sender by sending instructions for reading at least aloud identity of the sender; e) allowing the user time by the application to take an affirmative action to stop reading aloud a subject and a body of the email; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, sending instructions by the application to read aloud a subject and the body of the email.

Provided is a mobile phone, comprising: One or more processors; A memory, One or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the one or more programs including instructions for the steps comprising (including any of the methods above): a) determining without any input by the user that a text message, an mail, or a message from the messenger application has arrived while the user is engaged in an activity; b) analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; c) informing the user without any input by the user that the text message, the email, or the message from the messenger application message has arrived from a sender by reading at least aloud an identity of the sender; d) allowing the user time to take an affirmative action to stop the application from proceeding to reading a body of the text message, the email, or message from the messenger application aloud to the user; f) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud body of the text message, the email, or the message from the messenger application to the user.

Provided is a system for delivering one or more of a message and an email to a user engaged in an activity, the system comprising a processor, a memory, and a touch screen, the system configured to deliver a messages and an email to the user by (including any of the methods above): a) running an application configured to deliver one or more of a text message, an email, or the message from the messenger application to a user while the user is engaged in an activity; b) determining without any input by the user that the text message, the email, or the message from the messenger application has arrived while the application is running; c) analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; d) informing the user without any input by the user that the text message, the email, or the message from the messenger application has arrived from a sender by reading at least aloud an identity of the sender; e) allowing the user time to take an affirmative action to stop the application from proceeding to reading a body of the text message, the email, or the message from the messenger application aloud to the user; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, reading aloud body of the text message, the email, or the message from the messenger application to the user. Any of the above methods can comprise: a) running an application configured to deliver the email to the user while the user is engaged in the activity; b) determining by the application without any input by the user that the email has arrived; c) analyzing by the application without any input by the user a content of the email; d) informing the user by the application without any input by the user that the email has arrived from a sender by sending instructions for reading at least aloud identity of the sender; e) allowing the user time by the application to take an affirmative action to stop reading aloud a subject and a body of the email; and f) in accordance with not receiving an input corresponding to the affirmative action from the user, sending instructions by the application to read aloud a subject and the body of the email.

Provided is a system comprising a processor, a memory, and a touch screen, the system configured to deliver one or more of a text message, an email, or a message from the messenger application to a user while the user is engaged in an activity, the system further comprising: a) a queue notification module for placing the text message, the email, or the message from the messenger application in a queue for posting, wherein a single queue is used for the text message, the email, or the message from the messenger application; b) an analyzer module for analyzing without any input by the user a content of the text message, the email, or the message from the messenger application; and c) a text to speech module configured for: i) informing the user by voice without any input by the user that the text message or the email message has arrived from a sender by sending instructions to a speaker to read at least aloud an identity of the sender; ii) in accordance with not receiving an input corresponding to the affirmative action from the user, sending instructions to a speaker to read aloud body the text message or the email to the user.

Provided is a non-transitory computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device having one or more processors and memory, causes the device to carry out any of the above described methods.

BRIEF DESCRIPTION OF THE FIGURES

FIG. **1** illustrates a user launching the messageLOUD application and selecting Active Mode.

FIG. **2** illustrates special cases where the incoming email is relatively long and will not fit on the screen.

FIG. **3** illustrates a demonstration mode where a user is read aloud that the messageLOUD is now in Active Mode and is instructed on how to dismiss an email or a text message.

FIG. **4** illustrates the system in Active Mode that allows a user to touch screen to confirm that the phone or other mobile device is in a Active Mode.

FIG. **5** illustrates a user exiting Active Mode.

FIG. **6** illustrates a user tapping the Active Mode screen to pause email and text message announcements.

FIG. **7**A illustrates the Active Mode when an incoming text message arrives while the application is in the foreground. A message from a messenger application would work in the same manner.

FIG. **7**B illustrates the dismissing of an incoming text message by a user. A message from a messenger application would work in the same manner.

FIG. **7**C illustrates when an incoming text message is received while the Active Mode is in the background. A message from a messenger application would work in the same manner.

FIG. **8**A illustrates the Active Mode when an incoming email is received while the application is in the foreground.

FIG. **8**B illustrates dismissing of an incoming email by a user in Active Mode.

FIG. **8**C illustrates when an incoming new email is deleted.

FIG. **8**D illustrates when a new email is received while the Active Mode is in the background.

FIG. **9** illustrates a user launching the application and selecting Drive Mode.

FIG. **10** illustrates receiving emails in Drive Mode.

FIG. **11** illustrates receiving a text message in Drive Mode. A message from a messenger application would work in the same manner.

FIG. **12** illustrates components of a mobile phone.

FIG. **13** illustrates a user touching a screen to confirm that the phone or other mobile device is in Drive Mode.

FIG. **14** illustrates a user exiting Drive Mode.

FIG. **15** illustrates a user launching Work Mode.

FIG. **16** illustrates a demonstration mode where a user is read aloud that the messageLOUD is now in Work Mode and is instructed on how to dismiss an email or a text message. A message from a messenger application would work in the same manner as a text message.

FIG. **17** illustrates a user touching a screen to confirm that the phone or other mobile device is in a Work Mode

FIG. **18** illustrates a user exiting Work Mode.

