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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
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Application Information:

Title of the Invention	Video Gaming Platform and User Interface		
Attorney Docket Number	10086-03476 US	**Small Entity Status Claimed**	☐
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)		**Suggested Figure for Publication (if any)**	

Publication Information:

☐ Request Early Publication (Fee required at time of Request 37 CFR 1.219)

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
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Customer Number	93219

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this information in the application data sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.

Prior Application Status	Pending		Remove
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
	non provisional of	61643352	2012-05-07

Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the **Add** button. Add

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Application Number	Country [i]	Filing Date (YYYY-MM-DD)	Access Code [i] (if applicable)

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Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

☐ This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.

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If checked, the undersigned hereby grants the USPTO authority to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the World Intellectual Property Office (WIPO), and any other intellectual property offices in which a foreign application claiming priority to the instant patent application is filed access to the instant patent application. See 37 CFR 1.14(c) and (h). This box should not be checked if the applicant does not wish the EPO, JPO, KIPO, WIPO, or other intellectual property office in which a foreign application claiming priority to the instant patent application is filed to have access to the instant patent application.

In accordance with 37 CFR 1.14(h)(3), access will be provided to a copy of the instant patent application with respect to: 1) the instant patent application-as-filed; 2) any foreign application to which the instant patent application claims priority under 35 U.S.C. 119(a)-(d) if a copy of the foreign application that satisfies the certified copy requirement of 37 CFR 1.55 has been filed in the instant patent application; and 3) any U.S. application-as-filed from which benefit is sought in the instant patent application.

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Clear

◉ Assignee	○ Legal Representative under 35 U.S.C. 117	○ Joint Inventor
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If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

Name of the Deceased or Legally Incapacitated Inventor :

If the Applicant is an Organization check here. ☒

Organization Name	Checkpoint Studios, Inc.

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	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

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Signature	/Reena Kuyper/			Date (YYYY-MM-DD)	2013-05-07
First Name	Reena	Last Name	Kuyper	Registration Number	33830

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VIDEO GAMING PLATFORM AND USER INTERFACE

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] The present application claims the benefit of priority under 35 U.S.C. § 119(e) from U.S. Provisional Application No. 61/643,352 entitled "MULTILAYER FRAMEWORK ARCHITECTURE AND USER INTERFACES FOR VIDEO GAMING APPLICATIONS," filed on May 07, 2012, by Brian Joseph Wiklem, Christopher Robert Masterton, and Carrie Ann Cowan. The entire contents of the provisional application are incorporated by reference herein. The present application also incorporates by reference the contents of utility applications entitled "MULTILAYER SYSTEM FRAMEWORK AND ARCHITECTURE WITH VARIABLE GAMING CAPABILITIES,"PROVIDING SYCHRONIZED AND INTEGRATED VIDEO GAMING," AND "PROVIDING VIDEO GAMING ACTION VIA COMMUNICATIONS IN A SOCIAL NETWORK," which are concurrently submitted, and claim priority under 35 U.S.C. § 119(e) from U.S. Provisional Application No. 61/643,352.

BACKGROUND

[0002] The present disclosure relates to video gaming platforms and applications, including those accessed via online or digital services or communities, for example, social networks, or directly via hosted websites, dedicated either wholly or partially for the purpose of implementing video gaming applications. In particular, the present disclosure relates to video gaming platforms and user interfaces associated with the video gaming platforms.

[0003] In recent years, video games have become extremely popular. Video games are used not only for entertainment, but also for instructional purposes. Players typically interact

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with a gaming application through computer or console peripherals such as keyboard, mouse, joysticks, a wide variety of game pads, and funny controllers such as the NES Zapper®. More recently, nontraditional controller technologies such as dance pads, the Wii-mote® or the Kinect®, offering new types of gaming experiences are beginning to emerge. These technologies are capable of enhancing games to incorporate movement, creating a new experience and attracting new audiences.

[0004] With the popularity of social networks reaching epic proportions, social games have also become very popular.

[0005] With the ongoing trends and growth in video gaming, it may be beneficial to find better platform architectures for gaming applications that continue to enhance the user experience.

SUMMARY

[0006] The present disclosure overcomes the deficiencies and limitations of the prior art by providing a technology with a flexible architecture for video gaming applications. In some embodiments, the flexible architecture provides a continuous visual experience for players across different platforms (platform agnostic) and engages them at different levels. Each of the players may have a unique and different visual experience, depending upon the gaming platform a player uses. The architecture facilitates access to video gaming applications in various ways, including 1) via social networks or sites, for example, accessed via personal computers or laptops; 2) via wall posts or via an online social networking service that enables its users to send and read text-based posts; 3) via mobile devices (iOS®, Android™, or Windows-based smart phones); and 4) via game consoles (for example, PS3®, Xbox 360®, or Wii®).

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[0007] Video gaming applications may be purchased via platform application stores. These applications are supported by Android (Android is a Linux-based operating system for mobile devices such as smartphones and tablet computers - it is developed by the Open Handset Alliance), iOS (a mobile operating system developed by Apple Inc.) platforms, and phones operating windows. The user interface of an iOS platform is based on the concept of direct manipulation, using multi-touch gestures. Interface control elements consist of sliders, switches, and buttons. The response to user input is immediate and provides a fluid interface.

[0008] Video gaming applications may be hosted or accessed via social networks, other third-party services or on third-party servers, stand-alone platforms, tablets, smartphones or the like. Multiple players (hundreds, thousands, if not millions) may access gaming applications via any or all of these ways. In addition, the flexible architecture provides a scalable infrastructure with cross-platform pollination technology (achievements and rewards are transferred between platforms used by particular players) and secure collection of data. Video gaming applications may be based on universal themes that appeal to a broad range of demographics and provides a continuous flow of data analytics. They offer opportunities for configuring advertisements and promotions to accomplish strategic goals.

[0009] In some embodiments, the flexible architecture provides multiple levels of play, permitting players to engage in different ways. The different levels of play options include 1) a peer-to-peer competitive challenge level for core players, 2) a casual play option for play with friends with whom a player shares an affinity, for example, in a social network; and a 3) spectator mode that permits non-players in a network to assist friends. Feed-based triggers allow for greater rewards to players and ease of discovering games.

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[0010] In yet other embodiments, which may include any or all of the aspects described above, the flexible architecture permits mobile play, extending the gaming arena or world to different platforms, so achievements in a particular game may be earned and shared more easily across platforms. In addition, a player may earn location-based rewards.

[0011] Moreover, the flexible architecture provides a system of rewards at check-in, to coax players by providing greater incentives. The flexible architecture permits concurrent "solo" play by a player or gamer, collaborative and competitive play by multiple players. The flexible architecture has user interfaces that are configured to provide different experiences for different players, including for example, a three-dimensional user experience. In some embodiments, the video gaming applications include story-driven quests and game play, giving players more than just tasks and chores. As one example, an aviation gaming application may utilize a collection of two hundred and fifty or more aircrafts and include transactions relating to the aircrafts and their environment, creation of the environment in which the aircrafts operate, etc. In this particular application, players may create and manage their experience (for example, build and manage an aviation empire), enjoy the thrill of history (aviation's past), and travel the globe and fly through an open network of friendly and rival airports.

[0012] In yet other embodiments, the system provides a plurality of features for player control of the virtual arena including control of "play" times, "gifts" and "rewards," "collect" and "decorate" features, monitor types of "play" (for example, acceleration progress), generate user content, etc.

[0013] In some embodiments, the video gaming applications may be free, when accessed via social-network platforms, in which instances revenue is generated via market place for products used during the game, direct advertising, etc. The flexible architecture permits for easy

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access through a particular player's social network, allowing other players to discover a particular game and permit conversion as necessary.

[0014] In yet other embodiments, linking or connecting platforms creates a more interesting gaming world.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] The present disclosure is illustrated by way of example, and not by way of limitation, in the figures of the accompanying drawings, in which like reference numerals are used to refer to similar elements.

[0016] Figure 1 is a high-level block diagram illustrating some embodiments of a system for providing a video gaming platform, accessed either via a social network (hosted on a social network server or a server associated with it), an online or digital live gaming server, or a third-party video gaming website (hosted by a third party on its server).

[0017] Figure 2 is a block diagram illustrating some embodiments of a social network server or a third party server shown in Figure 1, including its hardware components.

[0018] Figure 3 is a block diagram illustrating some embodiments of a gaming platform shown in Figures 1 and 2, and its software components.

[0019] Figure 4 is a flow chart illustrating an example method for game play, in this instance an aviation game.

[0020] Figure 5 is a graphical representation of an example action via a user interface, by a user in a gaming application (e.g. aviation), for example, where a user creates or sets an aviation route.

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[0021] Figure 6 is a graphical representation illustrating a gaming applications operating on a third-party server, with concurrent play by users (gamers or players) from remote locations linked by an integrated user interface.

[0022] Figure 7 is a graphical representation illustrating an example user interface display to one player with an in-game message related to another player's activity.

[0023] Figure 8 is a graphical representation illustrating an example user interface display to one player with an in-game message awarding items from another player.

[0024] Figure 9 is a graphical representation illustrating several example in-game messages displayed to one player on another player's activity.

[0025] Figure 10 is a graphical representation illustrating an example user interface configured within a social network for accepting requests for user game play within a game.

[0026] Figure 11 is a graphical representation illustrating an example user interface for interacting with a game via a social network including unlocking new content.

[0027] Figure 12A is a graphical representation illustrating an example user interface display within a social network with a player's notification about one player's promotion within the game and other player comments on the player notification.

[0028] Figure 12B is a graphical representation illustrating an example user interface display within a social network with a player notification about one player's promotion within the game and other non-player comments on the player notification.

[0029] Figure 13A is a graphical representation illustrating an example use interface within a social network with a player notification on a particular player traveling to another player's area within the game and posting of other player comments further to the player notification.

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[0030] Figure 13B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on a player's activity within the game.

[0031] Figure 14A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on a player visiting a player's virtual area within the game.

[0032] Figure 14B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on a player visiting a player's virtual area within the game.

[0033] Figure 15A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on a player sending items within the game.

[0034] Figure 15B is a graphical representation illustrating an example user interface for interacting with a game via a social network including comments from non-players on a player sending items within the game.

[0035] Figure 16A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on an item purchase within the game.

[0036] Figure 16B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on an item purchase within the game.

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[0037] Figure 17A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on an area purchase within the game.

[0038] Figure 17B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on an area purchase within the game.

[0039] Figure 18A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on building an item within the game.

[0040] Figure 18B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on building an item within the game.

[0041] Figure 19A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on a task within the game.

[0042] Figure 19B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on a task within the game.

[0043] Figure 20A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on completing a task within the game.

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[0044] Figure 20B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on completing a task within the game.

[0045] Figure 21A is a graphical representation illustrating an example user interface for interacting with a game via a social network including players commenting on arriving at another player's virtual area within the game.

[0046] Figure 21B is a graphical representation illustrating an example user interface for interacting with a game via a social network including non-players commenting on arriving at another player's virtual area within the game.

[0047] Figure 22 is a graphical representation illustrating an example user interface with displays of weather items and their descriptions.

[0048] Figure 23 is a graphical representation illustrating an example user interface configured to provide a game state that affects game play.

DETAILED DESCRIPTION

[0049] The present technology is directed to a video gaming platform and user interface for video gaming applications with variable video gaming capabilities, for play by users (players or gamers), either via social networks, or on third party servers. The specification describes examples of the video gaming platform and user interfaces that facilitate a unique user experience and methods involved in the platform and user interface and for operating them to facilitate play by remotely located players or gamers. These video gaming applications referenced or described here may either be hosted by an online community, for example, one or

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more social networks, or alternatively, by third party servers that are wholly or partially dedicated to gaming applications.

[0050] In some embodiments, the flexible architecture provides a continuous visual experience for players across different platforms (platform agnostic) and engages them at different levels. Each of the players may have a unique and different visual experience, depending upon the gaming platform a player uses. This flexible architecture facilitates access to video gaming applications in various ways, including 1) via social networks or sites, for example, accessed via personal computers (desktops or laptops); 2) via wall posts or via an online social networking service that enables its users to send and read text-based posts; 3) via mobile devices (iOS, Android, or Windows-based smart phones); and 4) via game consoles (for example, PS3, Xbox 360, or Wii).

[0051] Video gaming applications may be purchased via platform application stores. These applications are supported by Android (Android is a Linux-based operating system for mobile devices such as smartphones and tablet computers - it is developed by the Open Handset Alliance), iOS (a mobile operating system developed by Apple Inc.) platforms, and phone operating windows. The user interface of iOS is based on the concept of direct manipulation, using multi-touch gestures. Interface control elements consist of sliders, switches, and buttons. The response to user input is immediate and provides a fluid interface.

[0052] Video gaming applications may be hosted or accessed via social networks, other third party services or on third party servers, stand-alone platforms, tablets, smartphones, or the like. Multiple players (hundreds, thousands, if not millions) may access gaming one or more applications via any or all of these ways. In addition, the flexible architecture provides a scalable infrastructure with cross-platform pollination technology (achievements and rewards are

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transferred between platforms for particular players) and secure data collection. Video gaming applications may be based on universal themes that appeal to a broad range of demographics and provides a continuous flow of data analytics. They offer opportunities for configuring advertisements and promotions to accomplish strategic goals.

[0053] In yet other embodiments, which may include any or all of the aspects described above, the architecture permits mobile play, extending the gaming arena or world to different platforms, so achievements in a particular game may be earned and shared more easily across platforms. In addition, a player may earn location-based rewards.

[0054] Moreover, the system provides rewards at check-in, to coax players by providing greater incentives. The architecture permits for concurrent "solo" play by a player or gamer and collaborative and competitive play between multiple players. User interfaces are configured to provide different experiences for different players, including a three-dimensional user experience. In some embodiments, the video gaming applications include story-driven quests and game play, giving players more than just tasks and chores. By way of example, an aviation gaming application, may utilize a collection of 250 aircrafts and include transactions relating to the aircrafts and its environment, permitting players to create an environment in which the aircrafts operate, etc. In this particular application, players may create and manage their experience (for example, by creating an aviation empire), enjoy the thrill of history (aviation's past), and travel the globe and fly through an open network of friendly and rival airports.

[0055] The system provides features for player control of the virtual arena including control of "play" times, "gifts" and "rewards," "collect" and "decorate," monitor "play" (for example, acceleration progress), generate user content, etc.

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[0056] The video gaming applications may be free, when accessed via social-network platforms, in which instances revenue is generated via market place for products used during the game, direct advertising, etc. The flexible architecture permits for easy access through a particular player's social network, allowing other players to discover a particular game and permit conversion as necessary. Linking or connecting platforms creates a more interesting and viable gaming world.

[0057] The architecture accords variable status to players who can opt for different levels of play. A "core" game play status enables players to be leaders and play the entire game. A leader has control of all aspects of a particular gaming application. A "casual" or "follower" game play status enables players to play from a different perspective, providing access to only a portion of the entire game. A "spectator" or "bystander" game play enables players to play from a reactive perspective. Players are accorded this status when they initiate play via a social network wall posting, a response to a social networking service facilitating exchange of text or via any other key word response, which has direct impact on game play. Players with this status can request permission to visit game play arenas of other players. This request may be in response to advertising or promotion displays.

[0058] Players (with any status described above) may access game play via mobile devices, at any location, and receive location-based rewards. They may access a virtual game arena, their own or that of other players, via several platforms and take up play where they left off. They may link up friends for collaborative play. Players may also participate in standalone game play, via tablets, mobile devices, console-based game play, target-based game play or the like. In addition, the system permits cross-pollination game play, sending game objects from one game world or arena to another.

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[0059] In the following description, for purposes of explanation, numerous specific details are indicated in order to provide a thorough understanding of the technology described. This technology may be practiced without these specific details. In the instances illustrated, structures and devices are shown in block diagram form in order to avoid obscuring the technology. For example, the present technology is described with some implementations illustrated below with reference to user interfaces and particular hardware. However, the present technology applies to any type of computing device that can receive data and commands, and any devices providing services. Moreover, the present technology is described below primarily in the context of providing video game architecture; however, the present technology applies to any type of situation and may be used for other applications beyond video games. In particular, this technology may be used in other contexts besides video games.

[0060] Reference in the specification to "one embodiment," "an embodiment," or "some embodiments" means simply that one or more particular features, structures, or characteristics described in connection with the one or more embodiments is included in at least one or more embodiments that are described. The appearances of the phrase "in one embodiment or instance" in various places in the specification are not necessarily all referring to the same embodiment or instance.

[0061] Some portions of the detailed descriptions that follow are presented in terms of algorithms and symbolic representations of operations on data bits within a computer memory of either one or more computing devices. These algorithmic descriptions and representations are the means used to most effectively convey the substance of the technology. An algorithm as indicated here, and generally, is conceived to be a self-consistent sequence of steps leading to a desired result. The steps are those requiring physical manipulations of physical quantities.

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Usually, though not necessarily, these quantities take the form of electrical or magnetic signals capable of being stored, transferred, combined, compared, and otherwise manipulated. It has proven convenient at times, principally for reasons of common usage, to refer to these signals as bits, values, elements, symbols, characters, terms, numbers, or the like.

[0062] It should be understood, however, that all of these and similar terms are to be associated with the appropriate physical quantities and are merely convenient labels applied to these quantities. Unless specifically stated otherwise, as apparent from the following discussion, it should be appreciated that throughout the description, discussions utilizing terms, for example, "processing," "computing," "calculating," "determining," or "displaying" or the like, refer to the action and processes of a computer system, or similar electronic computing device, that manipulates and transforms data represented as physical (electronic) quantities within the computer system's registers and memories into other data similarly represented as physical quantities within the computer system memories or registers or other such information storage, transmission, or display devices.

[0063] The present technology also relates to an apparatus for performing the operations described here. This apparatus may be specially constructed for the required purposes, or it may include a general-purpose computer selectively activated or reconfigured by a computer program stored in the computer. For example, a computer program may be stored in a computer-readable storage medium, for example, but not limited to, any type of disk including floppy disks, optical disks, CD-ROMs, magnetic disks, read-only memories (ROMs), random access memories (RAMs), EPROMs, EEPROMs, magnetic or optical cards, flash memories including USB keys with non-volatile memory or any type of media suitable for storing electronic instructions, each coupled to a computer system bus.

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[0064] This technology may take the form of an entirely hardware implementation, an entirely software implementation, or an implementation including both hardware and software components. In some instances, this technology is implemented in software, which includes but is not limited to firmware, resident software, microcode, etc.

[0065] Furthermore, this technology may take the form of a computer program product accessible from a computer-usable or computer-readable medium providing program code for use by or in connection with a computer or any instruction execution system. For the purposes of this description, a computer-usable or computer-readable medium may be any apparatus that can include, store, communicate, propagate, or transport the program for use by or in connection with the instruction execution system, apparatus, or device.

[0066] A data processing system suitable for storing and/or executing program code includes at least one processor coupled directly or indirectly to memory elements through a system bus. The memory elements may include local memory employed during actual execution of the program code, bulk storage, and cache memories, which provide temporary storage of at least some program code in order to reduce the number of times code may be retrieved from bulk storage during execution.

[0067] Input/output or I/O devices (including but not limited to keyboards, displays, pointing devices, etc.) may be coupled to the system either directly or through intervening I/O controllers.

[0068] Communication units including network adapters may also be coupled to the systems to enable them to couple to other data processing systems, remote printers, or storage devices, through either intervening private or public networks. Modems, cable modems, and Ethernet cards are just a few examples of the currently available types of network adapters.

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[0069] Finally, the algorithms and displays presented in this application are not inherently related to any particular computer or other apparatus. Various general-purpose systems may be used with programs in accordance with the teachings here, or it may prove convenient to construct more specialized apparatus to perform the required method steps. The required structure for a variety of these systems is outlined in the description below. In addition, the present technology is not described with reference to any particular programming language. It should be understood that a variety of programming languages may be used to implement the technology as described here.

Example Architecture Overview

[0070] Figure 1 is a high-level block diagram illustrating some embodiments of systems for providing gaming applications, either via social networks, an online live gaming server, or on third party servers. The system 100 illustrated in Figure 1 provides gaming platforms 106a or 106b so that participants (players or gamers) may access one or more gaming applications, initiate a play on one device or gaming platform and continue play at another device or gaming platform, making transitions between devices or platforms essentially seamless and enabling a continuous playing experience.

[0071] The system 100 includes one or more social network servers 102a through 102n that may be accessed via user devices 115a, 115b through 115n, which are used by users 125a, 125b, through 125n, to connect to any one of the social network servers 102a through 102n. The user devices 115a through 115n may be a desktop computer, a game system or a mobile phone. These entities (user devices 115a-115n and social network servers 102a -102n) are communicatively coupled via one or more networks 105a, 105b, and 105n. Although only three

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user devices or platforms 115a, 115b through 115n are illustrated, any numbers of user devices or platforms 115n may be used by any number of users (players, gamers, or the like) 125n. Moreover, those skilled in the art should recognize that while the present disclosure is described below primarily in the context of providing gaming applications, the present disclosure may be applicable to other types of applications, for entertainment or otherwise. As some examples, gaming applications may include operations for creating plays, participating in plays, etc.

[0072] The user devices 115a through 115n in Figure 1 are illustrated by way of example. Although Figure 1 illustrates only three devices, the present disclosure applies to any system architecture having one or more user devices 115a through 115n (with user-interface applications 117a through 117n), therefore, any number of user devices 115n (hundreds, thousands, even millions or more) may be used.

[0073] Furthermore, while only three networks 105a, 105b, and 105n are illustrated as coupled to the user devices 115a, 115b through 115n, the social network servers 102a-102n, the profile server 130, the web server 132, the online live gaming server 140, the cross-platform server 142, and one or more third party servers 134a through 134n, in practice, any number of networks 105n may be connected, either directly or indirectly, to these entities. In addition, although only two third party servers 134a through 134n are shown, the system architecture 100 may include one or more third party servers 134n, each with a gaming platform 106b through 106n, operating one or more gaming applications that are similar or different.

[0074] In some embodiments, the social network server 102a is coupled to the network 105a, via a signal line 110. The social network server 102a includes a social network application 104, which comprises the software routines and instructions to operate the social network server 102a and its functions and operations. Although only one social network server 102a is

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described here, persons of ordinary skill in the art should recognize that multiple servers may be present, as illustrated by social network servers 102n, each with functionality similar to social network server 102a or different.

[0075] The term "social network" as used here encompasses its plain and ordinary meaning including, but not limited to, any type of social structure where the users are connected by a common feature or link. The common feature includes relationships/connections, e.g., friendship, family, work, a similar interest, etc. The common features are provided by one or more social networking systems, such as those included in the system architecture 100, including explicitly-defined relationships and relationships implied by social connections with other online users, where the relationships form a social graph 108.

[0076] The term "social graph" as used here encompasses its plain and ordinary meaning including, but not limited to, a set of online relationships between users (players and non-players), such as provided by one or more social networking systems, operating on social network servers 102a through 102n, including explicitly-defined relationships and relationships implied by social connections with other online users, where the relationships form a social graph. In some examples, the social graph 108 may reflect a mapping of these users and how they are related.

[0077] It should be understood that social network server 102a and the social network software/application 104 are representative of a single social network. Each of the plurality of social networks 102a through 102n is coupled to any one of the networks 105a, 105b, and 105n, each having its own server, application, and social graph. For example, a first social network system operated or hosted on a social network server may be directed to business networking, a second directed to or centered on academics, a third directed to local business, a fourth directed

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to dating or gaming, and yet others directed to other general interests or perhaps a specific focus. Yet, each may provide access to a gaming platform 106a for operating or providing access to video gaming applications.

[0078] A profile server 130 is illustrated as a stand-alone server in Figure 1. In other embodiments of the system architecture 100, all or part of the profile server 130 may be part of the social network server 102a. The profile server 130 is directly connected to the network 105a, via a line 131. The profile server 130 stores profiles for all the users that belong to a social network. A third party server 134a is connected to the network 105b, via a signal line 135. A web server 132 is connected, via a line 133, to the network 105n. The web server 132 delivers access to content, via the internet, for example, by hosted websites or the like. Users may use the web browsers on their electronic devices or gaming platforms to browse for gaming applications and access websites hosting gaming applications.

[0079] An online live gaming server 140 is an online multiplayer gaming and digital media delivery service connected to the network 105a through 105n via signal line 141 for providing users (i.e., players) with online gaming capabilities. This allows users to interact (e.g., play games) with multiple players (hundreds, thousands, if not millions) via the online live gaming server 140 (e.g., Xbox Live, Playstation Network, etc.).

[0080] A cross-platform server 142 is an online server connected to the network 105a through 105n via signal line 143 that receives information from one or more clients (e.g., mobile device, social network, gaming server, etc.) and translates the data such that it becomes usable by the gaming platform 106a through 106n. The cross-platform server 142 also translates information from the gaming platform 106a through 106n such that it becomes usable by the one or more clients (e.g., mobile device, social network, gaming server, etc.).

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[0081] The user devices or player gaming platforms 115a through 115n can be a computing device, for example, a laptop computer, a desktop computer, a tablet computer, a mobile telephone (iOS, Android, or windows-based phone, a personal digital assistant (PDA), a mobile email device, a portable game player, a game console (PS3, Xbox 360, Wii or the like) a portable music player, a television with one or more processors embedded in the television or coupled to it, or any other electronic device capable of accessing a network and participating in a gaming application.

[0082] The network 105a, 105b, or 105n, is of conventional type, wired or wireless, and may have any number of configurations, such as a star configuration, token ring configuration, or other configurations known to those skilled in the art. Furthermore, the network 105 may comprise a local area network (LAN), a wide area network (WAN, e.g., the Internet), and/or any other interconnected data path across which one or more devices may communicate.

[0083] In another embodiment, the network 105a, 105b, or 105n may be a peer-to-peer network. The network 105a, 105b, or 105n may also be coupled to or include portions of one or more telecommunications networks for sending data in a variety of different communication protocols.

[0084] In yet another embodiment, the network 105a, 105b, or 105n, includes Bluetooth communication networks or a cellular communications network for sending and receiving data such as via short messaging service (SMS), multimedia messaging service (MMS), hypertext transfer protocol (HTTP), direct data connection, WAP, email, etc.

[0085] In some embodiments, the social network server 102a, the profile server 130, the web server 132, online live gaming server 140, cross-platform server 142, and the third party servers 134a through 134n are hardware servers including a processor, memory, and network

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communication capabilities. One or more of the users (players or gamers) 125a through 125n access any of the social network servers 102a through 102n, or the third party servers 134a through 134n, via browsers in their user devices or gaming platforms and via the web server 132. The user devices 115a through 115n have user interface applications 117a, 117b, through 117n, that manage access by particular players to select gaming applications or their choice.

[0086] Figure 2 is a block diagram illustrating some embodiments of the social network server 102 (a through n) or third party server 134 (a through n). In Figure 2, like reference numerals have been used to reference like components with the same or similar functionality that has been described above with reference to Figure 1. Since those components have been described above that description is not repeated here. The social network server 102a generally comprises one or more processors, although only one processor 235 is illustrated in Figure 2. The processor is coupled via a bus 220 to memory 237 and database storage 233, which stores user account data 252, game options data 254, user rewards/points 256, user play/save data 258, game options/preferences 260, promotion data 262 and advertising data 264.

[0087] In some embodiments, the database storage 233 is a database organized by the hosting server and the user. For each user or player, the data storage 233 stores data on the user and user game plays, etc. For example, this data may include related social network activity such as posts, shares, invitations, status changes, etc., associated with each user engaged in a video gaming application.

[0088] A user or player 125a, via a user or gaming device 115a, communicates a request to initiate a gaming application or reacts to a keyword via communication unit 239. The "set up" for a video gaming application is managed by the gaming platform 106a. It should be recognized that the gaming platform 106a (illustrated in the social network server 102a) and

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106b (illustrated in the third party server 134a) are shown separately, but include similar functionality, at least for purposes of operating the gaming applications. A user or player display 25 coupled to the user device 115a through n, is configured to provide the video source of the gaming application in one of many formats, high definition graphics, three dimensional formats, etc.

[0089] Referring now to Figure 3, like reference numerals have been used to reference like components with the same or similar functionality that has been described above with reference to Figure 1. Since those components have been described above, that description is not repeated here. The gaming platform 106 (a or b) includes various modules that are programmed to perform the functionalities described here. These modules may be variously distributed or may be in a single unit. The gaming platform 106 includes a user interface module 301, a permissions module 303, a user/player account module 305, a user/player status module 307, a promotion/rewards module 309, a game initiation/operation module 311, and a social network module 313. Each of these modules is coupled to a software communication mechanism 320 to communicate the other modules. Examples of a software communications mechanism 320 may be an object bus (such as COBRA), direct socket communication (such as TCP/IP sockets) among software modules, remote procedure calls, UDP broadcasts and receipts, HTTP connections, function or procedure calls, etc. Further, any or all of the communication could be secure (SSH, HTTPS, etc.). The software communication can be implemented on any underlying hardware, such as a network, the Internet, a bus 220 of Figure 2, or a combination thereof, etc.

[0090] By way of example, a particular user 125a communicates via a user device 115a, to either initiate or react to a game play. The user interface module 301 facilitates a connection

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of the user device 115a with the social network server 102a, in the event the player wishes to engage or participate in a gaming application via the social network server 102a. The permission module 303 ensures that the user device is compliant with protocols and any privacy concerns. Once a video gaming application has been set up, the user/player account module 305 makes a note of the user to determine if the user has an existing account or must create one. The user/player status module 307 considers the status of the various users ("leader," "follower," or "spectator"). A promotion/rewards module 309 operates the necessary promotions permitting players to earn rewards accorded by the promotions. The game initiation/operation module 311 initiates play and the social network module 313 tracks the applications engaged by a particular player and updates the player's social profile accordingly.

Example Methods

[0091] Figure 4 illustrates an example method for aviation game play. It should be understood that the order of the operations in Figure 4 is merely by way of example and may be performed in different orders than those that are illustrated and some operations may be excluded, and different combinations of the operations may be performed. In the example method illustrated, one or more operations may include signing in/logging in to a select game (for example, an aviation game), as illustrated by block 402. The method 400 then proceeds to the next block 404 and may include one or more operations to perform an action within the game (for example, displayed as a two-dimensional or three-dimensional display). The method 400 then proceeds to the next block 406 and may include one or more operations to post a description of the action in a social network feed. The method 400 then proceeds to the next block 408 and may include one or more operations to receive one or more rewards based on events from the

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social network feed and/or player interactions.

[0092] Figure 5 illustrates an example of a graphical representation of a flight route that may be created in this gaming application (aviation game). Multiple players (Gamers 1 through 6) may engage in this game, as illustrated by reference numeral 1610 in Figure 6. Each of these gamers may be at remote locations and may access this game operated on a third party server. An action by gamer 1 impacting another gamer is indicated to any of the other gamers impacted, requiring acceptance or denial by the gamer impacted. The impacted gamer may "accept" the action, indicated by reference numeral 620 or may "decline" the action, indicated by reference numeral 630.

[0093] As one example of a select game, an aviation video gaming application is described here in Figure 7 through Figure 23. Figure 7 illustrates some embodiments of a user interface 700 for displaying an in-game message related to another player's activity. A player may receive an in-game notification (indicated by reference numeral 710) describing certain activities relating to the player. For example the in-game notification (indicated by reference numeral 710) states that friends have visited the player's airport and allows the player to view the description (by pressing the button 720) of what the friends' did while at the player's airport.

[0094] Figure 8 illustrates some embodiments of a user interface 800 for displaying an in-game message related to awarding items. A player may receive an in-game notification (indicated by reference numeral 810) describing an in-game item that was given to the player by a friend to assist the player in completing a quest (i.e., challenge). The in-game notification (indicated by reference numeral 810) may also allow the user (via the share button 820) to share this information and/or the in-game item with one or more additional players. The in-game

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notification (indicated by reference numeral 810) may also allow the user (via the close button 820) to hide the in-game notification.

[0095] Figure 9 illustrates some embodiments 900 of example in-game messages related to another player's activity. For example, a player may give experience points to another player, as indicated by the in game notification 910. A player may sabotage another player's flight by damaging the airplane, as indicated by the in game notification 920. A player may sabotage another player's airport by damaging a construction site, as indicated by the in game notification 930. A player may improve another player's travel time by giving them clear skies, as indicated by the in game notification 940. A player may have their airport shut down due to in-game weather conditions, as indicated by the in game notification 950. A player may have their airport shut down due to a particular event, for example, the president visiting a player's airport, as indicated by the in game notification 960.

