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(54) **SYSTEM AND METHOD FOR PROVIDING INTEGRATED VIDEO COMMUNICATION APPLICATIONS ON A MOBILE COMPUTING DEVICE**

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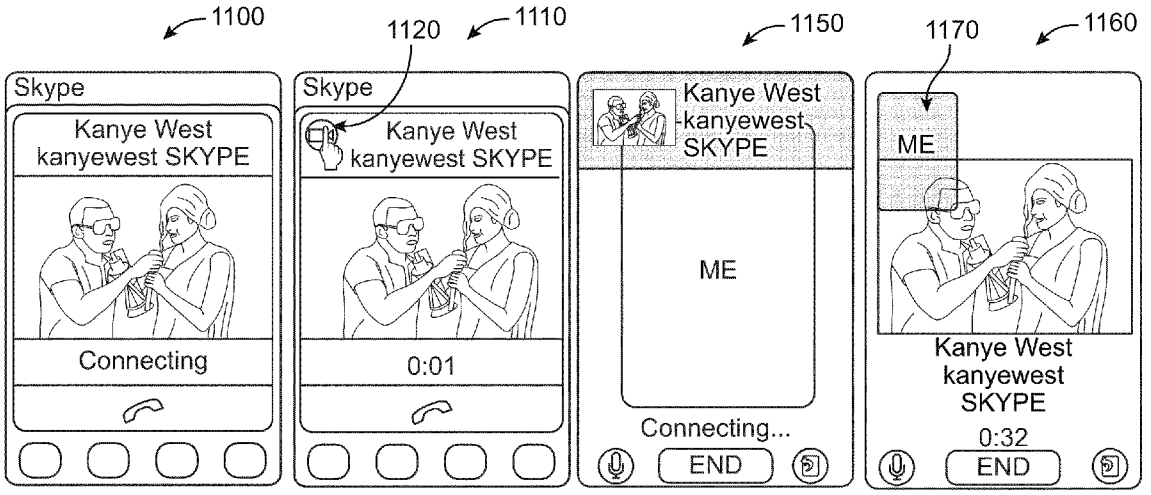
(57) **ABSTRACT**

A system and method for operating a mobile computing device is disclosed. A processor for the mobile computing device is configured to present a user interface for a core application of the mobile computing device. The user interface enables a user to select a third party communication application from the user interface of the core application. The selected third party communication application is executed to enable the user to initiate a communication session with another user using the services of the selected third party communication application.



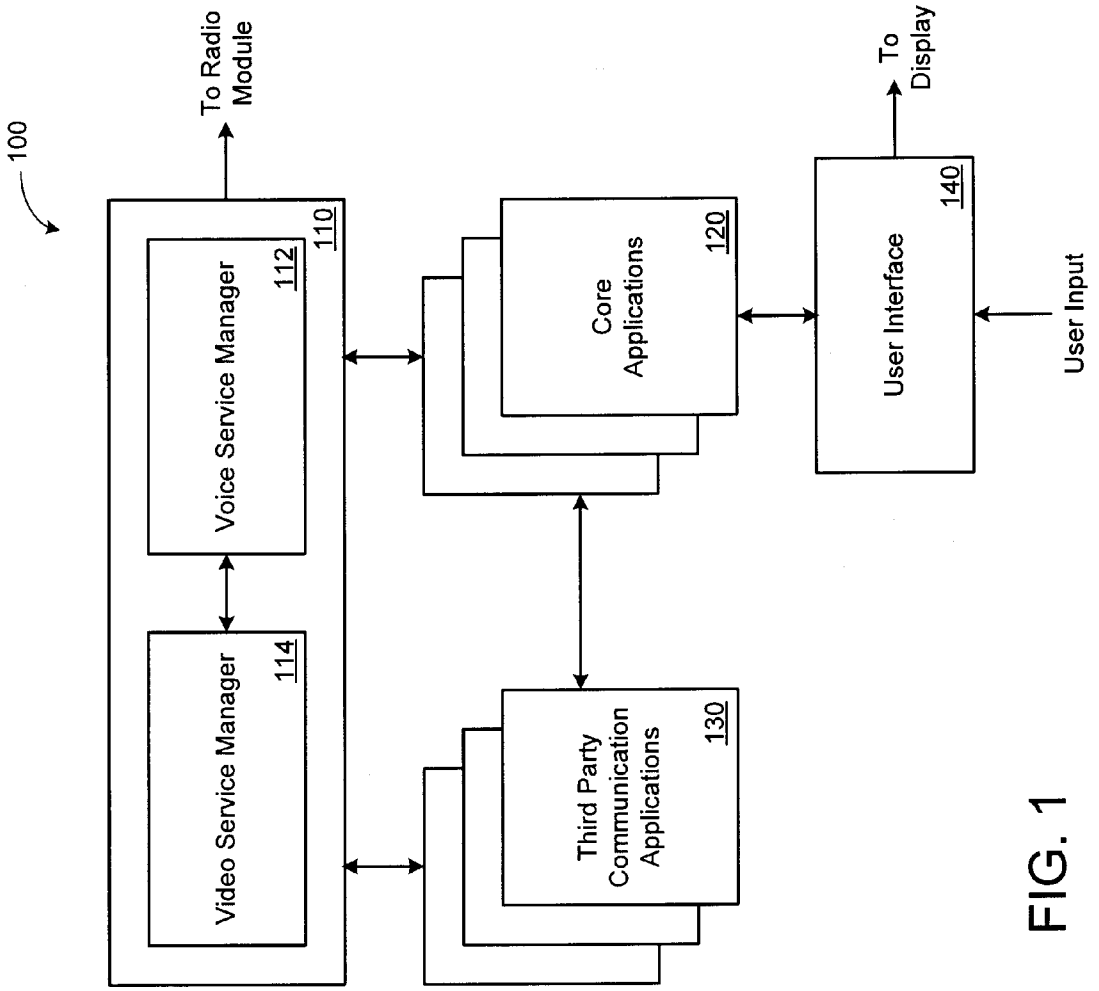

100
To Radio Module
110
Voice Service Manager
112
Video Service Manager
114
Core Applications
120
Third Party Communication Applications
130
To Display
User Interface
140
User Input

FIG. 1

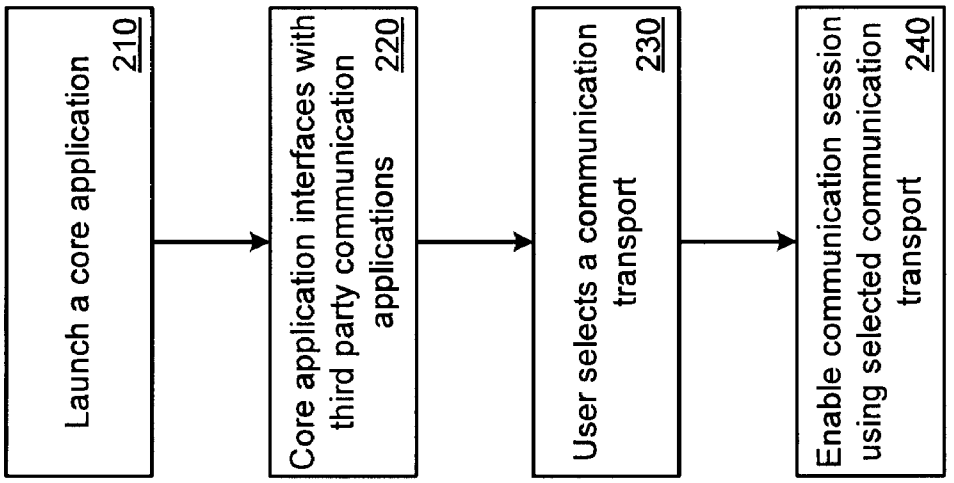

Launch a core application
210
Core application interfaces with third party communication applications
220
User selects a communication transport
230
Enable communication session using selected communication transport
240

FIG. 2

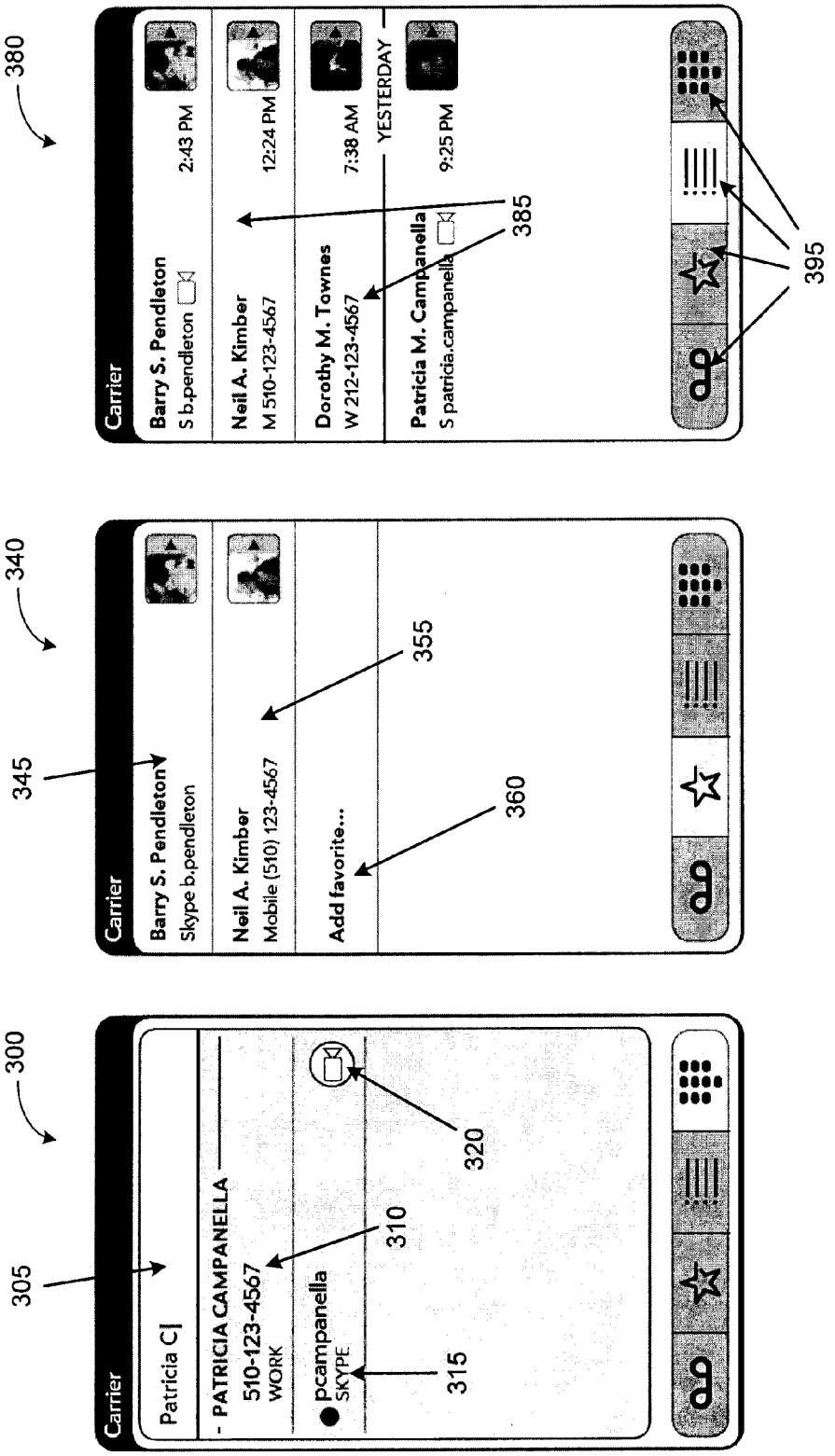
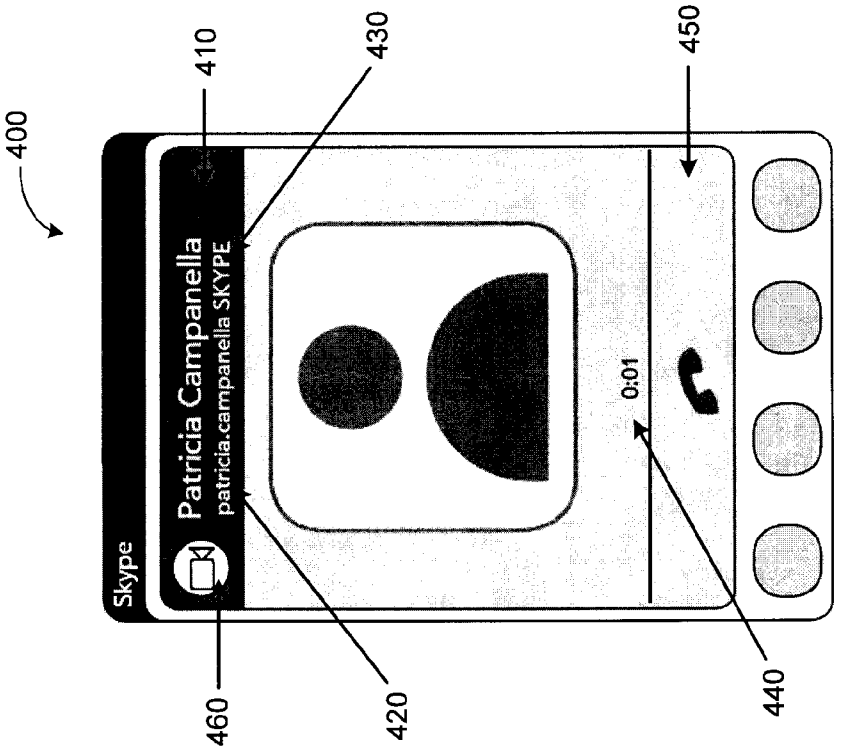