FIG. **19** illustrates the ability of a user to pause Work Mode when a user seeks to take a break.

FIG. **20**A illustrates when an incoming text message arrives in Work Mode while the application is in the foreground. A message from a messenger application would work in the same manner.

FIG. **20**B illustrates dismissing of an incoming text message by a user. A message from a messenger application would work in the same manner.

FIG. **20**C illustrates the scenario in Work Mode when an incoming text message is ignored. A message from a messenger application would work in the same manner.

FIG. **20**D illustrates when an incoming text message is received while Work Mode is in the background. A message from a messenger application would work in the same manner.

FIG. **21**A illustrates the Work Mode when an incoming email arrives while the application is in the foreground.

FIG. **21**B illustrates dismissing of an incoming email by a user in Work Mode.

FIG. **21**C illustrates the scenario in Work Mode when an incoming email is ignored.

FIG. **21**D illustrates when an incoming new email is deleted in Work Mode.

FIG. **21**E illustrates when a new email is received while Work Mode is in the background.

FIG. **22** is a flow chart illustrating the receipt, processing, and delivery of emails, text messages, and messages from a messenger application to a user.

FIG. **23** illustrates that various devices that can run the messageLOUD® application for delivering one more message types.

FIG. **24** illustrates different message types being placed in a queue based upon receipt time.

FIG. **25** illustrates analysis of different message types.

DETAILED DESCRIPTION OF THE INVENTION

The present invention provides a method and a system for allowing a user to receive text messages, emails (electronic mail), or messages from a messenger application while the user is engaged in an activity. The user does not need look at the mobile phone while driving or doing other activities, and yet has the capability to fully review messages and even call back the sender.

FIG. **1** illustrates a user launching the application (messageLOUD®) and selecting Active Mode **205**. The messageLOUD icon **201** can be present on a home screen **100** with a number of other icons **200**. A user **300** presses the messageLOUD icon **201**, and then selects Active Mode **205**. The user can select Drive Mode **202**, Work Mode **203**, Settings **204**, or account information **206**. The Drive Mode **202** relates to the situation when the user is driving. The user situates the mobile phone in such configuration in the vehicle so that the user can touch the screen of the mobile phone. The Work Mode **203** refers to the situation when the user is working and does not want to be distracted, for example by having to toggle between work that they are doing and their email program. In Work Mode, the phone or other device is placed in a position so that the user can touch the screen of the phone. The Active Mode **205** refers to the situation when the user is exercising (walking, cycling, running, at the gym) and would prefer not to be distracted, for example, by having to look at the screen of the phone. The Active Mode is designed to have an interface with large buttons so the user can press easily. In Active Mode, the user can have the option of placing the phone or other devices at greater distances where the user cannot reach the screen. If the user is walking and is holding the phone in hand and likes to make gestures, the user may actually prefer to operate the device in Drive Mode. As illustrated in FIG. **1**, the Active Mode **205** is selected and the application makes an announcement that the application is in Active Mode by stating "Active Loud" **469**.

FIG. **2** illustrates special cases where the incoming email is relatively long and will not fit on the screen. Long emails that overflow **485** scroll up **487** **488** as the email is read aloud **486**. FIG. **2** relates to the Active Mode **205** and Work Mode **203**.

FIG. **3** illustrates a demonstration mode where a user is read aloud **470** that the messageLOUD application is now in Active Mode **205** and instructed on how to dismiss an email or text message. The user is then instructed on how to delete an email **471**, how to pause and reread (resume) reading **472**,

and how to call a sender **473**. A message from a messenger application would be dismissed in the same manner as a text message.

FIG. **4** illustrates the system in Active Mode **205** that allows a user to touch a screen **105** to confirm that the phone or other mobile device is in Active Mode **205**. The application will read aloud "Active Loud" **474** to assure the user that the application is in Active Mode **205**. A user may seek to confirm the Active Mode **205** by tapping the screen in the event if the user has not received any emails, text messages, or a message from a messenger application.

FIG. **5** illustrates a user exiting Active Mode **205**. The user can touch and hold for a predetermined amount of time (here one second) **434** to be prompted to press on an exit Drive Mode **205** button **435**. Alternatively if the user holds onto the screen for 3 seconds **436**, the user is automatically exited **437** from Active Mode **205**. The application can inform the user aloud **438** that the user has exited Active Mode **205**. The user is then directed to the application home page **102** with the different available modes for the user to select.

FIG. **6** illustrates a user tapping **475** the Active Mode **205** screen **104** to pause email and text announcements **476**. A reread (resume) **477** button will then pop up which a user can tap or press to rereading of email and text message announcements. A message from a messenger application would be reread in the same manner as a text message.