[0096] Figure 10 illustrates an example of the user interface display 1000 to a user in the event a video gaming application is hosted or accessed by a social network. A user may accept a request via posting a comment (#accept in this example) to the social network post. User posts are indicated by 1010, user activities or operations during play are indicated by 1020, and user acceptances (indicated by reference numeral 1040) and approvals are indicated by reference numeral 1030.

[0097] Figure 11 illustrates an example of a user interface 1100 for unlocking game play content within the game. A user may unlock in-game content by posting a comment on a player's social network post. A friend's activities and status during a game are indicated by 1120, and promotion approvals are indicated by 1130. Approvals may be by the user's friends 1140 and 1150.

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[0098] Figure 12A illustrates an example of a user interface 1200 within a social network with a player notification about one player's promotion within the game and other player comments on the player notification. For example, the post 1204 indicates that the player has been promoted within the game. The notification 1210 indicates that for the approval 1212 from a player, the commenter and the poster receive three points within the game. The notification 1220 indicates that for the comment 1222, the commenter and the poster receive five points within the game.

[0099] Figure 12B illustrates an example of a user interface 1250 within a social network with a player notification about one player's promotion within the game and other non-player comments on the player notification. For example, the post 1254 indicates that the player has been promoted within the game. The notification 1260 indicates that for the approval 1262, the player (i.e., poster) receives three points within the game. The notification 1270 indicates that for the comment 1272 from a non-player, the player (i.e., poster) receives one point within the game.

[00100] Figure 13A illustrates an example of a user interface 1300 within a social network with a player notification about one player traveling to another player's area within the game and other player comments on the player notification. For example, the post 1302 indicates that the player is traveling to another player's airport. The notification 1310 indicates that for the approval, the flight time is decreased by 5%. The notification 1312 indicates that for the comment "#divert" from a player, the airplane is sent to the commenter's airport. The notification 1314 indicates that for the comment "#roger" from a player, the airplane receives two passengers. The notification 1316 indicates that for the comment "#clear skies" from a player, the flight time is decreased by 5%. The notification 1318 indicates that for the comment

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"#turbulence" from a player, the flight time is increased by 5%. The notification 1320 indicates that for the comment "#thunderstorm" from a player, the commenter receives a thunderstorm item (in-game item). The notification 1322 indicates that for the comment "#snowstorm" from a player, the commenter receives a snowstorm item (in-game item).

[00101] Figure 13B illustrates an example of a user interface 1350 within a social network with a player notification about one player traveling to another player's area within the game and other non-player comments on the player notification. For example, the post 1352 indicates that the player is traveling to another player's airport. The notification 1360 indicates that for the approval, the flight time is decreased by 5%. The notification 1362 indicates that for the comment "#divert" from a non-player, the airplane is sent to the closest friend's airport. The notification 1364 indicates that for the comment "#roger" from a non-player, the airplane receives one passenger. The notification 1366 indicates that for the comment "#clear skies" from a non-player, the flight time is decreased by 5%. The notification 1368 indicates that for the comment "#turbulence" from a non-player, the flight time is increased by 5%. The notification 1370 indicates that for the comment "#thunderstorm" from a non-player, the player's airport is hit by a thunderstorm. The notification 1372 indicates that for the comment "#snowstorm" from a non-player, the player's airport is hit by a snowstorm.

[00102] Figure 14A illustrates an example of a user interface 1400 within a social network with a player notification about one player visiting another player's area within the game and other player comments on the player notification. For example, the post 1402 indicates that the player is visiting another player's airport. The notification 1410 indicates that for the approval, one energy point is given to both players. The notification 1412 indicates that for the comment "#thanks" from a player, five energy points are given to both players. The notification 1414

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indicates that for the comment "#thunderstorm" from a player, the commenter receives a thunderstorm item (in-game item). The notification 1416 indicates that for the comment "#snowstorm" from a player, the commenter receives a snowstorm item (in-game item).

[00103] Figure 14B illustrates an example of a user interface 1450 within a social network with a player notification about one player visiting another player's area within the game and other non-player comments on the player notification. For example, the post 1452 indicates that the player is visiting another player's airport. The notification 1460 indicates that for the approval, one energy point is given to the player (i.e., poster). The notification 1462 indicates that for the comment "#thanks" from a non-player, two energy points are given to the player (i.e., poster). The notification 1464 indicates that for the comment "#thunderstorm" from a non-player, the player's (i.e., poster) airport is hit by a thunderstorm. The notification 1466 indicates that for the comment "#snowstorm" from a non-player, the player's (i.e., poster) airport is hit by a snowstorm.

[00104] Figure 15A illustrates an example of a user interface 1500 within a social network with a player notification about one player sending a game-play item within the game and other player comments on the player notification. For example, the post 1502 indicates that the player has sent an airplane to an in-game airport (in this example John Wayne Airport). The notification 1510 indicates that for the approval, the flight time is decreased by 5%. The notification 1512 indicates that for the comment "#bird attack" from a player, the airplane is damaged and the flight time is increased by 5%. The notification 1514 indicates that for the comment "#turbulence" from a player, the flight time is increased by 5%. The notification 1516 indicates that for the comment "#clear skies" from a player, the flight time is decreased by 5%. The notification 1518 indicates that for the comment "#thunderstorm" from a player, the

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commenter receives a thunderstorm item (in-game item). The notification 1520 indicates that for the comment "#snowstorm" from a player, the commenter receives a snowstorm item (in-game item).

[00105] Figure 15B illustrates an example of a user interface 1550 within a social network with a player notification about one player sending a game-play item within the game and other non-player comments on the player notification. For example, the post 1552 indicates that the player has sent an airplane to an in-game airport (in this example John Wayne Airport). The notification 1560 indicates that for the approval, the flight time is decreased by 5%. The notification 1562 indicates that for the comment "#bird attack" from a non-player, the airplane is damaged and the flight time is increased by 5%. The notification 1564 indicates that for the comment "#turbulence" from a non-player, the flight time is increased by 5%. The notification 1566 indicates that for the comment "#clear skies" from a non-player, the flight time is decreased by 5%. The notification 1568 indicates that for the comment "#thunderstorm" from a non-player, the player's (i.e., poster) airport is hit by a thunderstorm. The notification 1570 indicates that for the comment "#snowstorm" from a non-player, the player's (i.e., poster) airport is hit by a snowstorm.

[00106] Figure 16A illustrates an example of a user interface 1600 within a social network with a player notification about one player purchasing a game-play item within the game and other player comments on the player notification. For example, the post 1602 indicates that the player has purchased an in-game airplane. The notification 1610 indicates that for the approval, the commenter gains 10 coins. The notification 1612 indicates that for the comment "#maiden voyage" from a player, the commenter and the poster gain one "1 hour boost item". The notification 1614 indicates that for the comment "#thunderstorm" from a player, the commenter

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receives a thunderstorm item (in-game item). The notification 1616 indicates that for the comment "#snowstorm" from a player, the commenter receives a snowstorm item (in-game item).

[00107] Figure 16B illustrates an example of a user interface 1650 within a social network with a player notification about one player purchasing a game-play item within the game and other non-player comments on the player notification. For example, the post 1652 indicates that the player has purchased an in-game airplane. The notification 1660 indicates that for the approval, no award is given. The notification 1662 indicates that for the comment "#maiden voyage" from a non- player, the player (i.e., poster) receives one experience point. The notification 1664 indicates that for the comment "#thunderstorm" from a non-player, the player's (i.e., poster) airport is hit by a thunderstorm. The notification 1666 indicates that for the comment "#snowstorm" from a non-player, the player's (i.e., poster) airport is hit by a snowstorm.

[00108] Figure 17A illustrates an example of a user interface 1700 within a social network with a player notification about one player purchasing a game-play area within the game and other player comments on the player notification. For example, the post 1702 indicates that the player has purchased a small terminal. The notification 1710 indicates that for the approval, the building time is decreased. The notification 1712 indicates that for the comment "#let me help" from a player, the building time is decreased by 5%. The notification 1714 indicates that for the comment "#congrats" from a player, the commenter is given 10 coins. The notification 1716 indicates that for the comment "#vandalize" from a player, the building time is increased by 5%. The notification 1718 indicates that for the comment "#thunderstorm" from a player, the commenter receives a thunderstorm item (in-game item). The notification 1720 indicates that for

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the comment "#snowstorm" from a player, the commenter receives a snowstorm item (in-game item).

[00109] Figure 17B illustrates an example of a user interface 1750 within a social network with a player notification about one player purchasing a game-play area within the game and other non-player comments on the player notification. For example, the post 1752 indicates that the player has purchased a small terminal. The notification 1760 indicates that for the approval, the building time is decreased. The notification 1762 indicates that for the comment "#let me help" from a non-player, the building time is decreased by 5%. The notification 1764 indicates that for the comment "#congrats" from a non-player, the player (i.e., poster) is given 5 coins. The notification 1766 indicates that for the comment "#vandalize" from a non-player, the building is damaged and the building time is increased by 5%. The notification 1768 indicates that for the comment "#thunderstorm" from a non-player, the player's (i.e., poster) airport is hit by a thunderstorm. The notification 1770 indicates that for the comment "#snowstorm" from a non-player, the player's (i.e., poster) airport is hit by a snowstorm.

[00110] Figure 18A illustrates an example of a user interface 1800 within a social network with a player notification about one player building a game-play item within the game and other player comments on the player notification. For example, the post 1802 indicates that the player is trying to finish building a hangar. The notification 1810 indicates that for the approval, the poster and commenter receive three energy points. The notification 1812 indicates that for the comment "#fuel drums" from a player, the poster receives an in-game item.

[00111] Figure 18B illustrates an example of a user interface 1850 within a social network with a player notification about one player building a game-play item within the game and other non-player comments on the player notification. The notification 1860 indicates that for the

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approval, the player (i.e., poster) receives three energy points. The notification 1862 indicates that for the comment "#fuel drums" from a non-player, the player (i.e., poster) receives an in-game item.

[00112] Figure 19A illustrates an example of a user interface 1900 within a social network with a player notification about one player performing a task within the game and other player comments on the player notification. For example, the post 1902 indicates that the player is trying to finish a task, in this example, "favor for the mayor." The notification 1910 indicates that for the approval, the poster and commenter receive five experience points. The notification 1912 indicates that for the comment "#lumber" from a player, the poster receives an in-game item.

[00113] Figure 19B illustrates an example of a user interface 1950 within a social network with a player notification about one player performing a task within the game and other non-player comments on the player notification. For example, the post 1952 indicates that the player is trying to finish a task, in this example, "favor for the mayor." The notification 1960 indicates that for the approval, the player (i.e., poster) receives five experience points. The notification 1962 indicates that for the comment "#lumber" from a non-player, the player (i.e., poster) receives an in-game item.

[00114] Figure 20A illustrates an example of a user interface 2000 within a social network with a player notification about one player finishing a task within the game and other player comments on the player notification. For example, the post 2002 indicates that the player has finished a task, in this example, "favor for the mayor." The notification 2010 indicates that for the approval, the poster and commenter receive three experience points. The notification 2012 indicates that for the comment "#congrats" from a player, the poster and commenter receive five

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experience points.

[00115] Figure 20B illustrates an example of a user interface 2050 within a social network with a player notification about one player finishing a task within the game and other non-player comments on the player notification. For example, the post 2052 indicates that the player has finished a task, in this example, "favor for the mayor." The notification 2060 indicates that for the approval, the player (i.e., poster) receives three experience points. The notification 2062 indicates that for the comment "#congrats" from a non-player, the player (i.e., poster) receives one experience point.

[00116] Figure 21A illustrates an example of a user interface 2100 within a social network with a player notification about one player arriving at another player's area within the game and other player comments on the player notification. For example, the post 2102 indicates that the player has checked into a friend's airport. The notification 2110 indicates that for the approval, the poster and commenter receive two experience points. The notification 2112 indicates that for the comment "#safe flight" from a player, the poster and commenter receive one "+5 energy item."

[00117] Figure 21B illustrates an example of a user interface 2150 within a social network with a player notification about one player arriving at another player's area within the game and other non-player comments on the player notification. For example, the post 2152 indicates that the player has checked into a friend's airport. The notification 2160 indicates that for the approval, the player (i.e., poster) receives two experience points. The notification 2162 indicates that for the comment "#safe flight" from a non-player, the player (i.e., poster) receives one "+5 energy item."

[00118] Figure 22 illustrates an example of a user interface 2200 including two examples

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of game states that affect game play. The first example 2210 is a thunderstorm game item that may be used at friend's airports to add rain, thunder, lightning to the airport, and to shut down the airport for an hour. For example, this item can only be used once every 12 hours and after the thunderstorm ends the player cannot be affected for 24 hours. The second example 2220 is a snowstorm game item that may be used at friend's airports to add snow to the airport, and to shut down the airport for an hour. For example, this item can only be used once every 12 hours and after the thunderstorm ends the player cannot be affected for 24 hours.

[00119] Figure 23 illustrates an example of a user interface 2300 including one example of a game state that affects game play. The example 2310 is of Air Force One (i.e., the president) visiting the player's airport. For example, this shuts down the player's airport for 8 hours, the player can interact with Air Force One via a nomination link for decreasing the time Air Force One is at the airport, and after Air Force One is sent off, the player cannot be sent the airplane again for 24 hours.

[00120] The comments and game actions they invoke which are described in Figures 5-23 are used by way of example, one skilled in the art will recognize that other examples and configurations are possible.

[00121] The foregoing description of the implementations of the present technology has been presented for the purposes of illustration and description. It is not intended to be exhaustive or to limit the present technology to the precise form disclosed. Many modifications and variations are possible in light of the above teaching. It is intended that the scope of the present technology be limited not by this detailed description, but rather by the claims of this application. As should be understood by those familiar with the art, the present technology may be implemented in other specific forms, without departing from the spirit or essential characteristics

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thereof. Likewise, the particular naming and division of the modules, routines, features, attributes, methodologies, and other aspects are not mandatory or significant, and the mechanisms that implement the present disclosure or its features may have different names, divisions and/or formats. Furthermore, as should be apparent to one of ordinary skill in the relevant art, the modules, routines, features, attributes, methodologies and other aspects of the present technology can be implemented as software, hardware, firmware, or any combination of the three. Also, wherever a component, an example of which is a module, of the present technology is implemented as software, the component can be implemented as a standalone program, as part of a larger program, as a plurality of separate programs, as a statically or dynamically linked library, as a kernel loadable module, as a device driver, and/or in every and any other way known now or in the future to those of ordinary skill in the art of computer programming. Additionally, the present technology is in no way limited to implementation in any specific programming language, or for any specific operating system or environment. Accordingly, the disclosure of the present technology is intended to be illustrative, but not limiting, of the scope of the present disclosure, which is set forth in the following claims.

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WHAT IS CLAIMED IS:

1. A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; and

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface.

2. The computer-implemented method of claim 1, further comprising:

posting one or more events from the video gaming application to the social network server.

3. The computer-implemented method of claim 1, further comprising:

modifying play of the video gaming application based on social network interactions from the one or more players.

4. The computer-implemented method of claim 1, further comprising:

modifying play of the video gaming application based on social network interactions from one or more non-players.

5. A computer program product comprising a computer useable medium including a computer readable program, wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

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provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; and

facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface.

6. The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

post one or more events from the video gaming application to the social network server.

7. The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

modify play of the video gaming application based on social network interactions from the one or more players.

8. The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

modify play of the video gaming application based on social network interactions from one or more non-players.

9. A system comprising:

a processor, and;

a memory storing instructions that, when executed, cause the system to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; and

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facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently.

10. A system as claimed in claim 9, wherein the video gaming application posts one or more events to the social network server.

11. A system as claimed in claim 9, wherein the video gaming application modifies play based on social network interactions from the one or more players.

12. A system as claimed in claim 9, wherein the video gaming application modifies play based on social network interactions from one or more non-players.

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ABSTRACT

The present technology is directed to flexible platform architecture for either providing or facilitating video gaming applications. In some implementations, the flexible platform architecture provides a fluid and continuous visual experience for players across different platform types (platform agnostic) that are integrated and engage users at different levels. Each of the players experiences a unique and different visual experience, depending upon the particular gaming platform and/or user interface utilized by a player. The flexible platform architecture has user interfaces that are configured to provide different experiences for different players, including for example, a three-dimensional or a two-dimensional user experience. The platform architecture may facilitate access to video gaming applications via distinct user interfaces, including 1) via social networks or online social networking services, including via wall posts or by enabling users to send and read text-based posts, 3) via mobile devices, and 4) via game consoles.

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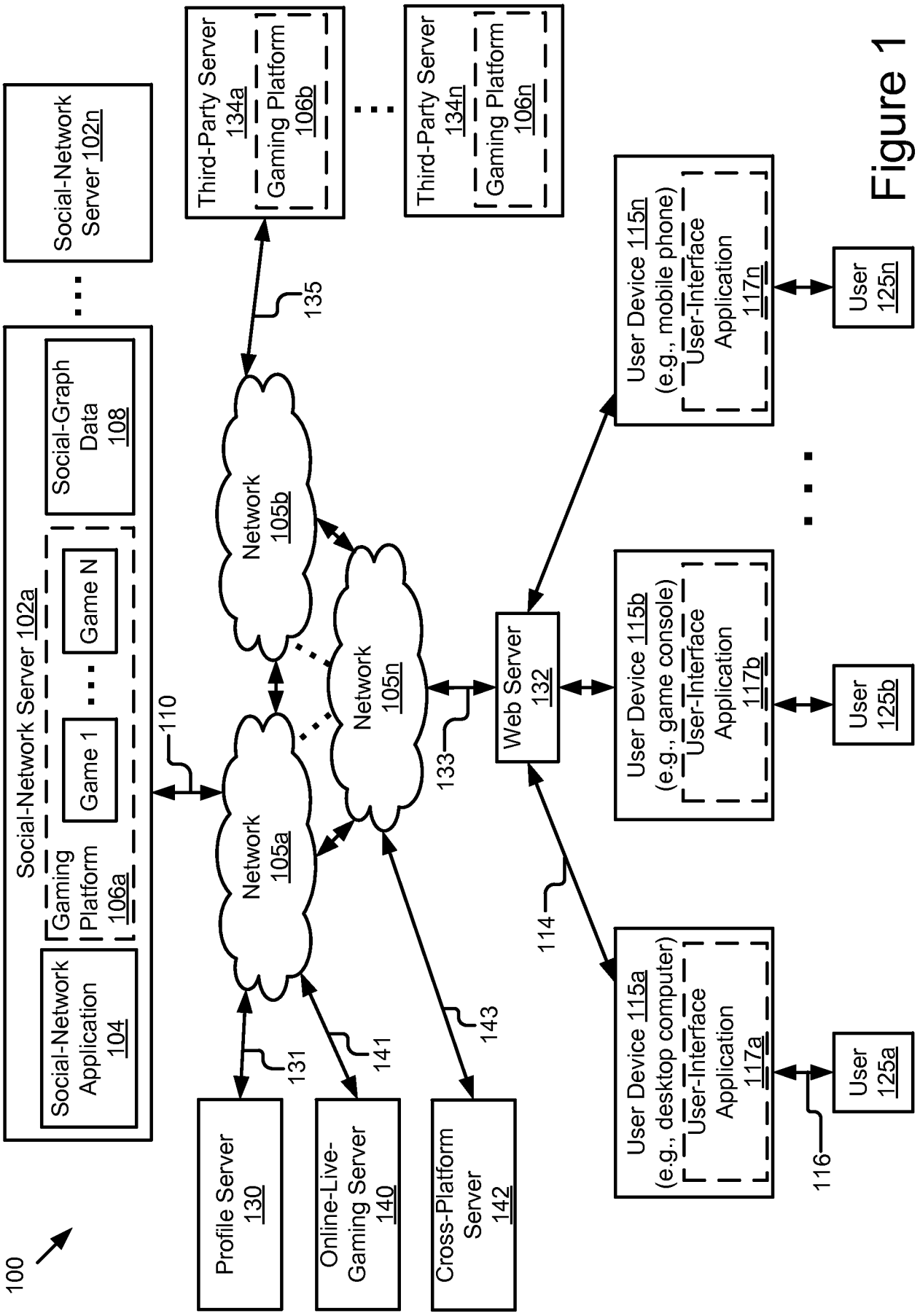

100
Social-Network Server 102a
Social-Network Application 104
Gaming Platform 106a
Game 1
Game N
Social-Graph Data 108
Social-Network Server 102n
110
Network 105a
Network 105b
Network 105n
Third-Party Server 134a
Gaming Platform 106b
Third-Party Server 134n
Gaming Platform 106n
135
133
Web Server 132
114
User Device 115a (e.g., desktop computer)
User-Interface Application 117a
User 125a
116
User Device 115b (e.g., game console)
User-Interface Application 117b
User 125b
User Device 115n (e.g., mobile phone)
User-Interface Application 117n
User 125n
Profile Server 130
131
Online-Live-Gaming Server 140
141
Cross-Platform Server 142
143

Figure 1

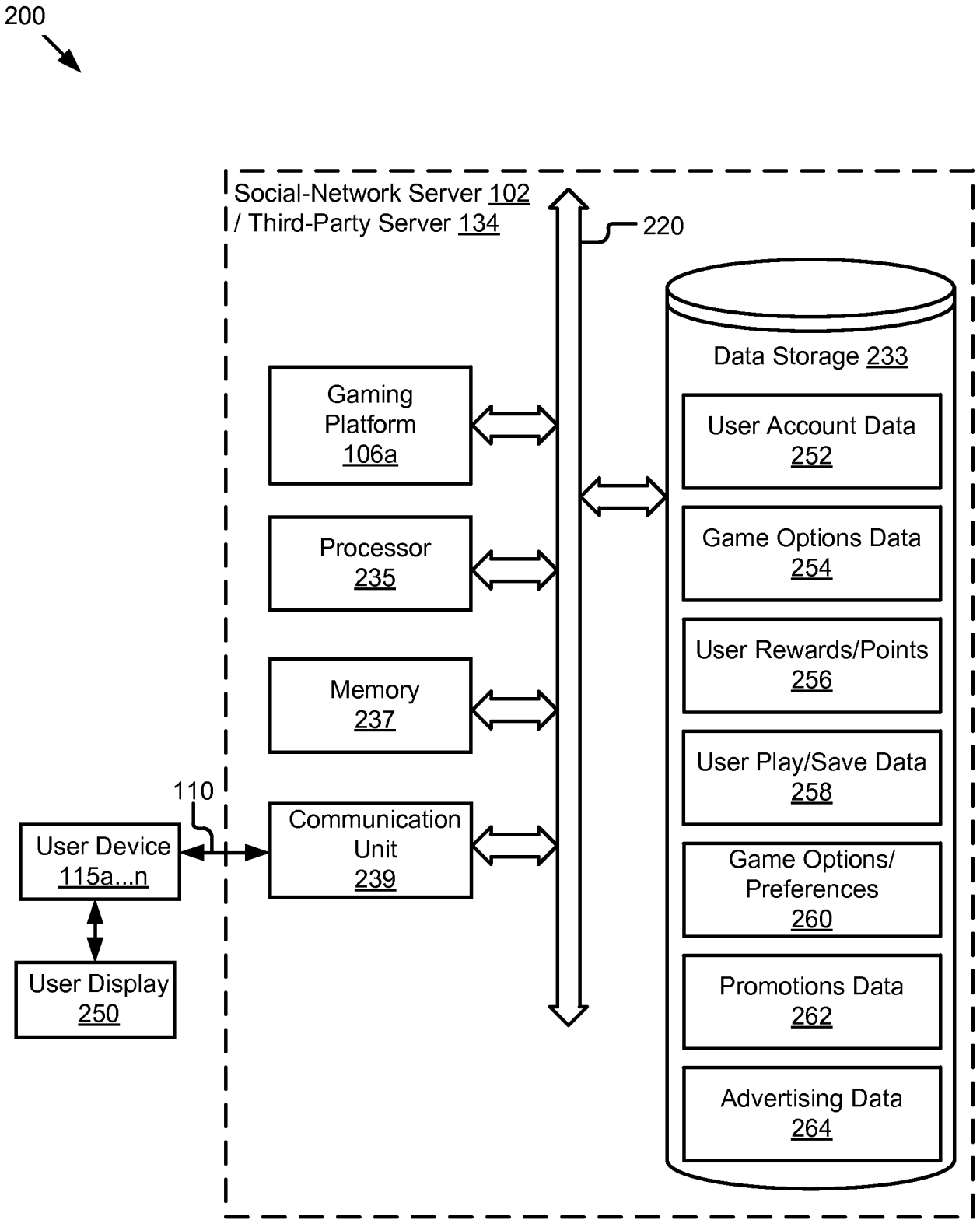

200
Social-Network Server 102
/ Third-Party Server 134
220
Data Storage 233
Gaming Platform 106a
Processor 235
Memory 237
Communication Unit 239
110
User Device 115a...n
User Display 250
User Account Data 252
Game Options Data 254
User Rewards/Points 256
User Play/Save Data 258
Game Options/ Preferences 260
Promotions Data 262
Advertising Data 264

Figure 2

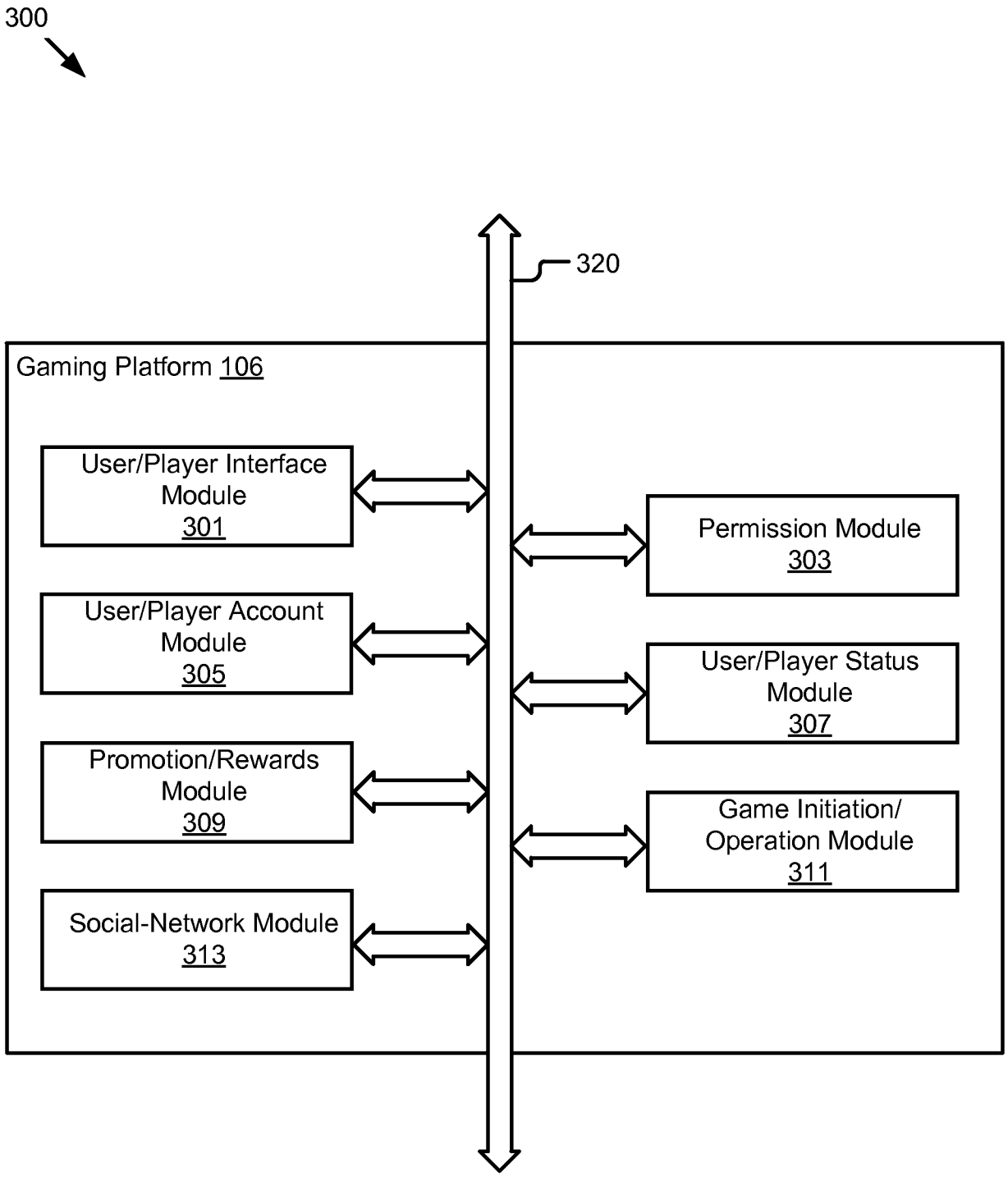

300
320
Gaming Platform 106
User/Player Interface Module 301
User/Player Account Module 305
Promotion/Rewards Module 309
Social-Network Module 313
Permission Module 303
User/Player Status Module 307
Game Initiation/ Operation Module 311

Figure 3


400

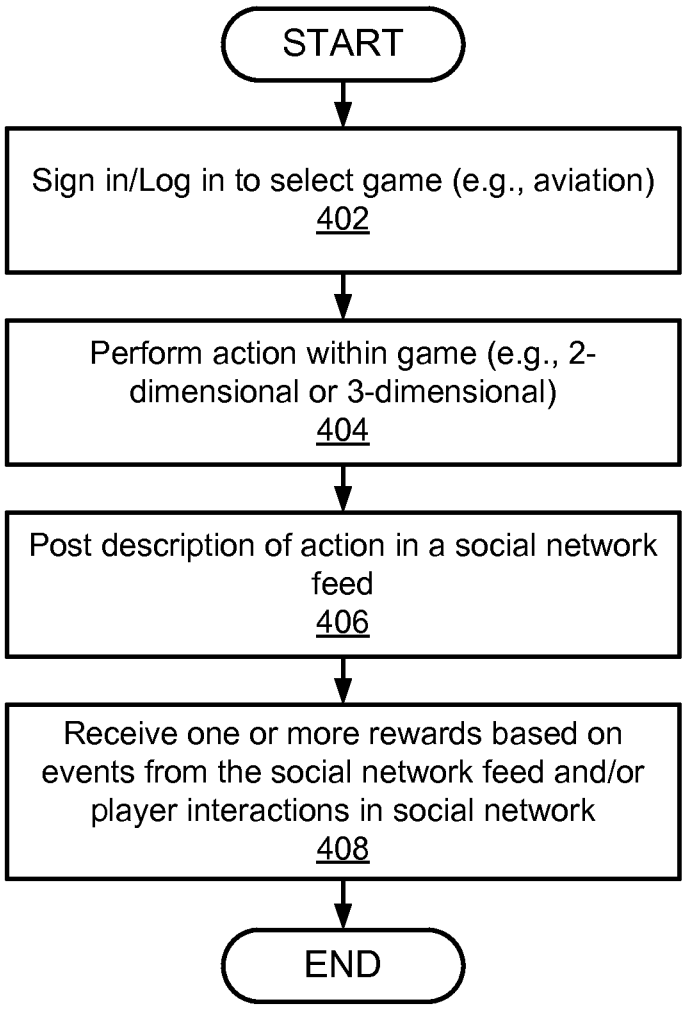

START
Sign in/Log in to select game (e.g., aviation)
402
Perform action within game (e.g., 2-dimensional or 3-dimensional)
404
Post description of action in a social network feed
406
Receive one or more rewards based on events from the social network feed and/or player interactions in social network
408
END