300
305
Carrier
Patricia C|
- PATRICIA CAMPANELLA
510-123-4567
WORK
pcampanella
SKYPE
310
315
320
340
345
Carrier
Barry S. Pendleton
Skype b.pendleton
Neil A. Kimber
Mobile (510) 123-4567
Add favorite...
355
360
380
Carrier
Barry S. Pendleton
S b.pendleton
2:43 PM
Neil A. Kimber
M 510-123-4567
12:24 PM
Dorothy M. Townes
W 212-123-4567
7:38 AM
YESTERDAY
Patricia M. Campanella
S patricia.campanella
9:25 PM
385
395

FIG. 3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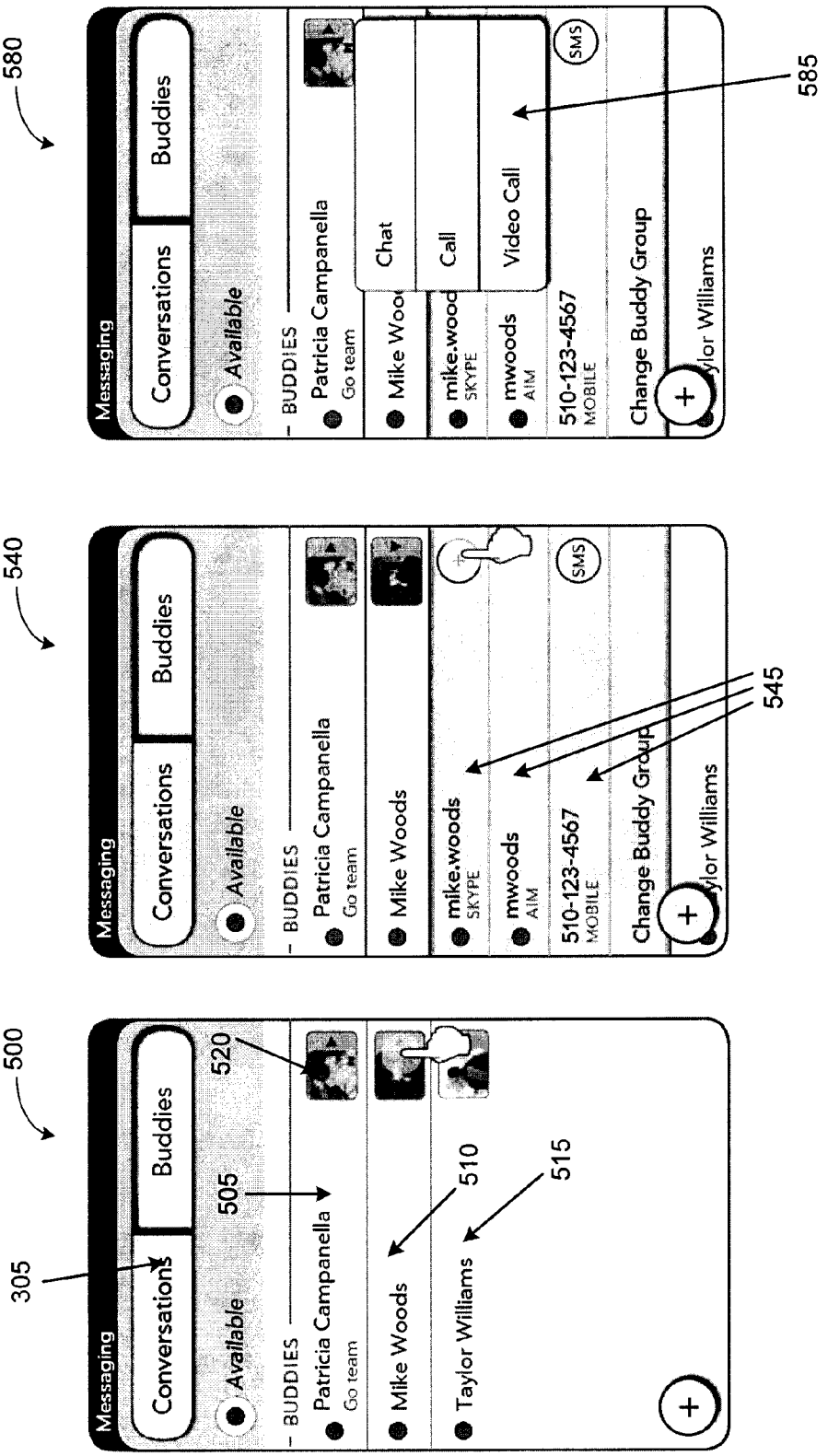
Skype
410
Patricia Campanella
patricia.campanella SKYPE
430
460
420
0:01
450
440

FIG. 4


500
305
Messaging
Conversations
Buddies
Available
505
520
BUDDIES
Patricia Campanella
Go team
Mike Woods
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Taylor Williams
515
540
Messaging
Conversations
Buddies
Available
BUDDIES
Patricia Campanella
Go team
Mike Woods
mike.woods
SKYPE
mwoods
AIM
510-123-4567
MOBILE
SMS
Change Buddy Group
545
580
Messaging
Conversations
Buddies
Available
BUDDIES
Patricia Campanella
Go team
Chat
Call
Video Call
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SKYPE
mwoods
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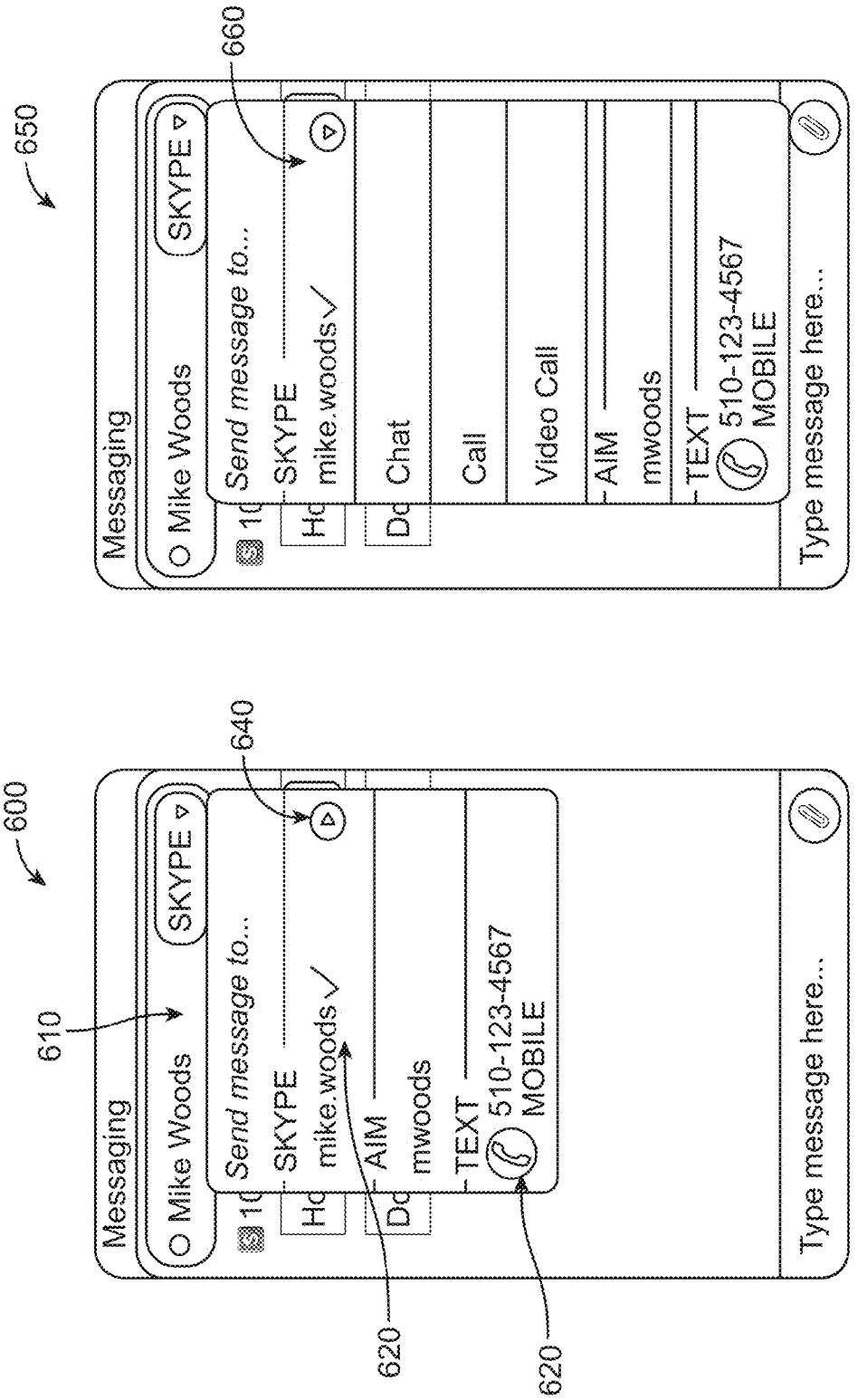
510-123-4567
MOBILE
SMS
Change Buddy Group
585

FIG. 5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660
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Mike Woods
SKYPE
Send message to...
SKYPE
mike.woods
Chat
Call
Video Call
AIM
mwoods
TEXT
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Type message here...
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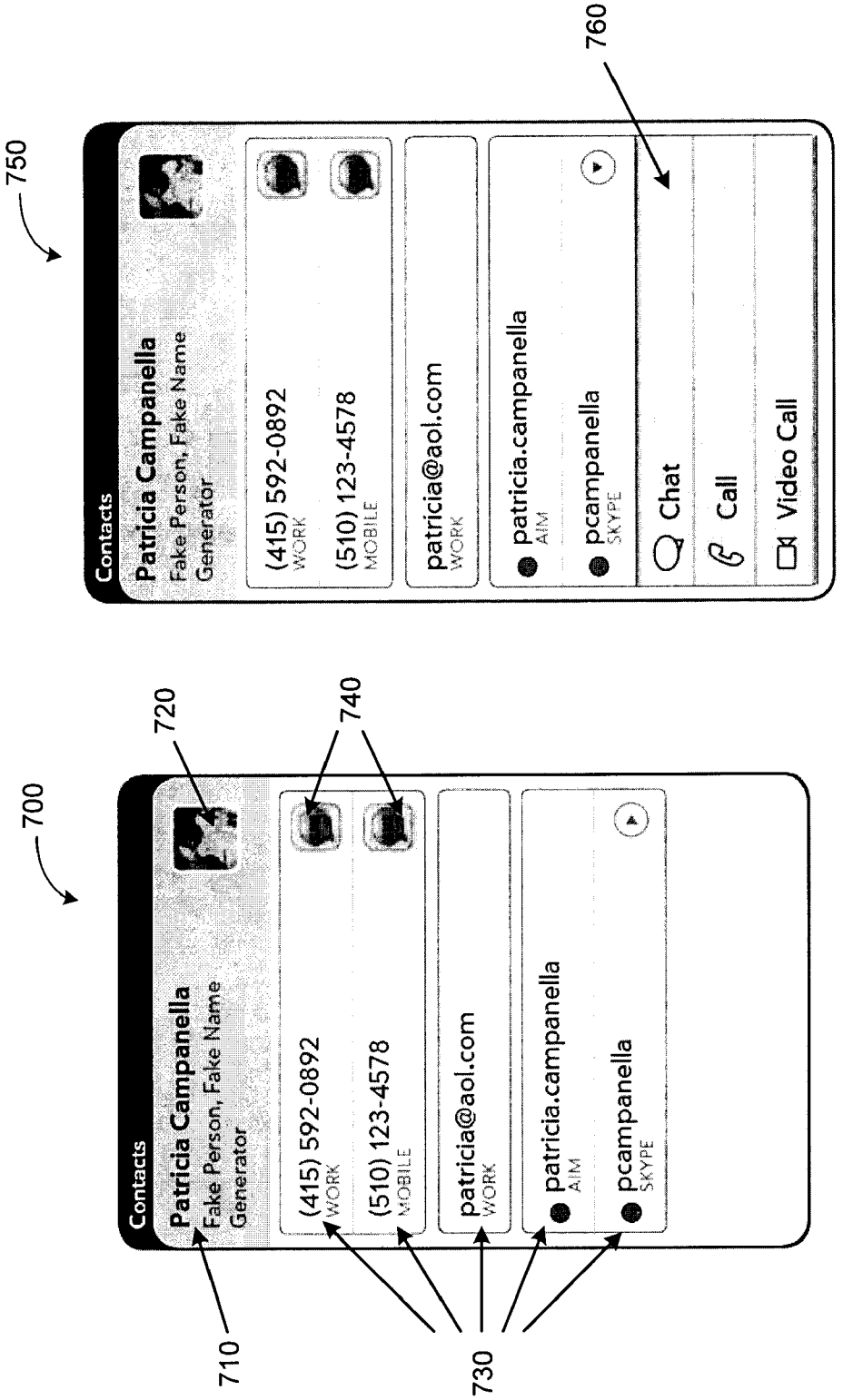
610
640
620
620