FIG. **7**A illustrates the Active Mode **205** when an incoming text is received while the application is in the foreground. When a new text message is received, the text message is announced **478**. Usually the identity of the sender, such as a name, phone number, or screen/profile name of the sender is announced **489**. The application can send an automatic response to the sender informing the sender that the user is busy **480**. A user can decide whether or not to have announcements and text messages are read aloud. In this case, the user's default is that announcements and text messages are read aloud **479**. The mobile phone or other device can also vibrate **444**. In this case, a predetermined amount of time (a two second pause) **447** is allowed for a user to take an action before the text message is read aloud. A user can dismiss the text message by pressing the dismiss button **445** or have the application read aloud the text message by pressing the read button **446**. If the user presses the read button **446**, the application will display and read aloud (according to the default selected by the user) the body of the text **479**. The body of the text message is read without any user input. The read button **446** can shorten the delay period from announcement of the text **478** to reading the body of the text **479**. Unless the user presses the dismiss **445**, reply **449**, or delete **465** buttons, the application will then prompt the user to call the sender **451**, **452**, **453**. If the user presses on the call sender **453** button, then the native phone application **454** of the device that is being used will be launched. If after a pause **455**, the user takes no action the text message is dismissed **456**. At anytime during this process, a user can press the reply button **449** to open the native text messaging application on the device that is being used. A message from a messenger application would be handled in the same manner as a text message.

FIG. **7**B illustrates dismissing of an incoming text message by a user. After a new text is announced **481**, the user presses the dismiss button **445**, and the text is dismissed **482**. The dismissal of the text message can be read aloud **458**. After dismissal, the textbox slides away **448** as illustrated. A message from a messenger application would be handled in the same manner as a text message.

FIG. **7**C illustrates when an incoming text message is received while the Active Mode **205** is in the background. The mobile phone or other device of the user can have a notification screen **460** that depending on settings of the device can be pulled down or automatically pops up. The user is provided with the options of a dismiss **445** and read aloud button **446**. If the user presses on the read aloud button **446**, then the Active Mode **205** moves into the foreground, and the new text message is read aloud **462**. A message from a messenger application would be handled in the same manner as a text message.

FIG. **8**A illustrates the Active Mode **205** when an incoming email is received while the application is in the foreground. When an email message is received, the email message is announced **483** without any user inputs (Both text and emails are announced automatically without any user input). Usually the identity of the sender, such as a name, email address, or screen/profile name of the sender is announced **489**. A user can decide whether or not to have announcements and emails be read out loud. In this case, the user's default is that announcements and email messages are read aloud **463**. The announcements and email messages are both read aloud without any user input. The mobile phone or other device can also vibrate **489**. A user can dismiss the email by pressing the dismiss button **445** or have the application read aloud the email by pressing the read button **446**. If the user does nothing, the application after the pause will automatically display and read aloud the body of the email **484**. Unless the user presses the dismiss **445** or reply **449** buttons, the application will then prompt the user to call the sender **451**, **452**, **453**. If the user presses on the call sender **453** button, then the native phone application **454** of the device that is being used will be launched. If after a pause **455**, the user takes no action, the email is dismissed **456**. At anytime during this process, a user can press the reply button **449** to open the native email application on the device that is being used.

FIG. **8**B illustrates dismissing of an incoming email by a user in Active Mode **205**. After a new email is announced/read aloud **483**, the user presses the dismiss button **445**, and the email is dismissed. The dismissal of the email can be read aloud **484**. After dismissal, the textbox slides away **468** as illustrated, and the Active Mode clean screen is shown **105**.

FIG. **8**C illustrates when an incoming new email is deleted. After a new email is announced **483**, the user swipes top to down **466** to delete the email. In addition to deleting an email by swiping down, the user can press the delete button **465**. The application, depending on the setting, can inform the user aloud **467** that the new email has been deleted.

FIG. **8**D illustrates when a new email is received while the Active Mode **205** is in the background. The mobile phone or other device of the user can have a notification screen **460** that depending on settings of the mobile device can be pulled down or automatically pops up. The user is provided with the options of a dismiss button **445**, a read aloud button **446**, and a delete button **465**. If the user presses on the read aloud button **446**, then the application (Active Mode) moves into the foreground **461**, and the new email is read aloud **484**.

FIG. **9** illustrates a user launching the messageLOUD application and selecting Drive Mode **202**. The messageLOUD icon **201** can be present on a home screen **100** with a number of other icons **200**. A user **300** presses the messageLOUD icon **201**, and then selects the Drive Mode **202**. The Drive Mode **202** is then selected and the applica-

tion makes an announcement that the application is in Drive Mode by stating "Drive Loud" **400**.

FIG. **10** illustrates receiving emails in Drive Mode **202**. A new email is announced **401**. The announcement of the email is done automatically without any user input. The announcement of the email **401** can be done according to a pre-existing rules **402**. The rule can for example be that names of the sender along with each recipient up to 3 recipients are read aloud **403**, **404**, and when more than 3 recipients, the name of the user **300** is announced along with the number (for example "4 other") of other recipients that exist **405**. The email announcement that includes the name of the sender **406** is read aloud. A time delay (a predetermined amount of time), typically a 1 or 2 second pause, gives a user a moment to dismiss or delete the email **408**. The user can for example swipe top to bottom **409** to delete the email **413**. A user can also tap two times **410** to dismiss the email. If the user takes no action during the pause **412**, the body of the email is read aloud (**411**, **415**) automatically without any user input. The subject and the email body is read aloud **416** in this example. While the email is being read **415**, a user can delete **413** the email by swiping top to bottom **409**, dismiss the email by tapping 2 times, or pause/play by tapping once **418**. If the user takes no action when the email is being read, after the email is read, the user is prompted **421** to call the sender of the email **421**. The user can be asked aloud if the user would like to call the sender **422**. A pause **423** can give the user an opportunity to call the sender. If the user swipes top to bottom **409**, the email is deleted and no further action is taken. If the user swipes up **425**, a call is made **424** by launching the native phone application. If the user does nothing after a pause **426**, the system automatically dismisses the email **414**. The user would then await the receipt of a subsequent email to be read aloud **407**.