Figure 4



Figure 5

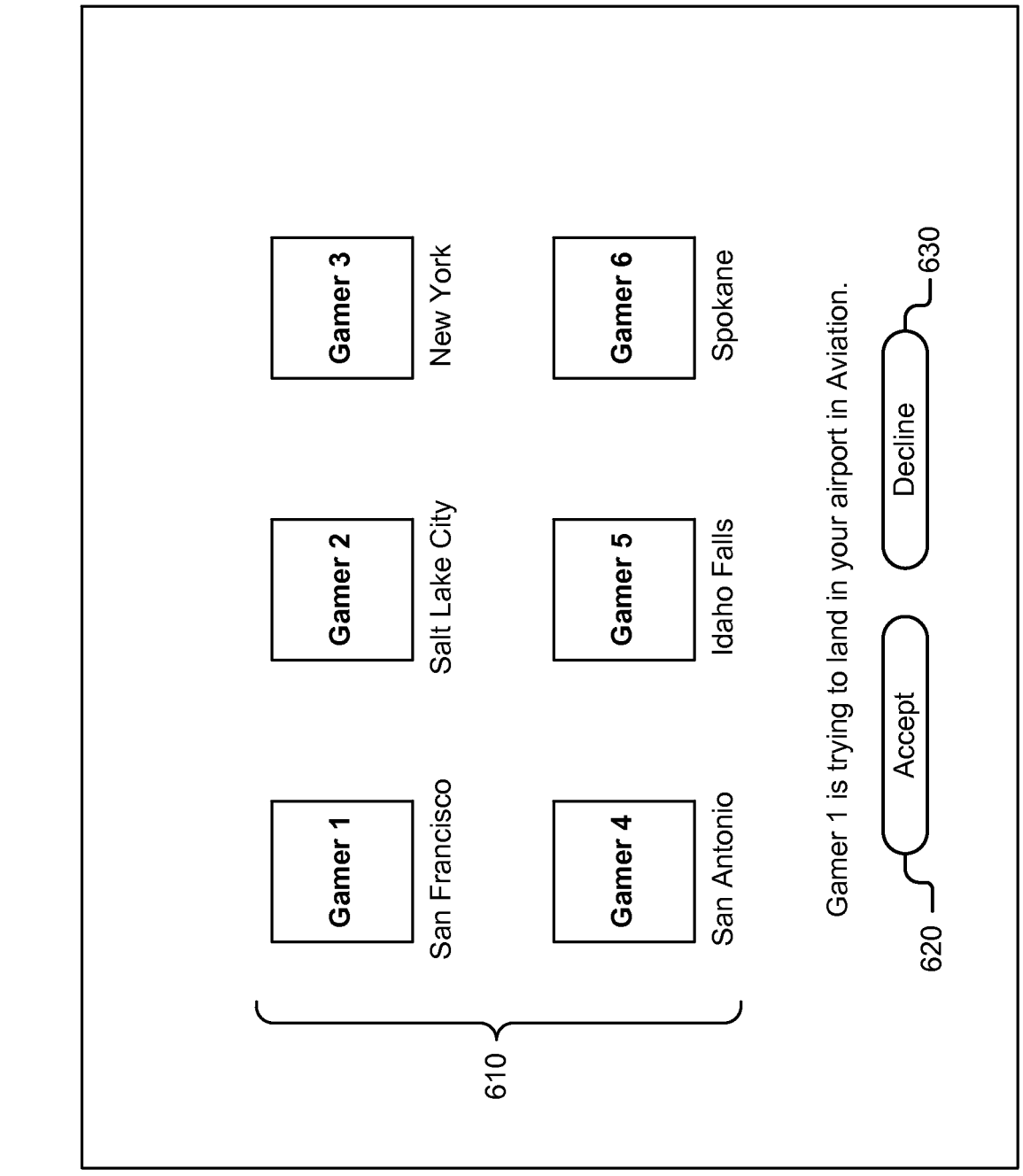

600
610
Gamer 1
San Francisco
Gamer 2
Salt Lake City
Gamer 3
New York
Gamer 4
San Antonio
Gamer 5
Idaho Falls
Gamer 6
Spokane
Gamer 1 is trying to land in your airport in Aviation.
Accept
Decline
620
630

Figure 6

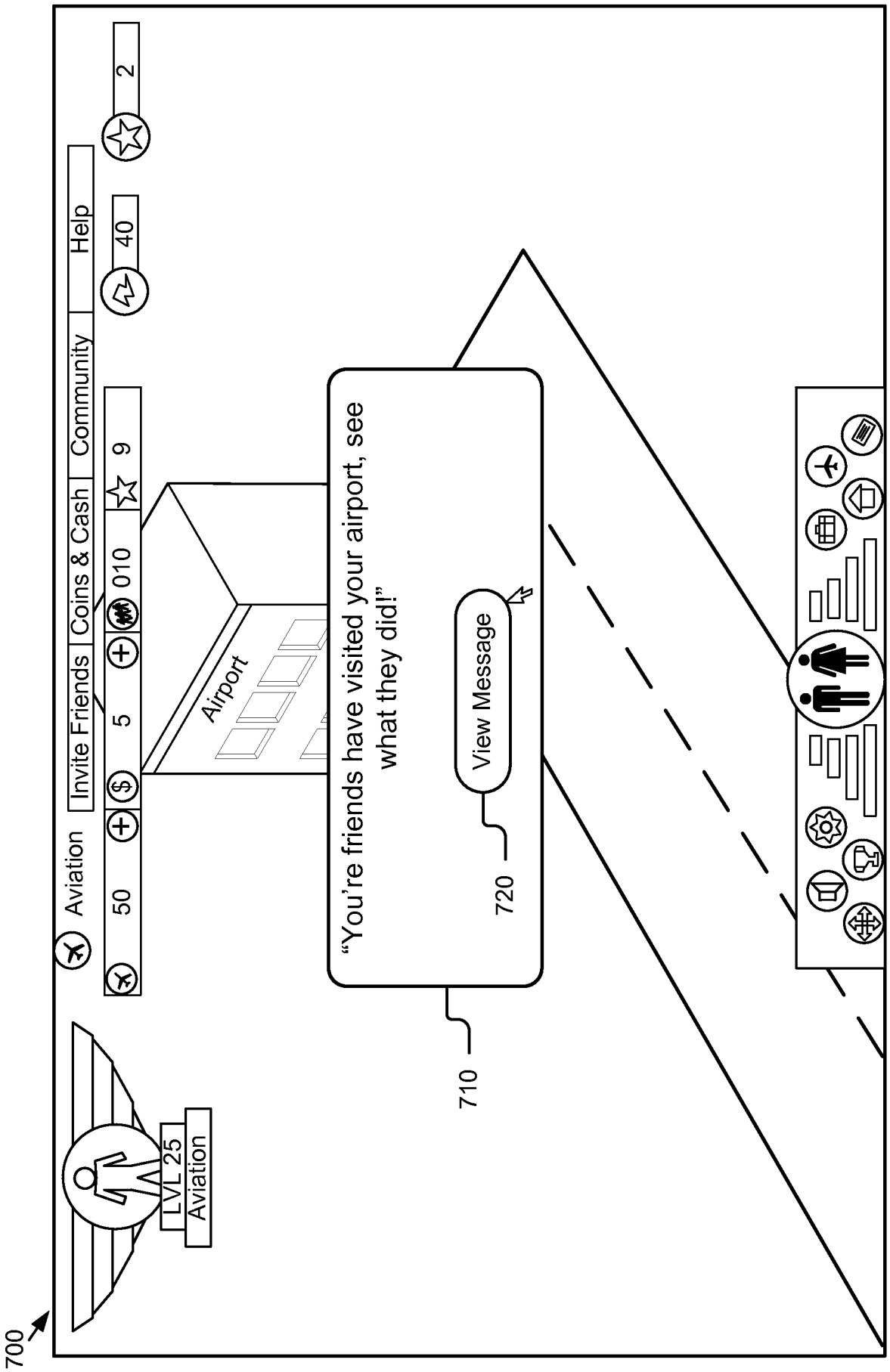

700
LVL 25
Aviation
Aviation
50
5
010
9
2
40
Invite Friends
Coins & Cash
Community
Help
Airport
"You're friends have visited your airport, see what they did!"
View Message
710
720

Figure 7

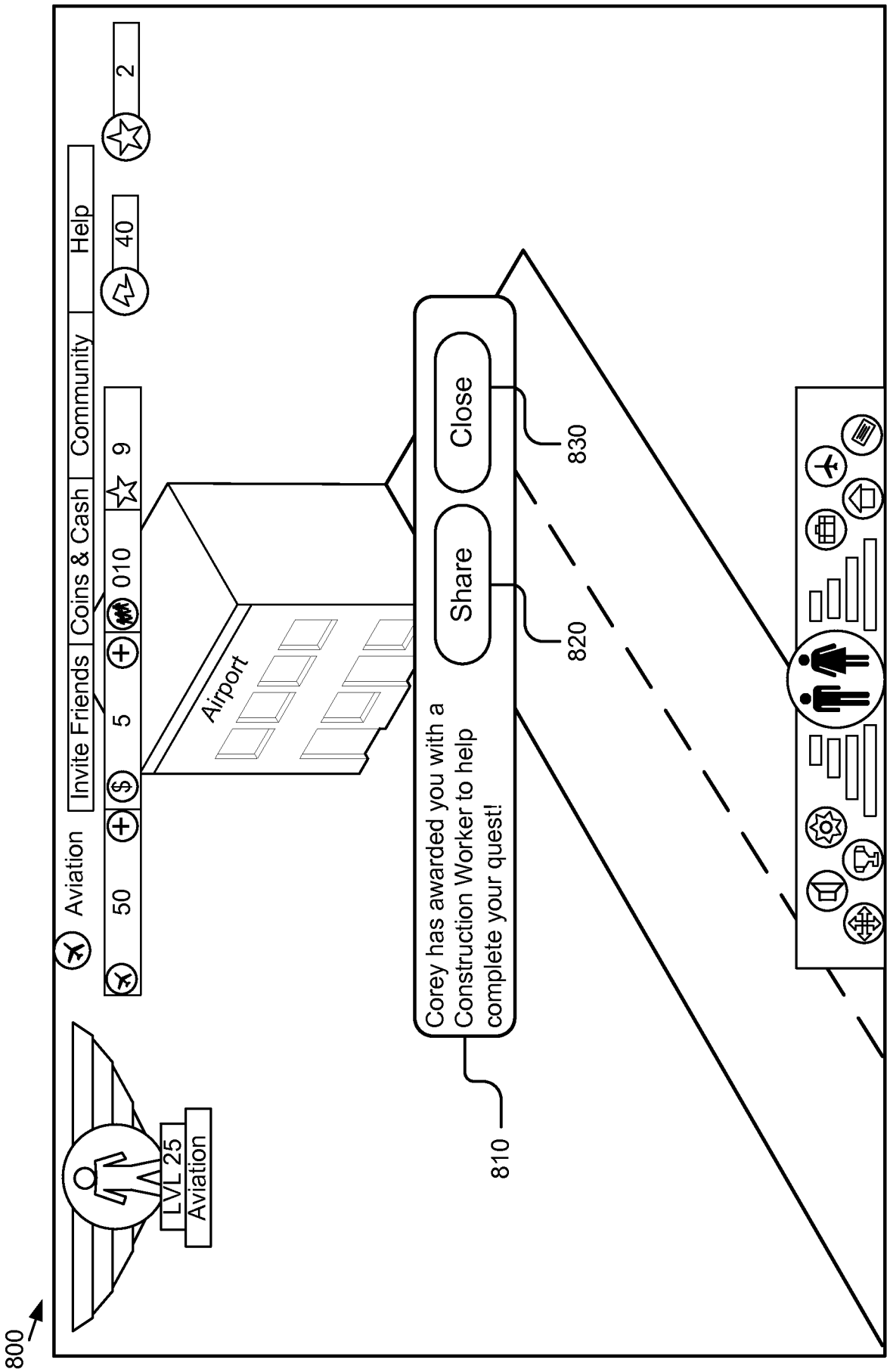

800
LVL 25
Aviation
Aviation
50
Invite Friends
Coins & Cash
Community
Help
5
010
9
40
2
Airport
Corey has awarded you with a Construction Worker to help complete your quest!
Share
Close
810
820
830

Figure 8

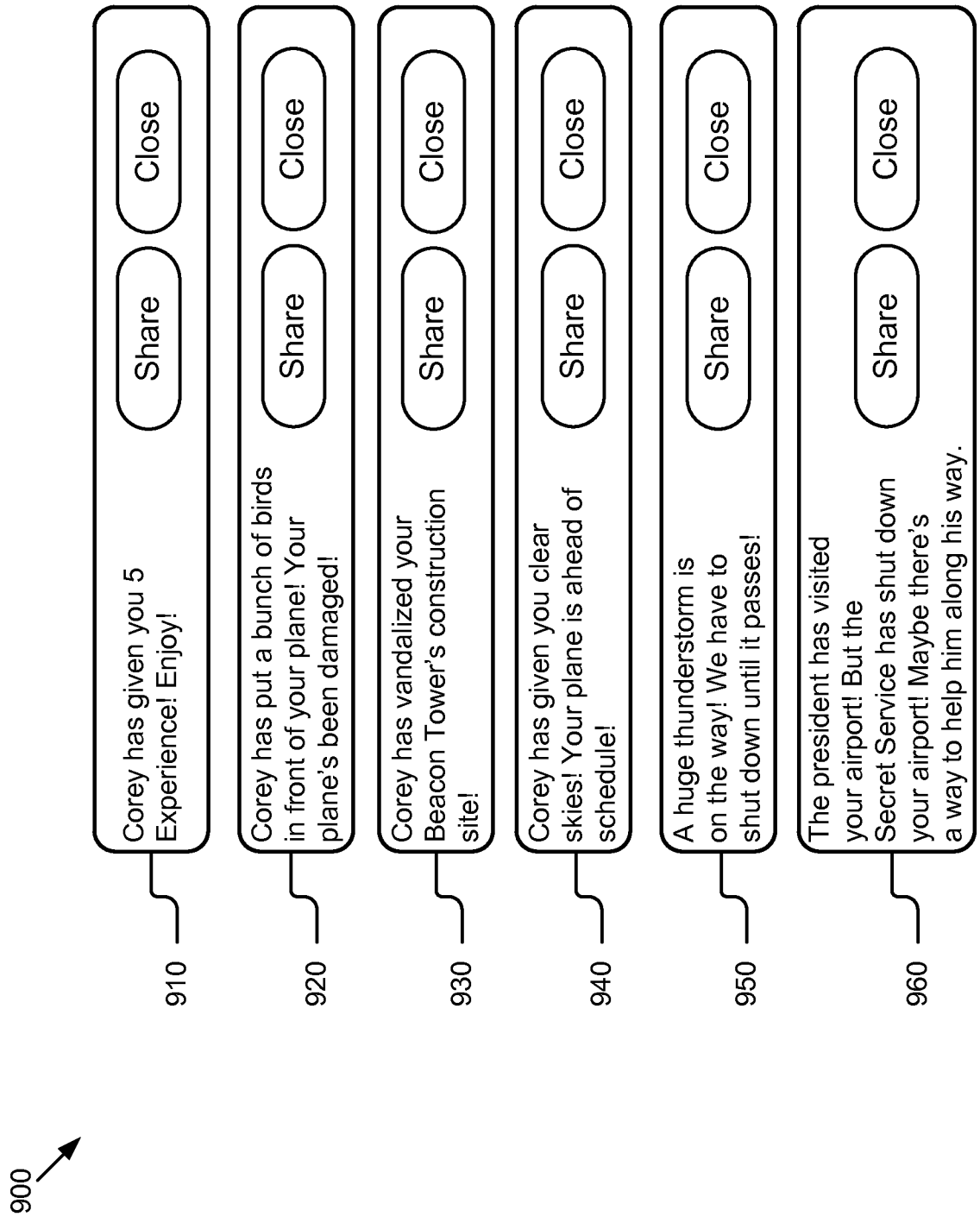

900
910
Corey has given you 5 Experience! Enjoy!
Share
Close
920
Corey has put a bunch of birds in front of your plane! Your plane's been damaged!
Share
Close
930
Corey has vandalized your Beacon Tower's construction site!
Share
Close
940
Corey has given you clear skies! Your plane is ahead of schedule!
Share
Close
950
A huge thunderstorm is on the way! We have to shut down until it passes!
Share
Close
960
The president has visited your airport! But the Secret Service has shut down your airport! Maybe there's a way to help him along his way.
Share
Close

Figure 9

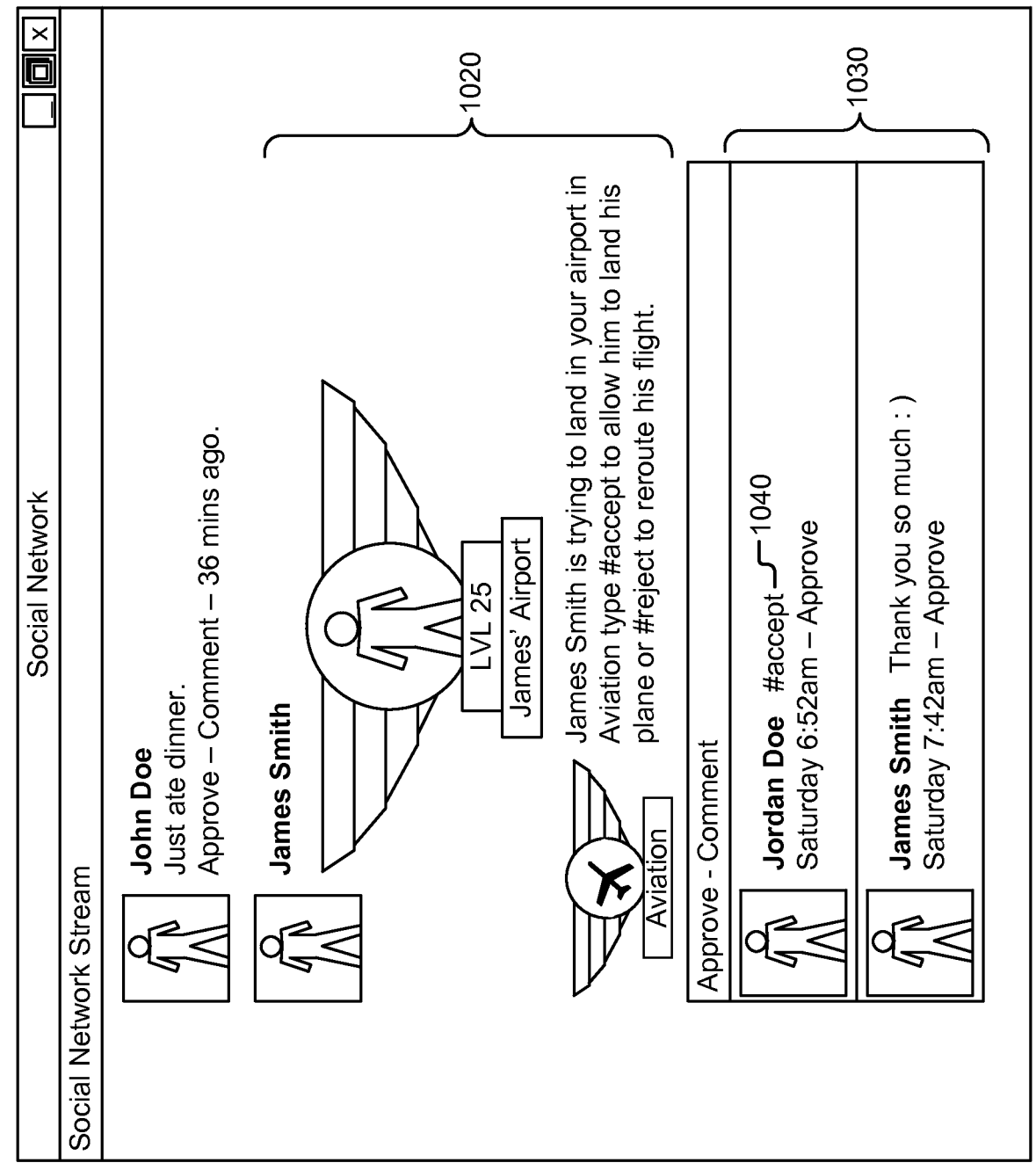

1000
Social Network
Social Network Stream
John Doe
Just ate dinner.
Approve – Comment – 36 mins ago.
James Smith
LVL 25
James' Airport
James Smith is trying to land in your airport in Aviation type #accept to allow him to land his plane or #reject to reroute his flight.
Aviation
1020
Approve - Comment
Jordan Doe #accept
Saturday 6:52am – Approve
1040
James Smith Thank you so much :)
Saturday 7:42am – Approve
1030

Figure 10

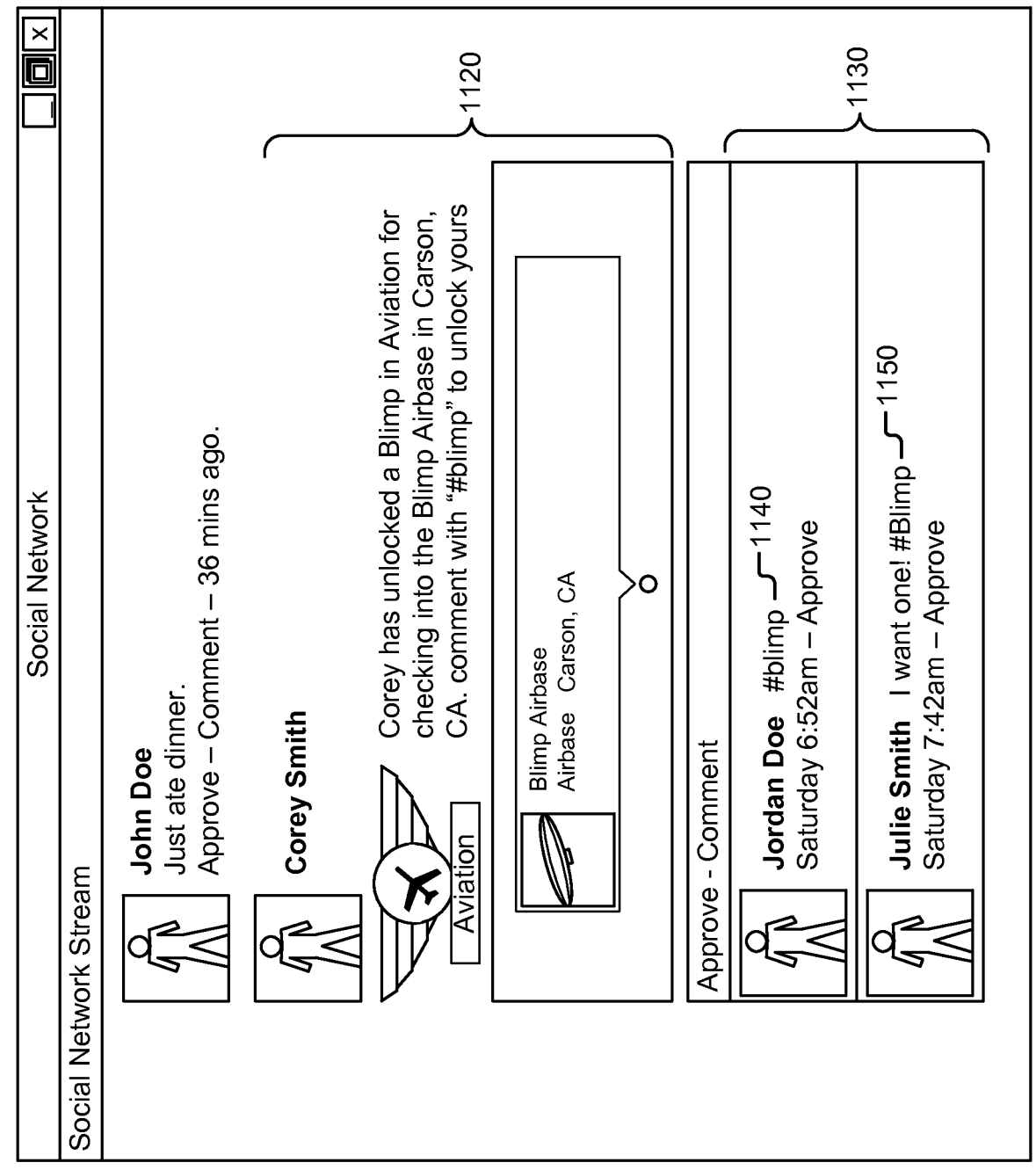

1100
Social Network
Social Network Stream
John Doe
Just ate dinner.
Approve – Comment – 36 mins ago.
Corey Smith
Corey has unlocked a Blimp in Aviation for checking into the Blimp Airbase in Carson, CA. comment with "#blimp" to unlock yours
Aviation
Blimp Airbase
Airbase Carson, CA
1120
Approve - Comment
Jordan Doe #blimp
Saturday 6:52am – Approve
1140
Julie Smith I want one! #Blimp
Saturday 7:42am – Approve
1150
1130

Figure 11

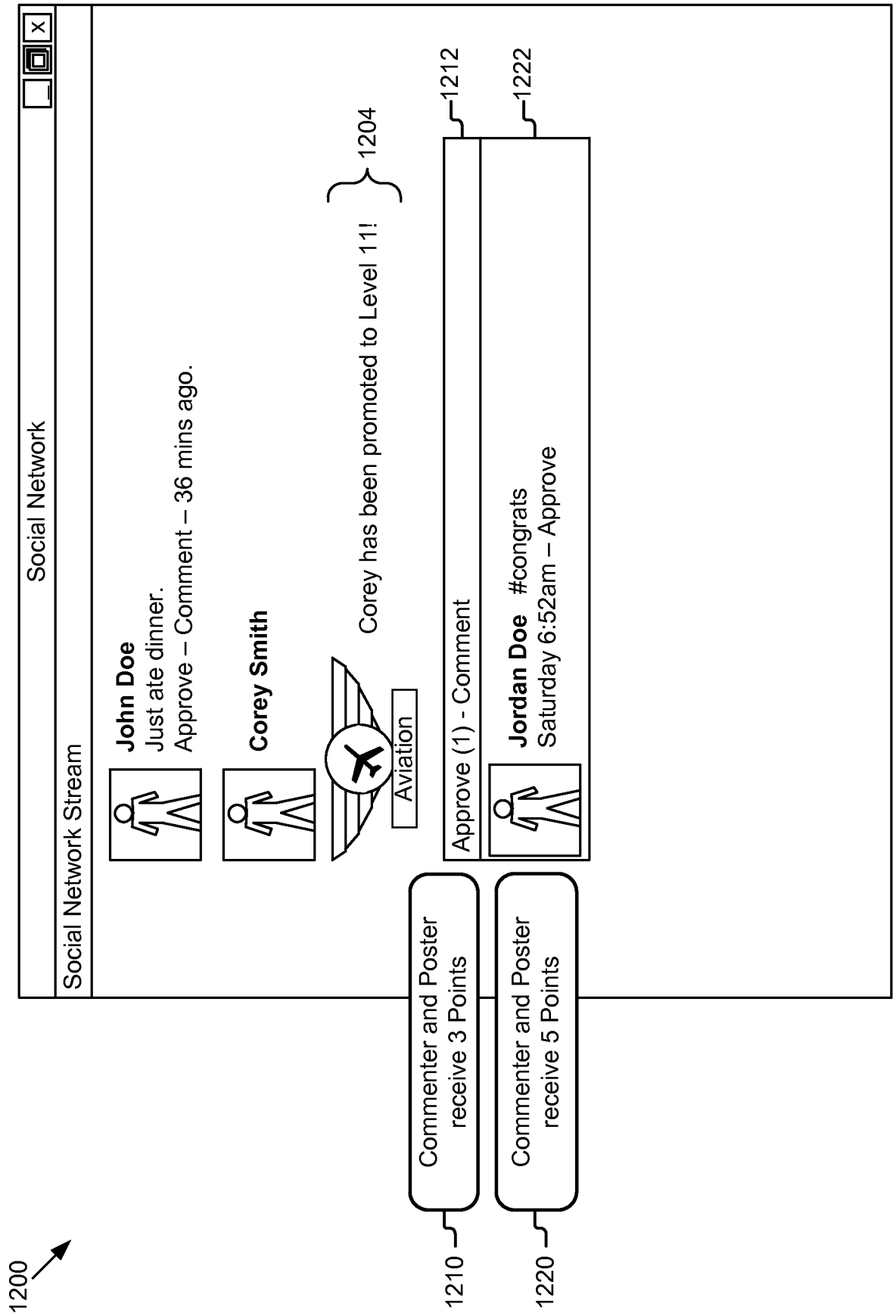

1200
Social Network
Social Network Stream
John Doe
Just ate dinner.
Approve – Comment – 36 mins ago.
Corey Smith
Corey has been promoted to Level 11!
1204
Aviation
1212
1222
Approve (1) - Comment
Jordan Doe #congrats
Saturday 6:52am – Approve
Commenter and Poster receive 3 Points
Commenter and Poster receive 5 Points
1210
1220

Figure 12A

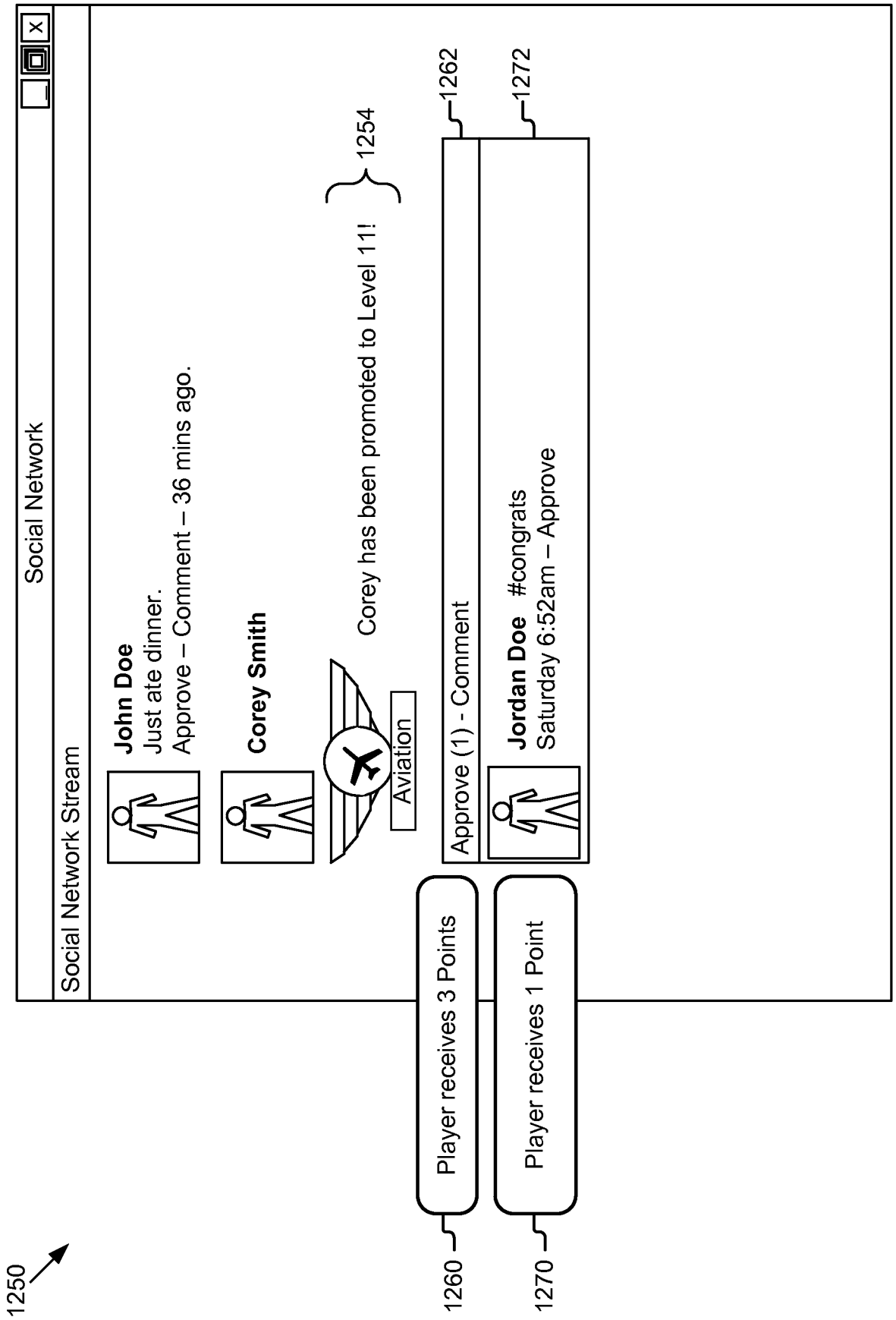

1250
Social Network
Social Network Stream
John Doe
Just ate dinner.
Approve – Comment – 36 mins ago.
Corey Smith
Corey has been promoted to Level 11!
1254
Aviation
1262
1272
Approve (1) - Comment
Jordan Doe #congrats
Saturday 6:52am – Approve
Player receives 3 Points
Player receives 1 Point
1260
1270