FIG. 6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760
Contacts
Patricia Campanella
Fake Person, Fake Name Generator
(415) 592-0892
WORK
(510) 123-4578
MOBILE
patricia@aol.com
WORK
patricia.campanella
AIM
pcampanella
SKYPE
Chat
Call
Video Call
700
720
740
710
730
Contacts
Patricia Campanella
Fake Person, Fake Name Generator
(415) 592-0892
WORK
(510) 123-4578
MOBILE
patricia@aol.com
WORK
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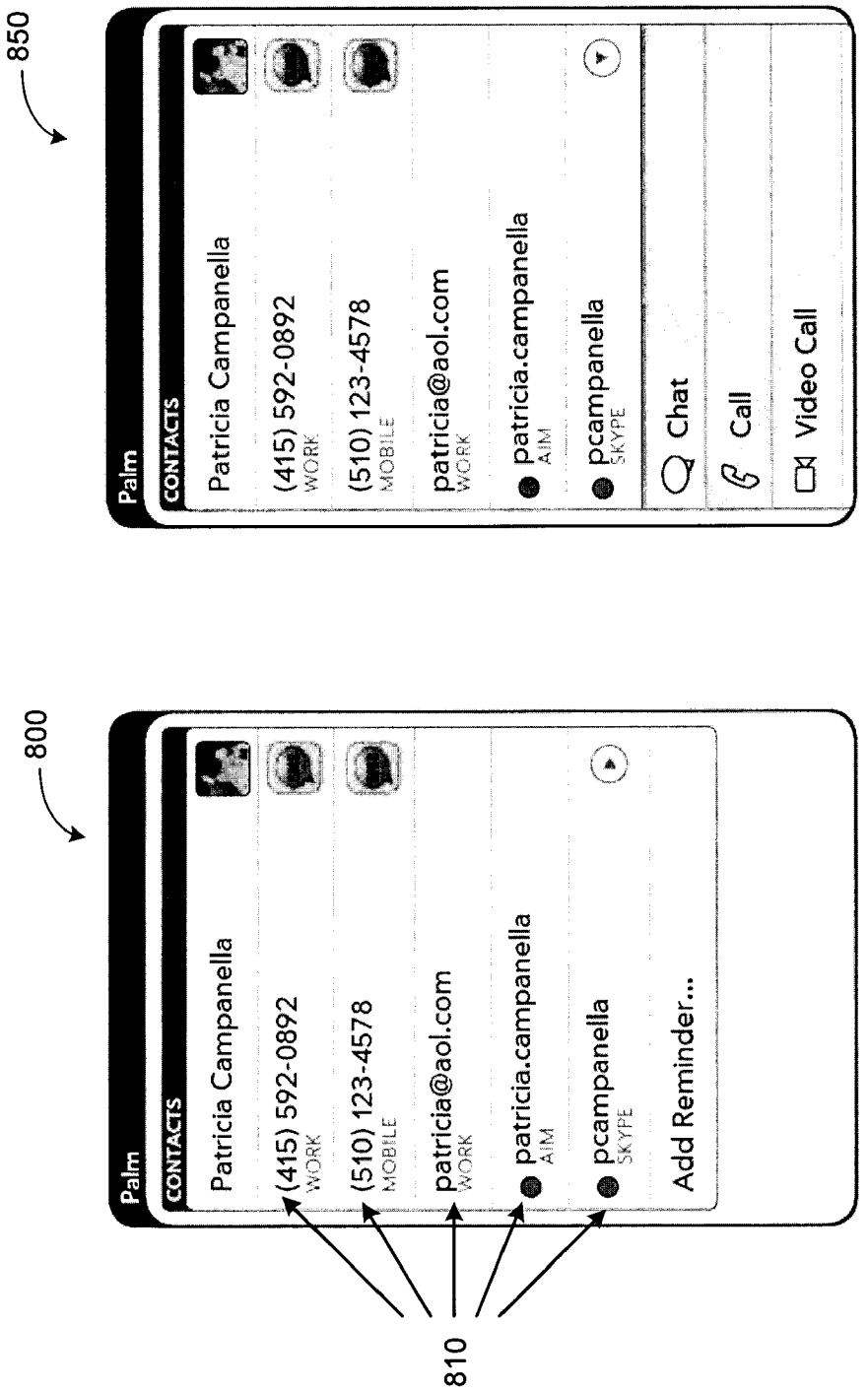
AIM
pcampanella
SKYPE

FIG. 7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Patricia Campanella
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(510) 123-4578
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patricia@aol.com
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patricia.campanella
AIM
pcampanella
SKYPE
Chat
Call
Video Call
800
Palm
CONTACTS
Patricia Campanella
(415) 592-0892
WORK
(510) 123-4578
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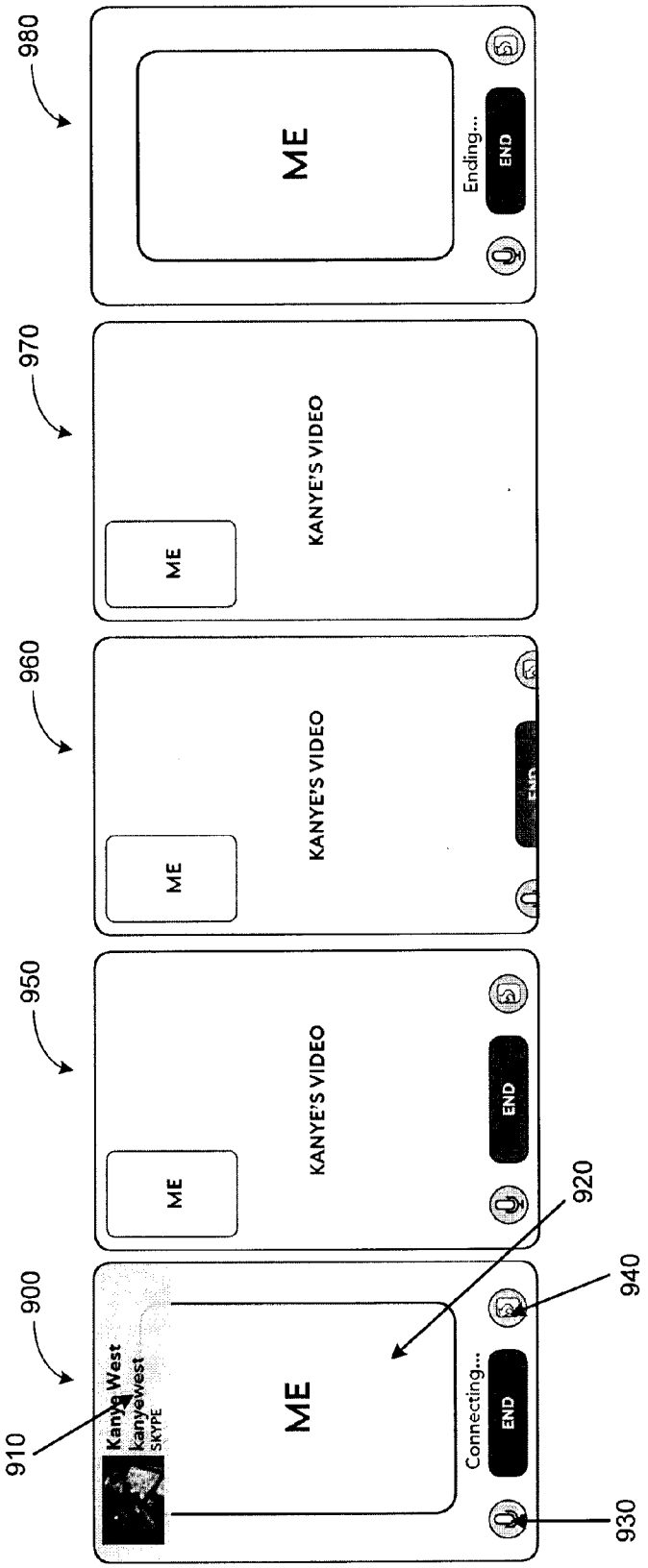
patricia@aol.com
WORK
patricia.campanella
AIM
pcampanella
SKYPE
Add Reminder...
810

FIG. 8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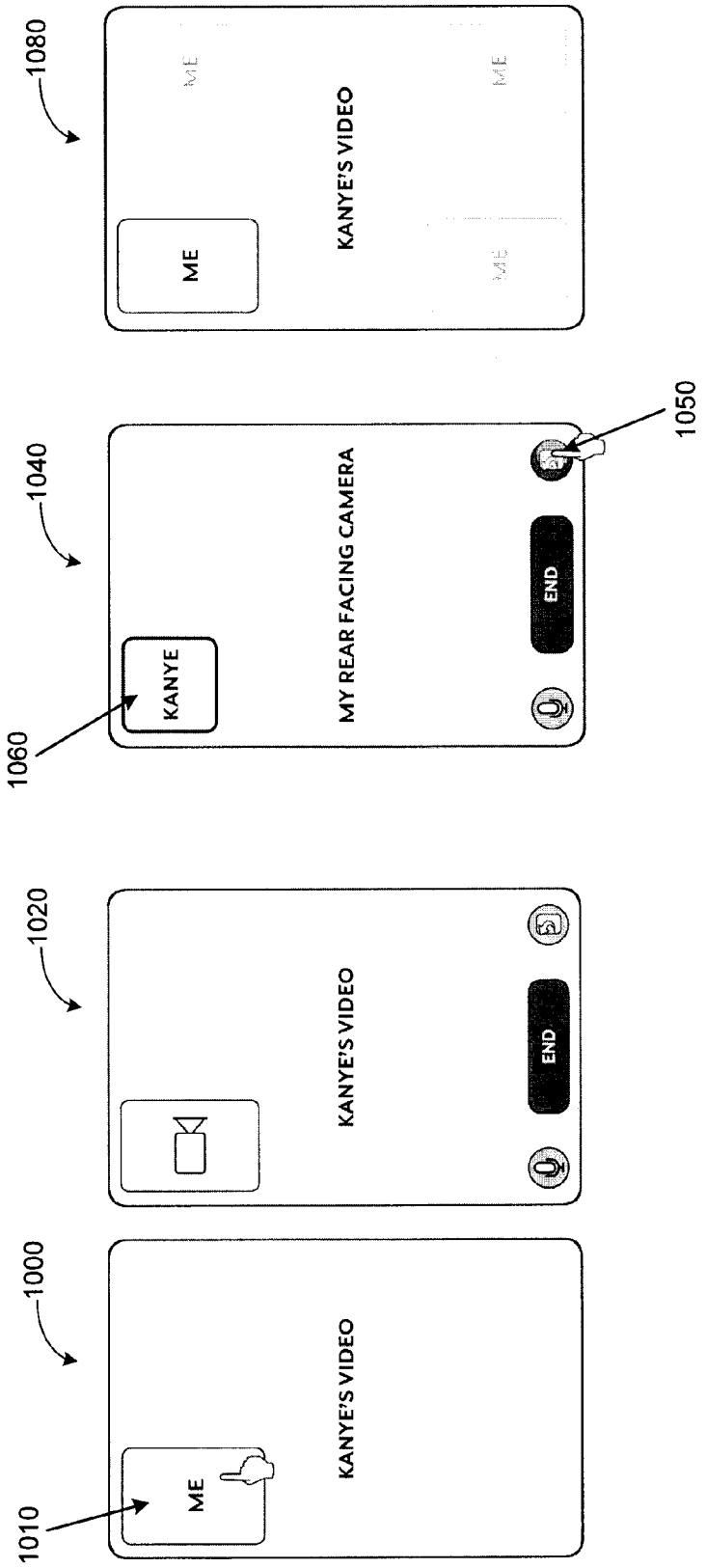
970
960
950
900
910
920
930
940
ME
Ending...
END
KANYE'S VIDEO
ME
KANYE'S VIDEO
ME
END
KANYE'S VIDEO
ME
END
Kanye West
kanyewest
SKYPE
ME
Connecting...
END

FIG. 9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1010
ME
KANYE'S VIDEO
1020
KANYE'S VIDEO
END
1040
1060
KANYE
MY REAR FACING CAMERA
END
1050
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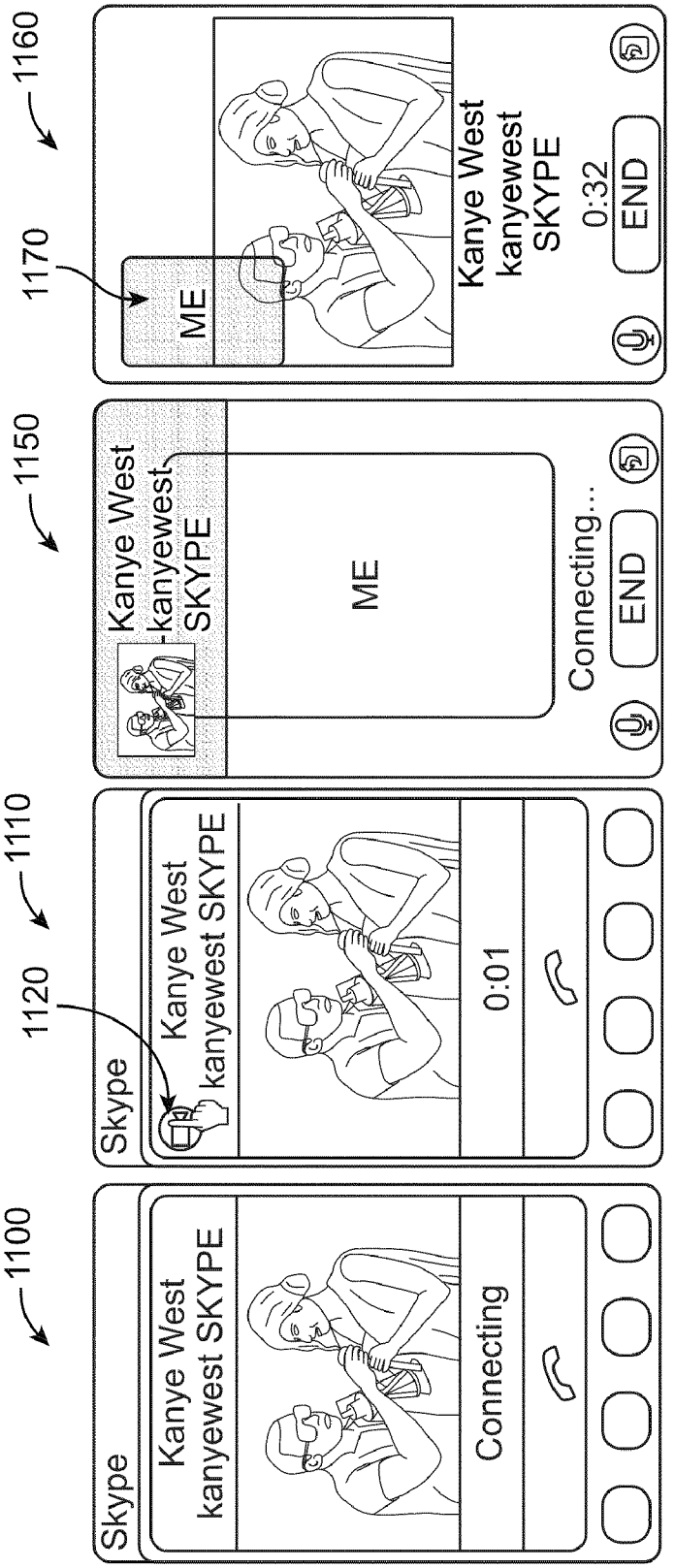
KANYE'S VIDEO
ME
ME
ME