FIG. **10** illustrates the clean user interface **103** of Drive Mode **202**. Only a non-functional logo appears in this instance on the interface **103**. The user is not given any prompt that requires touching the screen, allowing the user to memorized gestures and use these gestures (for example by tapping or swiping the screen) to command the application to take an action without looking at the screen. Generally, four gestures can be used to operate the application, including a single tap, a swipe down, a double tap, and a swipe up.

FIG. **11** illustrates receiving a text message in Drive Mode **202**. After the user selects Drive Mode **202** as illustrated in FIG. **9**, the name of the sender of a new text message **427** is automatically read aloud **428** without any user input. The Drive Mode **202** can have an automatic response **429** that informs the sender that the recipient is busy. A one or two second pause **430** is provided to give the user the opportunity to dismiss the text message by tapping twice **410**, **414**. If the user does not dismiss the text message after the pause, then the body of the text message is read aloud **428**, **429** automatically without any user input. During reading of the body of the text message aloud **417**, the user can pause or dismiss the text **492**. The user can pause the text message by tapping once **418**. The user can dismiss the text message by tapping twice **414**. If the user does not dismiss the text message **414**, then after the body of the text is read aloud, the user is prompted to call the sender **421** by asking the user aloud **422** if the user likes to call the sender. A pause is given **423** to give the user an opportunity to call the sender. If the user swipes up **425**, a call is made by launching the native phone application. If the user does nothing after a pause **426**, the system automatically dismisses the text message **431**. The user would then await the receipt of a subsequent text message to be read aloud **432**.

FIG. **13** illustrates the system in Drive Mode **202** that allows a user to touch screen **103** to confirm **493** that the phone or other mobile device is in a Drive Mode **202**. The application will read aloud "Drive Loud" **400** to assure the user that the application is in Drive Mode. A user may seek to confirm the Drive Mode by tapping the screen in the event if the user has not received any emails or text messages. A message from a messenger application would be handled in the same manner as a text message.

FIG. **14** illustrates a user exiting Drive Mode **202**. The user can touch and hold for a second to be prompted **435** to press on an exit Drive Mode button. Alternatively if the user holds onto the screen for a predetermined amount of time, such as 3 seconds **436**, the user is automatically exited **437** from Drive Mode **202**. The application can inform the user aloud **438** that the user has exited Drive Mode **202**. The user is then directed to the application home page **102** with the different available modes for the user to select.

FIG. **15** illustrates a user launching Work Mode **203**. The messageLOUD icon **201** can be present on a home screen **100** with a number of other icons **200**. A user **300** presses the messageLOUD icon **201**, and then selects the Work Mode **203**. The Work Mode **203** is then selected and the application makes an announcement that the application is in Work Mode by stating "Work Loud" **439**.

FIG. **16** illustrates a demonstration mode where a user is read aloud **440** that the messageLOUD is now in Work Mode **203** and instructed on how to dismiss an email or text. The user is then instructed on how to delete an email **441**, how to pause and reread (resume) reading **442**, and how to call a sender **494**.

FIG. **17** illustrates the system in Work Mode **203** that allows a user to touch screen **104** to confirm that the phone or other mobile device is in Work Mode **203**. The application will read aloud "Work Loud" **439** to assure the user that the application is in Work Mode **203**. A user may seek to confirm the Work Mode **203** by tapping the screen in the event if the user has not received any emails or text messages.

FIG. **18** illustrates a user exiting Work Mode **203**. The user can touch and hold for a second to be prompted **435** to press on an exit Work Mode button. Alternatively if the user holds onto the screen for 3 seconds **436** (or other predetermined amount of time), the user is automatically exited **437** from Work Mode **203**. The application can inform the user aloud **438** that the user has exited Work Mode **203**. The user is then directed to the application home page **102** with the different available modes for the user to select.

FIG. **19** illustrates the ability of a user to pause Work Mode **203** when a user seeks to take a break. A user can press a pause button **419** to pause Work Mode **203**. A "Resume Work" button **420** comes on the screen **104** which the user presses to resume the Work mode **203**.

FIG. **20**A illustrates the Work Mode **203** when an incoming text message arrives while the application is in the foreground. When a new text message is received, the text message announcement **443** comes on the screen. In this case, a loud announcement is not made. A user can decide by pressing the read button **446** whether or not to have the text messages be read aloud **448**. The mobile device can also vibrate **444** or make a ping sound. A user can dismiss the text message by pressing the dismiss button **445** or have the application read aloud the text message by pressing the read button **446**. If the user presses the read button **446**, the application will display and read aloud (according to the

default selected by the user) the body of the text **448**, **450**. Unless the user presses the dismiss **445**, reply **449**, or delete **465** buttons, the application will then automatically without any user input prompt the user to call the sender **451**, **452**, **453**. The user can pause **495** reading aloud of the text message. If the user presses on the call sender **453** button, then the native phone application **454** of the device that is being used will be launched. If after a pause **455**, the user takes no action the text message is dismissed **456**, and the dismissed announcement is made on the screen. At anytime during this process, a user can press the reply button **449** to open the native text messaging application on the device that is being used. The user can also call back by swiping upward instead of pressing the button. A message from a messenger application would be handled in the same manner as a text message.