Figure 12B

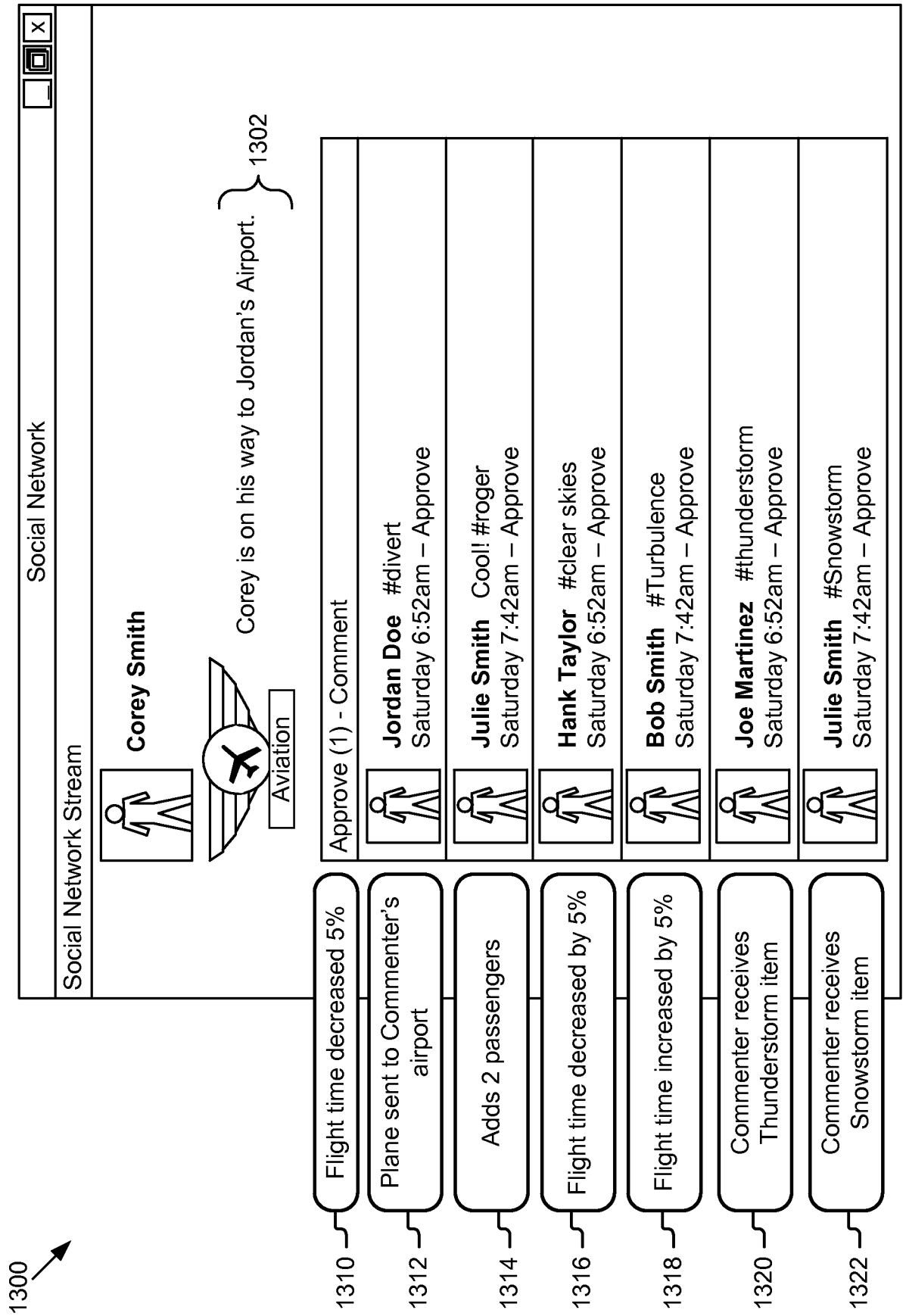

1300
Social Network
Social Network Stream
Corey Smith
Aviation
Corey is on his way to Jordan's Airport.
1302
Approve (1) - Comment
Jordan Doe #divert
Saturday 6:52am – Approve
Julie Smith Cool! #roger
Saturday 7:42am – Approve
Hank Taylor #clear skies
Saturday 6:52am – Approve
Bob Smith #Turbulence
Saturday 7:42am – Approve
Joe Martinez #thunderstorm
Saturday 6:52am – Approve
Julie Smith #Snowstorm
Saturday 7:42am – Approve
Flight time decreased 5%
1310
Plane sent to Commenter's airport
1312
Adds 2 passengers
1314
Flight time decreased by 5%
1316
Flight time increased by 5%
1318
Commenter receives Thunderstorm item
1320
Commenter receives Snowstorm item
1322

Figure 13A

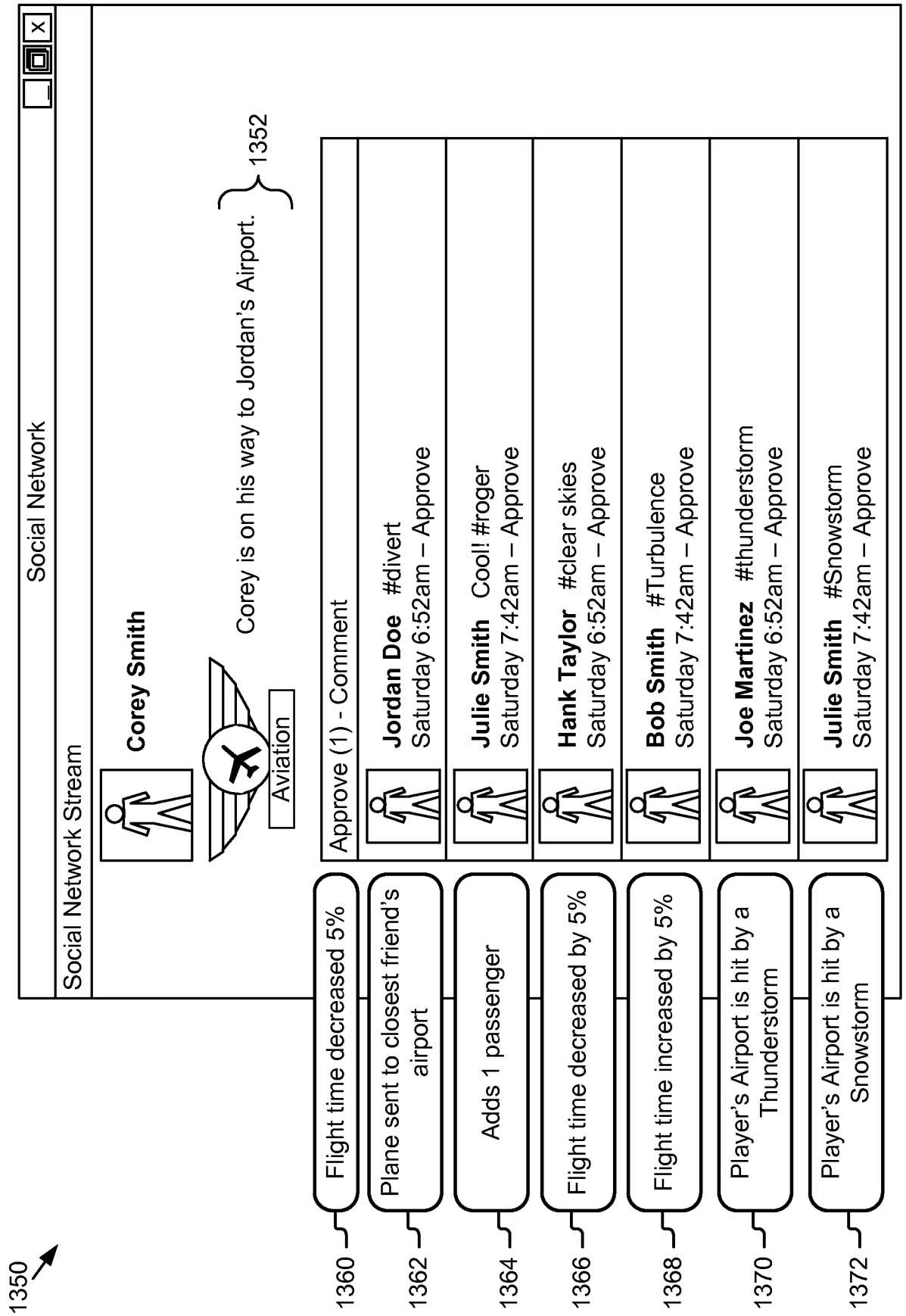

1350
Social Network
Social Network Stream
Corey Smith
Aviation
Corey is on his way to Jordan's Airport.
1352
Approve (1) - Comment
Jordan Doe #divert
Saturday 6:52am – Approve
Julie Smith Cool! #roger
Saturday 7:42am – Approve
Hank Taylor #clear skies
Saturday 6:52am – Approve
Bob Smith #Turbulence
Saturday 7:42am – Approve
Joe Martinez #thunderstorm
Saturday 6:52am – Approve
Julie Smith #Snowstorm
Saturday 7:42am – Approve
Flight time decreased 5%
1360
Plane sent to closest friend's airport
1362
Adds 1 passenger
1364
Flight time decreased by 5%
1366
Flight time increased by 5%
1368
Player's Airport is hit by a Thunderstorm
1370
Player's Airport is hit by a Snowstorm
1372

Figure 13B

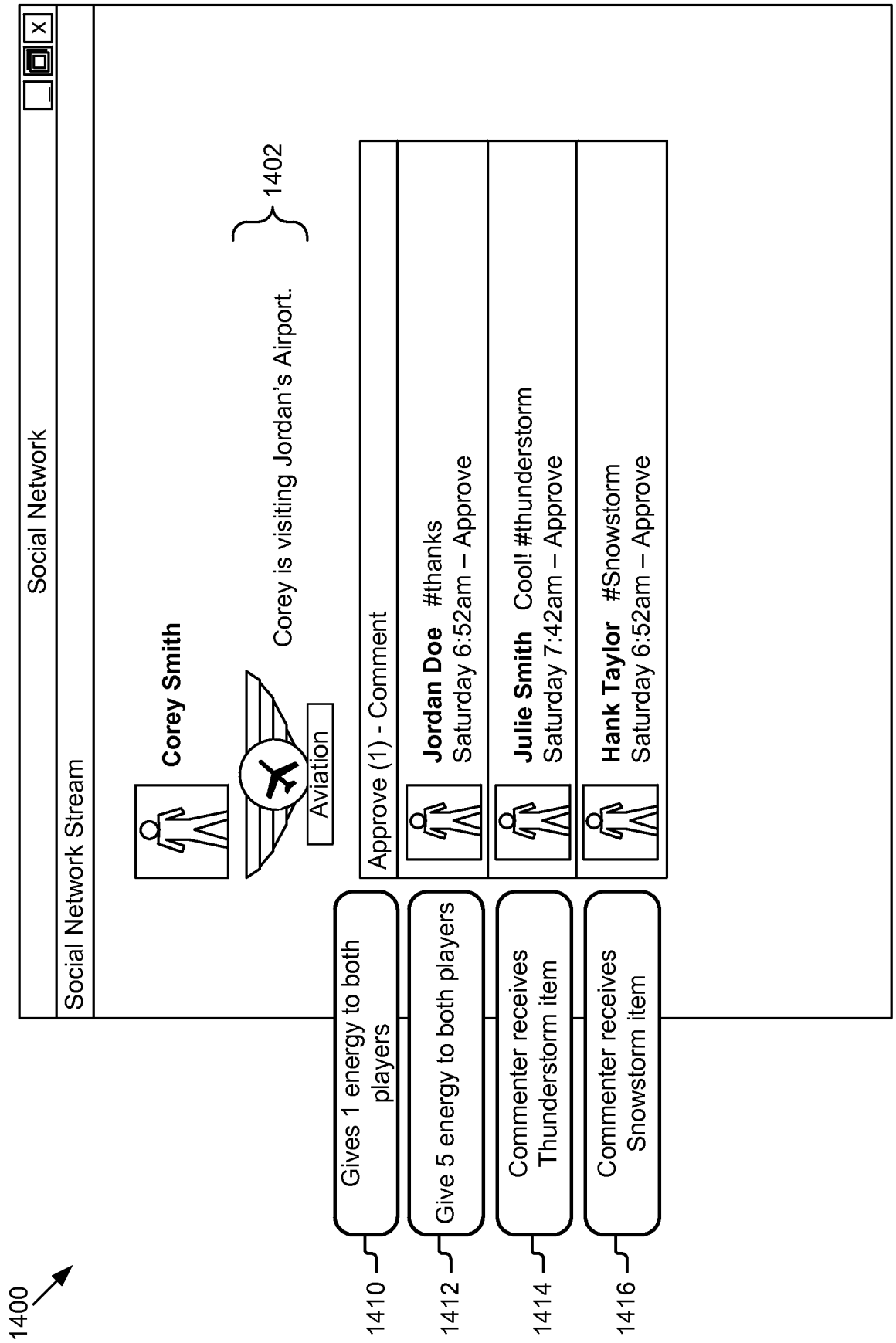

1400
Social Network
Social Network Stream
Corey Smith
Corey is visiting Jordan's Airport.
1402
Aviation
Approve (1) - Comment
Jordan Doe #thanks
Saturday 6:52am – Approve
Julie Smith Cool! #thunderstorm
Saturday 7:42am – Approve
Hank Taylor #Snowstorm
Saturday 6:52am – Approve
Gives 1 energy to both players
Give 5 energy to both players
Commenter receives Thunderstorm item
Commenter receives Snowstorm item
1410
1412
1414
1416

Figure 14A

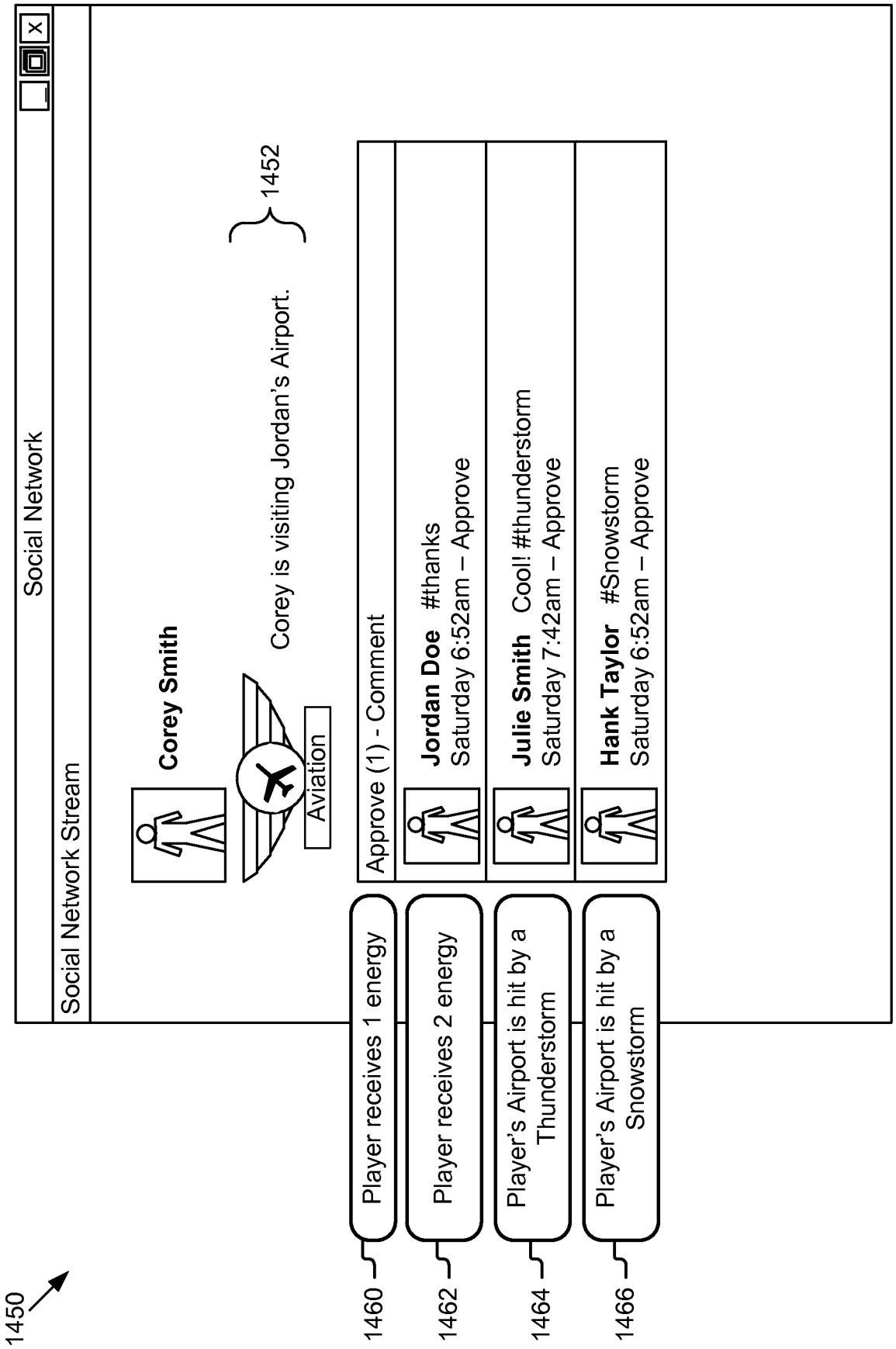

1450
Social Network
Social Network Stream
Corey Smith
Corey is visiting Jordan's Airport.
1452
Aviation
Approve (1) - Comment
Jordan Doe #thanks
Saturday 6:52am – Approve
Julie Smith Cool! #thunderstorm
Saturday 7:42am – Approve
Hank Taylor #Snowstorm
Saturday 6:52am – Approve
Player receives 1 energy
Player receives 2 energy
Player's Airport is hit by a Thunderstorm
Player's Airport is hit by a Snowstorm
1460
1462
1464
1466

Figure 14B

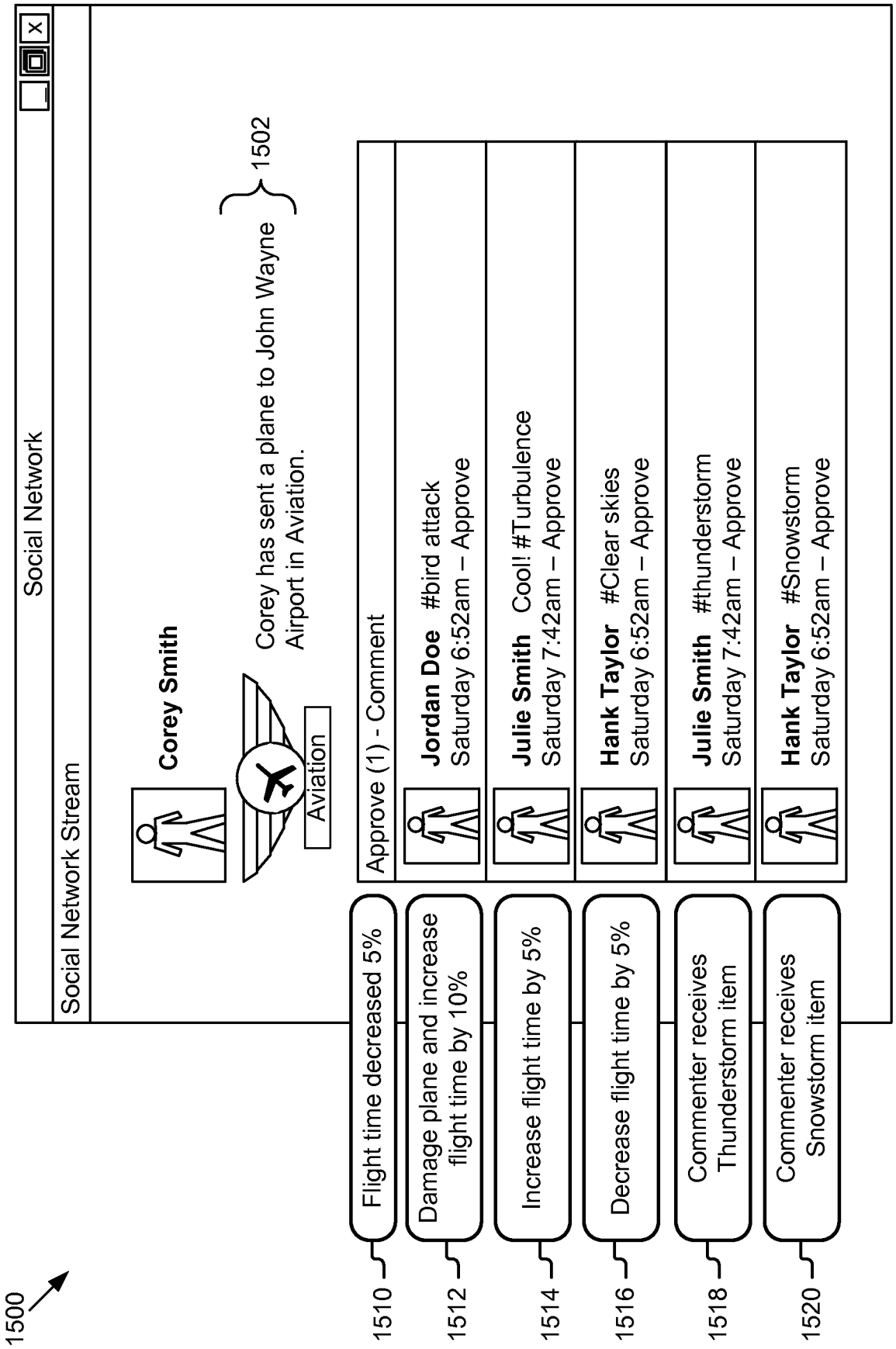

1500
Social Network
Social Network Stream
Corey Smith
Corey has sent a plane to John Wayne Airport in Aviation.
1502
Aviation
Approve (1) - Comment
Jordan Doe #bird attack
Saturday 6:52am – Approve
Julie Smith Cool! #Turbulence
Saturday 7:42am – Approve
Hank Taylor #Clear skies
Saturday 6:52am – Approve
Julie Smith #thunderstorm
Saturday 7:42am – Approve
Hank Taylor #Snowstorm
Saturday 6:52am – Approve
1510
Flight time decreased 5%
1512
Damage plane and increase flight time by 10%
1514
Increase flight time by 5%
1516
Decrease flight time by 5%
1518
Commenter receives Thunderstorm item
1520
Commenter receives Snowstorm item

Figure 15A

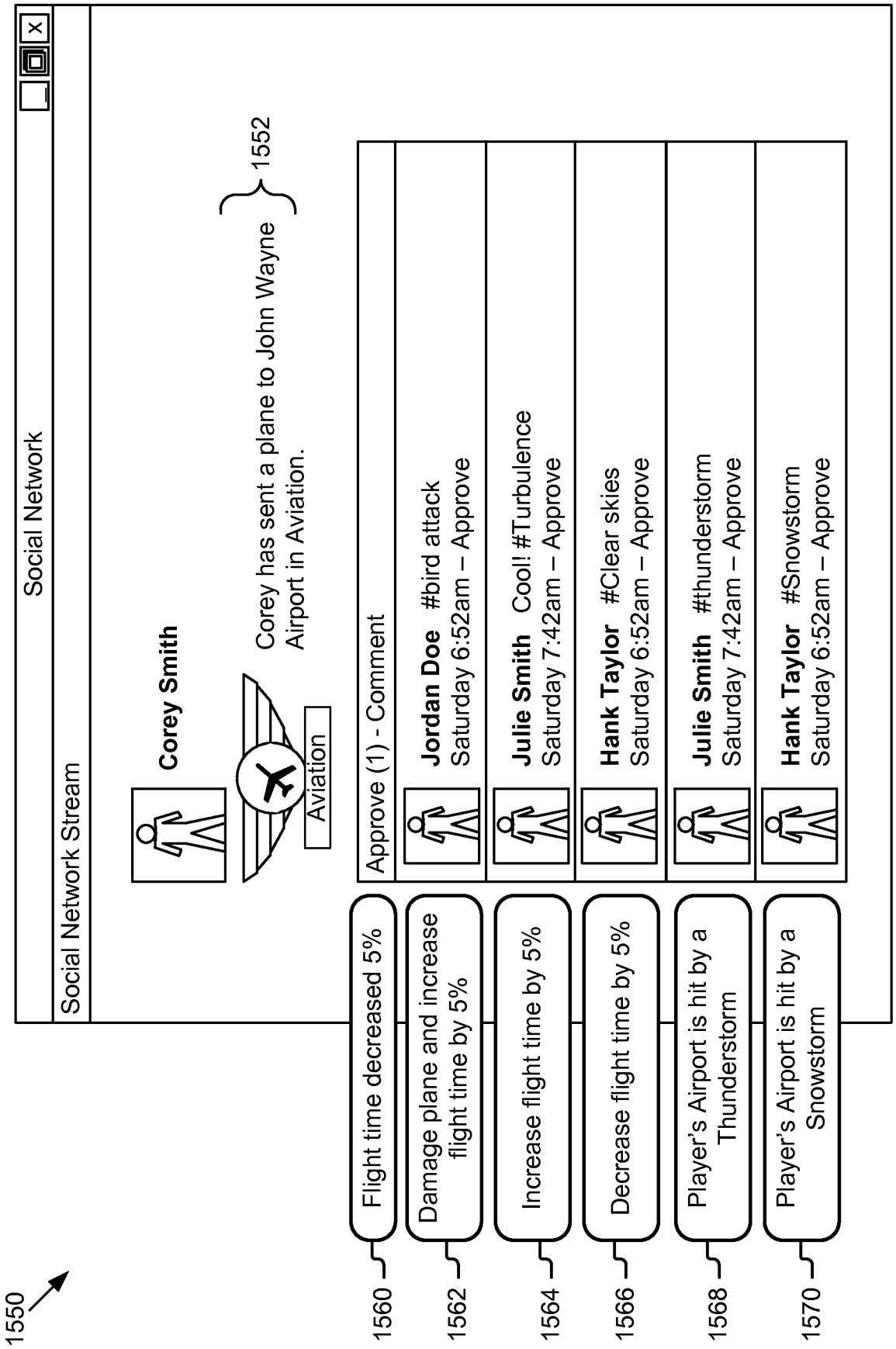

1550
Social Network
Social Network Stream
Corey Smith
Corey has sent a plane to John Wayne Airport in Aviation.
1552
Aviation
Approve (1) - Comment
Jordan Doe #bird attack
Saturday 6:52am – Approve
Julie Smith Cool! #Turbulence
Saturday 7:42am – Approve
Hank Taylor #Clear skies
Saturday 6:52am – Approve
Julie Smith #thunderstorm
Saturday 7:42am – Approve
Hank Taylor #Snowstorm
Saturday 6:52am – Approve
Flight time decreased 5%
Damage plane and increase flight time by 5%
Increase flight time by 5%
Decrease flight time by 5%
Player's Airport is hit by a Thunderstorm
Player's Airport is hit by a Snowstorm
1560
1562
1564
1566
1568
1570

Figure 15B

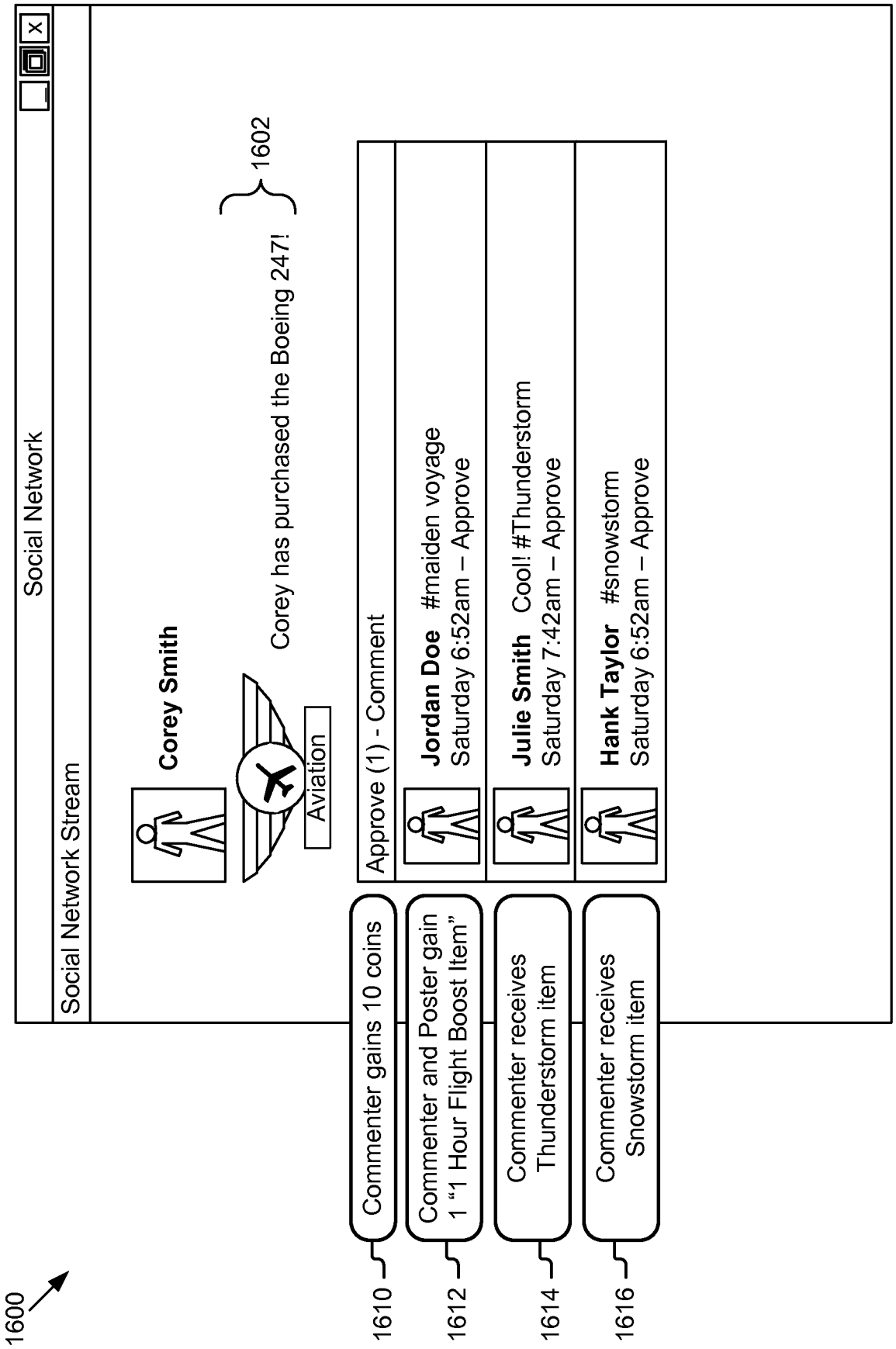

1600
Social Network
Social Network Stream
Corey Smith
Corey has purchased the Boeing 247!
1602
Aviation
Approve (1) - Comment
Jordan Doe #maiden voyage
Saturday 6:52am – Approve
Julie Smith Cool! #Thunderstorm
Saturday 7:42am – Approve
Hank Taylor #snowstorm
Saturday 6:52am – Approve
Commenter gains 10 coins
Commenter and Poster gain 1 "1 Hour Flight Boost Item"
Commenter receives Thunderstorm item
Commenter receives Snowstorm item
1610
1612
1614
1616