FIG. 10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Skype
Kanye West
kanyewest SKYPE
Connecting
1120
1110
Skype
Kanye West
kanyewest SKYPE
0:01
1150
Kanye West
kanyewest
SKYPE
ME
Connecting...
END
1170
1160
ME
Kanye West
kanyewest
SKYPE
0:32
END

FIG. 11

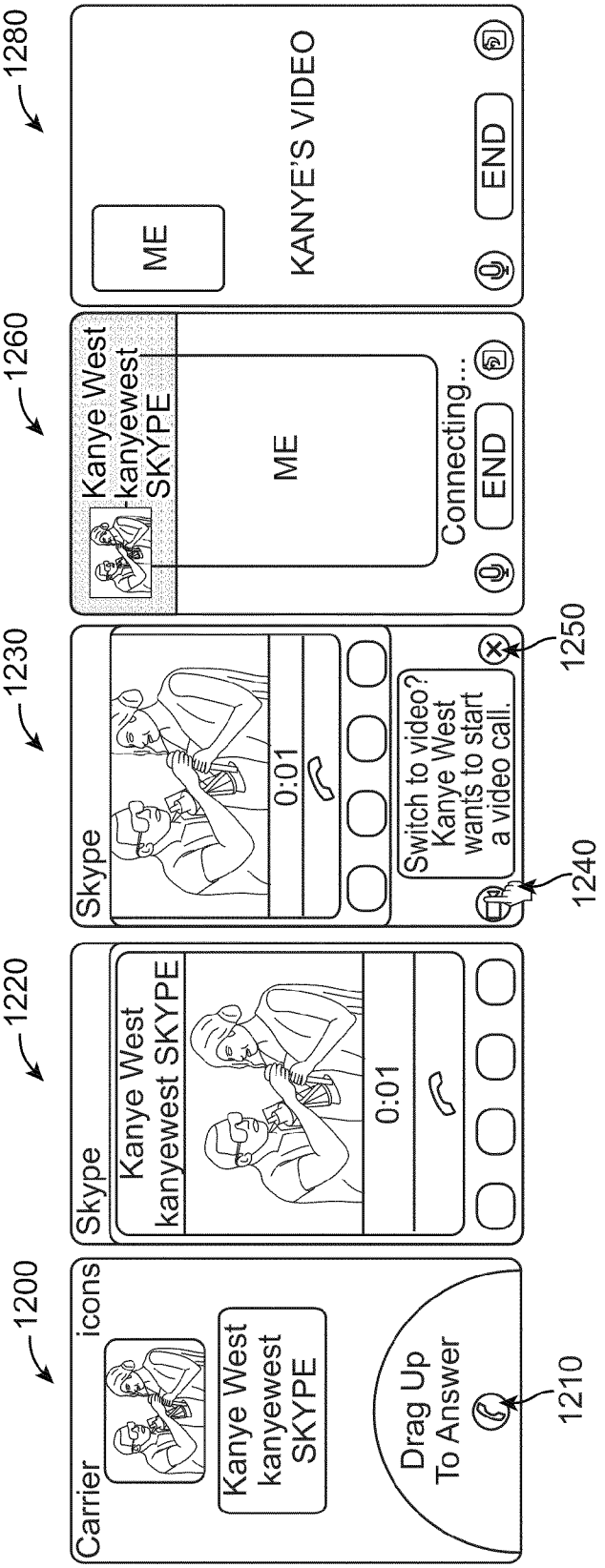
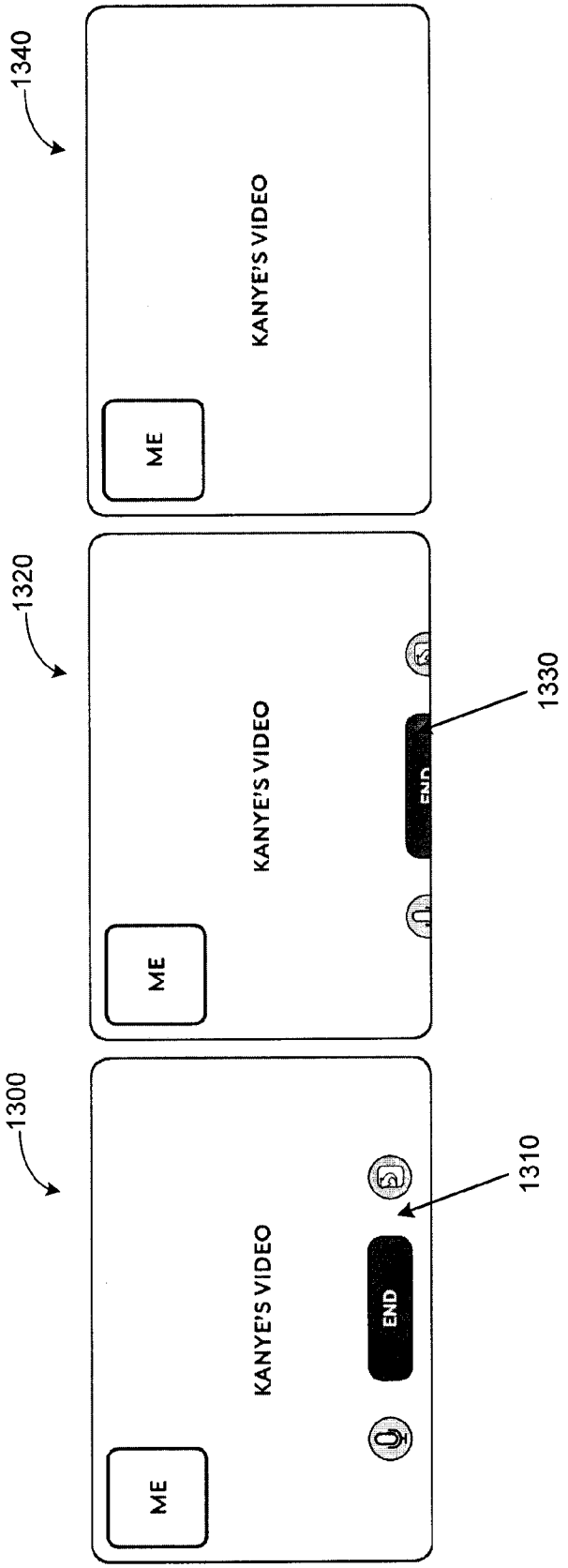

1200
Carrier
icons
Kanye West
kanyewest
SKYPE
Drag Up
To Answer
1210
1220
Skype
Kanye West
kanyewest SKYPE
0:01
1230
Skype
0:01
Switch to video?
Kanye West
wants to start
a video call.
1240
1250
1260
Kanye West
kanyewest
SKYPE
ME
Connecting...
END
1280
ME
KANYE'S VIDEO
END