FIG. **20**B illustrates dismissing of an incoming text message by a user in Work Mode **203**. After a new text message is announced **443** on the screen, the user presses the dismiss button **445**, and the text message is dismissed **457**. After dismissal, the textbox slides away as illustrated. The announcement in this case is limited to the name of the sender and the text of the message appears on the screen. A message from a messenger application would be handled in the same manner as a text message.

FIG. **20**C illustrates the scenario in Work Mode **203** when an incoming text message is ignored. When a text message is announced **443** on the screen, the user has the choice to dismiss **445**, read **446**, or reply **449**. If the user takes no action in the allotted time **447**, then Work Mode **203** goes into the battery save rest screen, until the user taps **464** the screen. When the user taps the screen **464**, the text that the user did not previously respond to by taking any action is announced again **443** on the screen. The announcement can be accompanied with a vibration/ping. A message from a messenger application would be handled in the same manner as a text message.

FIG. **20**D illustrates when an incoming text message is received while the Work Mode **203** is in the background with other applications running in the foreground **501**. The mobile phone or device of the user can have a notification screen **460** that depending on settings of the mobile device can be pulled down or automatically pops up. The user is provided with the options of a dismiss **445** and read aloud button **446**. If the user presses on the read aloud button **446**, then the work Mode **203** moves into the foreground, and the new text is read aloud **462**.

FIG. **21**A illustrates the Work Mode **203** when an incoming email arrives while the application is in the foreground. When an email message is received, the email message is announced **463**. A user can decide whether or not to have announcements and emails be read out loud. In this case, the user's default is that announcements of the messages are read only on the screen **463**. The announcement can be made with a vibration/ping. A user can dismiss the email by pressing the dismiss button **445** or have the application read aloud the email by pressing the read button **446**. If the user does nothing, the application will not read the body of the email and will dismiss the message **456**. After the body of the email is read **494**, unless the user presses the dismiss **445** or reply **449** buttons, the application will then prompt the user to call the sender **451**, **452**, **453**. If the user presses on the call sender **453** button, then the native phone application **454** of the device that is being used will be launched. If after a pause **455**, the user takes no action the text is dismissed **456**. At anytime during this process, a user can press the reply button **449** to open the native email application on the device that is being used. A message from a messenger application would be handled in the same manner as a text message.

FIG. **21**B illustrates dismissing of an incoming email by a user. After a new email is announced **463**, the user presses the dismiss button **445**, and the email is dismissed **467**. The dismissal of the email can be read aloud **467**. After dismissal, the textbox slides away **468** as illustrated.

FIG. **21**C illustrates the scenario in Work Mode **203** when an incoming email is ignored. When an incoming email is announced **463** in Work Mode **203**, the user has a choice to dismiss **445**, read **446**, reply **449**, or delete **465** the new email. If the user takes no action in the allotted time **447**, then Work Mode goes into the battery save rest screen **459** until the user taps **464** the screen. When the user taps the screen **464**, the new email that the user did not previously respond to by taking any action is announced again **463**.

FIG. **21**D illustrates when an incoming new email is deleted. After a new email is announced **463**, the user swipes top to down **466** to delete the email. Alternatively a delete button **465** can be used. The application, depending on the setting, can inform the user aloud **467** that the new email has been deleted.

FIG. **21**E illustrates when a new email is received while the Work Mode **203** is in the background. The mobile phone or other device of the user can have a notification screen **460** that depending on settings of the device can be pulled down or automatically pops up. The user is provided with the options of a dismiss **445**, read aloud button **446**, and delete button **465**. If the user presses on the read aloud button **446**, then the Work Mode **203** moves into the foreground **461**, and the new email is read aloud **490**.

FIG. **12** illustrates components a device on which the application operates. The device is typically a mobile or a smart phone, a mobile phone, but can also be a phablet, a tablet, wearable devices, watches, vehicle operating system/device. Depending on the device or system, the components may vary. For example, in a vehicle, the screen can be the same screen that is used by the vehicle's navigation system. The device can have a processor **601**, a power control unit/manager **607**, a power source such as a battery **608**, a touch screen **602** configured for receiving input and displaying text/images, a speaker **606**, a microphone **608**, a memory **604**, an Audio Codec **609**, a Bluetooth module **610**, a wireless LAN module **611**, and a baseband processor **612**. Communication can be carried out through a network capable of carrying out communication under one or more of GSM **613**, CDMA **614**, or LTE **616** (tower) protocols, or other multiple access technology protocols. The device can be configured to communicate with a mobile tower or a local wireless network (WiFi, LAN) **611**. The baseband processor **612** can also have an RF filter **615** to filter out certain frequencies. The device can further be configured to have hardware, software or firmware for determining geographic-positioning location information, such as GPS or geolocation **605**. The device can communicate with Radio Frequencies **617**, and both transmit data **618** and receive data **619**. The device can have an antenna **620**. The device can further be configured to exchange data over short distances (such as 10 meters or less), such as with Bluetooth **610**. For example, a user may send instruction to the device with a Bluetooth configured microphone and receive audio from the device with a Bluetooth configured speaker worn by the user and in Bluetooth communication with the device. The device can be configured to have additional components/functions, such as input keypad, accelerometer/gyroscope **607**, camera **606**, and an input port such as a USB port. The device can be

configured, either with the main processor or with additional specialty processors, to process graphics, video, and digital signal processing (DSP). The device can further have a solid state or other type of storage, or may rely solely on flash memory for storage. The device can further have an operating system configured to run one or more applications.