Figure 16A

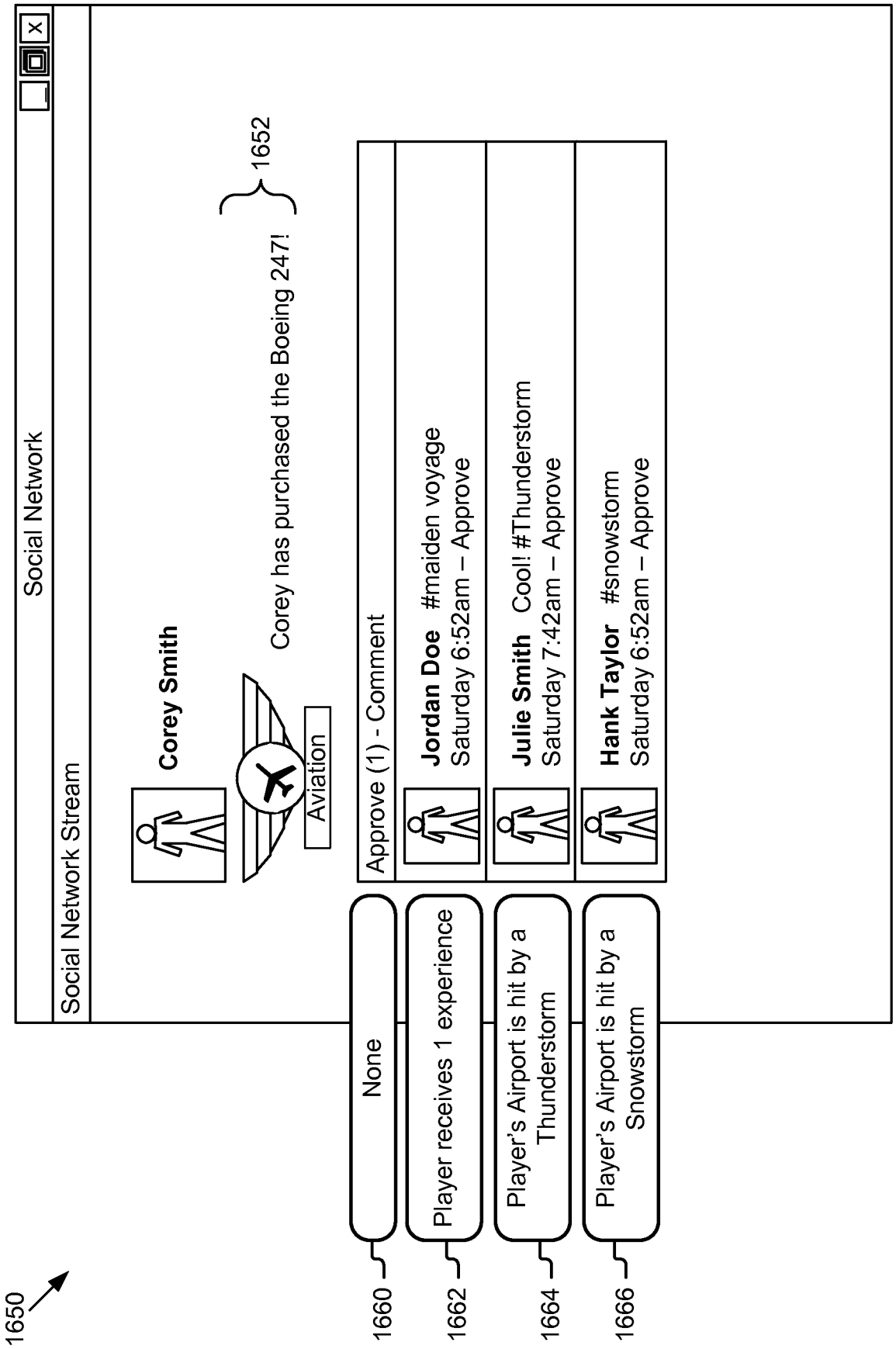

1650
Social Network
Social Network Stream
Corey Smith
Aviation
Corey has purchased the Boeing 247!
1652
Approve (1) - Comment
Jordan Doe #maiden voyage
Saturday 6:52am – Approve
Julie Smith Cool! #Thunderstorm
Saturday 7:42am – Approve
Hank Taylor #snowstorm
Saturday 6:52am – Approve
None
Player receives 1 experience
Player's Airport is hit by a Thunderstorm
Player's Airport is hit by a Snowstorm
1660
1662
1664
1666

Figure 16B

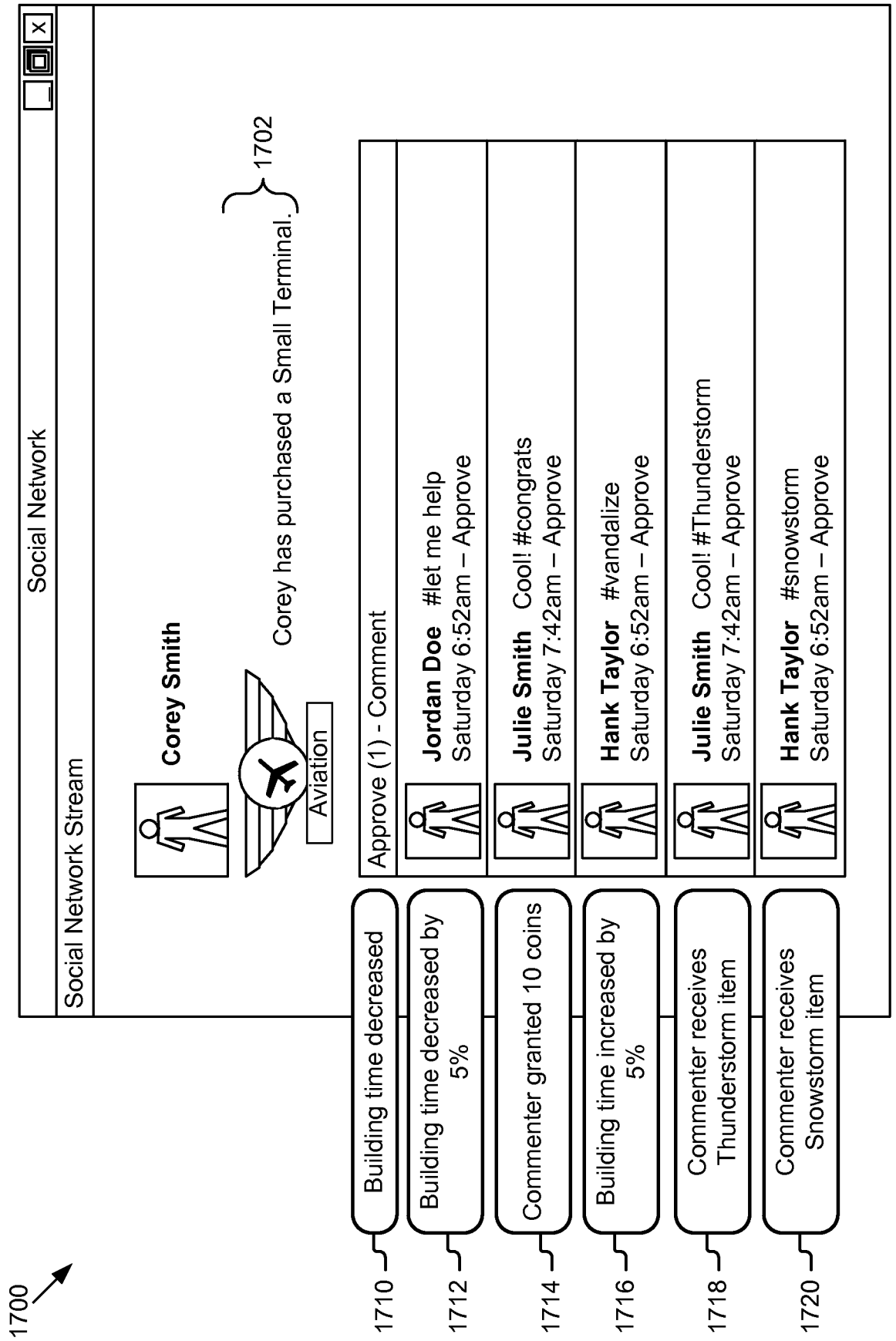

1700
Social Network
Social Network Stream
Corey Smith
Aviation
Corey has purchased a Small Terminal.
1702
Approve (1) - Comment
Jordan Doe #let me help
Saturday 6:52am – Approve
Julie Smith Cool! #congrats
Saturday 7:42am – Approve
Hank Taylor #vandalize
Saturday 6:52am – Approve
Julie Smith Cool! #Thunderstorm
Saturday 7:42am – Approve
Hank Taylor #snowstorm
Saturday 6:52am – Approve
Building time decreased
1710
Building time decreased by 5%
1712
Commenter granted 10 coins
1714
Building time increased by 5%
1716
Commenter receives Thunderstorm item
1718
Commenter receives Snowstorm item
1720

Figure 17A

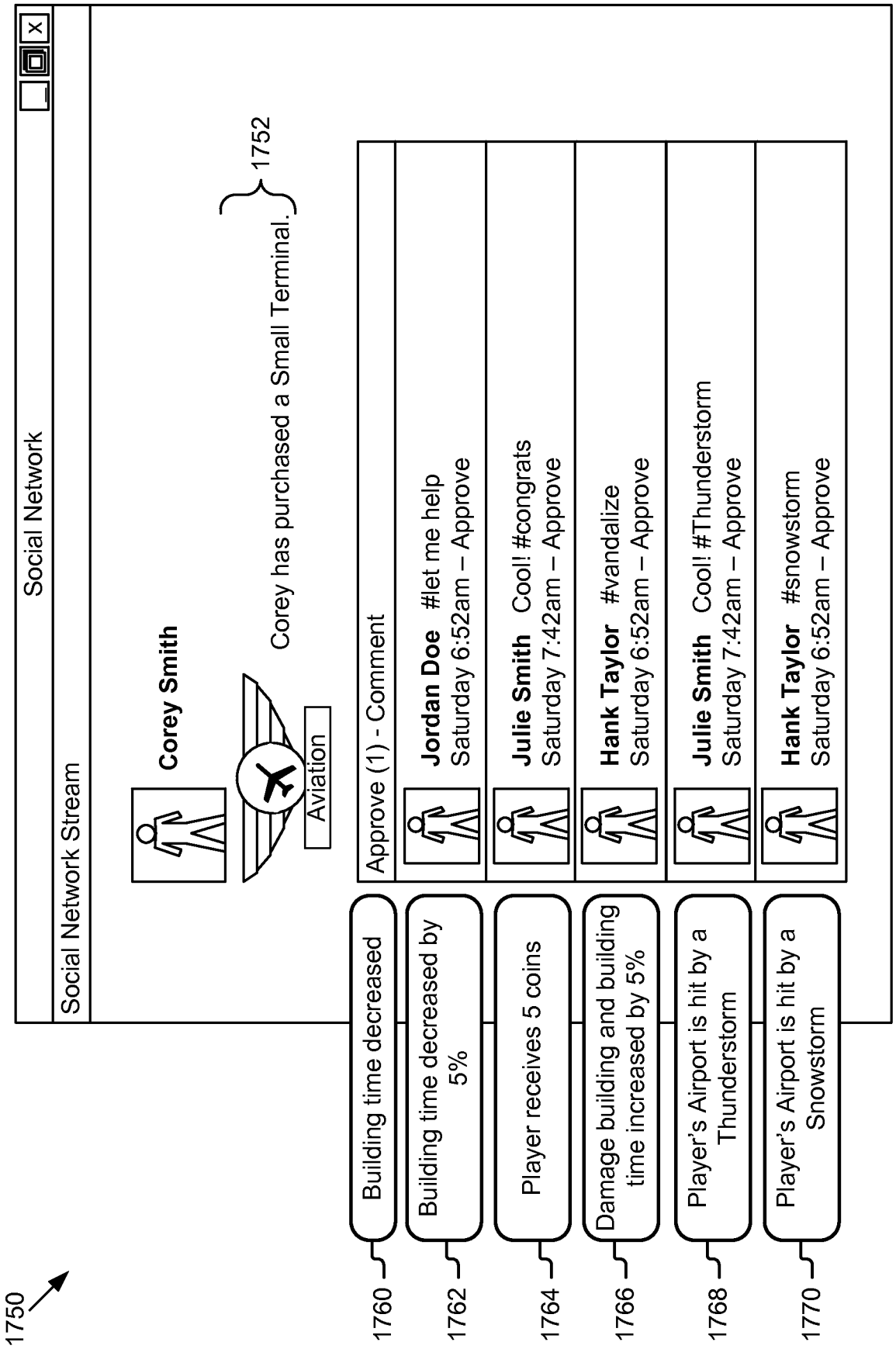

1750
Social Network
Social Network Stream
Corey Smith
Aviation
Corey has purchased a Small Terminal.
1752
Approve (1) - Comment
Jordan Doe #let me help
Saturday 6:52am – Approve
Julie Smith Cool! #congrats
Saturday 7:42am – Approve
Hank Taylor #vandalize
Saturday 6:52am – Approve
Julie Smith Cool! #Thunderstorm
Saturday 7:42am – Approve
Hank Taylor #snowstorm
Saturday 6:52am – Approve
Building time decreased
1760
Building time decreased by 5%
1762
Player receives 5 coins
1764
Damage building and building time increased by 5%
1766
Player's Airport is hit by a Thunderstorm
1768
Player's Airport is hit by a Snowstorm
1770

Figure 17B

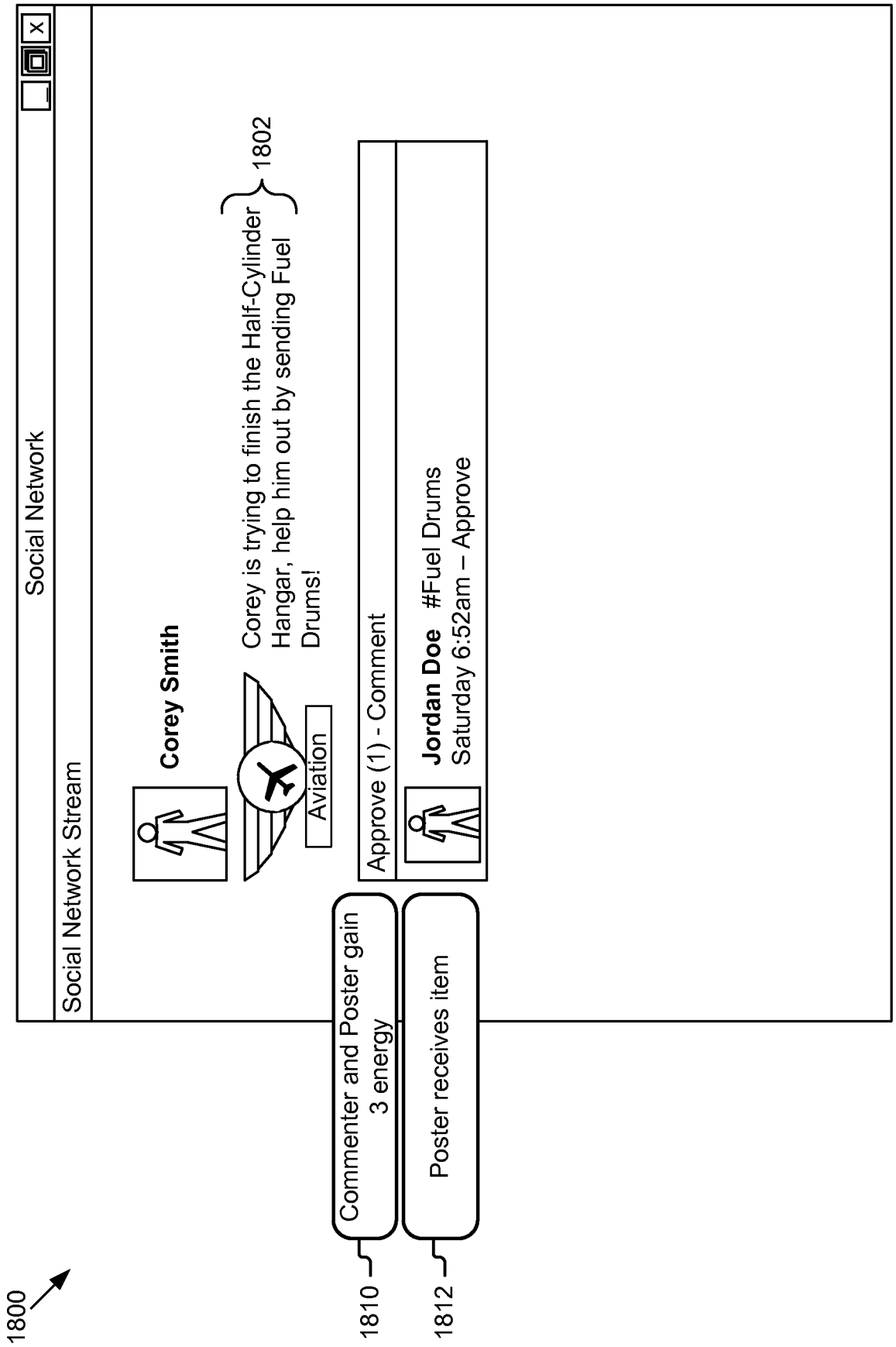

1800
Social Network
Social Network Stream
Corey Smith
Corey is trying to finish the Half-Cylinder
Hangar, help him out by sending Fuel
Drums!
1802
Aviation
Approve (1) - Comment
Jordan Doe #Fuel Drums
Saturday 6:52am – Approve
Commenter and Poster gain
3 energy
Poster receives item
1810
1812

Figure 18A

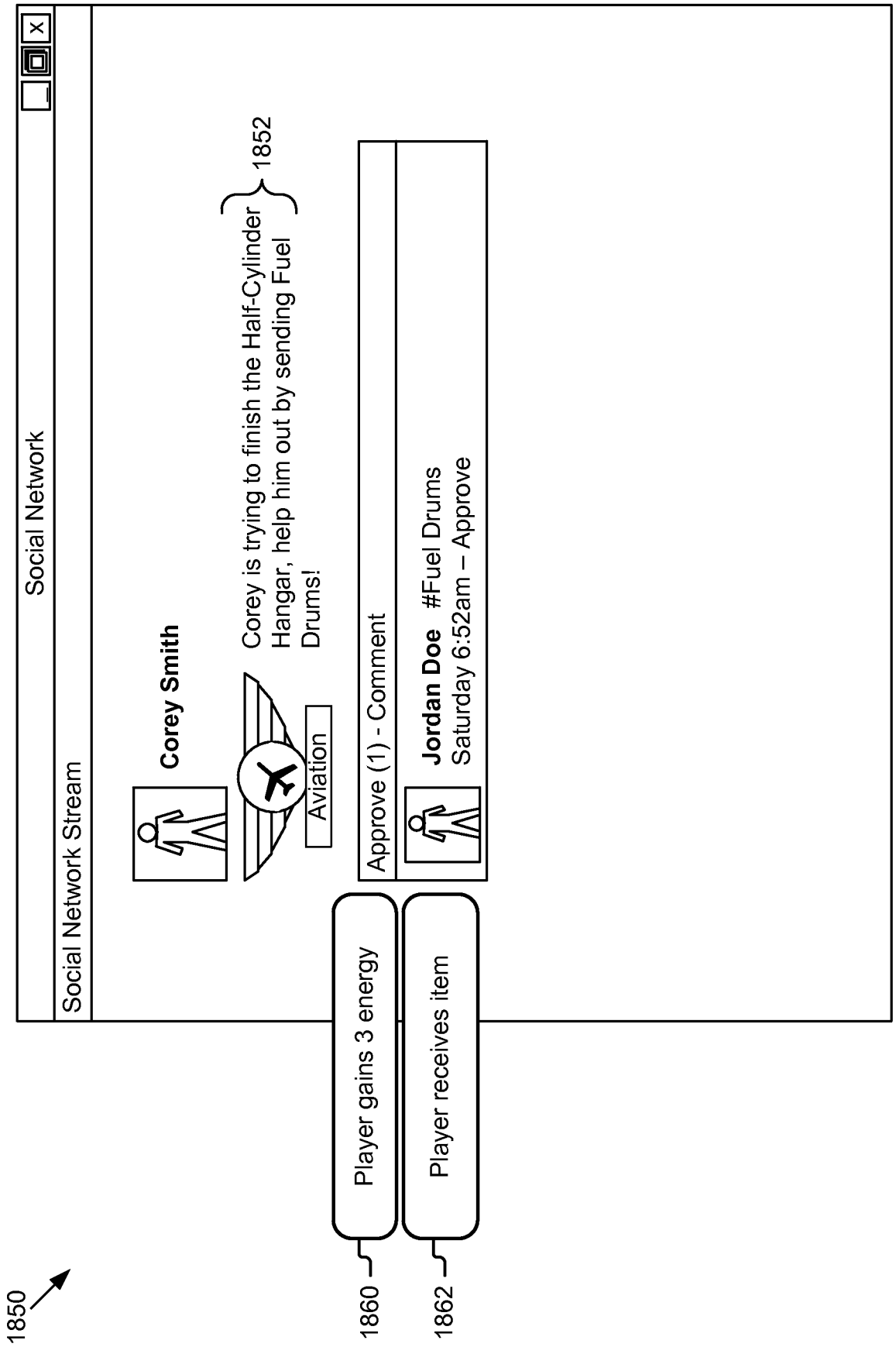

1850
Social Network
Social Network Stream
Corey Smith
Corey is trying to finish the Half-Cylinder
Hangar, help him out by sending Fuel
Drums!
1852
Aviation
Approve (1) - Comment
Jordan Doe #Fuel Drums
Saturday 6:52am – Approve
Player gains 3 energy
Player receives item
1860
1862

Figure 18B

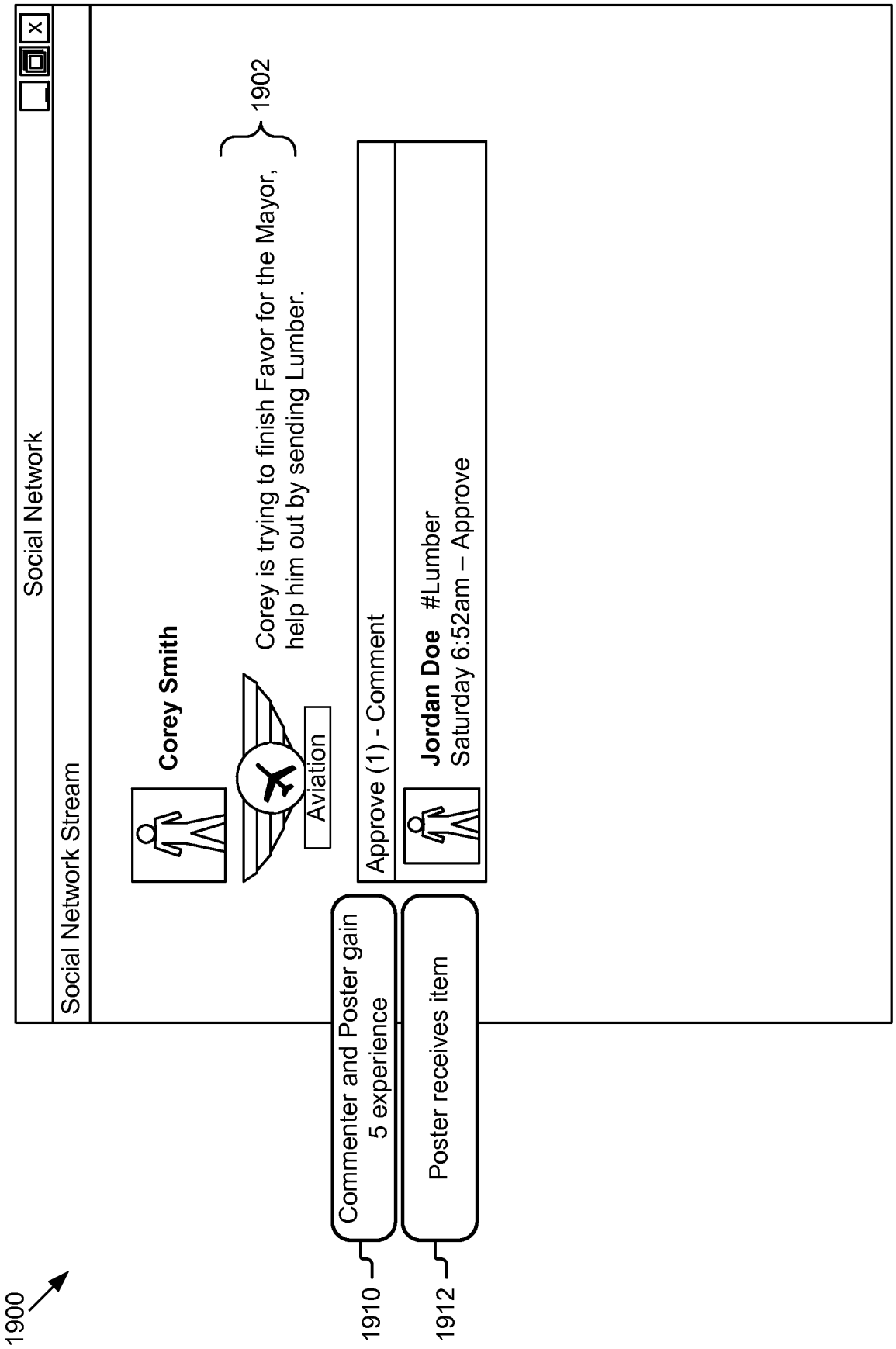

1900
Social Network
Social Network Stream
Corey Smith
Aviation
Corey is trying to finish Favor for the Mayor, help him out by sending Lumber.
1902
Approve (1) - Comment
Jordan Doe #Lumber
Saturday 6:52am – Approve
Commenter and Poster gain 5 experience
Poster receives item
1910
1912

Figure 19A

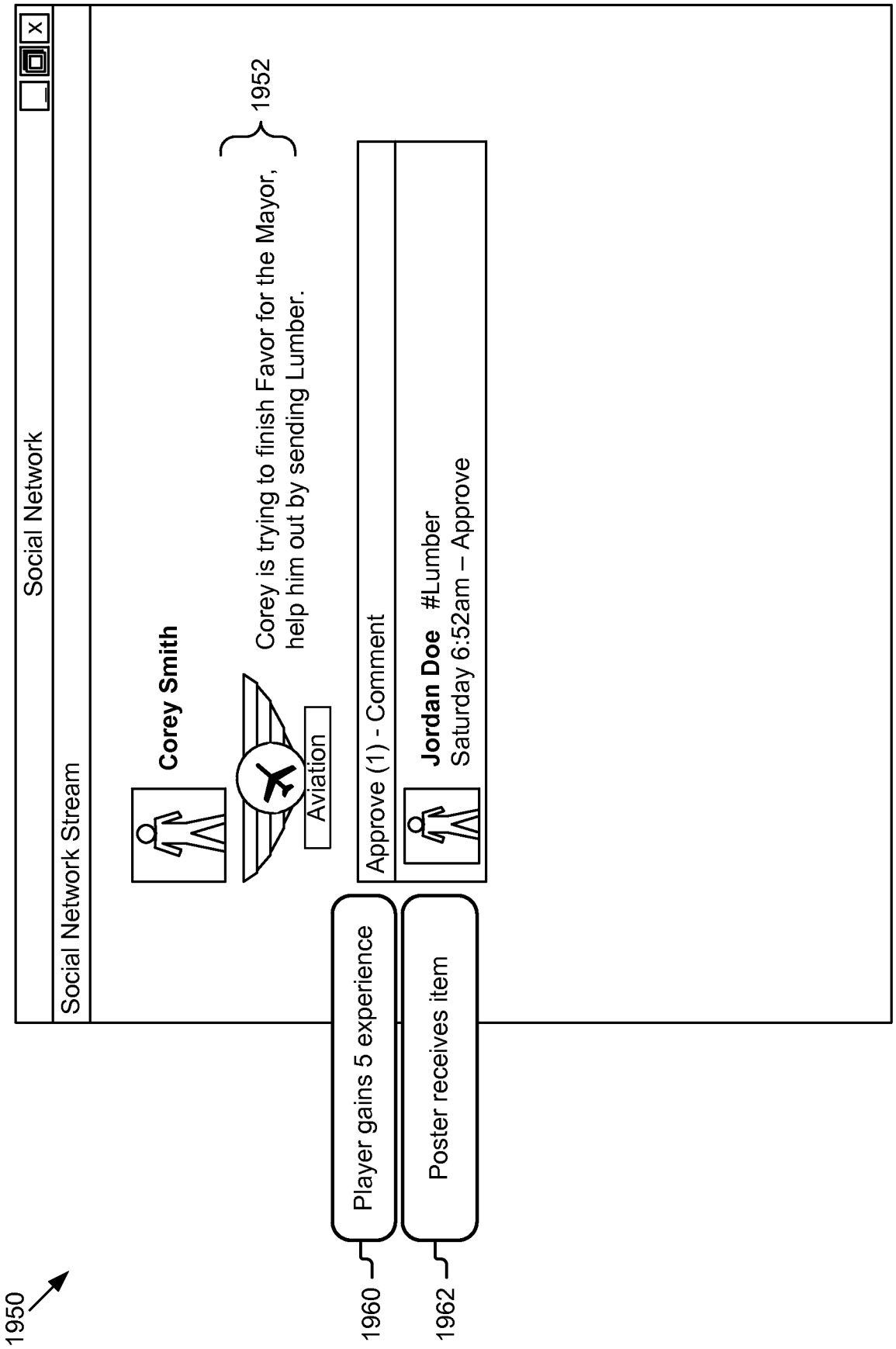

1950
Social Network
Social Network Stream
Corey Smith
Aviation
Corey is trying to finish Favor for the Mayor, help him out by sending Lumber.
1952
Approve (1) - Comment
Jordan Doe #Lumber
Saturday 6:52am – Approve
Player gains 5 experience
Poster receives item
1960
1962

Figure 19B

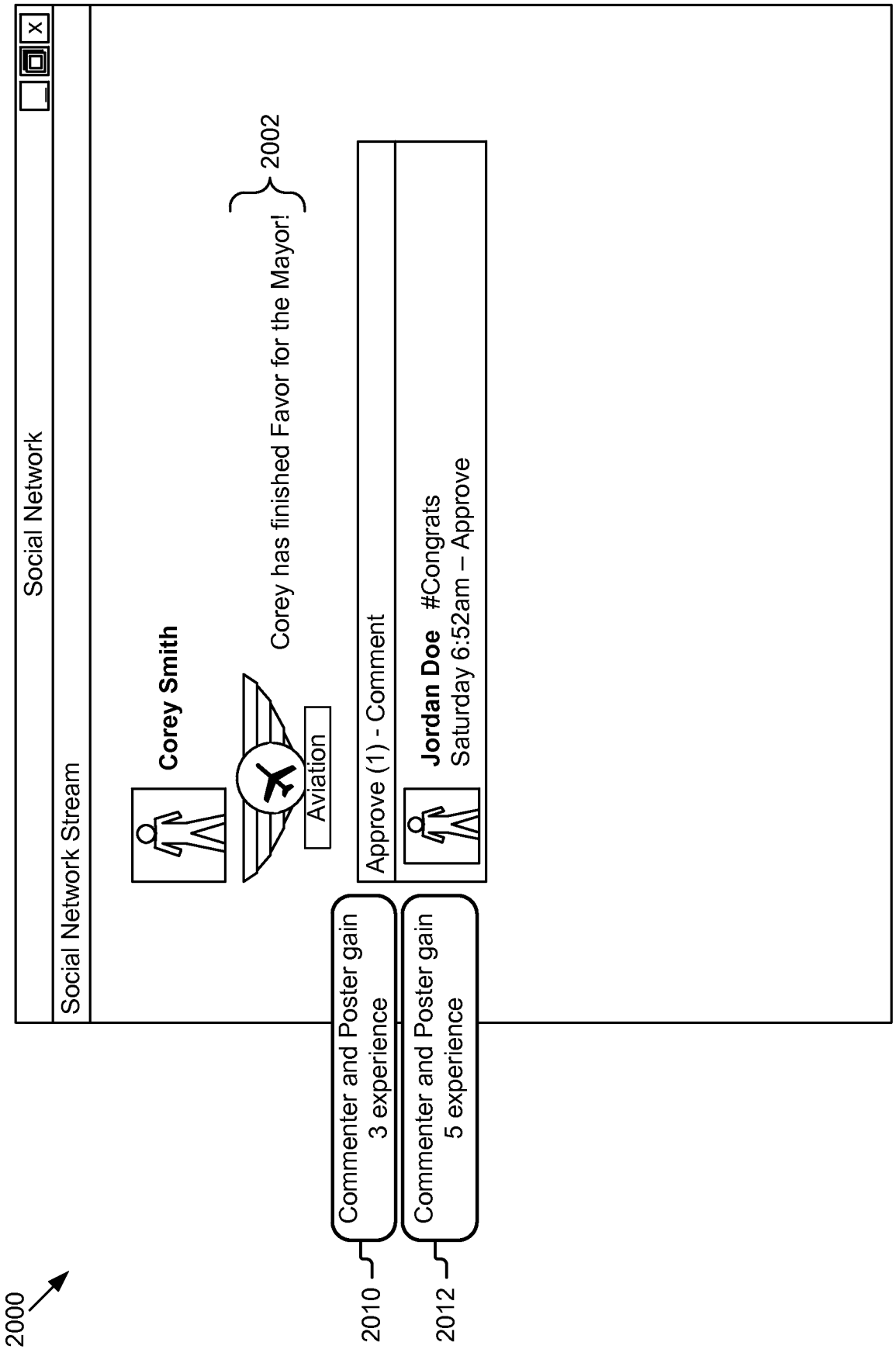

2000
Social Network
Social Network Stream
Corey Smith
Corey has finished Favor for the Mayor!
2002
Aviation
Approve (1) - Comment
Jordan Doe #Congrats
Saturday 6:52am – Approve
Commenter and Poster gain 3 experience
Commenter and Poster gain 5 experience
2010
2012