FIG. 12


1300
ME
KANYE'S VIDEO
END
1310
1320
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END
1330
1340
ME
KANYE'S VIDEO

FIG. 13

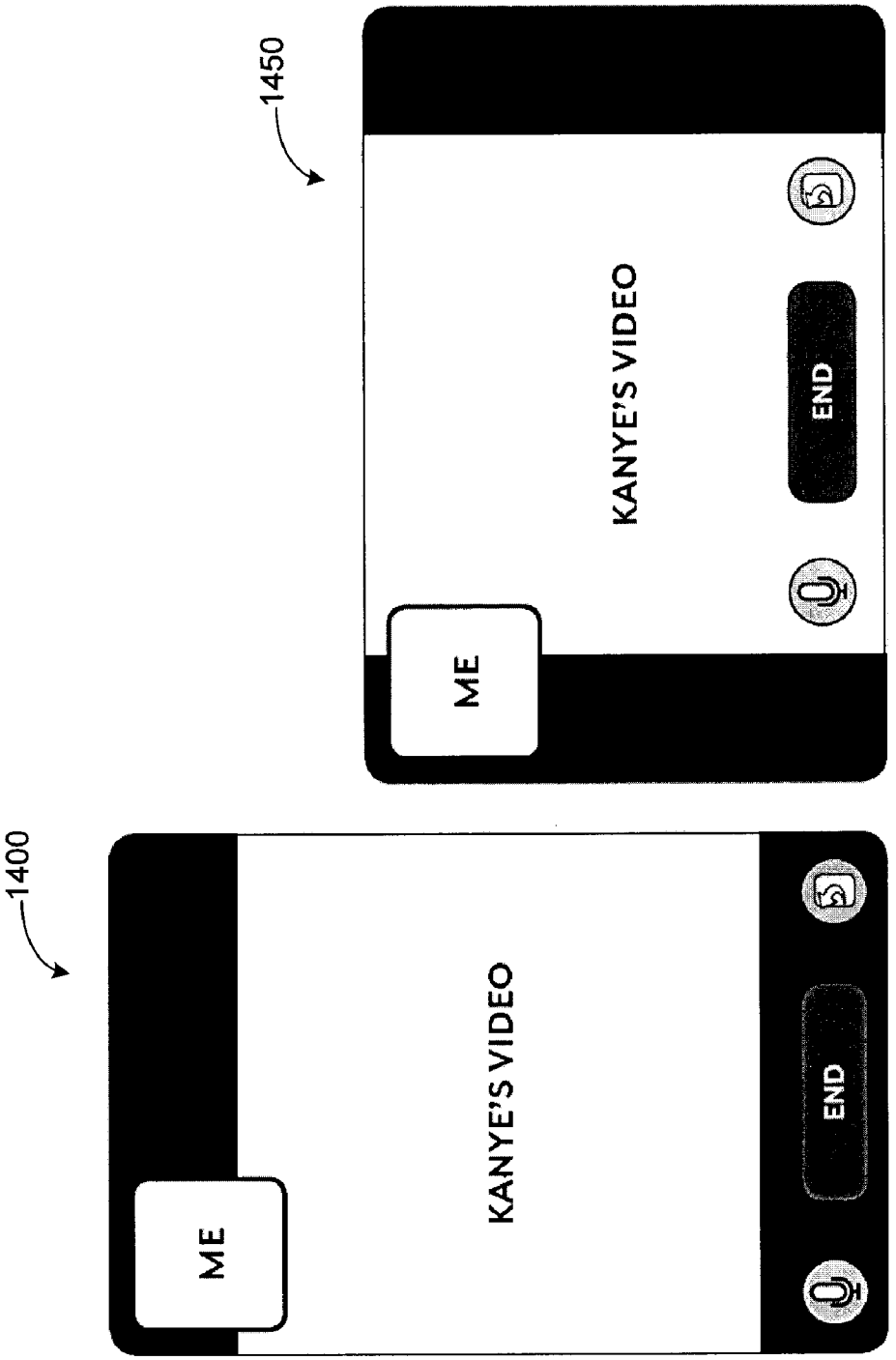


FIG. 14

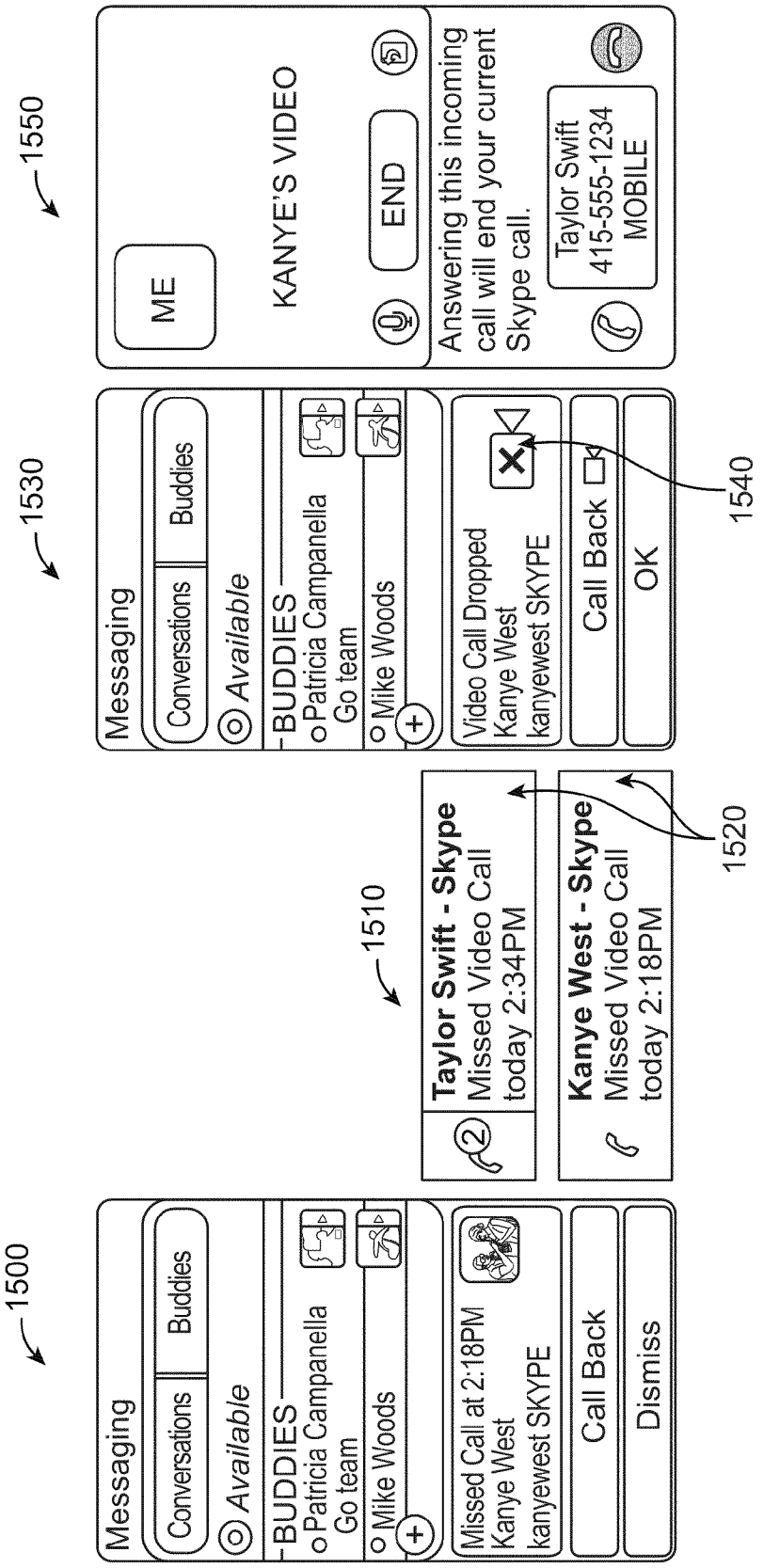
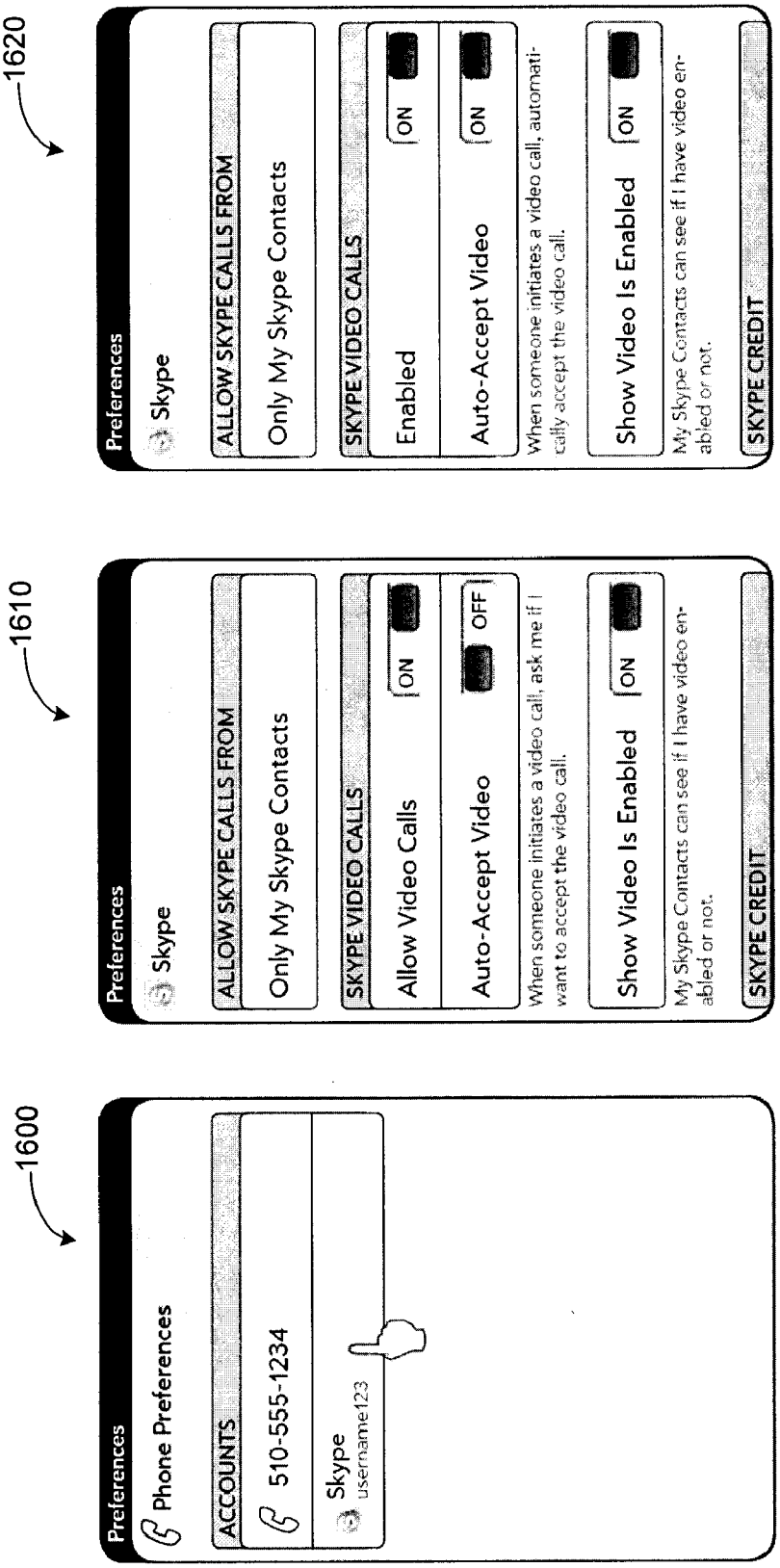

1500
Messaging
Conversations
Buddies
Available
BUDDIES
Patricia Campanella
Go team
Mike Woods
Missed Call at 2:18PM
Kanye West
kanyewest SKYPE
Call Back
Dismiss
1510
Taylor Swift - Skype
Missed Video Call
today 2:34PM
Kanye West - Skype
Missed Video Call
today 2:18PM
1520
1530
Messaging
Conversations
Buddies
Available
BUDDIES
Patricia Campanella
Go team
Mike Woods
Video Call Dropped
Kanye West
kanyewest SKYPE
Call Back
OK
1540
1550
ME
KANYE'S VIDEO
END
Answering this incoming call will end your current Skype call.
Taylor Swift
415-555-1234
MOBILE

FIG. 15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Phone Preferences
ACCOUNTS
510-555-1234
Skype
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1610
Preferences
Skype
ALLOW SKYPE CALLS FROM
Only My Skype Contacts
SKYPE VIDEO CALLS
Allow Video Calls
ON
Auto-Accept Video
OFF
When someone initiates a video call, ask me if I want to accept the video call.
Show Video Is Enabled
ON
My Skype Contacts can see if I have video enabled or not.
SKYPE CREDIT
1620
Preferences
Skype
ALLOW SKYPE CALLS FROM
Only My Skype Contacts
SKYPE VIDEO CALLS
Enabled
ON
Auto-Accept Video
ON
When someone initiates a video call, automatically accept the video call.
Show Video Is Enabled
ON
My Skype Contacts can see if I have video enabled or not.
SKYPE CREDIT

FIG. 16

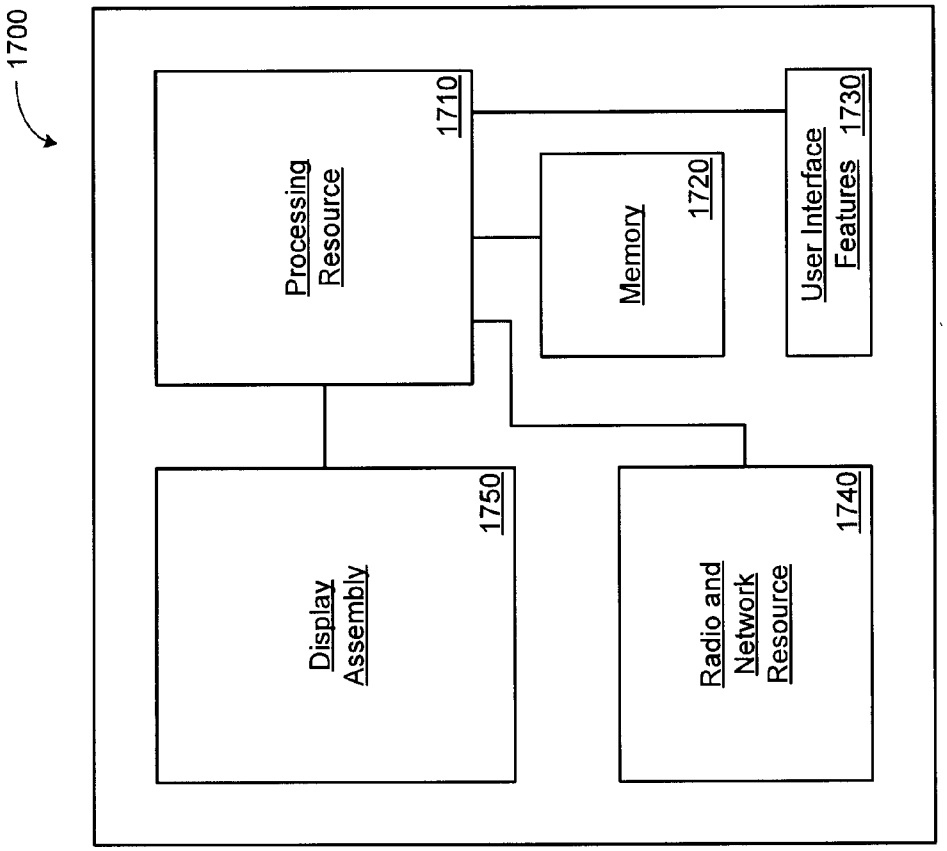
1700
Processing Resource
1710
Memory
1720
User Interface Features
1730
Display Assembly
1750
Radio and Network Resource
1740

FIG. 17

SYSTEM AND METHOD FOR PROVIDING INTEGRATED VIDEO COMMUNICATION APPLICATIONS ON A MOBILE COMPUTING DEVICE

RELATED APPLICATIONS

[0001] This application is a continuation in part of U.S. patent application Ser. No. 12/769,318 filed on Apr. 28, 2010, entitled TECHNIQUES TO PROVIDE INTEGRATED VOICE SERVICE MANAGEMENT, and claims the benefit of priority under 35 U.S.C. 119(e) to Provisional Application Ser. No. 61/477,112, filed Apr. 19, 2011, titled SYSTEM AND METHOD FOR PROVIDING INTEGRATED VIDEO COMMUNICATION APPLICATIONS ON A MOBILE COMPUTING DEVICE. The aforementioned applications are hereby incorporated by reference in their entirety.

TECHNICAL FIELD

[0002] The disclosed embodiments relate generally to the field of operating mobile computing devices. In particular, embodiments described herein pertain to a system and method for integrating third party communication applications with various core applications of a mobile computing device.

BACKGROUND OF THE INVENTION

[0003] With the recent development of technology over the past few years, mobile computing devices, such as smart phones, have been drastically improved to allow for a variety of different communication methods. For example, not only can smart phones be used for making standard telephone calls, but they can also be used for email services, text messaging, instant messaging, and web access, among other services.

[0004] Typically, a cell phone carrier enables a user to make a phone call to another wired device or wireless device over a cellular network (for wired devices, also partially over the Public Switched Telephone Network (PSTN)). However, with the development and improvement of Voice Over Packet (VOP) services, such as Voice Over Internet Protocol (VoIP), various communication methods may be allowed over both wireless and wired data networks. VOP services allow for the transmission of voice communications over internet protocol networks, such as the Internet.

[0005] With the improvement of such services, a user may choose to use different communication transports that use VOP services for communicating with other users. For example, a user may download various applications to his or her mobile computing device, including third party communication applications. A user may use a third party message application to send and receive text messages, for example, from another user. Because there may be a number of different applications that a user can download to his or her device, what is needed is a system to integrate the different communication applications with various operating system resources of the mobile computing device. This can allow for a more efficient and improved use of communication applications on the device.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] The disclosure herein is illustrated by way of example, and not by way of limitation, in the figures of the accompanying drawings and in which like reference numerals refer to similar elements, and in which:

[0007] FIG. **1** illustrates a logic diagram for operating a mobile computing device under an embodiment;

[0008] FIG. **2** is a flow chart illustrating a method for operating a mobile computing device under an embodiment;

[0009] FIG. **3** illustrates a user interface for a phone application, according to an embodiment;

[0010] FIG. **4** illustrates a user interface for a phone application for an ongoing communication session, according to an embodiment;

[0011] FIG. **5** illustrates a user interface for a messaging application under an embodiment;

[0012] FIG. **6** illustrates another user interface for a messaging application under another embodiment;

[0013] FIG. **7** illustrates a user interface for a contacts application, according to an embodiment;

[0014] FIG. **8** illustrates a user interface for a search application, according to an embodiment;

[0015] FIG. **9** illustrates a user interface for an ongoing video communication session under an embodiment;

[0016] FIG. **10** illustrates a user interface for an ongoing video communication session under another embodiment;

[0017] FIG. **11** illustrates a user interface for a video communication session that is initiated by a user of a mobile computing device, according to an embodiment;

[0018] FIG. **12** illustrates a user interface for a video communication session that is received and answered by a user of a mobile computing device, according to an embodiment;

[0019] FIG. **13** illustrates a user interface for an ongoing video communication session, according to an embodiment;

[0020] FIG. **14** illustrates a user interface for an ongoing video communication session, according to another embodiment;

[0021] FIG. **15** illustrates a user interface for notifications under an embodiment;

[0022] FIG. **16** illustrates a user interface for preferences, according to an embodiment; and

[0023] FIG. **17** is a simplified block diagram of a mobile device under an embodiment.

DETAILED DESCRIPTION

[0024] Embodiments described herein include a mobile computing device that provides various user interfaces for enhancing the functionality of the mobile computing device. According to some embodiments, third party communication applications are integrated with applications that are provided as part of the operating system ("core applications") of the mobile computing device. Among other uses, the various user interfaces that correspond to core applications of the mobile computing device may be used to access different third party communication transports for initiating communication sessions. A user may access some or all of the features of the third party communication applications from the core application user interfaces of the mobile computing device. This may provide a more efficient and enhanced user experience.

[0025] Embodiments enable multiple resident or core applications to include a user interface feature from which a third-party communication application can be executed. More specifically, embodiments enable a third-party/proprietary application to be executed by operating a core application. In some embodiments, user-interface features associated with a third party application are integrated into the user-interface of the core application. Still further, in some

embodiments, core applications can be used to launch third-party communication applications using primarily (e.g., the framework) the user interface of the core application. For example, the user-interface of the core application may carry one or more features for using and integrating the third-party application. When the third-party application is executed, the other user-interface features of that application may be suppressed and/or made non-functional.