FIG. **22** is a flow chart illustrating the receipt, processing, and delivery of emails **701**, text messages **702**, and messages from a messenger application **727** to a user. The emails **701**, text messages **702**, and messages from a messenger application **727** arrive to the mobile phone or other device via a communication network **703**. The communication network **703** can that of a mobile carrier or an internet carrier (network). Internet Message Access Protocol (IMAP) can be used as an Application Layer Internet protocol to communicate with a remote mail server to access email **701**. Text messages **702** may be communicated for example through the user's mobile carrier using. Short Message Service (SMS), which uses standardized communications protocols to allow mobile phone and other devices to exchange short text messages. The text message **702** can be limited to a number of characters. The message type can be one from a messenger service such as Facebook messenger, WhatsApp messenger, Skype messenger, Twitter Direct Messenger, Tango messenger, Viber Messenger, WeChat messenger, Instagram direct messenger, and iMessage (Apple chat). Messenger is an instant messaging service and software application which provides chat with a friend on devices that include a mobile device, such as a mobile phone. The messenger can be built for example on the open MQTT protocol.

The application checks for new emails **704**. The incoming SMS service **707** that is typically part of the operating system receives text messages delivered from to the user's mobile phone or other device from the communication network **703**. The mobile phone's operating system delivers the messages to the default SMS application **719**, after which an SMS notification is sent to the user **717**. The application can have a notification listener **718** that checks for new text messages. In the same manner as text messages **702**, messages from a messenger application **727** are delivered via communication network **703** to the use's device. A third party messenger notification listener **718** receives the messenger application and can send a notification of the messenger message **727**. New text messages, emails, and messages from messenger can be placed in a queue **726**. When a notification rises to the front of the queue, the notification queue **725** dispatches the notification of the queue to all observers. New text messages, emails, and messages from messenger applications can be processed by parsing and analyzing the message content **706**. The analyzing/processing **706** can include the steps described in FIG. **25**. A first determination can be made as to which message type is received **729**, e.g., email **701**, text message **702**, and messenger message **727**, The message type can then be parsed **730** according to sender **497**, subject **498** (typically for emails only), and body **499**. Additional analysis of the message can include date information, and attachment information. Typically emails **701** are parsed into sender **497**, subject **498**, and text body **499**. Text messages **702** and messenger messages **727** are parsed into sender **497** and text body **499**. If the application determines that the email or the text message needs to be read to the user, then the application carries out text to speech conversion **708**. For example, the application can create a transcript of the portions or all of the message that it has processed, and covert the message to an audio file using TTS (text-to-speech) libraries. The audio file can be sent to the mobile phone's (or other device) default storage area. Typically, the application audio file is then played on the mobile phone's speaker **709**, and then the audio is terminated **710** either by an action of the user or after completion. When the application processes the email or the text message **706**, the application can prompt **711** the user on the screen to take certain actions, including calling back the sender **713**, dismissing the message **714**, and pausing audio **715**. The user's inputs **719**, such as swipes on the screen, are processed **712** and further action **720** may be taken by the application based on the user input **719**. For example, the user input **719** can stop the application from playing the audio **715**. If the user selects call back sender, the phone's native application for calling **720** makes the requested phone call. If a user dismisses a message **714**, the email is mark as unread by the native email application **721**. Steps **708** and **711** can happen simultaneously after processing **708**. Step **708** can be repeated based on the user's input or after a delay afforded to the user. Playing of the audio can occur on the device speaker **709**, or on a speaker of a networked speaker, for example a vehicle speaker **723** that is connected with Bluetooth **722**. As illustrated in FIG. **22**, the application runs on the device. An external server in communication with the device in which the application resides can control a user's account, gather data, and carry out other administrative tasks. Steps/modules **725**, **706**, **708**, **711**, **719**, **712**, **713**, **714**, **715**, **720** and **721** are carried out on the messageLOUD application.

FIG. **24** illustrates different message types, emails **701**, text messages **702**, and messages from a messenger application **727**, placed in a queue **726**. The asynchronous messages received at different times are placed in a queue based on receipt time. The same queue **626** is used for all different message types. If the user is only receiving emails **701** and text messages **702**, the queue **626** would only have those message types.

FIG. **23** illustrates that various devices that can run the application. These include portable devices **802** such as mobile phones **803**, smart phones **804**, wearable devices **805**, watches **806**, tablet computers **807**, phablets **808**, and vehicle device/operating system **809**. The vehicle is typically an automobile. A smart phone **804** is a type of a mobile phone **803**, and is encompassed by a mobile phone.