Figure 20A

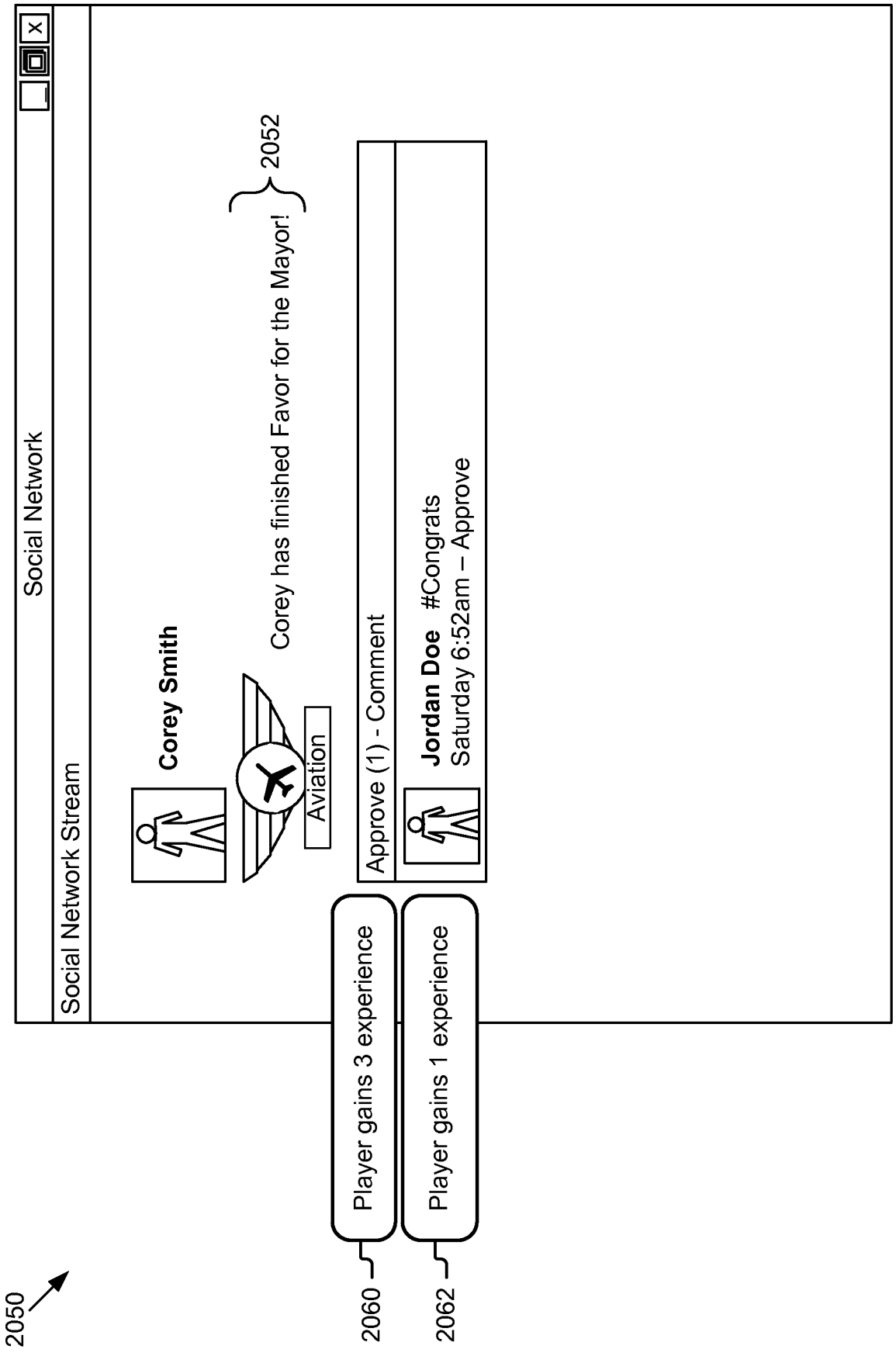

2050
Social Network
Social Network Stream
Corey Smith
Aviation
Corey has finished Favor for the Mayor!
2052
Approve (1) - Comment
Jordan Doe #Congrats
Saturday 6:52am – Approve
Player gains 3 experience
Player gains 1 experience
2060
2062

Figure 20B

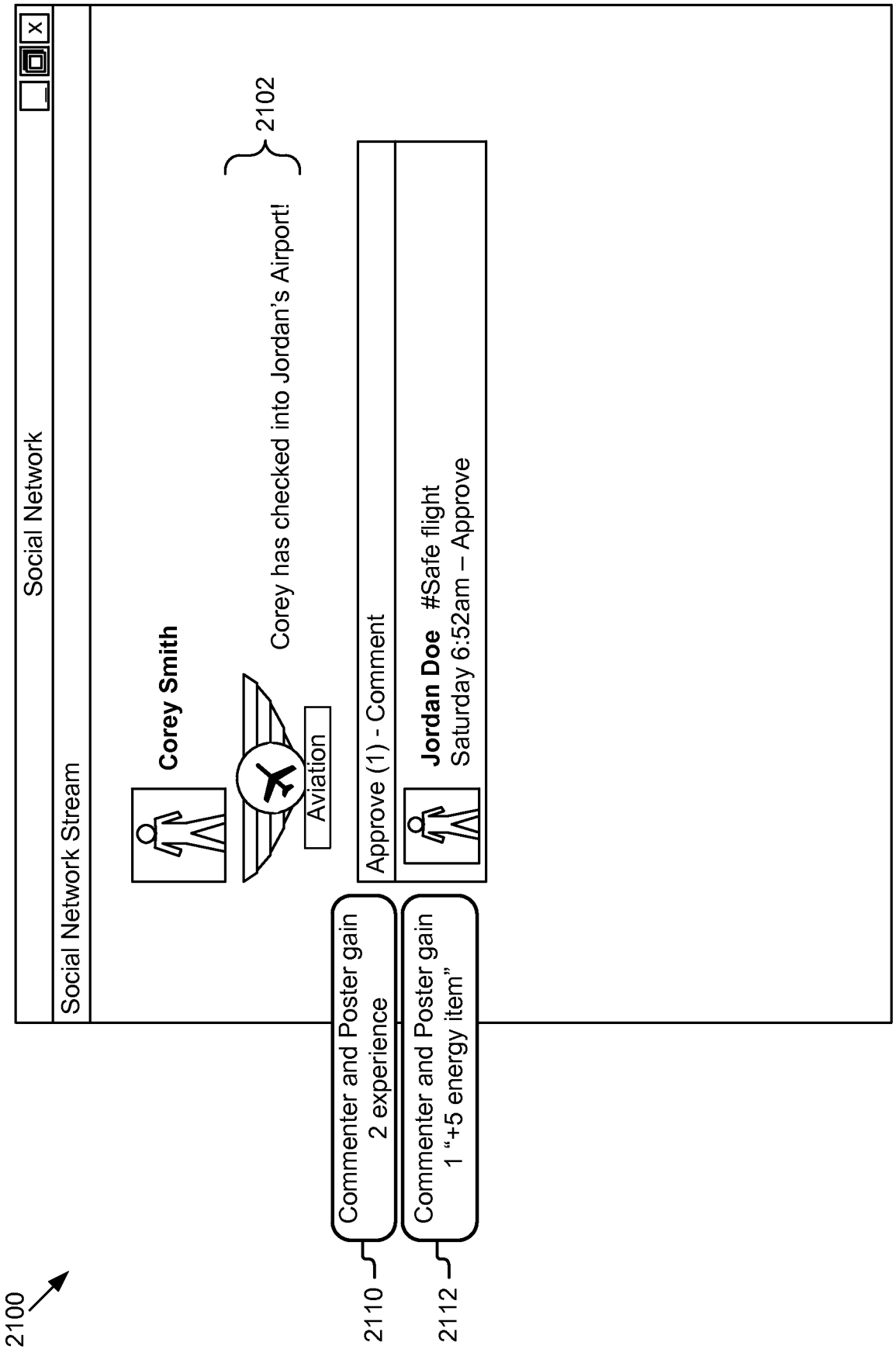

2100
Social Network
Social Network Stream
Corey Smith
Corey has checked into Jordan's Airport!
2102
Aviation
Approve (1) - Comment
Jordan Doe #Safe flight
Saturday 6:52am – Approve
Commenter and Poster gain
2 experience
Commenter and Poster gain
1 "+5 energy item"
2110
2112

Figure 21A

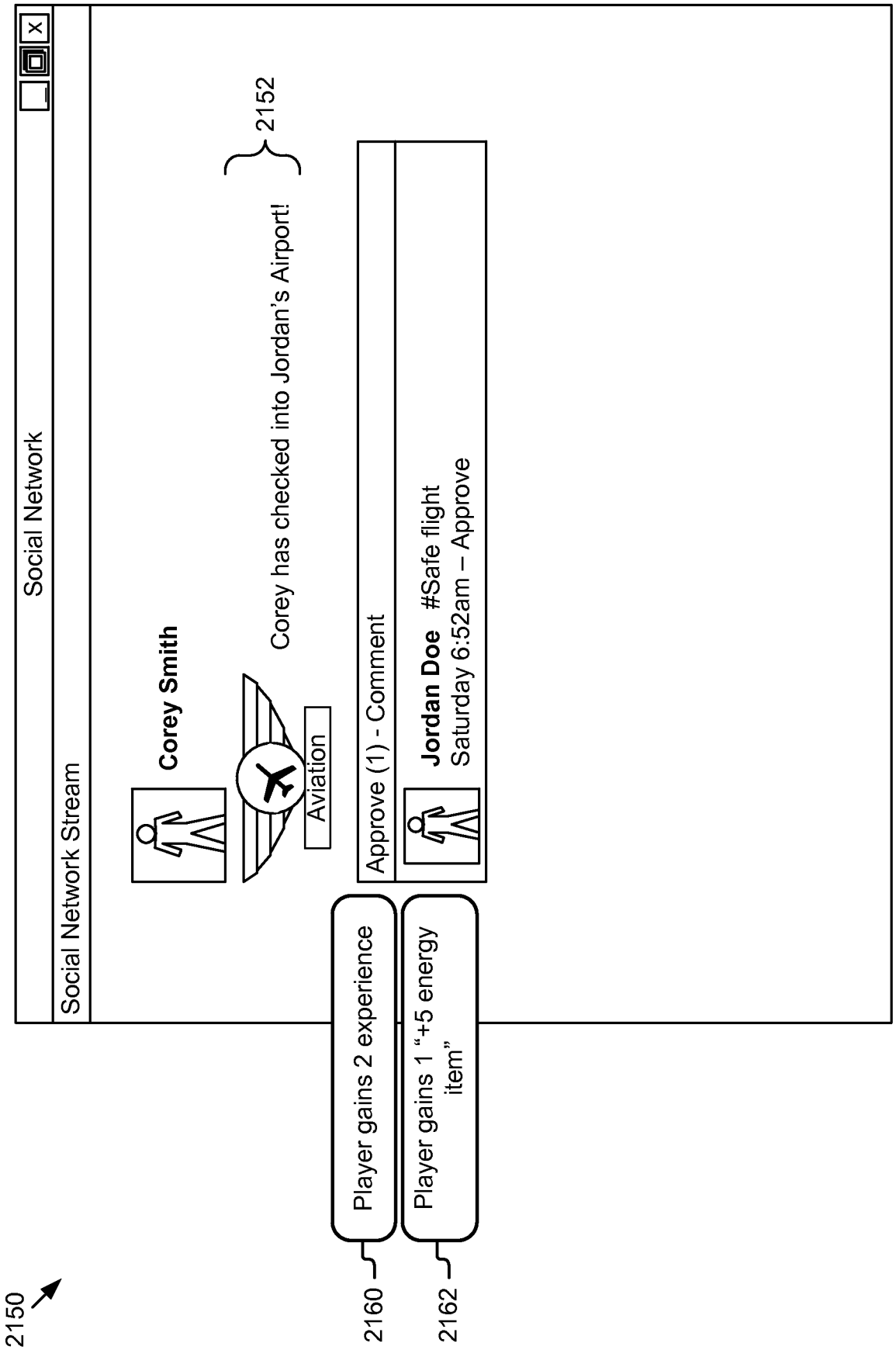

2150
Social Network
Social Network Stream
Corey Smith
Corey has checked into Jordan's Airport!
2152
Aviation
Approve (1) - Comment
Jordan Doe #Safe flight
Saturday 6:52am – Approve
Player gains 2 experience
Player gains 1 "+5 energy item"
2160
2162

Figure 21B

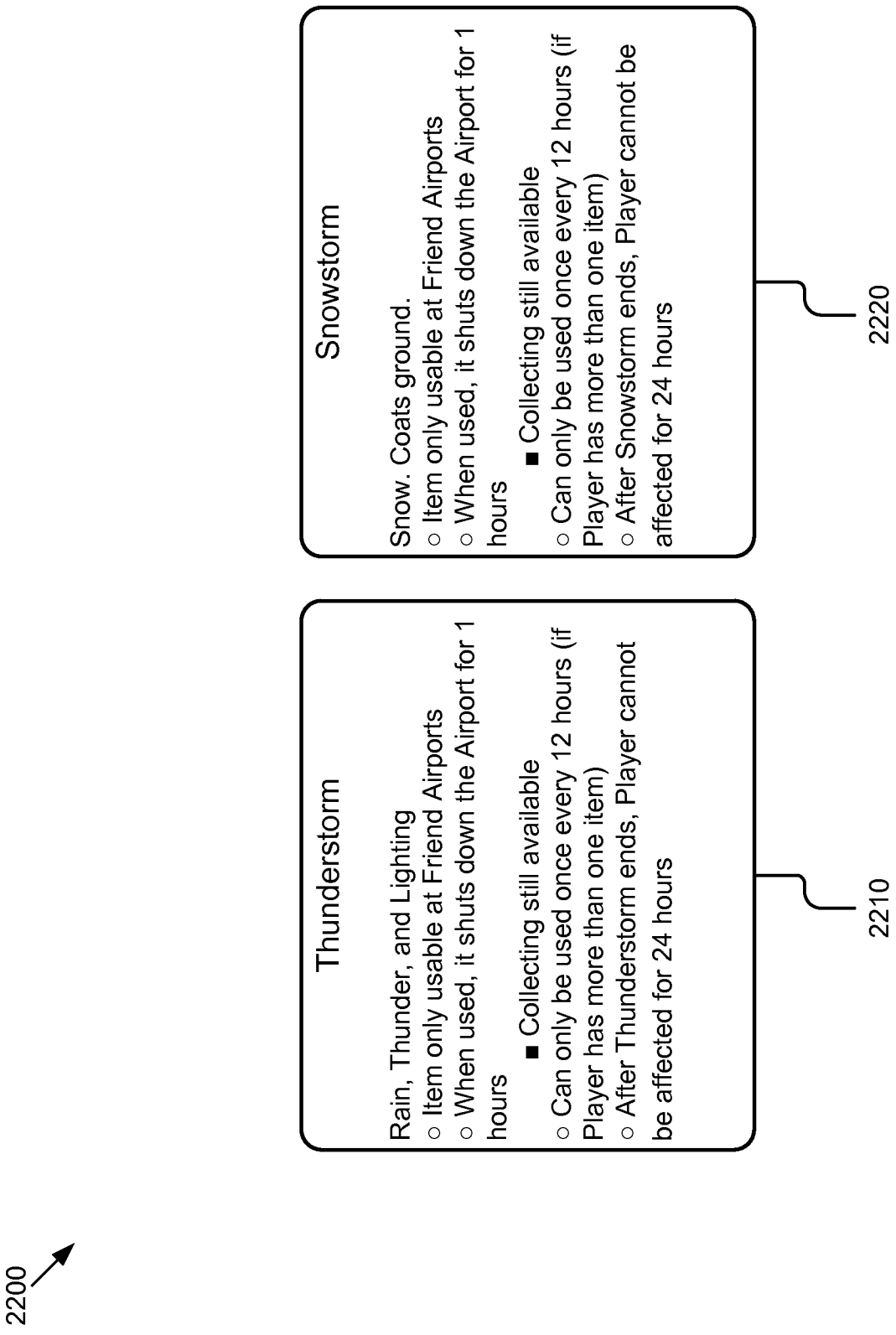

2200
Thunderstorm
Rain, Thunder, and Lighting
○ Item only usable at Friend Airports
○ When used, it shuts down the Airport for 1 hours
■ Collecting still available
○ Can only be used once every 12 hours (if Player has more than one item)
○ After Thunderstorm ends, Player cannot be affected for 24 hours
2210
Snowstorm
Snow. Coats ground.
○ Item only usable at Friend Airports
○ When used, it shuts down the Airport for 1 hours
■ Collecting still available
○ Can only be used once every 12 hours (if Player has more than one item)
○ After Snowstorm ends, Player cannot be affected for 24 hours
2220

Figure 22

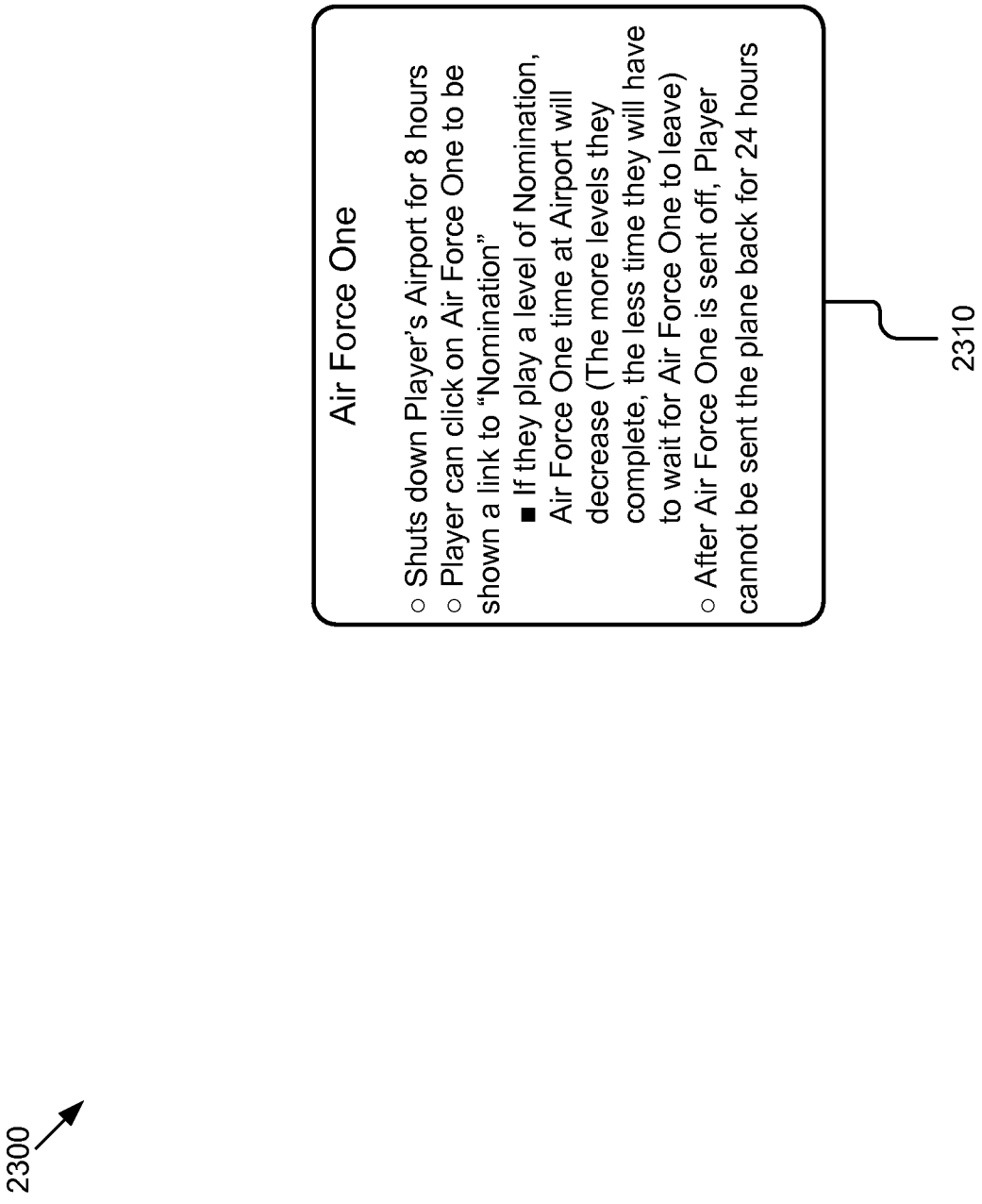

2300
Air Force One
○ Shuts down Player's Airport for 8 hours
○ Player can click on Air Force One to be shown a link to "Nomination"
■ If they play a level of Nomination, Air Force One time at Airport will decrease (The more levels they complete, the less time they will have to wait for Air Force One to leave)
○ After Air Force One is sent off, Player cannot be sent the plane back for 24 hours
2310

Figure 23

Electronic Patent Application Fee Transmittal

Application Number:	
Filing Date:	
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Reena Kuyper/Esther Kim
Attorney Docket Number:	10086-03476 US

Filed as Large Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Utility application filing	1011	1	280	280
Utility Search Fee	1111	1	600	600
Utility Examination Fee	1311	1	720	720
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
		Total in USD ($)		**1600**

Electronic Acknowledgement Receipt

EFS ID:	15717662
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Reena Kuyper
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	07-MAY-2013
Filing Date:	
Time Stamp:	20:21:07
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$1600
RAM confirmation Number	6305
Deposit Account	
Authorized User	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1	Application Data Sheet	03476US_ADS.pdf	1503532 63cafa63ea3ee6f35009b5f58babd556d1a38ea9	no	7
Warnings:					
Information:					
2		03476US_Specification.pdf	216547 f72f124bc41344a35949b72ab1071c4ec775b393	yes	39
	Multipart Description/PDF files in .zip description				
	Document Description		**Start**	**End**	
	Specification		1	35	
	Claims		36	38	
	Abstract		39	39	
Warnings:					
Information:					
3	Drawings-only black and white line drawings	03476US_Drawings.pdf	179902 8ed23c55e6bcb18d88a80f37504cd7a49d59f6e9	no	33
Warnings:					
Information:					
4	Fee Worksheet (SB06)	fee-info.pdf	32649 a1351d01a6e8e41ad009d1076fef3861bce734c3	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	1932630		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Document code: WFEE

United States Patent and Trademark Office
Sales Receipt for Accounting Date: 06/07/2013

MTEKLEMI ADJ #00000012 Mailroom Dt: 05/07/2013
Seq No: 6305 Sales Acctg Dt: 05/08/2013 13889266

01	FC : 1011	-280.00	OP
02	FC : 1111	-600.00	OP
03	FC : 1311	-720.00	OP

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Not Yet Known
GROUP ART UNIT:	Not Yet Known
ATTY. DKT. NO:	10086-03476 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: June 4, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607

COMMISSIONER FOR PATENTS
MAIL STOP M CORRESPONDENCE
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

ASSERTION OF SMALL ENTITY STATUS

Sir/Madam:

This communication hereby notifies the United States Patent and Trademark Office that this application is entitled to small entity status. Applicant respectfully requests the 50% refund of the filing fee, search fee and examination fees which were paid at large entity rates.

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: June 4, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607
Attorney for Applicants
PATENT LAW WORKS LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: (801) 258-9835
Fax: (801) 355-0160
Email: kishihara@patentlawworks.net

Electronic Acknowledgement Receipt

EFS ID:	15940767
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	04-JUN-2013
Filing Date:	
Time Stamp:	19:23:55
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Assertion of entitlement to small entity status	03476US_ChangeinEntityStatus.pdf	55548 04850865f9dbe673bd42ac637414853a8639f0dc	no	2

Warnings:	
Information:	

Total Files Size (in bytes):	55548

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New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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United States Patent and Trademark Office
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02	FC : 2111	300.00	OP
03	FC : 2311	360.00	OP

Document code: WFEE

United States Patent and Trademark Office
Sales Receipt for Accounting Date: 06/07/2013

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UNITED STATES DEPARTMENT OF COMMERCE
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Alexandria, Virginia 22313-1450
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APPLICATION NUMBER	FILING DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

OC000000061878670

93219
Patent Law Works, LLP
165 South Main St
Suite 2
Salt Lake City, UT 84111

Cc: DR. MARK M. FRIEDMAN
MOSHE AVIV TOWER, 54TH FLOOR, 7 JABOTINSKY ST.
RAMAT GAN, ISRAEL 52520

Date Mailed: 06/12/13

DENIAL OF REQUEST FOR POWER OF ATTORNEY

The request for Power of Attorney filed 06/10/13 is acknowledged. However, the request cannot be granted at this time for the reason stated below.

☐ The Power of Attorney you provided did not comply with the new Power of Attorney rules that became effective on June 25, 2004. See 37 CFR 1.32.

☐ The revocation is not signed by the applicant, the assignee of the entire interest, or one particular principal attorney having the authority to revoke.

☒ The Power of Attorney is from an assignee and the Certificate required by 37 CFR 3.73(c) has not been received.

☐ The person signing for the assignee has omitted their empowerment to sign on behalf of the assignee.

☐ The inventor(s) is without authority to appoint attorneys since the assignee has intervened as provided by 37 CFR 3.71.

☐ The signature(s) of _____ , a co-inventor in this application, has been omitted. The Power of Attorney will be entered upon receipt of confirmation signed by said co-inventor(s).

☐ The person(s) appointed in the Power of Attorney is not registered to practice before the U.S. Patent and Trademark Office.

☐ Only one Customer Number can be designated for the Power of Attorney in an application. The Customer Number that was captured is the first Customer Number provided on the Power of Attorney document.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

- ☐ A request under 37 CFR 1.48 to add an inventor was granted in this application, however, no power of attorney consistent with the power of attorney granted by the originally named inventive entity has been received. Thus, the addition of the inventor has resulted in the loss of power of attorney in the application. See 37 CFR 1.32(e).

- ☐ The power of attorney has not been accepted because the party who is giving power of attorney has not been identified. Power of attorney may only be signed by the applicant for patent (37 CFR 1.42) or the patent owner. A patent owner who was not the applicant must appoint any power of attorney in compliance with 37 CFR 3.71 and 3.73. See 37 CFR 1.32(b)(4).

- ☐ The power of attorney from the inventors has not been accepted because it is a copy from a prior national application for which benefit is claimed and the continuing application names an inventor who was not named as an inventor in the prior application.

- ☐ The power of attorney from the inventors has not been accepted because the power of attorney must be signed by the applicant for patent. See 37 CFR 1.32(b)(4).

- ☐ Any request to correct or update the name of the applicant must include an application data sheet (ADS) in compliance with 37 CFR 1.76 specifying the correct or updated name of the applicant in the applicant information section. Any request to change the applicant after an original applicant has been specified under 37 CFR 1.46(b) must include a new ADS in compliance with 37 CFR 1.76 specifying the applicant in the applicant information section and comply with 37 CFR 3.71 and 3.73. See 37 CFR 1.46(c).

Any inquiries regarding this notice should be directed to the Application Assistance Unit at 571-272-4200.

Application Assistance Unit
571-272-4200

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
165 South Main St
Suite 2
Salt Lake City, UT 84111

MISCELLANEOUS NOTICE

OC000000061878670

Date Mailed: 06/13/2013

A communication which cannot be delivered in electronic form has been mailed to the applicant.

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number: 13/889,266

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY FEE($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	70		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	300		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	360		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	12 minus 20 =	*	x 40 =	0.00	OR		
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 =	*	x 210 =	0.00			
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00			
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	730		TOTAL	

APPLICATION AS AMENDED - PART II

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
AMENDMENT A	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
AMENDMENT B	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.

UNITED STATES PATENT AND TRADEMARK OFFICE

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www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
13/889,266	05/07/2013	3714	730	10086-03476 US	12	3

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

FILING RECEIPT

OC000000061828325

Date Mailed: 06/17/2013

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)

Brian Joseph Wiklem, Costa Mesa, CA;
Christopher Robert Masterton, Westminster, CA;
Carrie Ann Cowan, Costa Mesa, CA;

Applicant(s)

Checkpoint Studios, Inc., Costa Mesa, CA

Assignment For Published Patent Application

Checkpoint Studios, Inc., Costa Mesa, CA

Power of Attorney: None

Domestic Priority data as claimed by applicant

This appln claims benefit of 61/643,352 05/07/2012

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.) - None.
Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

If Required, Foreign Filing License Granted: 06/08/2013
The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 13/889,266**
Projected Publication Date: Request for Non-Publication Acknowledged
Non-Publication Request: Yes
Early Publication Request: No
** **SMALL ENTITY** **

Title

Video Gaming Platform and User Interface

Preliminary Class

463

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

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4258).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

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The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The U.S. offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to promote and facilitate business investment. SelectUSA provides information assistance to the international investor community; serves as an ombudsman for existing and potential investors; advocates on behalf of U.S. cities, states, and regions competing for global investment; and counsels U.S. economic development organizations on investment attraction best practices. To learn more about why the United States is the best country in the world to develop technology, manufacture products, deliver services, and grow your business, visit http://www.SelectUSA.gov or call +1-202-482-6800.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

FORMALITIES LETTER

OC000000061828326

Date Mailed: 06/17/2013

NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

FILED UNDER 37 CFR 1.53(b)

Filing Date Granted

Items Required To Avoid Abandonment:

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing.

Applicant is given **TWO MONTHS** from the date of this Notice within which to file all required items below to avoid abandonment. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- A surcharge (for late submission of the basic filing fee, search fee, examination fee or inventor's oath or declaration) as set forth in 37 CFR 1.16(f) of $ **70** for a small entity in compliance with 37 CFR 1.27, must be submitted.

SUMMARY OF FEES DUE:

Total fee(s) required within **TWO MONTHS** from the date of this Notice is $ **70** for a small entity
- $ **70** Surcharge.

Replies must be received in the USPTO within the set time period or must include a proper Certificate of Mailing or Transmission under 37 CFR 1.8 with a mailing or transmission date within the set time period. For more information and a suggested format, see Form PTO/SB/92 and MPEP 512.

Replies should be mailed to:

Mail Stop Missing Parts
Commissioner for Patents
P.O. Box 1450
Alexandria VA 22313-1450

Registered users of EFS-Web may alternatively submit their reply to this notice via EFS-Web.
https://sportal.uspto.gov/authenticate/AuthenticateUserLocalEPF.html

For more information about EFS-Web please call the USPTO Electronic Business Center at **1-866-217-9197** or visit our website at http://www.uspto.gov/ebc.

If you are not using EFS-Web to submit your reply, you must include a copy of this notice.

/ctuazon/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Not Yet Known
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10086-03476 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: August 19, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

RESPONSE TO NOTICE TO FILE MISSING PARTS OF AN APPLICATION

Sir/Madam:

Responsive to the Notice of Missing Parts dated June 17, 2013, received in the above-identified application,

☒ Enclosed is:

☐ an executed Declaration;

☒ payment in the amount of $70 for the

☐ application filing fee;

Twitch Interactive EX1035 Page 101
Twitch Interactive v. CP Studios IPR2026-00397

(continued)

RESPONSE TO NOTICE TO FILE MISSING PARTS OF APPLICATION

☐ fee for additional claims; and

☒ missing parts surcharge.

☐ Other: Application search fee

☐ Applicant claims small entity status under 37 C.F.R. § 1.27.

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: August 19, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607
Attorney for Applicants
PATENT LAW WORKS LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: (801) 258-9835
Fax: (801) 355-0160
Email: kishihara@patentlawworks.net

Twitch Interactive EX1035 Page 102
Twitch Interactive v. CP Studios IPR2026-00397

Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Kanda Ishihara/Esther Kim
Attorney Docket Number:	10086-03476 US

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Late Filing Fee for Oath or Declaration	2051	1	70	70
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**70**

Electronic Acknowledgement Receipt

EFS ID:	16621395
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	19-AUG-2013
Filing Date:	07-MAY-2013
Time Stamp:	22:52:47
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$70
RAM confirmation Number	6604
Deposit Account	
Authorized User	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1	Applicant Response to Pre-Exam Formalities Notice	03476US_RNOMP.pdf	60012 9ad2a0f9ac5641daa864efff1d056c4ceef9c3a4	no	2
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	30089 81a279cffe86940d7ba42947572b3afc5054f897	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	90101		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number: 13/889,266

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY FEE($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	70		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	300		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	360		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	12 minus 20 =	*	x 40 =	0.00	OR		
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 =	*	x 210 =	0.00			
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00			
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	730		TOTAL	

APPLICATION AS AMENDED - PART II

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
AMENDMENT A	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
AMENDMENT B	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

NOTICE

OC000000063456228

Date Mailed: 08/30/2013

INFORMATIONAL NOTICE TO APPLICANT

Applicant is notified that the above-identified application contains the deficiencies noted below. No period for reply is set forth in this notice for correction of these deficiencies. However, if a deficiency relates to the inventor's oath or declaration, the applicant must file an oath or declaration in compliance with 37 CFR 1.63, or a substitute statement in compliance with 37 CFR 1.64, executed by or with respect to each actual inventor no later than the expiration of the time period set in the "Notice of Allowability" to avoid abandonment. See 37 CFR 1.53(f).