[0026] In some embodiments, core applications of the mobile computing device may include applications that are incorporated with or come standard with the mobile computing device. For example, a typical or exemplary set of core applications for multi-functional telephony device include phone, contact records, calendar and messaging. Depending on the core application selected by a user, such as a phone application, the mobile computing device may present a user interface corresponding to the selected core application. The user interface includes selectable features to enable a user to select a third party communication application to make or initiate a communication session, such as a video call, from the core application user interface. The mobile computing device may communicate with another device by using a communication service transport corresponding to the selected third party application.

[0027] According to an embodiment, in response to the user selecting a third party communication application from the user interface of a core application, the selected third party communication application is executed by the mobile computing device. With execution of the third-party application, a user can operate the mobile computing device without the user having to separately open or launch a third party communication application to perform a communication session with another device.

[0028] Additionally, some embodiments enable one or more of the core applications to control the communication sessions that are made using the third party applications and corresponding service transports. The user may make a video call using a third party service transport, for example, from the phone application of the mobile computing device. The user may also make the selection by selecting a graphic representation that corresponds to that third party communication service transport.

[0029] Third party communication applications may include a variety of different applications, such as applications that provide voice communication services. In some embodiments, third party communication applications may include video communication applications that allow for video calling between users on two different devices. Upon selecting a third party video communication service from a user interface of the mobile computing device, the third party video communication application can be executed to initiate a video communication session (e.g., a video call).

[0030] In other embodiments, the user interfaces of the mobile computing device may vary depending on the corresponding application. The standard or core applications of the mobile computing device can include a phone application, a messaging application, a contacts application, a calendar application or a search application. For example, a phone application may include a call log that provides a list of communication sessions that were initiated or received by the user during a period of time. The list may include both voice and video communication sessions using services provided by a carrier (e.g., the cell phone service provider of the mobile computing device) or by any of the different third party communication applications downloaded by a user.

[0031] In various embodiments, the system may allow third party developers who develop (or provide service for) various third party communication applications to modify the user interfaces of the core applications. The third party developer may, for example, customize the selectable graphic representation on the user interfaces to include their logo. In other embodiments, the third party developer may provide for additional features or options for the user interfaces of the applications of the mobile computing device.

[0032] Some embodiments described herein may be implemented using programmatic elements, often referred to as modules or components, although other names may be used. Such programmatic elements may include a program, a subroutine, a portion of a program, or a software component or a hardware component capable of performing one or more stated tasks or functions. As used herein, a module or component can exist on a hardware component independently of other modules/components or a module/component can be a shared element or process of other modules/components, programs or machines. A module or component may reside on one machine, such as on a client or on a server, or a module/component may be distributed amongst multiple machines, such as on multiple clients or server machines. Any system described may be implemented in whole or in part on a server, or as part of a network service. Alternatively, a system such as described herein may be implemented on a local computer or terminal, in whole or in part. In either case, the implementation of a system provided for in this application may require use of memory, processors and network resources, including data ports, and signal lines (optical, electrical, etc.), unless stated otherwise.

[0033] Some embodiments described herein may generally require the use of computers, including processing and memory resources. For example, systems described herein may be implemented on a server or network service. Such servers may connect and be used by users over networks such as the Internet, or by a combination of networks, such as cellular networks and the Internet. Alternatively, one or more embodiments described herein may be implemented locally, in whole or in part, on computing machines such as desktops, cellular phones, personal digital assistances, laptop computers, tablet devices, or other computing devices. Thus, memory, processing and network resources may all be used in connection with the establishment, use or performance of any embodiment described herein (including with the performance of any method or with the implementation of any system).

[0034] Furthermore, some embodiments described herein may be implemented through the use of instructions that are executable by one or more processors. These instructions may be carried on a computer-readable medium. Machines shown in figures below provide examples of processing resources and computer-readable mediums on which instructions for implementing embodiments of the invention can be carried and/or executed. In particular, the numerous machines shown with embodiments of the invention include processor(s) and various forms of memory for holding data and instructions. Examples of computer-readable mediums include permanent memory storage devices, such as hard drives on personal computers or servers. Other examples of computer storage mediums include portable storage units, such as CD or DVD units, flash memory (such as carried on many cell

phones and personal digital assistants (PDAs)), and magnetic memory. Computers, terminals, network enabled devices (e.g. mobile devices such as cell phones) are all examples of machines and devices that utilize processors, memory, and instructions stored on computer-readable mediums.

[0035] Overview

[0036] FIG. **1** illustrates a logic diagram for a system for operating a mobile computing device under an embodiment. The logic diagram of the system in FIG. **1** may be implemented on, for example, a mobile computing device. Implementation of the system may require use of memory resources, processing resources and network resources (including data ports and signal lines) of the mobile computing device.

[0037] FIG. **1** provides an overview of a system **100** that is configured to provide user interfaces for core applications that include various features of third party communication services under an embodiment. The system **100** is configured to support various service features offered by different voice and video service transports. The system **100** provides various user interfaces for different core applications of a mobile computing device. The user interface of a core application may include features of the core application as well as various features provided by one or more third party communication applications. The user interface **140** enables a user to operate a third party communication application **130** from the user interface of a core application. For example, with the selection of a communication application **130**, the user may also implicitly select a service transport associated with the communication application to initiate a communication session. In this manner, a user may access third party communication services from various core applications of the mobile computing device without having to individually launch or open a third party communication application.

[0038] As examples, the mobile computing device can correspond to any device that includes roaming wireless network and/or telephony capabilities, including cellular telephony devices and/or mobile messengers. In particular, embodiments described herein may apply to numerous kinds of mobile or small form-factor computing devices. One type of mobile computing device that may be configured to include embodiments described herein includes a computer telephony device, such as a cellular phone or mobile device with voice-telephony applications (sometimes called "smart phone"). A computing device such as described may be small enough to fit in one hand, while providing cellular telephony features in combination with other applications, such as messaging, web browsing, media playback, personal information management (e.g., such as contact records management, calendar applications, tasks lists), image or video/media capture and other functionality. Mobile computing devices in particular may have numerous types of input mechanisms and user-interface features, such as keyboards or keypads, mufti-directional or navigation buttons, application or action buttons, and contact or touch-sensitive display screens. Some devices may include combinations of keyboard, button panel area, and display screen on one facade. The button panel region may occupy a band between the keypad and the display area, and include a navigation button and multiple application buttons or action buttons.

[0039] Specific types of messaging that may be performed include messaging for email applications, Short Message Service (SMS) messages, Multimedia Message Service (MMS) messages, and proprietary voice exchange applications (such as SKYPE). Still further, other types of computing devices contemplated with embodiments described herein include laptop or notebook computers, ultra-mobile computers, personal digital assistants, and other multi-functional computing devices or mobile/portable devices.

[0040] Still further, one or more embodiments may be implemented through any type of computing device such as a desktop computer that is configured to include real-time voice data exchange (e.g. through use of Internet Protocol telephony). Still further, other types of computer telephony devices exist, including standalone devices that connect directly to a telephone network (whether Internet Protocol or Public Switch Telephony System (PSTN)) and provide software interfaces and applications.

[0041] In one embodiment, system **100** includes a service manager **110** that manages various communication services on a mobile computing device. The service manager **110** may communicate with core applications **120** of the mobile computing device and third party communication applications **130** that are downloaded by a user. The service manager **110** also communicates with radio resources of the mobile computing device to communicate with the service transports wirelessly. In some embodiments, one or more third party communication applications **130** may be originally included with the mobile computing device. Core applications **120** may also communicate with the user interface component **140** so that user interfaces of core applications **120** may be presented on a display of the mobile computing device.

[0042] As described herein, core applications **120** may include applications that are originally included with a mobile computing device (e.g., come standard with the device) or may include applications that are necessary for communication functionalities. For example, core applications **120** may include, without limitation, a phone application, messaging applications, contacts application, and a search application. In other embodiments, core applications **120** may also include a web browsing application, personal information management applications (e.g., calendar, scheduling, tasks, notes, clock), word processing applications, media applications (e.g., photos, camera, music), and game applications.

[0043] The user interface component **140** may receive information from various applications in order to display user interfaces corresponding to the applications. Depending on the application, a user interface that is generated by the user interface component **140** may include selectable and non-selectable icons, graphics, buttons, menu choices, or any other images. The user interface component **140** may receive user commands via a user input (e.g., a touch screen, keypad, scroll wheel, etc.) to enable navigation and selection. The user interface component **140** may also communicate with third party communication applications **130**. For example, if a user individually launches a third party communication application **130** (e.g., from an application launcher page), the user interface corresponding to the launched third party communication application may also be generated and provided on the display of the mobile computing device.

[0044] As discussed, a service manager **110** manages various communication services for the mobile computing device. The service manager **110** includes a voice service manager **112** and a video service manager **114** that communicate with each other. In some embodiments, the voice service manager **112** and the video service manager **114** may be combined to provide the service manager **110**. The service

manager **110** is configured to manage different types of service features that are associated with various service transports.

[0045] A communication service transport may be a message service transport and/or voice service transport and/or a video service transport. As discussed, one example of a message and voice communication service transport is a carrier that may provide text messaging and voice services to a user. Other examples of service transports include third party transports, such as SKYPE and GOOGLE VOICE. In some embodiments, a service transport may provide both voice and video communication services, such as SKYPE and GOOGLE VOICE. These service transports are developed and provided by third party developers (e.g., not the carrier of a user's cell phone service) who may provide services to a user.

[0046] According to an embodiment, the voice service manager **112** may manage voice service features, while the video service manager **114** may manage video service features (e.g., video calling services). The service manager **110** communicates with the radio module of the mobile computing device to enable communications between the mobile computing device and the various communication service transports. For example, service features associated with voice and video service transports, such as a carrier (e.g., a provider of cellular telephone services to a user), may include voice or video calling services, voicemail services, messaging services, caller-ID services, call forwarding, call switching, call blocking, text transcription, video conferencing, etc. The service manager **110** enables a user to access a core application and also communicates with a cellular and/or data networks so that the user may use a video or voice service transport and its associated service features. The service manager **100** may establish a voice or video communication session with another device over a wireless communication network using the selected service transport.

[0047] In one embodiment, one or more service transports may be a transport that uses a Voice Over Packet (VOP) service. The VOP service implements transmission technologies for delivery of voice and data service features over a packet-switched network, such as a Voice Over Internet Protocol (VoIP), IP telephony, Internet telephony, Voice Over Broadband (VoBB), broadband telephony, etc. Examples of VOP service transports includes web-based voice and data services, such as SKYPE and GOOGLE VOICE. Other transports may also be available.

[0048] A user may download, from an application catalog, different third party voice and video communication applications that may be used with corresponding service transports. These third party communication applications **130** are stored on the mobile computing device. For example, a user may download the SKYPE application from the application catalog so that the SKYPE application is stored on the user's mobile computing device. While accessing a core application, the user may make a phone call (a voice communication session) or send a message over VoIP using the user's SKYPE account (e.g., through use of the SKYPE application). Similarly, the user may make a video call (a video communication session) using the SKYPE application. While voice service transports and corresponding applications may be managed by the service manager **110**, some embodiments provided may discuss only video service features and transports for simplicity purposes.

[0049] Core applications **120** may access various service features provided by video service transports via the third party communication applications **130** and the service manager **110**. In some embodiments, core applications **120** may communicate with third party communication applications **130** directly or via the service manager **110**. In this manner, core applications **120** may integrate features from third party communication applications **130**, so that a user may access service features from various service transports by using a core application **120**. For example, the contacts application may incorporate a user's SKYPE account so that the user's friends and contacts may be automatically added to the contacts on the mobile computing device. The user may navigate the user interface corresponding to the contacts application, and see contacts for friends who also have SKYPE. In another example, the user interface for a contacts application may include a video call icon for a contact record with a corresponding identifier for the service transport.

[0050] In some embodiments, core applications **120** may provide data to the user interface component **140** so that a user interface feature for a core application **120**, such as a phone application, may be presented on the display of the mobile computing device. The user may navigate the user interface of the phone application and see integrated features from various third party communication applications **130**. The user may choose to make a video call, for example, by selecting a third party communication application **130** to initiate the video call with another user. The user interface component **140** receives user input (e.g., selection and navigation input), which enables the corresponding core application to perform an action, such as connect the video call using the third party service transport. The phone application may communicate with the selected third party communication application to trigger or enable the communication to occur.

[0051] According to an embodiment, the service manager **110** exchanges control information between core applications **120** and third party communication applications **130**, and also communicates with the various service transports via the radio module. In some embodiments, the service manager **110** may provide a set of application programming interfaces (APIs) that allow video service transports to provide a list of capabilities, services and notifications to the service manager **110** (via the third party communication applications **130**) so that the core applications **120** may control the video service features automatically. The APIs may enable the third party communication applications **130** to plug into the core applications **120**. Examples of core applications **120** with integrated third party communication applications **130** may be seen in FIGS. **3-16**.

[0052] The third party communication applications **130** may enable a user to make video phone calls with another user. However, instead of operating the application individually (e.g., launching the application from a launcher page), the user may use the phone application or contacts application (or other core applications **120**) to use a third party communication application, as discussed above. In such embodiments, the user interface of the third party communication application may be disabled or suppressed when its services are being used to communicate with the corresponding service transports. For example, if a user is making a video call from the phone application using her SKYPE account, the SKYPE application is being used to provide the video calling service. However, the user interface feature corresponding to the actual SKYPE application is not presented on the display

of the mobile computing device because it is suppressed. In this manner, the user may view the video calling service to be fully integrated with the core applications **130** of the mobile computing device. On the other hand, if the user launches or uses a third party communication application independently of a core application, the user interface of the third party communication application would not be disabled or suppressed.