FIGS. **7**A, **7**B, **7**C, **11**, **20**A, **20**B, **20**C, and **20**D are illustrated with a text message. A message from a messenger application would work in the same manner as illustrated for a text message in FIGS. **7**A, **7**B, **7**C, **11**, **20**A, **20**B, **20**C, and **20**D.

REFERENCES

100—Home screen
102—Application home page
103—Drive Mode screen
104—Work Mode screen
105—Active Mode screen
200—Other icons
201—Application (messageLOUD) icon
202—Drive Mode
203—Work Mode
204—Settings
205—Active Mode
206—Account Information
300—A user
400—"Drive Loud" announcement
401—New email is announced

402—Rule
403—Applied Rule
404—Applied Rule
405—Applied Rule
406—Name of sender is read aloud
407—Proceeding to next email
408—Pause
409—Swipe
410—Tapping
411—Read aloud
412—Pause
413 Delete email
414—Dismiss email
415, **416**—Read aloud email body/subject
417—Actions by user during reading aloud
418—Pause/play message by tapping once
419—Pause button
420—Resume Work Button
421—Prompt to call sender
422—Asked aloud to call the sender
423—A pause
424—Call is made to sender
425—Swipe up
426—A pause
427—Text announcement
428—Text announcement aloud
429—Automatic Response
430—Pause
431—Dismiss text message
432—Receipt of subsequent text message
434—Hold to exit mode
435—Exit Mode button
436—Hold to exit mode
437—user is automatically exited
438—"Goodbye" aloud
439—"Work Loud"
440—Audio instructions in Work Mode
441—how to delete an email/Pause button
442—how to pause and resume (reread) reading/Resume Work button
443—How to call a sender
444—vibrate
445—dismiss button
446—read message button
447—pause
448—textbox slides away
449—reply button
450—text message read aloud
451—user is prompted to call sender
452—Textbox to ask user to call sender
453—call sender
454—native phone application
455—pause
456—the text message is dismissed
457—text message is dismissed
458—dismissal of text message can be read aloud
459—battery save rest screen
460—notification screen/user taps the screen
461—application moves into the foreground
462—new text is read aloud
463—email is read aloud
464—user taps the screen
465—delete button
466—user swipes top to down
467—application can inform the user aloud of dismissal
468—textbox slides away after dismissal
469—Application states "Active-Mode"
470—messageLOUD is now in Active Mode
471—User instructed how to delete emails
472—How to pause and resume reading
473—How to call a sender
474—application will read aloud "Active Loud"
475—user tapping
476—Active Paused
477—resume active
478—Text message is announced
479—message is read aloud
480—user is busy
481—A new text is announced
482—text is dismissed
483—email is announced
484—new email is read aloud
485—Long emails which overflow
486—Email is read aloud
487—scroll up
488—Attachments are displayed
489—Device can also vibrate
490—New email is read aloud in app
491—Incoming email is read aloud
492—user can pause or dismiss the text
493—touch the screen when idle to confirm you are still in Drive Mode
494—how to call the sender
495—Pause Button
496—Messenger working in same manner as a text message
497—Sender (can be phone number, name, nickname)
498—Subject
499—body
501—Applications in the foreground
601—processor
602—screen
603—vibrator
604—flash memory
605—GPS receiver
606—Camera
607—Accelometer/gyroscope
608—Microphone
609—Audio Codec
610—Bluetooth module
611—Wireless LAN module
612—Baseband processor
613—GSM (Global System for Mobile Communications)
614—CDMA (Code division multiple access)
615—RF Filter
616—LTE
617—RF
618—TX
619—RX
620—Antenna
701—Email
702—Text Messages
703—Communication Network
704—Checking for new emails
706—Parse and analyze message content (processing image)
707—Incoming SMS service
708—TTS (text-to-speech) message reading
709—Device speaker
710—End Audio
711—On-screen prompts
712—Process user input
713—Call back sender
714—Dismiss message
715—Pause audio

717—SMS notification
718—Notification Listener
719—Default SMS App
720—Launch Default Phone App
721—Marl Email as Read in Email App
722—Bluetooth
723—Vehicle Speaker
724—Server
725—Notification Queue
726—Queue
727—Messenger message
728—3rd party messenger app notification listener
729—Determine Message Type
730—Parse Message Type
801—Device
802—Portable Device
803—Mobile Phones
804—smart phones
805—wearable devices
806—watches
807—tablet computers
808—phablets
809—vehicle operating system/device

What is claimed is:

1. A computer implemented method to be carried out with a processor, a memory, and a touch screen, comprising: a) determining without any input by a user that two or more different types of messages selected from the group consisting of a text message, an email, and a message from a messenger application have been received; b) analyzing without any input by the user a content of the received text message, message from the messenger application, or email; c) placing the received email, message from the messenger application, or text message in a single queue to be read aloud in order of receipt time regardless of message type, wherein emails, messages from the messenger application, and text messages are read aloud one after another regardless of whether a next message in the queue is a new text message, a new message from the messenger application, or a new email; d) informing the user without any input by the user that the received text message, message from the messenger application, or email has been received from a sender by reading aloud at least an identity of the sender; e) allowing the user a time to take an affirmative action to stop reading a body of the received text message, message from the messenger application, or email aloud to the user; and f) based on not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the received text message, message from the messenger application, or email.