The item(s) indicated below are also required and should be submitted with any reply to this notice to avoid further processing delays.

- A properly executed inventor's oath or declaration has not been received for the following inventor(s):
  Brian Joseph Wiklem
  Christopher Robert Masterton
  Carrie Ann Cowan

  Applicant may submit the inventor's oath or declaration at any time before the Notice of Allowance and Fee(s) Due, PTOL-85, is mailed.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
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APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
13/889,266	05/07/2013	3714	800	10086-03476 US	12	3

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

UPDATED FILING RECEIPT

OC000000063456227

Date Mailed: 08/30/2013

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)

Brian Joseph Wiklem, Costa Mesa, CA;
Christopher Robert Masterton, Westminster, CA;
Carrie Ann Cowan, Costa Mesa, CA;

Applicant(s)

Checkpoint Studios, Inc., Costa Mesa, CA

Assignment For Published Patent Application

Checkpoint Studios, Inc., Costa Mesa, CA

Power of Attorney: None

Domestic Priority data as claimed by applicant

This appln claims benefit of 61/643,352 05/07/2012

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.) - None.
Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

If Required, Foreign Filing License Granted: 06/08/2013
The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 13/889,266**
Projected Publication Date: Request for Non-Publication Acknowledged
Non-Publication Request: Yes
Early Publication Request: No
** **SMALL ENTITY** **

Title

Video Gaming Platform and User Interface

Preliminary Class

463

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

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4258).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

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The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The U.S. offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to promote and facilitate business investment. SelectUSA provides information assistance to the international investor community; serves as an ombudsman for existing and potential investors; advocates on behalf of U.S. cities, states, and regions competing for global investment; and counsels U.S. economic development organizations on investment attraction best practices. To learn more about why the United States is the best country in the world to develop technology, manufacture products, deliver services, and grow your business, visit http://www.SelectUSA.gov or call +1-202-482-6800.

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Not Assigned
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10086-03476 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: September 13, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

REQUEST TO CORRECT INVENTORSHIP UNDER RULE 37 CFR 1.48(f)

Sir/Madam:

The subject nonprovisional application was filed without the correct inventors named and without an executed declaration by any of the inventors. The Applicant hereby requests to correct the inventorship of the subject application by removing Christopher Robert Masterton as an inventor. The correct inventors are listed in the attached Corrected Application Data Sheet. The submission of an executed Declaration by each correct inventor is also attached herein.

Twitch Interactive EX1035 Page 112
Twitch Interactive v. CP Studios IPR2026-00397

(continued)

REQUEST TO CORRECT INVENTORSHIP UNDER RULE 37 CFR 1.48(f)

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: September 13, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607
Attorney for Applicants
PATENT LAW WORKS LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: (801) 258-9835
Fax: (801) 355-0160
Email: kishihara@patentlawworks.net

Twitch Interactive EX1035 Page 113
Twitch Interactive v. CP Studios IPR2026-00397

PTO/NA/01 (06-12)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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DECLARATION (37 CFR 1.63) FOR UTILITY OR DESIGN APPLICATION USING AN APPLICATION DATA SHEET (37 CFR 1.76)

Title of Invention	Video Gaming Platform and User Interface

As the below named inventor, I hereby declare that:

This declaration is directed to:

- ☐ The attached application, or
- ☑ United States application or PCT international application number 13/889,266 filed on May 7, 2013.

The above-identified application was made or authorized to be made by me.

I believe that I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

WARNING:

Petitioner/applicant is cautioned to avoid submitting personal information in documents filed in a patent application that may contribute to identity theft. Personal information such as social security numbers, bank account numbers, or credit card numbers (other than a check or credit card authorization form PTO-2038 submitted for payment purposes) is never required by the USPTO to support a petition or an application. If this type of personal information is included in documents submitted to the USPTO, petitioners/applicants should consider redacting such personal information from the documents before submitting them to the USPTO. Petitioner/applicant is advised that the record of a patent application is available to the public after publication of the application (unless a non-publication request in compliance with 37 CFR 1.213(a) is made in the application) or issuance of a patent. Furthermore, the record from an abandoned application may also be available to the public if the application is referenced in a published application or an issued patent (see 37 CFR 1.14). Checks and credit card authorization forms PTO-2038 submitted for payment purposes are not retained in the application file and therefore are not publicly available.

LEGAL NAME OF INVENTOR

Inventor: Brian Joseph Wiklem Date (Optional): _____

Signature: _____

Note: An application data sheet (PTO/AIA/14 or equivalent), including naming the entire inventive entity, must accompany this form. Use an additional PTO/SB/AIA/01 form for each additional inventor.

This collection of information is required by 35 U.S.C. 115 and 37 CFR 1.63. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 1 minute to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

PTO/AIA/01 (06-12)
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DECLARATION (37 CFR 1.63) FOR UTILITY OR DESIGN APPLICATION USING AN APPLICATION DATA SHEET (37 CFR 1.76)

Title of Invention	Video Gaming Platform and User Interface

As the below named inventor, I hereby declare that:

This declaration is directed to:

- ☐ The attached application, or
- ☑ United States application or PCT international application number 13/889,266 filed on May 7, 2013

The above-identified application was made or authorized to be made by me.

I believe that I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

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LEGAL NAME OF INVENTOR

Inventor: Carrie Ann Cowan Date (Optional): _____

Signature: _____

Note: An application data sheet (PTO/AIA/14 or equivalent), including naming the entire inventive entity, must accompany this form. Use an additional PTO/SB/AIA/01 form for each additional inventor.

This collection of information is required by 35 U.S.C. 115 and 37 CFR 1.63. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 1 minute to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.

Secrecy Order 37 CFR 5.2

☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Inventor Information:

Inventor 1 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Brian	Joseph	Wiklem	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	Costa Mesa	State/Province	CA	Country of Residence	US

Mailing Address of Inventor:

Address 1	2557 Santa Ana Avenue		
Address 2			
City	Costa Mesa	State/Province	CA
Postal Code	92627	Country	US

Inventor 2 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	~~Christopher~~	~~Robert~~	~~Masterton~~	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	~~Westminster~~	State/Province	~~CA~~	Country of Residence	~~US~~

Mailing Address of Inventor:

Address 1	~~5901 Lancashire~~		
Address 2			
City	~~Westminster~~	State/Province	~~CA~~
Postal Code	~~92683~~	Country	~~US~~

Inventor 3 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Carrie	Ann	Cowan	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

Electronic Acknowledgement Receipt

EFS ID:	16843268
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	13-SEP-2013
Filing Date:	07-MAY-2013
Time Stamp:	14:40:12
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Request under Rule 48 correcting inventorship	03476US_RequestToCorrectInventorship.pdf	61630 e692416995d6db3ab095f0a931dccc6ea7516e18	no	2

Warnings:	
Information:	

2	Oath or Declaration filed	03476US_DeclarationToFile.pdf	549565 bf8c7bb399045a8158e7c7ecabd74a88b468916f	no	2
Warnings:					
Information:					
3	Application Data Sheet	03476US_ADS.pdf	41956 520d5f7cf3d80de793c1fbe11825e72f0b8b532a	no	1
Warnings:					
Information:					
This is not an USPTO supplied ADS fillable form					
			Total Files Size (in bytes):	653151	

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

IMPROPER CFR REQUEST

OC000000063878396

Date Mailed: 09/23/2013

RESPONSE TO REQUEST FOR CORRECTED FILING RECEIPT

Power of Attorney, Claims, Fees, System Limitations, and Miscellaneous

In response to your request for a corrected Filing Receipt, the Office is unable to comply with your request because:

- The request to correct inventorship under 37 CFR 1.48(a) is deficient because a new or corrected application data sheet has not been submitted.
- The request to correct inventorship under 37 CFR 1.48(a) filed is deficient because the fee set forth in 37 CFR 1.17(i) has not been submitted.

/ydemisse/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

PTO/AIA/82 (07-12)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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POWER OF ATTORNEY TO PROSECUTE APPLICATIONS BEFORE THE USPTO

I hereby revoke all previous powers of attorney given in the application identified in the attached statement under 37 CFR 3.73(c).

I hereby appoint:

☒ Practitioners associated with Customer Number: 93219

OR

☐ Practitioner(s) named below (if more than ten patent practitioners are to be named, then a customer number must be used):

Name	Registration Number	Name	Registration Number

As attorney(s) or agent(s) to represent the undersigned before the United States Patent and Trademark Office (USPTO) in connection with any and all patent applications assigned only to the undersigned according to the USPTO assignment records or assignments documents attached to this form in accordance with 37 CFR 3.73(c).

Please change the correspondence address for the application identified in the attached statement under 37 CFR 3.73(c) to:

☒ The address associated with Customer Number: 93219

OR

☐

Firm or Individual Name			
Address			
City		State	Zip
Country			
Telephone		Email	

Assignee Name and Address: Checkpoint Studios Inc.
275 McCormick Avenue, Building B
Costa Mesa, CA 92626

A copy of this form, together with a statement under 37 CFR 3.73(c) (Form PTO/AIA/96 or equivalent) is required to be filed in each application in which this form is used. The statement under 37 CFR 3.73(c) may be completed by one of the practitioners appointed in this form, and must identify the application in which this Power of Attorney is to be filed.

SIGNATURE of Assignee of Record

The individual whose signature and title is supplied below is authorized to act on behalf of the assignee

Signature		Date	7/3/13
Name	Brian Wiklem	Telephone	6503463362
Title	Chief Executive Officer, Checkpoint Studios Inc.		

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Electronic Acknowledgement Receipt

EFS ID:	17047006
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	04-OCT-2013
Filing Date:	07-MAY-2013
Time Stamp:	17:26:28
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Assignee showing of ownership per 37 CFR 3.73.	03476US_373c.pdf	49334 3beac22d537d7e9e894dbe3cdf4f1eb9a5914380	no	3

Warnings:	
Information:	

2	Power of Attorney	CheckpointPOA.pdf	290919 5fa49990722f4dca18b1f6e2cfc936be5d9c702b	no	1

Warnings:	
Information:	
Total Files Size (in bytes):	340253

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/AIA/96 (08-12)
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STATEMENT UNDER 37 CFR 3.73(c)

Applicant/Patent Owner: Brian Wiklem, Carrie Ann Cowan

Application No./Patent No.: 13/889,266 Filed/Issue Date: May 7, 2013

Titled: Video Gaming Platform and User Interface

Checkpoint Studios Inc., a corporation

(Name of Assignee) (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.)

states that, for the patent application/patent identified above, it is (choose **one** of options 1, 2, 3 or 4 below):

1. ☑ The assignee of the entire right, title, and interest.

2. ☐ An assignee of less than the entire right, title, and interest (check applicable box):

   ☐ The extent (by percentage) of its ownership interest is _____%. Additional Statement(s) by the owners holding the balance of the interest must be submitted to account for 100% of the ownership interest.

   ☐ There are unspecified percentages of ownership. The other parties, including inventors, who together own the entire right, title and interest are:

   Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

3. ☐ The assignee of an undivided interest in the entirety (a complete assignment from one of the joint inventors was made). The other parties, including inventors, who together own the entire right, title, and interest are:

   Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

4. ☐ The recipient, via a court proceeding or the like (*e.g.*, bankruptcy, probate), of an undivided interest in the entirety (a complete transfer of ownership interest was made). The certified document(s) showing the transfer is attached.

The interest identified in option 1, 2 or 3 above (not option 4) is evidenced by either (choose **one** of options A or B below):

A. ☑ An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the United States Patent and Trademark Office at Reel 031244, Frame 0996, or for which a copy thereof is attached.

B. ☐ A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as follows:

   1. From: _____ To: _____

      The document was recorded in the United States Patent and Trademark Office at

      Reel _____, Frame _____, or for which a copy thereof is attached.

   2. From: _____ To: _____

      The document was recorded in the United States Patent and Trademark Office at

      Reel _____, Frame _____, or for which a copy thereof is attached.

This collection of information is required by 37 CFR 3.73(b). The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450**.

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STATEMENT UNDER 37 CFR 3.73(c)

3. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

4. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

5. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

6. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

☐ Additional documents in the chain of title are listed on a supplemental sheet(s).

☑ As required by 37 CFR 3.73(c)(1)(i), the documentary evidence of the chain of title from the original owner to the assignee was, or concurrently is being, submitted for recordation pursuant to 37 CFR 3.11.

[NOTE: A separate copy (i.e., a true copy of the original assignment document(s)) must be submitted to Assignment Division in accordance with 37 CFR Part 3, to record the assignment in the records of the USPTO. See MPEP 302.08]

The undersigned (whose title is supplied below) is authorized to act on behalf of the assignee.

/Kanda Ishihara/	Oct. 4, 2013
Signature	Date
Kanda V. Ishihara	56607
Printed or Typed Name	Title or Registration Number

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

POA ACCEPTANCE LETTER

OC000000064249173

Date Mailed: 10/11/2013

NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 10/04/2013.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

/mbeyene/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Not Assigned
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10086-03476 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: December 11, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

REQUEST TO CORRECT INVENTORSHIP UNDER RULE 37 CFR 1.48(f)

Sir/Madam:

The subject nonprovisional application was filed without the correct inventors named and without an executed declaration by any of the inventors. The Applicant hereby requests to correct the inventorship of the subject application by removing Christopher Robert Masterton as an inventor. The correct inventors are listed in the attached Corrected Application Data Sheet. The submission of an executed Declaration by each correct inventor is also attached herein. The fee of $70 as set forth in 37 CFR 1.17(i)(1) is also included.

Twitch Interactive EX1035 Page 127
Twitch Interactive v. CP Studios IPR2026-00397

(continued)

REQUEST TO CORRECT INVENTORSHIP UNDER RULE 37 CFR 1.48(f)

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: December 11, 2013 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56,607
Attorney for Applicants
PATENT LAW WORKS LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: (801) 258-9835
Fax: (801) 355-0160
Email: kishihara@patentlawworks.net

PTO/AIA/14 (03-13)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

CORRECTED APPLICATION DATA

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.

Secrecy Order 37 CFR 5.2

☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Inventor Information:

Inventor 1 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Brian	Joseph	Wiklem	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	Costa Mesa	State/Province	CA	Country of Residence	US

Mailing Address of Inventor:

Address 1	2557 Santa Ana Avenue		
Address 2			
City	Costa Mesa	State/Province	CA
Postal Code	92627	Country	US

Inventor ~~2~~ Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	~~Christopher~~	~~Robert~~	~~Masterton~~	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	~~Westminster~~	State/Province	~~CA~~	Country of Residence	~~US~~

Mailing Address of Inventor:

Address 1	~~5901 Lancashire~~		
Address 2			
City	~~Westminster~~	State/Province	~~CA~~
Postal Code	~~92683~~	Country	~~US~~

Inventor ~~3~~ 2 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Carrie	Ann	Cowan	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

CORRECTED APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

City	Costa Mesa	State/Province	CA	Country of Residence	US

Mailing Address of Inventor:

Address 1	2557 Santa Ana Avenue		
Address 2			
City	Costa Mesa	State/Province	CA
Postal Code	92627	Country	US

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

Correspondence Information:

Enter either Customer Number or complete the Correspondence Information section below.
For further information see 37 CFR 1.33(a).

☐ **An Address is being provided for the correspondence Information of this application.**

Customer Number	93219		
Email Address	docketing@patentlawworks.net	Add Email	Remove Email

Application Information:

Title of the Invention	Video Gaming Platform and User Interface		
Attorney Docket Number	10086-03476 US	Small Entity Status Claimed	☐
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)		Suggested Figure for Publication (if any)	

Publication Information:

☐ Request Early Publication (Fee required at time of Request 37 CFR 1.219)

☒ **Request Not to Publish.** I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application **has not and will not** be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

Representative Information:

Representative information should be provided for all practitioners having a power of attorney in the application. Providing this information in the Application Data Sheet does not constitute a power of attorney in the application (see 37 CFR 1.32).
Either enter Customer Number or complete the Representative Name section below. If both sections are completed the customer Number will be used for the Representative Information during processing.

Please Select One:	◉ Customer Number	○ US Patent Practitioner	○ Limited Recognition (37 CFR 11.9)

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Customer Number	93219

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this information in the application data sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.

Prior Application Status	Pending		Remove
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
	non provisional of	61643352	2012-05-07

Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the **Add** button.

Foreign Priority Information:

This section allows for the applicant to claim priority to a foreign application. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55(d). When priority is claimed to a foreign application that is eligible for retrieval under the priority document exchange program (PDX)[i] the information will be used by the Office to automatically attempt retrieval pursuant to 37 CFR 1.55(h)(1) and (2). Under the PDX program, applicant bears the ultimate responsibility for ensuring that a copy of the foreign application is received by the Office from the participating foreign intellectual property office, or a certified copy of the foreign priority application is filed, within the time period specified in 37 CFR 1.55(g)(1).

			Remove
Application Number	Country[i]	Filing Date (YYYY-MM-DD)	Access Code[i] (if applicable)

Additional Foreign Priority Data may be generated within this form by selecting the **Add** button.

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

☐ This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.

Authorization to Permit Access:

PTO/AIA/14 (03-13)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

CORRECTED APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

☐ Authorization to Permit Access to the Instant Application by the Participating Offices

If checked, the undersigned hereby grants the USPTO authority to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the World Intellectual Property Office (WIPO), and any other intellectual property offices in which a foreign application claiming priority to the instant patent application is filed access to the instant patent application. See 37 CFR 1.14(c) and (h). This box should not be checked if the applicant does not wish the EPO, JPO, KIPO, WIPO, or other intellectual property office in which a foreign application claiming priority to the instant patent application is filed to have access to the instant patent application.

In accordance with 37 CFR 1.14(h)(3), access will be provided to a copy of the instant patent application with respect to: 1) the instant patent application-as-filed; 2) any foreign application to which the instant patent application claims priority under 35 U.S.C. 119(a)-(d) if a copy of the foreign application that satisfies the certified copy requirement of 37 CFR 1.55 has been filed in the instant patent application; and 3) any U.S. application-as-filed from which benefit is sought in the instant patent application.

In accordance with 37 CFR 1.14(c), access may be provided to information concerning the date o f filing this Authorization.

Applicant Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Applicant 1

If the applicant is the inventor (or the remaining joint inventor or inventors under 37 CFR 1.45), this section should not be completed. The information to be provided in this section is the name and address of the legal representative who is the applicant under 37 CFR 1.43; or the name and address of the assignee, person to whom the inventor is under an obligation to assign the invention, or person who otherwise shows sufficient proprietary interest in the matter who is the applicant under 37 CFR 1.46. If the applicant is an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest) together with one or more joint inventors, then the joint inventor or inventors who are also the applicant should be identified in this section.

Clear

◉ Assignee	○ Legal Representative under 35 U.S.C. 117	○ Joint Inventor
○ Person to whom the inventor is obligated to assign.	○ Person who shows sufficient proprietary interest	

If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

Name of the Deceased or Legally Incapacitated Inventor :	

If the Applicant is an Organization check here. ☒

Organization Name	Checkpoint Studios, Inc.

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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

CORRECTED APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Mailing Address Information For Applicant:			
Address 1	275 McCormick Avenue, Bldg. B		
Address 2			
City	Costa Mesa	**State/Province**	CA
Country[i]	US	Postal Code	92626
Phone Number		Fax Number	
Email Address			

Additional Applicant Data may be generated within this form by selecting the Add button.

Non-Applicant Assignee Information:

Providing assignment information in this section does not subsitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Assignee 1

Complete this section only if non-applicant assignee information is desired to be included on the patent application publication in accordance with 37 CFR 1.215(b). Do not include in this section an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest), as the patent application publication will include the name of the applicant(s).

If the Assignee is an Organization check here. ☐

Prefix	**Given Name**	Middle Name	**Family Name**	Suffix

Mailing Address Information For Non-Applicant Assignee:			
Address 1			
Address 2			
City		**State/Province**	
Country[i]		Postal Code	
Phone Number		Fax Number	
Email Address			

Additional Assignee Data may be generated within this form by selecting the Add button.

CORRECTED APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Signature:

NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Signature	/Kanda Ishihara/			Date (YYYY-MM-DD)	2013-12-10
First Name	Kanda	Last Name	Ishihara	Registration Number	56,607

Additional Signature may be generated within this form by selecting the Add button.

This collection of information is required by 37 CFR 1.76. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 23 minutes to complete, including gathering, preparing, and submitting the completed application data sheet form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Privacy Act Statement

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The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Co o p eration Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

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DECLARATION (37 CFR 1.63) FOR UTILITY OR DESIGN APPLICATION USING AN APPLICATION DATA SHEET (37 CFR 1.76)

Title of Invention	Video Gaming Platform and User Interface

As the below named inventor, I hereby declare that:

This declaration is directed to:

- ☐ The attached application, or
- ☑ United States application or PCT international application number 13/889,266 filed on May 7, 2013.

The above-identified application was made or authorized to be made by me.

I believe that I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

WARNING:

Petitioner/applicant is cautioned to avoid submitting personal information in documents filed in a patent application that may contribute to identity theft. Personal information such as social security numbers, bank account numbers, or credit card numbers (other than a check or credit card authorization form PTO-2038 submitted for payment purposes) is never required by the USPTO to support a petition or an application. If this type of personal information is included in documents submitted to the USPTO, petitioners/applicants should consider redacting such personal information from the documents before submitting them to the USPTO. Petitioner/applicant is advised that the record of a patent application is available to the public after publication of the application (unless a non-publication request in compliance with 37 CFR 1.213(a) is made in the application) or issuance of a patent. Furthermore, the record from an abandoned application may also be available to the public if the application is referenced in a published application or an issued patent (see 37 CFR 1.14). Checks and credit card authorization forms PTO-2038 submitted for payment purposes are not retained in the application file and therefore are not publicly available.

LEGAL NAME OF INVENTOR

Inventor: Brian Joseph Wiklem Date (Optional): _____

Signature: _____

Note: An application data sheet (PTO/AIA/14 or equivalent), including naming the entire inventive entity, must accompany this form. Use an additional PTO/SB/AIA/01 form for each additional inventor.

This collection of information is required by 35 U.S.C. 115 and 37 CFR 1.63. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 1 minute to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

PTO/AIA/01 (08-12)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

DECLARATION (37 CFR 1.63) FOR UTILITY OR DESIGN APPLICATION USING AN APPLICATION DATA SHEET (37 CFR 1.76)

Title of Invention	Video Gaming Platform and User Interface

As the below named inventor, I hereby declare that:

This declaration is directed to:

- ☐ The attached application, or
- ☑ United States application or PCT international application number 13/889,266 filed on May 7, 2013

The above-identified application was made or authorized to be made by me.

I believe that I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

WARNING:

Petitioner/applicant is cautioned to avoid submitting personal information in documents filed in a patent application that may contribute to identity theft. Personal information such as social security numbers, bank account numbers, or credit card numbers (other than a check or credit card authorization form PTO-2038 submitted for payment purposes) is never required by the USPTO to support a petition or an application. If this type of personal information is included in documents submitted to the USPTO, petitioners/applicants should consider redacting such personal information from the documents before submitting them to the USPTO. Petitioner/applicant is advised that the record of a patent application is available to the public after publication of the application (unless a non-publication request in compliance with 37 CFR 1.213(a) is made in the application) or issuance of a patent. Furthermore, the record from an abandoned application may also be available to the public if the application is referenced in a published application or an issued patent (see 37 CFR 1.14). Checks and credit card authorization forms PTO-2038 submitted for payment purposes are not retained in the application file and therefore are not publicly available.

LEGAL NAME OF INVENTOR

Inventor: Carrie Ann Cowan Date (Optional): _____

Signature: _____

Note: An application data sheet (PTO/AIA/14 or equivalent), including naming the entire inventive entity, must accompany this form. Use an additional PTO/SB/AIA/01 form for each additional inventor.

This collection of information is required by 35 U.S.C. 115 and 37 CFR 1.63. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 1 minute to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Kanda Ishihara
Attorney Docket Number:	10086-03476 US

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
PROCESSING FEE, EXCEPT PROV. APPLS.	2830	1	70	70
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**70**

Electronic Acknowledgement Receipt

EFS ID:	17634666
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	12-DEC-2013
Filing Date:	07-MAY-2013
Time Stamp:	01:29:59
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$70
RAM confirmation Number	11297
Deposit Account	
Authorized User	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1	Request under Rule 48 correcting inventorship	03476US_RequestToCorrectInventorship.pdf	62231 832d07c77a9e1fe4ff3ec3aef0806bbc32c3ded0	no	2
Warnings:					
Information:					
2	Application Data Sheet	03476US_CorrectedADS.pdf	1000955 f4963e593d628a970a66aef65e62e2985b4d63fe	no	7
Warnings:					
Information:					
This is not an USPTO supplied ADS fillable form					
3	Oath or Declaration filed	03476US_Declaration.pdf	549565 bf8c7bb399045a8158e7c7ecabd74a88b468916f	no	2
Warnings:					
Information:					
4	Fee Worksheet (SB06)	fee-info.pdf	30393 91ee4ea3d09d3c40e8d4f46bcf89cfb415066d91	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	1643144		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

<u>New Applications Under 35 U.S.C. 111</u>
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

<u>National Stage of an International Application under 35 U.S.C. 371</u>
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

<u>New International Application Filed with the USPTO as a Receiving Office</u>
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
13/889,266	05/07/2013	3717	800	10086-03476 US	12	3

CONFIRMATION NO. 6572

CORRECTED FILING RECEIPT

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

OC000000065555274

Date Mailed: 12/23/2013

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)

Brian Joseph Wiklem, Costa Mesa, CA;
Carrie Ann Cowan, Costa Mesa, CA;

Applicant(s)

Checkpoint Studios, Inc., Costa Mesa, CA

Assignment For Published Patent Application

Checkpoint Studios, Inc., Costa Mesa, CA

Power of Attorney: The patent practitioners associated with Customer Number 93219

Domestic Priority data as claimed by applicant

This appln claims benefit of 61/643,352 05/07/2012

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.) - None.
Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

If Required, Foreign Filing License Granted: 06/08/2013

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 13/889,266**

Projected Publication Date: Request for Non-Publication Acknowledged

Non-Publication Request: Yes

Early Publication Request: No

** **SMALL ENTITY** **

Title

Video Gaming Platform and User Interface

Preliminary Class

463

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

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4258).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

SelectUSA

The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The U.S. offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to promote and facilitate business investment. SelectUSA provides information assistance to the international investor community; serves as an ombudsman for existing and potential investors; advocates on behalf of U.S. cities, states, and regions competing for global investment; and counsels U.S. economic development organizations on investment attraction best practices. To learn more about why the United States is the best country in the world to develop technology, manufacture products, deliver services, and grow your business, visit http://www.SelectUSA.gov or call +1-202-482-6800.

Doc Code: PA..

Document Description: Power of Attorney

PTO/AIA/82B(07-12)
Approved for use through 11/30/2014. OMB 0651-0035
U.S. Patent and Trademark Office, U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

POWER OF ATTORNEY BY APPLICANT

I hereby revoke all previous powers of attorney given in the application identified in the attached transmittal letter.

■ I hereby appoint Practitioner(s) associated with the following Customer Number as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the application referenced in the attached transmittal letter (form PTO/AIA/82A or equivalent):

93219

OR

☐ I hereby appoint Practitioner(s) named below as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the application referenced in the attached transmittal letter (form PTO/AIA/82A or equivalent):

Name	Registration Number	Name	Registration Number

Please recognize or change the correspondence address for the application identified in the attached transmittal letter to:

■ The address associated with the above-mentioned Customer Number.

OR

☐ The address associated with Customer Number:

OR

☐ Firm or Individual Name					
Address					
City		State		Zip	
Country					
Telephone		Email			

I am the Applicant:

☐ Inventor or Joint Inventor

☐ Legal Representative of a Deceased or Legally Incapacitated Inventor

■ Assignee or Person to Whom the Inventor is Under an Obligation to Assign

☐ Person Who Otherwise Shows Sufficient Proprietary Interest (*e.g.*, a petition under 37 CFR 1.46(b)(2) was granted in the application or is concurrently being filed with this document)

SIGNATURE of Applicant for Patent

Signature		Date	1/15/14
Name	Lewis Miller	Telephone	801-641-7185
Title and Company	Managing Director of CP Studios LLC		

NOTE: Signature - This form must be signed by the applicant in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications. Submit multiple forms for more than one signature, see below *.

☐ *Total of _____ forms are submitted.

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	19327014
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10086-03476 US
Receipt Date:	17-JUN-2014
Filing Date:	07-MAY-2013
Time Stamp:	19:39:02
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Miscellaneous Incoming Letter	04252US_RequestUnder146C.pdf	60585 2d89f0421be455add51765913807b01d55f5ea9a	no	2

Warnings:	
Information:	

2	Application Data Sheet	04252US_MarkedUpADS.pdf	46150 153ee3dc5a5b02a7b152a3b84696292ad5400fa7	no	4
Warnings:					
Information:					
This is not an USPTO supplied ADS fillable form					
3	Power of Attorney	04252US_POA.pdf	484837 c383da3b4950584116b644f2c7bdb7cef808cb6c	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	591572		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Melba N. Bumgarner
GROUP ART UNIT:	3717
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacfic Time Zone of the United States on the local date shown below:

Dated: June 17, 2014 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56607

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

REQUEST UNDER 37 CFR 1.46(c)

Sir/Madam:

Pursuant to 37 CFR 1.46(c), a request is being hereby submitted to change the listed Applicant from Checkpoint Studios Inc. to CP Studios LLC. in the above-identified application. We also request to update the mailing address information for each inventor.

As required by 37 CFR 1.46(c), enclosed are the following documents:

☒ the relevant section(s) of a new Application Data Sheet with markings to indicate changes; and

(continued)

REQUEST UNDER 37 CFR 1.46(c)

☒ an executed General Power of Attorney

☐ Other:

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: June 17, 2014 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56607
Attorney for Applicants
PATENT LAW WORKS
201 S. Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: 650-537-4505
Fax: 801-355-0160
Email: kishihara@patentlawworks.net

PTO/AIA/14 (03-13)
Approved for use through 01/31/2014. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

☐ Authorization to Permit Access to the Instant Application by the Participating Offices

If checked, the undersigned hereby grants the USPTO authority to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the World Intellectual Property Office (WIPO), and any other intellectual property offices in which a foreign application claiming priority to the instant patent application is filed access to the instant patent application. See 37 CFR 1.14(c) and (h). This box should not be checked if the applicant does not wish the EPO, JPO, KIPO, WIPO, or other intellectual property office in which a foreign application claiming priority to the instant patent application is filed to have access to the instant patent application.

In accordance with 37 CFR 1.14(h)(3), access will be provided to a copy of the instant patent application with respect to: 1) the instant patent application-as-filed; 2) any foreign application to which the instant patent application claims priority under 35 U.S.C. 119(a)-(d) if a copy of the foreign application that satisfies the certified copy requirement of 37 CFR 1.55 has been filed in the instant patent application; and 3) any U.S. application-as-filed from which benefit is sought in the instant patent application.

In accordance with 37 CFR 1.14(c), access may be provided to information concerning the date o f filing this Authorization.

Applicant Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Applicant 1

If the applicant is the inventor (or the remaining joint inventor or inventors under 37 CFR 1.45), this section should not be completed. The information to be provided in this section is the name and address of the legal representative who is the applicant under 37 CFR 1.43; or the name and address of the assignee, person to whom the inventor is under an obligation to assign the invention, or person who otherwise shows sufficient proprietary interest in the matter who is the applicant under 37 CFR 1.46. If the applicant is an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest) together with one or more joint inventors, then the joint inventor or inventors who are also the applicant should be identified in this section.

Clear

◉ Assignee	○ Legal Representative under 35 U.S.C. 117	○ Joint Inventor
○ Person to whom the inventor is obligated to assign.	○ Person who shows sufficient proprietary interest	

If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

Name of the Deceased or Legally Incapacitated Inventor :	
If the Applicant is an Organization check here. ☒	
Organization Name	~~Checkpoint Studies, Inc.~~ CP Studios LLC

PTO/AIA/14 (03-13)
Approved for use through 01/31/2014. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Mailing Address Information For Applicant:			
Address 1	~~275 McCormick Avenue, Bldg. B~~ 32 West 200 South #311		
Address 2			
City	~~Costa Mesa~~ Salt Lake City	**State/Province**	~~CA~~ UT
Country[i] US		Postal Code	~~92626~~ 84111
Phone Number		Fax Number	
Email Address			

Additional Applicant Data may be generated within this form by selecting the Add button.