[0053] In other embodiments, APIs may be provided by system **100** to allow the third party communication applications **130** to modify the user interfaces of the core applications **120**. Third party developers may program their application so that when the application is downloaded to the mobile computing device, the user interface features of the core applications **120** may be automatically modified to include various images, such as a logo (e.g., SKYPE logo), or other features for accessing or controlling the video services. Extra features may be provided to the phone application, for example, that have not been present previously (e.g., an icon for video calling, preferences for settings for video calling, altering video sizes and video windows). Allowing the third party developer to customize the user interface features and add in controls allows a user to fully control the video call from the core applications. Other examples include changing the look and feel of the variety of different user interfaces or allowing advertisements while the service is being used.

[0054] In some embodiments, because the third party communication applications **130** may be downloaded from an application catalog, the application catalog may be used by a third party developer as a delivery mechanism for their voice and video services. The third party developer may include features to modify the user interface features of the core applications **120**. For example, the system **100** may provide APIs that allow the voice and video calling applications to automatically modify different UIs. The third party developer may, for example, have customization data included with the third party communication applications **130**.

Flow Chart

[0055] FIG. **2** is a flow chart illustrating a method for operating a mobile computing device, according to one or more embodiments. A method such as described with FIG. **2** may be implemented using, for examples, elements shown and described with FIG. **1**. As such, references to elements of FIG. **1** are intended to illustrate only suitable elements for performing a step or sub-step being described. Steps or sub-steps described may be performed by one or more processors of the mobile computing device using various programmatic elements. In some embodiments, the order of the steps or sub-steps may be changed.

[0056] According to an embodiment, in step **210**, a user may launch or open a core application of the mobile computing device. As discussed, an example of a core application may be a phone application that enables a user to make or receive a phone call. Upon launching the core application, the user interface corresponding to the core application is presented on the display of the mobile computing device. The user interface of the phone application, for example, may vary depending on the whether the user wants to enter in a phone number, search for a number, or look at a call log showing past communication sessions (voice or video calls initiated or received by the user).

[0057] In step **220**, the core application may be executed in a manner that integrates user interface features of a third party communication application. To this end, the third-party communication application may be launched or utilized from the user interface of the core application. The core application is integrated with the various third party communication applications so that a user may access the third party communication applications from the user interface of the core application. For example, if the user has downloaded SKYPE and GOOGLE VOICE, some phone application user interfaces may present a graphic representation for each of them. If the user types in a friend's name in the phone application and that friend is a contact on the user's SKYPE account, a SKYPE graphic representation (e.g., the name "SKYPE" or icon) may be provided with the friend's name.

[0058] In one embodiment, the user may select a third party communication transport to initiate a communication session from the user interface of the core application (step **230**). The user may choose out of a variety of choices, such as the carrier voice or video service transport or other third party transports, that are provided on the user interface. Referring back to the example above, if the user wants to call his friend using SKYPE, the user may select the graphic representation for SKYPE. In some embodiments, even if the other user (in this example, the user's friend) does not have a SKYPE account, the user may still use the SKYPE transport to make the call (either voice or video) depending on compatibility. For example, a user can use SKYPE to make a phone call to a wired landline phone.

[0059] Upon selection of the communication transport, the preferred communication session is enabled (step **240**). The user may perform a voice call or video call using the selected transport. For example, because the user wanted to call his friend using SKYPE, the SKYPE application stored on the mobile computing device enables the user to communicate with the corresponding SKYPE transport. In some embodiments, because the user is performing the call using the core application, the user interface of the SKYPE application is not presented on the display of the mobile computing device. As discussed previously, the SKYPE application features may be suppressed even though it is being used to perform the communication session.

[0060] Although the steps in FIG. **2** were described with reference to one particular exemplary application, the steps apply to a variety of different applications. In addition, in some embodiments, the steps may be rearranged or may be performed in different order or concurrently.

User Interfaces

[0061] FIGS. **3-16** illustrate various user interfaces for operating a mobile computing device. The illustrations provided with FIGS. **3-16** may be implemented using, for example, elements shown and described with FIGS. **1** and **2**. As such, reference to elements of FIGS. **1** and **2** is intended for illustration purposes. In addition, although embodiments described with FIGS. **3-16** are discussed with respect to touch screen displays, other input methods are possible (e.g., keyboard, scroll wheels) for navigating user interfaces and selecting different options, menus, buttons, etc.

[0062] FIG. **3** illustrates a user interface for a phone application, according to an embodiment. View **300** illustrates an address user interface (UI) of the phone application in which a user may type a phone number or the name of a contact. In the example provided, the user has started to type in the name "Patricia Campanella" in the search portion **305** of the UI. The mobile computing device may show results that match

the query input dynamically, as the user types. In view **300**, a contact record for Patricia Campanella is displayed in the region below the search portion **305**. Two record objects **310**, **315** are provided with the contact record. The record objects **310**, **315** each display a contact identifier. Record object **310** displays a telephone number, while the record object **315** displays a SKYPE identifier, such as a SKYPE user name.

[0063] In some embodiments, the record objects **310**, **315** may also include metadata that may be displayed with the record objects **310**, **315**. The record object **310** indicates that the telephone number listed is for Patricia Campanella's work phone. Similarly, the record object **315** indicates that the user name "pcampanella" corresponds to Patricia Campanella's SKYPE account.

[0064] As discussed above, because the system integrates various third party communication applications, such as SKYPE, with core applications of the mobile computing device, the user may use the phone application to access one or more third party communication applications. In the example provided, the user has already downloaded the SKYPE application to his or her mobile computing device. The user may make a SKYPE phone call to Patricia Campanella by selecting (e.g., tapping with a finger or pointer on a touch screen display) the record object **315**. In other embodiments, the user may make a SKYPE video call to Patricia by selecting the video call icon **320**. Once the call (either voice or video) is initiated, a different UI view is provided to show that the call is being connected.

[0065] Additional record objects may be provided with the contact record if the user has additional third party communication applications installed on his or her device. For example, if the user has multiple third party communication applications downloaded (e.g., SKYPE and GOOGLE VOICE) and Patricia Campanella is in the user's buddy list or contacts for both the SKYPE and GOOGLE VOICE accounts, then additional record objects may be provided.

[0066] View **340** illustrates a favorites UI of the phone application. In the favorites UI view, different record objects **340**, **345** are shown for contacts that the user has tagged or determined to be his or her favorite contacts to call. Record object **340** shows the name ("Barry S. Pendleton") of the contact, the contact identifier ("b.pendleton") and metadata corresponding to the service transport ("Skype"). The user may also add more favorites by selecting the option **360**. In some embodiments, the user may select the record object **340** to make a SKYPE call (video or voice) to the contact listed using the selected third party communication application and corresponding service transport.

[0067] In view **380**, a video call UI of the phone application is illustrated. The video call UI provides record objects **385** for video calls and voice calls initiated or received during a period of time. Each record object **385** includes a contact name, contact identifier, a time, an image, and metadata corresponding to the service transport (e.g., "S" for SKYPE, "M" for Mobile, "W" for work, etc.). The record objects **385** may include a video call icon **390** for video communication sessions. In some embodiments, the video call icon **390** may be included with a record object **385** even if the video call was only a partial communication session (e.g., the user switched from video to voice, or vice versa during the call).

[0068] The phone UIs that are provided with views **300**, **340** and **380** also include graphic options **395** provided below to switch between the different phone UIs. For example, a user may select the star graphic option **395** for the favorites UI view.

[0069] FIG. **4** illustrates a user interface for a phone application for an ongoing communication session, according to an embodiment. In view **400**, a communication session has already been initiated by a user or by the other user on the other device, Patricia Campanella. In the example provided, a SKYPE phone call has been made. The UI for an ongoing call includes the contact's name **410** (or number if it's a phone number without a saved contact), the contact identifier **420** ("patricia.campanella"), metadata for the service transport being used **430** ("SKYPE"), a timer **440** to show the duration of the communication session, an end call button **450**, and a video call icon **460**. In one embodiment, the user may select the video call icon **460** to convert the phone call to a video call during the communication session using the same voice and video service transport (SKYPE). The call does not drop when the transition occurs. The user may also convert back from the video call to a phone call.

[0070] FIG. **5** illustrates a user interface for a messaging application under an embodiment. View **500** shows a messaging application showing a list of buddies that are currently available. Three available contact objects **505**, **510**, **515** are provided. A user may tap on the images **520** provided on the contact objects (with the triangle) to expand the contact objects. For example, in view **500**, the user may select the image **520** for "Mike Woods" to expand the contact object.

[0071] Again, because the system integrates third party communication applications, such as SKYPE and AIM, with core applications (e.g., messaging application) of the mobile computing device, the user may use the messaging application to access one or more third party communication applications. In view **540**, after the contact object **510** has been expanded, record objects **545** are displayed on the UI. The user may initiate a communication session by selecting a record object **545**, or if more than one communication session is available for a transport (such as for SKYPE), an option is provided for the user to make another selection. The user is selecting the button with the "+" sign to see more options.

[0072] In view **580**, in response to the user selecting the "+" sign, an option window **585** is provided. Because the SKYPE transport enables messaging, voice calls, and video calls, the option window **585** allows a user to select a communication session from the messaging application (e.g., without having to individually and separately open/launch the SKYPE application from a launch page or home page). The user may select "Video Call" to initiate a video call with Mike Woods.

[0073] FIG. **6** illustrates another user interface for a messaging application under another embodiment. FIG. **6** illustrates a method of initiating a video call from a UI of a messaging conversation (e.g., via SKYPE) between the user and Mike Woods. In view **600**, the user has been messaging Mike Woods using SKYPE. The service transport being used is shown in the bar **610**. The user may select the button or icon for the transport to open an option window **620** to select another transport or a different communication session using a third party communication transport. For example, in view **610**, a user is already messaging Mike Woods on SKYPE. This is shown by the check mark **630**. The user may change the way in which he communicates with Mike Woods (e.g., choose a different communications service transport), such as text using AIM or text using the carrier depending on preference.

[0074] In some embodiments, the user may also expand the window by selecting an icon **640** to show other options for a communication session. For example, the user may expand the SKYPE contact object **660** to show an expanded window for either messaging, voice calling, or video calling Mike Woods using the SKYPE transport. In this manner, the user may access the third party communication transport from the messaging application of the mobile computing device.

[0075] FIG. **7** illustrates a user interface for a contacts application, according to an embodiment. View **700** illustrates a contact record for Patricia Campanella. The contact record includes a name **710** with an image **720** corresponding to the individual. The contact record also includes various record objects **730** with different contact identifiers and metadata associated with it (e.g., WORK, MOBILE, SKYPE, etc.). The record objects **730** includes telephone numbers, an option for SMS text messaging **740**, an email address, and user names for AIM and SKYPE. From the contact record view **700**, a user may select a record object **730** to initiate a communication session.

[0076] In some embodiments, a user may use a third party communication application and corresponding service transport (such as SKYPE) to call a phone number that is not a SKYPE account. For example, a SKYPE user may call a landline phone. According to one or more embodiments, when a user chooses to make a phone call (or video call), the system may automatically select a particular service transport to initiate the call. In view **700**, if the user wants to call Patricia at her work number and selects the record object **730** for the work number, the mobile computing device may automatically select a service transport as a means for connecting the call (e.g., the carrier, or a third party application such as SKYPE or GOOGLE VOICE). The selection may be made in accordance with one or more communication parameters and/or selection rules. In other embodiments, the user may set his or her preferences so that the system selects the service transport the user wants.

[0077] Some parameters include available service transports, a transmission quality parameter, a reliability parameter, a communication protocol, a device capability, a voice or video service feature, cost value, a power parameter, a location, a calling region, a network scanning threshold parameter, a radio-frequency channel parameter, an access point parameter, a rate selection parameter, a frame size parameter, an aggregation size parameter, a packet retry parameter, a protocol parameter, a radio parameter, modulation and coding schemes, media access control layer parameter, physical layer parameter, and any other communication parameters affecting operations for a radio implemented by the mobile computing device.

[0078] In view **750**, a user may expand the window **760** for the SKYPE record object so that the user may initiate a communication session using the SKYPE service transport and application. The user may message, voice call, or video call Patricia Campanella using the SKYPE application from the contacts application of the mobile computing device.

[0079] FIG. **8** illustrates a user interface for a search application, according to an embodiment. In view **800**, the search result for a query for "Patricia Campanella" is provided on the UI of a search application. In one embodiment, a user may start typing a search query (e.g., a phone number or someone's name) from the home page or home screen displayed on a mobile computing device. Upon selecting the search result for the input "Patricia Campanella," the details of the contact record for Patricia Campanella is provided with the search application UI. View **800** includes record objects **810** for different contact identifiers.

[0080] Like the other user interface illustrations provided for the other core applications, such as a phone application, messaging application and contacts application, a user may navigate the UI for a search application to select a service transport to initiate a communication session. In view **850**, for example, the user has expanded the SKYPE record object **810** to see options available for communication sessions. According to an embodiment, from the search application UI, a user may choose a third party communication application and corresponding platform to either message, call or video call another user.

[0081] FIG. **9** illustrates a user interface for an ongoing or active video communication session under an embodiment. In one embodiment, after a user has initiated a video communication session with another user from a core application, view **900** is provided on the display of the mobile computing device. View **900** is a UI showing that a video communication call between a user and Kanye West, for example, has been initiated. View **900** shows the name of the other user ("Kanye West") and the service transport that is being used to use the video calling service feature in a bar **910**. The video of the user in window **920** ("ME") is first provided while the video call is being connected.

[0082] In some embodiments, a mobile computing device may have one or more video cameras (e.g., a device may have a front facing camera and a rear facing camera). The video shown in the window **920** may be the video from the front facing camera, so the user can see that what the other user will see on his or her device after the video call is connected. The UI also includes buttons for other options, such as a mute button **930** and a camera switch button **940**. In one embodiment, when the user selects the camera switch button **940**, the front facing camera will be turned off and the rear facing camera will be turned on (or vice versa). This example will be explained with FIG. **10** below.