2. The computer implemented method of claim 1, wherein analyzing the content comprises parsing the email into a subject, the sender, and the body, and parsing the text message or the message from the messenger application into the sender and the body.

3. The computer implemented method of claim 1, wherein the computer implemented method is carried out with an application that is configured to run in a foreground or in a background, and is further configured to switch back and forth between the foreground and the background, and is further configured to read aloud the identity of the sender, and the body of the received email, text message, or message from the messenger application while the application is in the background.

4. The computer implemented method of claim 1, further comprising prompting the user to call the sender without any input from the user.

5. The computer implemented method of claim 1, wherein a different interface is presented on the touch screen depending on an activity of the user.

6. The computer implemented method of claim 5, wherein the activity is driving a vehicle.

7. The computer implemented method of claim 5, wherein the activity is working with a desktop, a laptop, or a tablet computer.

8. The computer implemented method of claim 5, wherein the activity is exercise (Active Mode).

9. The computer implemented method of claim 1, wherein informing the user comprises reading aloud a name of the sender.

10. The computer implemented method of claim 1, wherein step (f) comprises, based on receiving the input corresponding to the affirmative action from the user, not reading aloud the body of the received text message, message from the messenger application, or email to the user.

11. The computer implemented method of claim 1, wherein the method is carried out with a smart phone.

12. The computer implemented method of claim 1, further comprising receiving an input from the user after step e without the user looking at the touch screen.

13. The computer implemented method of claim 1, further comprising displaying an interface on the touch screen with no prompts for the user to touch.

14. The computer implemented method of claim 1, further comprising receiving an input from the user after step e based on a gesture by the user.

15. The computer implemented method of claim 14, wherein the input from the user is limited to tapping or swiping the touch screen without a need to look at the touch screen.

16. The computer implemented method of claim 1, further comprising informing the user by voice of an option to call the sender.

17. The computer implemented method of claim 16, further comprising, based on receiving an input from the user to call the sender, calling the sender.

18. The computer implemented method of claim 1, wherein informing the user comprises informing the user of the identity of the sender and the subject of the received email, or the identity of the sender of the received text message or the message from the messenger application.

19. The computer implemented method of claim 1, wherein after reading aloud the received email, text message or message from the messenger application, the received email, text message or message from the messenger application is automatically dismissed and a status of the received email, text message or message from the messenger application is changed to read.

20. The computer implemented method of claim 19, wherein after the received email, text message or message from the messenger application is read aloud and the status changed to read, the user is notified that a new email, text message, or message from the messenger application has been received.

21. The computer implemented method of claim 1, wherein the reading aloud is carried out by an audio system in a vehicle.

22. The computer implemented method of claim 1, wherein the input from the user is limited to a) pausing or rereading the reading of the received email, text message or message from the messenger application; b) dismissing the received email, text message, or message from the messenger application; c) deleting the received email; and d) calling the sender.

23. The computer implemented method of claim 1, wherein the method is carried out on a device selected from the group consisting of: a smart phone, a mobile phone, a phablet, a tablet, a wearable device, a watch, and a vehicle operating device.

24. A mobile phone, comprising: one or more processors; a memory, a touch screen; and one or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the one or more programs including instructions for steps comprising: a) determining without any input by a user that two or more different types of messages selected from the group consisting of a text message, an email, and a message from a messenger application have been received; b) analyzing without any input by the user a content of the received text message, message from the messenger application, or email; c) placing the received email, message from the messenger application, or text message in a single queue to be read aloud in order of receipt time regardless of message type, wherein emails, messages from the messenger application, and text messages are read aloud one after another regardless of whether a next message in the queue is a new text message, a new message from the messenger application, or a new email; d) informing the user without any input by the user that the received text message, email, or message from the messenger application has been received from a sender by reading aloud at least an identity of the sender; e) allowing the user a time to take an affirmative action to stop reading a body of the received text message, message from the messenger application, or email aloud to the user; and f) based on not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the received text message, message from the messenger application or email, and for the received email, further reading aloud a subject of the received email.

25. A system for delivering one or more of a text message and an email and a message from a messenger application to a user engaged in an activity, the system comprising a processor, a memory, and a touch screen, the system configured to deliver the text message, the message from the messenger application, and the email to the user by: a) running an application configured to deliver one or more of a text message, an email, or a message from the messenger application to a user while the user is engaged in an activity; b) determining without any input by the user that two or more different types of messages selected from the group consisting the text message, the email, and the message from the messenger application have been received; c) placing the received email, message from the messenger application, or text message in a single queue to be read aloud in order of receipt time regardless of message type, wherein emails, messages from the messenger application, and text messages are read aloud one after another regardless of whether a next message in the queue is a new text message, a new message from the messenger application, or a new email; d) analyzing without any input by the user a content of the received text message, message from the messenger application, or email; e) informing the user without any input by the user that the received text message, message from the messenger application, or email has been received from a sender by reading aloud at least an identity of the sender; f) allowing the user a time to take an affirmative action to stop reading a body of the received text message, message from the messenger application, or email aloud to the user; and g) based on not receiving an input corresponding to the affirmative action from the user, reading aloud the body of the received text message, message from the messenger application, or email, and for the received email, further reading aloud a subject of the received email.

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