[0083] In various embodiments, after the video call has connected, the UIs corresponding to views **950**, **960** and **970** will be provided on the display of the mobile computing device. The active video call UI first shows view **950** after the video call has connected. In the example provided, the user may see his own face (from the front facing camera) in the window **955** on the left hand corner. Kanye's video (video showing Kanye's camera) is provided in view **950**. The end button, the mute button **930** and the camera switch button **940** are still provided on the UI.

[0084] However, the command buttons may be hidden if the screen is not being tapped. While the video call is currently active and after a predetermined (or preselected) period of time, the command buttons will either fade or move away from the screen (see view **960** and **970**). In some embodiments, once the user touches the screen (or enters in some other types of inputs), the command buttons may reappear on the screen (so that it looks like view **950** again).

[0085] In view **980**, a UI for ending the video call is provided. View **980** is similar to view **900**, except the UI displays the words "Ending . . . " instead of "Connecting . . . " like view **900**. View **980** may be shown when the user ends the call or the other user on the other device ends the call. In some embodiments, although not illustrated in FIG. **9**, after the video call has ended, view **980** may disappear and a UI for a core application that was used to initiate the video call may be

provided (e.g., the call log UI of the phone application may be presented, with the just recently ended video call shown on top as the most recent record object).

[0086] FIG. **10** illustrates a user interface for an ongoing video communication session under another embodiment. In particular, the views of FIG. **10** illustrate the user of different options and command buttons of the UI for ongoing or active video calls. View **1000** shows an active video call between the user and Kanye West. The view from the user's front facing video camera is shown in window **1010**. In one embodiment, the user may select the window **1010** to stop the video from being sent to the other user. However, the video from the other user (e.g., Kanye) is still sent to the user. In view **1020**, the window **1010** shows a video icon because no more video is being sent. If the window **1010** is tapped again, video will be sent again to the other user.

[0087] In view **1040**, the user has selected the command button for the camera switch button **1050**. This button causes the front facing and rear facing cameras of the user's device to be switched. The button acts as an on/off toggle. Window **1060** may show the video of the other user. In the embodiment provided, the rear facing camera is shown in full screen view to show what the rear facing camera is capturing.

[0088] View **1080** illustrates another UI for an ongoing video call. In view **1080**, a user may drag the window **1010** to various locations. In one embodiment, the user may drag the window **1010** to four different corners of the UI. In other embodiments, the user may drag the window **1010** to any location on the UI. Other embodiments are possible, such as allowing multiple windows **1010** and allowing different windows for the different cameras concurrently.

[0089] FIG. **11** illustrates a user interface for a video communication session that is initiated by a user of a mobile computing device, according to an embodiment. In one embodiment, view **1100** may be provided after the user has selected SKYPE as the service transport for a phone call. In some embodiments, the user may have initiated a video call from a core application, but a phone call may first be initiated to begin the connection. In view **1100**, a UI illustrates that the call is being connected.

[0090] In view **1110**, after the call has been connected the time showing the duration of the connected phone call is shown. A video call icon **1120** is provided that tells the user that the phone call is a video enabled call, so that a user may switch back and forth from a voice call to a video call. Once the user selects the video call icon **1120**, a phone call may be converted to a video call and the video call will start automatically without disconnecting from the phone call.

[0091] View **1150** shows a UI for a video call connecting. In some embodiments, while view **1150** is being presented as the UI on the display of the mobile computing device (e.g., while the video call is being connected), the user may still continue to speak with the other user through voice call. View **1150** is similar to that of view **900** of FIG. **9**. View **1160** illustrates a UI for an ongoing video call. View **1160** is similar to that of view **950**, except the user is not receiving a video from the other user (e.g., Kanye). In one embodiment, view **1160** may be provided if the other user has turned off video (but not the voice phone call) or if the other user does not have video capabilities while the user does. If the other user starts the video, his profile picture would be replaced with the video from his device. The user's video is shown in the window **1170** in the left hand corner.

[0092] FIG. **12** illustrates a user interface for a video communication session that is received and answered by a user of a mobile computing device, according to an embodiment. View **1200** illustrates a UI that is provided when a user receives a phone call or video call. In some embodiments, a phone call must be made using the service transport before a video call can be made. In the example provided, the user may select and hold the icon **1210**, and drag the icon **1210** above the semicircle in order to answer the phone call. Once the call is answered, the UI showing a connected phone call is provided in view **1220**.

[0093] The other user who initiated the call may want to start a video call. If the other user requests a video call, the user receives a notification and has the option of accepting the video call or not. The option provided to the user is shown in view **1230**. The user may select the video icon **1240** to accept the video call (the icon **1240** may be green in color, compared to red, for example) or select the reject icon **1250** to deny the request. Upon accepting the video call request, view **1260** is provided. The video call is being connected, and once the video call is connected, view **1280** is provided.

[0094] FIG. **13** illustrates a user interface for an ongoing video communication session, according to an embodiment. During a video call, a user may turn the mobile computing device to view the video call in a different orientation. In the example provided, the user may view the video call in landscape mode, shown in view **1300**. In the landscape mode, the command buttons **1310** may be provided on the bottom. In addition, as discussed previously, in some embodiments, the command buttons **1310** may fade in or shift downwards **1330** to disappear from the UI over time (see view **1320** and subsequent view **1340**). The command buttons may reappear when the user taps on the screen or provides other input (e.g., from a keyboard). In another embodiment, the command buttons **1310** may not automatically disappear or fade out, but may do so upon a user input (e.g., such as a tap).

[0095] FIG. **14** illustrates a user interface for an ongoing video communication session, according to another embodiment. In some embodiments, the video being received may be a different aspect ratio than the screen size. In this scenario, the UI for an ongoing video call may include black bars where there is no video. In view **1400**, the mobile computing device is being held in a portrait orientation, while in view **1450**, the mobile computing device is being held in a landscape orientation. Depending on the orientation and the aspect ratio, the black bars may change in size. In some embodiments, the window showing the user's camera view and the command buttons may remain in the same location. In other embodiments, the locations for the different items may be changed.

[0096] FIG. **15** illustrates a user interface for notifications under an embodiment. In some embodiments, notifications for video calls using third party service transports may be similar to the notifications for phone calls (phone calls using a carrier transport or third party transport). However, there are differences to indicate whether a notification is for a phone call or a video call. In view **1500**, a missed call notification is provided with options to directly call back or dismiss the notification. The notification shows the contact who called ("Kanye West"), the time, and the transport used (e.g., "SKYPE") to make the call. If the user selects the "Call Back" button, the user can directly dial the video call or phone call using the third party service transport and corresponding application (SKYPE, in this example). The top area shows a messaging application (e.g., the notification showed up when

the messaging application was open) and tapping on that area will take the user to the messaging UI.

[0097] If a notification is dismissed, the missed video calls and phone calls become dashboard items **1520** on the home screen or home page of the mobile computing device. View **1510** illustrates a home page with two dashboard items **1520** represented two missed video calls. In another embodiment, a notification UI is provided for a dropped video call. The icon **1540** illustrates that the video call was dropped (video icon with an "X" through it). The user has the option to call back or just dismiss it ("OK"). Calling back will call the other person back using video call through use of the corresponding third party communication transport.

[0098] View **1550** illustrates a notification UI showing an incoming call while the user is on a video call. If the user is on a SKYPE video call with Kanye, for example, and a phone call comes in (from Taylor Swift), the user is given the option of either answering the incoming call or ignoring/rejecting it. The notification may provide information informing the user that answering the incoming call will end the current video call. In other embodiments, an incoming call while the user is on a call using a third party transport may automatically end that communication session.

[0099] FIG. **16** illustrates a user interface for preferences, according to an embodiment. View **1600** shows a UI for preferences for different transports available on the mobile computing device. In the example provided, the user has two transports for communication, the carrier and SKYPE, a third party service transport. If the user downloaded other third party communication applications corresponding to other communication service transports, such as GOOGLE VOICE, it would appear in view **1600**. A user may select the SKYPE account to adjust the preferences for the SKYPE application.

[0100] In view **1610**, a user may adjust different preferences for a third party communication application (e.g., SKYPE). The user may allow or prevent video calls, auto-accept video calls, or choose whether to allow other people to see if the user has video enabled or not when the user appears on other people's contact lists. The user may change these settings by tapping on the ON/OFF switch or dragging it from one direction to another. Other input methods are also available. In view **1620**, the user has turned on all of the preferences for the SKYPE application.

Hardware Diagram

[0101] FIG. **17** is a simplified block diagram of a mobile device under an embodiment. In FIG. **17**, a mobile computing device **1700** includes one or more processing resources **1710**, one or more memory resources **1720** (e.g., Flash memory, RAM, hard drive, portable storage units, etc.), user interface features **1730** for enabling a user to control the mobile computing device **1700** with user inputs, a radio and network resource **640**, and a display assembly **1750**. In some embodiments, the user interface features **1730** may be incorporated with the display assembly **1750**, such as a touch screen display. Other user interface features **1730** may include other inputs such as a keyboard, a scroll wheel, or a track ball.

[0102] The mobile computing device **1700** may also include a variety of different electrical components, but are not provided for simplicity. For example, the mobile computing device **1700** may also includes a battery for providing power to the mobile computing device **1700** and various communication ports, reset buttons, audio and video ports, speakers, and other features.

[0103] The processing resource **1710** is configured to execute instructions and process data for implementing the system and method as described with FIGS. **1** and **2**, so that the mobile computing device **1700** can integrate third party communication applications with other core applications of the mobile computing device. The processing resource **1710** communicates with the memory resource **1720** to execute programs (and process data) that are stored in the memory resource **1720**. The memory resource **1720** may store a service manager and may store one or more core applications and third party communication applications. The processing resource **1710** may retrieve and execute the program instructions, code or data from the memory resources **1720** to control the mobile computing device.

[0104] The processing resource **1710** is also coupled to the radio and network resource **1740** to communicate with other devices wirelessly. The radio and network resource **1740** enables network connectivity and/or cellular telephony capabilities. The radio and network resource **1740** may be configured to enable network connectivity or connectivity with other devices through use of the Wi-Fi protocol (e.g., IEEE 802.11(b) or (g) standards), Bluetooth protocol, etc. By using the radio and network resource **1740**, the mobile computing device **1700** may access voice and video service features from a variety of different third party communication service transports (e.g., such as GOOGLE VOICE or SKYPE).

[0105] It is contemplated for embodiments described herein to extend to individual elements and concepts described herein, independently of other concepts, ideas or system, as well as for embodiments to include combinations of elements recited anywhere in this application. Although embodiments are described in detail herein with reference to the accompanying drawings, it is to be understood that the invention is not limited to those precise embodiments. As such, many modifications and variations will be apparent to practitioners skilled in this art. Accordingly, it is intended that the scope of the invention be defined by the following claims and their equivalents. Furthermore, it is contemplated that a particular feature described either individually or as part of an embodiment can be combined with other individually described features, or parts of other embodiments, even if the other features and embodiments make no mentioned of the particular feature. Thus, the absence of describing combinations should not preclude the inventor from claiming rights to such combinations.

What is claimed is:

1. A method for operating a mobile computing device, the method being performed by one or more processors comprising:

executing a core application to present a user interface for the core application;

presenting, with the user interface, one or more user interface features for operating a third party communication application from the core application; and

executing the selected third party communication application in response to user interaction with the one or more user interface features.

2. The method of claim **1**, wherein executing the selected third party communication application includes disabling or suppressing some of the user interface features of the selected

third party communication application, unless the third party application is executed independent of the core application.

3. The method of claim **1**, wherein the one or more third party communication applications includes one or more video communication applications, and wherein the communication session is a video communication session.

4. The method of claim **3**, wherein the user interface provides a selectable graphic representation for each of the one or more third party communication applications.

5. The method of claim **4**, further comprising:

enabling the user to switch from the video communication session to a voice communication session during a duration of the video communication session.

6. The method of claim **1**, wherein the core application is a: (i) phone application, (ii) messaging application, (iii) contacts application, (iv) calendar application, or (v) search application.

7. The method of claim **6**, wherein the user interface corresponding to the phone application includes a call log that provides communication sessions initiated or received by the user using the one or more third party communication applications.

8. The method of claim **1**, wherein the one or more third party communication applications uses a voice over packet protocol to enable the communication session.

9. The method of claim **1**, wherein the one or more third party communication applications is downloaded from an application catalog by the user.

10. The method of claim **9**, wherein the one or more third party communication applications modifies the user interface for the core application.

11. The method of claim **1**, wherein the communication session is a voice communication session.

12. The method of claim **11**, further comprising:

enabling the user to switch from the voice communication session to a video communication session during a duration of the voice communication session.

13. A mobile computing device comprising:

a display;

a memory resource for storing one or more third party communication applications and for storing one or more core applications; and

one or more processors configured to:

execute a core application to present a user interface for the core application;

present, with the user interface, one or more user interface features for operating a third party communication application from the core application; and

execute the selected third party communication application in response to user interaction with the one or more user interface features.

14. The mobile computing device of claim **13**, wherein executing the selected third party communication application includes disabling or suppressing some of the user interface features of the selected third party communication application, unless the third party application is executed independent of the core application.

15. The mobile computing device of claim **13**, wherein the one or more third party communication applications includes one or more video communication applications, and wherein the communication session is a video communication session.

16. The mobile computing device of claim **15**, wherein the user interface provides a selectable graphic representation for each of the one or more third party communication applications.

17. The mobile computing device of claim **16**, wherein the one or more processors is further configured to enable the user to switch from the video communication session to a voice communication session during a duration of the video communication call.

18. The mobile computing device of claim **13**, wherein the core application is a: (i) phone application, (ii) messaging application, (iii) contacts application, (iv) calendar application, or (v) search application.

19. The mobile computing device of claim **18**, wherein the user interface corresponding to the phone application includes a call log that provides communication sessions initiated or received by the user using the one or more third party communication applications.

20. The mobile computing device of claim **13**, wherein the one or more third party communication applications uses a voice over packet protocol to enable the communication session.

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