Non-Applicant Assignee Information:

Providing assignment information in this section does not subsitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Assignee 1

Complete this section only if non-applicant assignee information is desired to be included on the patent application publication in accordance with 37 CFR 1.215(b). Do not include in this section an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest), as the patent application publication will include the name of the applicant(s).

If the Assignee is an Organization check here. ☐

Prefix	**Given Name**	Middle Name	**Family Name**	Suffix

Mailing Address Information For Non-Applicant Assignee:			
Address 1			
Address 2			
City		**State/Province**	
Country[i]		Postal Code	
Phone Number		Fax Number	
Email Address			

Additional Assignee Data may be generated within this form by selecting the Add button.

PTO/AIA/14 (03-13)
Approved for use through 01/31/2014. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	10086-03476 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Signature:

NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications.					
Signature	/Kanda Ishihara/			Date (YYYY-MM-DD)	2014-06-16
First Name	Kanda	Last Name	Ishihara	Registration Number	56607
Additional Signature may be generated within this form by selecting the Add button.					

This collection of information is required by 37 CFR 1.76. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 23 minutes to complete, including gathering, preparing, and submitting the completed application data sheet form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Co o p eration Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

IMPROPER CFR REQUEST

OC000000069149338

Date Mailed: 06/23/2014

RESPONSE TO REQUEST FOR CORRECTED FILING RECEIPT

Power of Attorney, Claims, Fees, System Limitations, and Miscellaneous

In response to your request for a corrected Filing Receipt, the Office is unable to comply with your request because:

- Any request to correct or update the name of the applicant must include an application data sheet (ADS) in compliance with 37 CFR 1.76 specifying the correct or updated name of the applicant in the applicant information section. Any request to change the applicant after an original applicant has been specified under 37 CFR 1.46(b) must include a new ADS in compliance with 37 CFR 1.76 specifying the applicant in the applicant information section and comply with 37 CFR 3.71 and 3.73. See 37 CFR 1.46(c).

/atesfai/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10086-03476 US

CONFIRMATION NO. 6572

IMPROPER CPOA LETTER

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

OC000000069149337

Date Mailed: 06/23/2014

NOTICE REGARDING POWER OF ATTORNEY

This is in response to the power of attorney filed 06/17/2014. The power of attorney in this application is not accepted for the reason(s) listed below:

- The power of attorney has not been accepted because the party who is giving power has not been identified. Power of attorney may only be signed by the applicant for patent (37 CFR 1.42) or the patent owner. A party who is not the applicant must become the applicant in accordance with 37 CFR 1.46(c) and appoint any power of attorney in compliance with 37 CFR 3.71 and 3.73. For a reissue application, reexamination proceeding, or supplemental examination proceeding, a patent owner who was not the applicant under 37 CFR 1.46 must appoint any power of attorney in compliance with 37 CFR 3.71 and 3.73. See 37 CFR 1.32(b)(4).

/atesfai/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

Doc Code: PA..

Document Description: Power of Attorney

PTO/AIA/82B(07-12)
Approved for use through 11/30/2014. OMB 0651-0035
U.S. Patent and Trademark Office, U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

POWER OF ATTORNEY BY APPLICANT

I hereby revoke all previous powers of attorney given in the application identified in the attached transmittal letter.

■ I hereby appoint Practitioner(s) associated with the following Customer Number as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the application referenced in the attached transmittal letter (form PTO/AIA/82A or equivalent):

93219

OR

☐ I hereby appoint Practitioner(s) named below as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the application referenced in the attached transmittal letter (form PTO/AIA/82A or equivalent):

Name	Registration Number	Name	Registration Number

Please recognize or change the correspondence address for the application identified in the attached transmittal letter to:

■ The address associated with the above-mentioned Customer Number.

OR

☐ The address associated with Customer Number:

OR

☐ Firm or Individual Name					
Address					
City		State		Zip	
Country					
Telephone		Email			

I am the Applicant:

☐ Inventor or Joint Inventor

☐ Legal Representative of a Deceased or Legally Incapacitated Inventor

■ Assignee or Person to Whom the Inventor is Under an Obligation to Assign

☐ Person Who Otherwise Shows Sufficient Proprietary Interest (*e.g.*, a petition under 37 CFR 1.46(b)(2) was granted in the application or is concurrently being filed with this document)

SIGNATURE of Applicant for Patent

Signature		Date	1/15/14
Name	Lewis Miller	Telephone	801-641-7185
Title and Company	Managing Director of CP Studios LLC		

NOTE: Signature - This form must be signed by the applicant in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications. Submit multiple forms for more than one signature, see below *.

☐ *Total of _____ forms are submitted.

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
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8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

PTO/AIA/96 (08-12)
Approved for use through 01/31/2013. OMB 0651-0031
U.S. Patent and Trademark Office;U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of1995, no persons arerequired to respond to a collection of information unless it displays a valid OMB control number.

STATEMENT UNDER 37 CFR 3.73(c)

Applicant/Patent Owner: Brian Joseph Wiklem, Carrie Ann Cowan

Application No./Patent No.: 13/889,266 Filed/Issue Date: May 7, 2013

Titled: Video Gaming Platform and User Interface

CP Studios LLC, a Corporation

(Name of Assignee) (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.)

states that, for the patent application/patent identified above, it is (choose **one** of options 1, 2, 3 or 4 below):

1. ☑ The assignee of the entire right, title, and interest.

2. ☐ An assignee of less than the entire right, title, and interest (check applicable box):

   ☐ The extent (by percentage) of its ownership interest is _____%. Additional Statement(s) by the owners holding the balance of the interest must be submitted to account for 100% of the ownership interest.

   ☐ There are unspecified percentages of ownership. The other parties, including inventors, who together own the entire right, title and interest are:

   Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

3. ☐ The assignee of an undivided interest in the entirety (a complete assignment from one of the joint inventors was made). The other parties, including inventors, who together own the entire right, title, and interest are:

   Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

4. ☐ The recipient, via a court proceeding or the like (*e.g.*, bankruptcy, probate), of an undivided interest in the entirety (a complete transfer of ownership interest was made). The certified document(s) showing the transfer is attached.

The interest identified in option 1, 2 or 3 above (not option 4) is evidenced by either (choose **one** of options A or B below):

A. ☐ An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the United States Patent and Trademark Office at Reel _____, Frame _____, or for which a copy thereof is attached.

B. ☑ A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as follows:

1. From: Brian Joseph Wiklem, Carrie Ann Cowan To: Checkpoint Studios Inc.

   The document was recorded in the United States Patent and Trademark Office at

   Reel 031244, Frame 0996, or for which a copy thereof is attached.

2. From: Checkpoint Studios Inc. To: CP Studios LLC

   The document was recorded in the United States Patent and Trademark Office at

   Reel 032005, Frame 0544, or for which a copy thereof is attached.

This collection of information is required by37 CFR3.73(b). The information is required toobtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentialityis governed by35 U.S.C. 122and 37 CFR1.11 and1.14. Thiscollection is estimated to take 12 minutes to complete, including gathering, preparing, and submittingthe completed application form to the USPTO.Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent tothe Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS.**SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

PTO/AIA/96 (08-12)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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STATEMENT UNDER 37 CFR 3.73(c)

3. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

4. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

5. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

6. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

☐ Additional documents in the chain of title are listed on a supplemental sheet(s).

☑ As required by 37 CFR 3.73(c)(1)(i), the documentary evidence of the chain of title from the original owner to the assignee was, or concurrently is being, submitted for recordation pursuant to 37 CFR 3.11.

[NOTE: A separate copy (i.e., a true copy of the original assignment document(s)) must be submitted to Assignment Division in accordance with 37 CFR Part 3, to record the assignment in the records of the USPTO. See MPEP 302.08]

The undersigned (whose title is supplied below) is authorized to act on behalf of the assignee.

/Kanda Ishihara/	August 27, 2014
Signature	Date
Kanda V. Ishihara	56607
Printed or Typed Name	Title or Registration Number

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that yoube given certain informationin connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, pleasebe advised that: (1) the general authority forthe collection of thisinformation is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and(3) the principal purpose forwhich the information isused by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent applicationor patent. If you do not furnish the requested information,the U.S. Patent and Trademark Office may not be able to process and/or examineyour submission,which may result in termination of proceedings or abandonment of the applicationor expiration of the patent.

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1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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5. A record related to an InternationalApplication filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
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9. A record from thissystem of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Melba N. Bumgarner
GROUP ART UNIT:	3717
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: August 28, 2014 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56607

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

REQUEST UNDER 37 CFR 1.46(c)

Sir/Madam:

Pursuant to 37 CFR 1.46(c), a request is being hereby submitted to change the listed Applicant from Checkpoint Studios Inc. to CP Studios LLC in the above-identified application. We also request to update the mailing address information for each inventor.

As required by 37 CFR 1.46(c), enclosed are the following documents:

☒ the relevant section(s) of a new Application Data Sheet with markings to indicate changes;

Twitch Interactive EX1035 Page 162
Twitch Interactive v. CP Studios IPR2026-00397

(continued)

REQUEST UNDER 37 CFR 1.46(c)

☒ an executed General Power of Attorney

☐ Other:

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: August 28, 2014 By: /Kanda Ishihara/

Kanda V. Ishihara, Reg. No. 56607
Attorney for Applicants
PATENT LAW WORKS
201 S. Main Street, Suite 250
Salt Lake City, UT 84111
Tel.: 650-537-4505
Fax: 801-355-0160
Email: kishihara@patentlawworks.net

Electronic Acknowledgement Receipt

EFS ID:	19987682
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Kanda Ishihara
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	28-AUG-2014
Filing Date:	07-MAY-2013
Time Stamp:	12:29:28
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Application Data Sheet	04252_US_20140827_MarkedUpApplicationDataSheet.pdf	127371 a7698352e3cba5ffb56061a1e0f9493f4b0d146f	no	5

Warnings:	
Information:	

This is not an USPTO supplied ADS fillable form					
2	Transmittal Letter	04252_US_20140827_TransmittalforPowerofAttorney.pdf	44537 ad3863ca0e1bfa223cdfde502071c5deb35d3f53	no	1
Warnings:					
Information:					
3	Power of Attorney	04252_US_20140827_PowerofAttorney.pdf	484837 c383da3b4950584116b644f2c7bdb7cef808cb6c	no	2
Warnings:					
Information:					
4	Assignee showing of ownership per 37 CFR 3.73.	04252_US_20140827_StatementUnder37CFR373c.pdf	120344 0b5f418d6e86b61aeb90688786c00dadc24f22c8	no	3
Warnings:					
Information:					
5	Transmittal Letter	04252_146Request.pdf	72175 c0345d62a52e0c610675fc2e9316ef2cb7fdb0c4	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	849264		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	~~10086-03476.US~~ 10177-04252 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.

Secrecy Order 37 CFR 5.2

☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Inventor Information:

Inventor 1 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Brian	Joseph	Wiklem	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	~~Costa Mesa~~ Salt Lake City	State/Province	~~CA~~ UT	Country of Residence	US

Mailing Address of Inventor:

Address 1	~~2557 Santa Ana Avenue~~ 32 West 200 South #311		
Address 2			
City	~~Costa Mesa~~ Salt Lake City	State/Province	~~CA~~ UT
Postal Code	~~92627~~ 84111	Country	US

Inventor 2 Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Carrie	Ann	Cowan	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	~~Costa Mesa~~ Salt Lake City	State/Province	~~CA~~ UT	Country of Residence	US

Mailing Address of Inventor:

Address 1	~~2557 Santa Ana Avenue~~ 32 West 200 South #311		
Address 2			
City	~~Costa Mesa~~ Salt Lake City	State/Province	~~CA~~ UT
Postal Code	~~92627~~ 84111	Country	US

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

Correspondence Information:

Enter either Customer Number or complete the Correspondence Information section below.
For further information see 37 CFR 1.33(a).

MARKED-UP APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	~~10086-03476 US~~ 10177-04252 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

☐ **An Address is being provided for the correspondence Information of this application.**			
Customer Number	93219		
Email Address	docketing@patentlawworks.net	Add Email	Remove Email

Application Information:

Title of the Invention	Video Gaming Platform and User Interface		
Attorney Docket Number	~~10086-03476 US~~ 10177-04252 US	**Small Entity Status Claimed**	☐
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)		**Suggested Figure for Publication (if any)**	

Publication Information:

☐	Request Early Publication (Fee required at time of Request 37 CFR 1.219)
☒	**Request Not to Publish.** I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application **has not and will not** be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

Representative Information:

Representative information should be provided for all practitioners having a power of attorney in the application. Providing this information in the Application Data Sheet does not constitute a power of attorney in the application (see 37 CFR 1.32).
Either enter Customer Number or complete the Representative Name section below. If both sections are completed the customer Number will be used for the Representative Information during processing.

Please Select One:	◉ Customer Number	○ US Patent Practitioner	○ Limited Recognition (37 CFR 11.9)
Customer Number	93219		

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this information in the application data sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.

Prior Application Status	Pending		Remove
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
	non provisional of	61643352	2012-05-07

Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the **Add** button.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	~~10086-03476 US~~ 10177-04252 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Foreign Priority Information:

This section allows for the applicant to claim priority to a foreign application. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55(d). When priority is claimed to a foreign application that is eligible for retrieval under the priority document exchange program (PDX)[i] the information will be used by the Office to automatically attempt retrieval pursuant to 37 CFR 1.55(h)(1) and (2). Under the PDX program, ~~a~~applicant bears the ultimate responsibility for ensuring that a copy of the foreign application is received by the Office from the participating foreign intellectual property office, or a certified copy of the foreign priority application is filed, within the time period specified in 37 CFR 1.55(g)(1).

Remove

Application Number	Country[i]	Filing Date (YYYY-MM-DD)	Access Code[i] (if applicable)

Additional Foreign Priority Data may be generated within this form by selecting the **Add** button.

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

☐ This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.

Authorization to Permit Access:

☐ Authorization to Permit Access to the Instant Application by the Participating Offices

If checked, the undersigned hereby grants the USPTO authority to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the World Intellectual Property Office (WIPO), and any other intellectual property offices in which a foreign application claiming priority to the instant patent application is filed access to the instant patent application. See 37 CFR 1.14(c) and (h). This box should not be checked if the applicant does not wish the EPO, JPO, KIPO, WIPO, or other intellectual property office in which a foreign application claiming priority to the instant patent application is filed to have access to the instant patent application.

In accordance with 37 CFR 1.14(h)(3), access will be provided to a copy of the instant patent application with respect to: 1) the instant patent application-as-filed; 2) any foreign application to which the instant patent application claims priority under 35 U.S.C. 119(a)-(d) if a copy of the foreign application that satisfies the certified copy requirement of 37 CFR 1.55 has been filed in the instant patent application; and 3) any U.S. application-as-filed from which benefit is sought in the instant patent application.

In accordance with 37 CFR 1.14(c), access may be provided to information concerning the date o f filing this Authorization.

MARKED-UP APPLICATION DATA SHEET

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	~~10086-03476 US~~ 10177-04252 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Applicant Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Applicant 1

If the applicant is the inventor (or the remaining joint inventor or inventors under 37 CFR 1.45), this section should not be completed. The information to be provided in this section is the name and address of the legal representative who is the applicant under 37 CFR 1.43; or the name and address of the assignee, person to whom the inventor is under an obligation to assign the invention, or person who otherwise shows sufficient proprietary interest in the matter who is the applicant under 37 CFR 1.46. If the applicant is an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest) together with one or more joint inventors, then the joint inventor or inventors who are also the applicant should be identified in this section.

Clear

◉ Assignee	○ Legal Representative under 35 U.S.C. 117	○ Joint Inventor
○ Person to whom the inventor is obligated to assign.	○ Person who shows sufficient proprietary interest	

If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

Name of the Deceased or Legally Incapacitated Inventor :

If the Applicant is an Organization check here. ☒

Organization Name	~~Checkpoint Studios Inc.~~ CP Studios LLC

Mailing Address Information For Applicant:

Address 1	~~275 McCormick Avenue, Bldg. B~~ 32 West 200 South #311		
Address 2			
City	~~Costa Mesa~~ Salt Lake City	**State/Province**	~~CA~~ UT
Country	US	Postal Code	~~92626~~ 84111
Phone Number		Fax Number	
Email Address			

Additional Applicant Data may be generated within this form by selecting the Add button.

Non-Applicant Assignee Information:

Providing assignment information in this section does not subsitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

MARKED-UP APPLICATION DATA SHEET

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	~~10086-03476 US~~ 10177-04252 US
	Application Number	
Title of Invention	Video Gaming Platform and User Interface	

Assignee 1

Complete this section only if non-applicant assignee information is desired to be included on the patent application publication in accordance with 37 CFR 1.215(b). Do not include in this section an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest), as the patent application publication will include the name of the applicant(s).

If the Assignee is an Organization check here. ☐

Prefix	**Given Name**	Middle Name	**Family Name**	Suffix

Mailing Address Information For Non-Applicant Assignee:

Address 1	
Address 2	

City		**State/Province**	
Country i		Postal Code	
Phone Number		Fax Number	
Email Address			

Additional Assignee Data may be generated within this form by selecting the Add button.

Signature:

NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Signature	/Kanda Ishihara/			Date (YYYY-MM-DD)	2014-08-27
First Name	Kanda	Last Name	Ishihara	Registration Number	56607

Additional Signature may be generated within this form by selecting the Add button.

This collection of information is required by 37 CFR 1.76. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 23 minutes to complete, including gathering, preparing, and submitting the completed application data sheet form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Doc Code: PA..
Document Description: Power of Attorney

PTO/AIA/82A (07-13)
Approved for use through 11/30/2014. OMB 0651-0051
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

TRANSMITTAL FOR POWER OF ATTORNEY TO ONE OR MORE REGISTERED PRACTITIONERS

NOTE: This form is to be submitted with the Power of Attorney by Applicant form (PTO/AIA/82B) to identify the application to which the Power of Attorney is directed, in accordance with 37 CFR 1.5, unless the application number and filing date are identified in the Power of Attorney by Applicant form. If neither form PTO/AIA/82A nor form PTO/AIA82B identifies the application to which the Power of Attorney is directed, the Power of Attorney will not be recognized in the application.

Application Number	13/889,266
Filing Date	May 7, 2013
First Named Inventor	Brian Joseph Wiklem
Title	Video Gaming Platform and User Interface
Art Unit	3717
Examiner Name	Melba N. Bumgarner
Attorney Docket Number	10177-04252 US

SIGNATURE of Applicant or Patent Practitioner

Signature	/Kanda Ishihara/	Date (Optional)	2014-08-27
Name	Kanda V. Ishihara	Registration Number	56607
Title (if Applicant is a juristic entity)	Attorney for Applicant		
Applicant Name (if Applicant is a juristic entity)	CP Studios LLC		

NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4(d) for signature requirements and certifications. If more than one applicant, use multiple forms.

☑ *Total of 1 forms are submitted.

This collection of information is required by 37 CFR 1.131, 1.32, and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
13/889,266	05/07/2013	3717	800	10177-04252 US	12	3

CONFIRMATION NO. 6572

REPLACEMENT FILING RECEIPT

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

OC000000070519015

Date Mailed: 09/04/2014

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)

Brian Joseph Wiklem, Salt Lake City, UT;
Carrie Ann Cowan, Salt Lake City, UT;

Applicant(s)

CP Studios LLC, Salt Lake City, UT

Power of Attorney: The patent practitioners associated with Customer Number 93219

Domestic Priority data as claimed by applicant

This appln claims benefit of 61/643,352 05/07/2012

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.) - None.
Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

If Required, Foreign Filing License Granted: 06/08/2013

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 13/889,266**

Projected Publication Date: Request for Non-Publication Acknowledged

Non-Publication Request: Yes

Early Publication Request: No
** **SMALL ENTITY** **

Title

Video Gaming Platform and User Interface

Preliminary Class

463

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

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4258).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

SelectUSA

The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The U.S. offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to promote and facilitate business investment. SelectUSA provides information assistance to the international investor community; serves as an ombudsman for existing and potential investors; advocates on behalf of U.S. cities, states, and regions competing for global investment; and counsels U.S. economic development organizations on investment attraction best practices. To learn more about why the United States is the best country in the world to develop technology, manufacture products, deliver services, and grow your business, visit http://www.SelectUSA.gov or call +1-202-482-6800.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US

CONFIRMATION NO. 6572

93219
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

POA ACCEPTANCE LETTER

OC000000070519035

Date Mailed: 09/04/2014

NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 08/28/2014.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

/qtran/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

PLUS Search Results for S/N 13889266, Searched Wed Oct 22 12:51:19 EDT 2014

The Patent Linguistics Utility System (PLUS) is a USPTO automated search system for U.S. Patents from 1971 to the present PLUS is a query-by-example search system which produces a list of patents that are most closely related linguistically to the application searched. This search was prepared by the staff of the Scientific and Technical Information Center, SIRA.

8230456 99
8764568 99
20120214564 99
20130244778 99
20130337975 99
8226476 78
8392206 78
8444490 78
8480494 78
8496531 78
8754905 78
8777726 78
8827814 78
8849253 78
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PLUS Search Results for S/N 13889266, Searched Wed Oct 22 12:51:22 EDT 2014

The Patent Linguistics Utility System (PLUS) is a USPTO automated search system for U.S. Patents from 1971 to the present PLUS is a query-by-example search system which produces a list of patents that are most closely related linguistically to the application searched. This search was prepared by the staff of the Scientific and Technical Information Center, SIRA.

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5911419 65
5944316 65
6905414 65
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8182346 65
8187087 65
8187101 65
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 11/07/2014

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER	
HALL, SHAUNA-KAY N	
ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
11/07/2014	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

docketing@patentlawworks.net
patents@patentlawworks.net
mfurubayashi@patentlawworks.net

Office Action Summary	Application No. 13/889,266	Applicant(s) WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTHS FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *08/28/2014*.

☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims*

5)☒ Claim(s) *1-12* is/are pending in the application.

5a) Of the above claim(s) _____ is/are withdrawn from consideration.

6)☐ Claim(s) _____ is/are allowed.

7)☒ Claim(s) *1-12* is/are rejected.

8)☐ Claim(s) _____ is/are objected to.

9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

* If any claims have been determined allowable, you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

Application Papers

10)☒ The specification is objected to by the Examiner.

11)☒ The drawing(s) filed on *05/17/2013* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

Certified copies:

a)☐ All b)☐ Some** c)☐ None of the:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

** See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)

2) ☐ Information Disclosure Statement(s) (PTO/SB/08a and/or PTO/SB/08b) Paper No(s)/Mail Date _____.

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

4) ☐ Other: _____.

DETAILED ACTION

Notice of Pre-AIA or AIA Status

1. The present application is being examined under the pre-AIA first to invent provisions.

Status of Claims

2. This action is a non-final in reply to the communication filed on August 28, 2014.

3. Claims 1-11 are currently pending and have been examined.

Specification

4. Applicant is reminded of the proper language and format for an abstract of the disclosure.

The abstract should be in narrative form and generally limited to a single paragraph on a separate sheet within the range of 50 to 150 words. The form and legal phraseology often used in patent claims, such as "means" and "said," should be avoided. The abstract should describe the disclosure sufficiently to assist readers in deciding whether there is a need for consulting the full patent text for details.

The language should be clear and concise and should not repeat information given in the title. It should avoid using phrases which can be implied, such as, "The

disclosure concerns," "The disclosure defined by this invention," "The disclosure describes," etc.

Claim Rejections - 35 USC § 101

5. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

Alice v. CLS Bank Framework:

6. Based upon consideration of all the relevant factors with respect to the claims as a whole, **claims 1-11** are rejected under 35 U.S.C. 101 as being directed to ineligible subject matter. Although the claims are drawn to at least one of the four statutory categories of invention (i.e. process, machine, manufacture, or composition), which would normally be considered within an appropriate statutory category, as has been noted in the recent Supreme Court decisions Bilski v. Kappos, 130 S. Ct. at 3227, *Alice Corp. Pty. Ltd. V. CLS Bank International*, and the Court of Appeals for the Federal Circuit in CyberSource Corp. v. Retail Decisions, Inc., 654 F.3d 1366 (Fed. Cir. 2011), Bancorp Services, L. L. C v Sun Life Assur. Co. of Canada (U.S.), -- F.3d ---, 2012 WL 3037176 (Fed. Circ. 2012), one must look beyond whether the claims fall within a statutory category and determine whether or not the claims are an attempt to patent ineligible subject matter which the courts have proclaimed judicially excepted, specifically, laws of nature, physical phenomena and abstract ideas. The Supreme

Court noted that said decisions are instructive on how to investigate issues of subject matter eligibility and that the question underlying such an investigation is whether or not the claims are an attempt to claim subject matter which has been judicially excepted.

The recently published USPTO interim guidelines (http://www.uspto.gov/patents/announce/interim_alice_guidance.jsp) outline a two part analysis which must be undertaken as it pertains to the concept of an abstract idea.

Part 1 - A determination of whether the claims are directed to an abstract idea must be performed.

- Examples of abstract ideas include:
  - Fundamental economic practices;
  - Certain methods of organizing human activities;
  - An idea of itself; and,
  - Mathematical relationships/formulas.

Part 2 - A determination of whether the claims amount to significantly more than the abstract idea itself.

- Non-limiting or non-exclusive examples of limitations which qualify as “significantly more” include:
  - Improvements in another technology or technical field;
  - Improvements in the functioning of the computer itself;
  - Meaningful limitations beyond generally linking the use of an abstract idea to a particular technological environment.

- Non-limiting or non-exclusive examples of limitations which fail to qualify as “significantly more” include:
  - Adding the words “apply it” (or equivalent) with an abstract idea, or mere instructions to implement an abstract idea on a computer;
  - Requiring no more than a generic computer to perform generic computer functions that are well-understood,

routine and conventional activities previously known to the industry.

7. In the instant application, the claims when analyzed as a whole, are held to be non-statutory because they are considered to be drawn to an abstract idea (i.e., certain methods of organizing human activities e.g., playing a game) without any limitation(s) which qualify as “significantly more” than the abstract idea itself, but which are merely implemented/applied on a computer.

Claim Rejections - 35 USC § 102

8. The following is a quotation of the appropriate paragraphs of pre-AIA 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.
>
> (e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

9. **Claim 1 is rejected under pre-AIA 35 U.S.C. 102(b) as being anticipated by U.S. Patent Application Publication 2011/0034256 to Amitzur**.

10. In regards to Claim 1, Amitzur discloses a computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (¶¶ 28-29, 30, 34 discloses game being implemented on a server connected to at least one and more preferably a plurality of clients through a network connection for example including but not limited to an internet connection, intranet connection. Optionally, the server generates the game and distributes it to a plurality of clients optionally by network communication);

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (¶¶ 26, 30, 62 discloses a 3D game generated for delivery of these transformed games in various formats that may be optionally implemented by software or hardware to be outputted to at least one or more of a computer readable memory, a computer display device, a computer on a network, a printout, or user. For example a generated 3D game may optionally be implemented on a plurality of mediums

comprising a processor for example including but not limited to a network computer, server, PDA, mobile telephone, printer, display, game console, or the like); and

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface (¶¶ 14, 51-53, 68-71, 73-74).

11. **Claims 5 and 9 are r rejected under pre-AIA 35 U.S.C. 102(e) as being anticipated by U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning).**

12. In regards to Claim 5, Manning discloses a computer program product comprising a computer useable medium including a computer readable program, wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figures 1-2 and ¶¶ 45-46, 55, 59 discloses a game which can integrates three-dimensional elements into two-dimensional gaming environments in a network wagering venue (e.g., an online casino, a wagering game website, a wagering network, etc.) using a communication network, such as the communications network 122 in FIG. 1. Embodiments can be presented

over any type of communications network that provides access to wagering games, such as a public network (e.g., a public wide-area-network, such as the Internet), a private network (e.g., a private local-area-network gaming network), a file sharing network, a social network, etc., or any combination of networks);

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (¶¶ 45, 55, 61-64 discloses the gaming structure and various devices which the game can be provided on); and

facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface (¶¶ 10, 44-45, 60, 86 discloses the computer-implemented method further comprises presenting the wagering game content in two-dimensional mode for audience members of the wagering game content while simultaneously presenting the wagering game content in the three-dimensional mode.)

13. In regards to Claim 9, Manning discloses a system comprising:

a processor (¶¶ 11, 93), and;

a memory storing instructions that, when executed, cause the system to (¶¶ 93, 107):

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application

provided on electronic devices used by the one or more players (figures 1-2 and ¶¶ 45-46, 55, 59 discloses a game which can integrates three-dimensional elements into two-dimensional gaming environments in a network wagering venue (e.g., an online casino, a wagering game website, a wagering network, etc.) using a communication network, such as the communications network 122 in FIG. 1. Embodiments can be presented over any type of communications network that provides access to wagering games, such as a public network (e.g., a public wide-area-network, such as the Internet), a private network (e.g., a private local-area-network gaming network), a file sharing network, a social network, etc., or any combination of networks);

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (¶¶ 45, 55, 61-64 discloses the gaming structure and various devices which the game can be provided on); and

facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently (¶¶ 10, 44-45, 60, 86 discloses the computer-implemented method further comprises presenting the wagering game content in two-dimensional mode for audience members of the wagering game content while simultaneously presenting the wagering game content in the three-dimensional mode.)

Claim Rejections - 35 USC § 103

14. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

15. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under pre-AIA 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

16. **Claim 2 is rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2011/0034256 to Amitzur in view of U.S. Patent Application Publication 2010/0216553 to Chudley et al. (hereinafter Chudley).**

17. In regards to Claim 2, Amitzur discloses the computer-implemented method of claim 1, : but fails to explicitly disclose further comprising: posting one or more events from the video gaming application to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses posting one or more events from the video gaming application to the social network server (¶¶ 4, 19, 30).

Amitzur discloses that its invention provides for capability of the social network. Chudley discloses the implementation of a social network into a video game on a social network. It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley with the gaming system of Amitzur to further drive interaction and communication amongst the players of the game.

18. **Claims 3 and 4 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2011/0034256 to Amitzur in view of U.S. Patent 8,287,341 to Reynolds et al. (hereinafter Reynolds).**

19. In regards to Claim 3, Amitzur discloses the computer-implemented method of claim 1, but fails to explicitly disclose further comprising: modifying play of the video gaming application based on social network interactions from the one or more players.

In another related invention, Reynolds discloses a gaming system where modifying play of the video gaming application based on social network interactions from the one or more players (Col. 2 lines 13-35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 discloses the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).
It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the game system of Amitzur and modify the game to include modifications of players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game by other players would thus increase player enjoyment and interaction with the game system of Amitzur therefore making it enjoyable for players to play.

20. In regards to Claim 4, Amitzur discloses the computer-implemented method of claim 1, but fails to explicitly disclose further comprising: modifying play of the video gaming application based on social network interactions from one or more non-players.

In another related invention, Reynolds discloses a gaming system where modifying play of the video gaming application based on social network interactions from one or more non-players (Col. 4 line 57 to Col. 5 lines 27 discloses The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the game system of Amitzur and modify the game to include modifications of non-players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game would thus increase player enjoyment and interaction with the game system of Amitzur therefore making it enjoyable for players to play.

21. **Claims 6 and 10 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning) in view of U.S. Patent Application Publication 2010/0216553 to Chudley et al. (hereinafter Chudley).**

22. In regards to Claim 6, Manning discloses the computer program product of claim 5, but does not explicitly wherein the computer readable program when executed on a

computer further causes the computer to: post one or more events from the video gaming application to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses post one or more events from the video gaming application to the social network server (¶¶ 4, 19, 30).

It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley for posting events with the gaming system of Manning to further drive interaction and communication amongst the players of the game since Manning's game fosters interaction and communication via a social network system.

23. In regards to Claim 10, Manning discloses a system as claimed in claim 9, but fails to explicitly disclose wherein the video gaming application posts one or more events to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses wherein the video gaming application posts one or more events to the social network server (¶¶ 4, 19, 30).

It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley for posting events with the gaming system of Manning to further drive interaction and communication amongst the players of the game since Manning's game fosters interaction and communication via a social network system.

24. **Claims 7-8 and 11-12 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning) in view of U.S. Patent 8,287,341 to Reynolds et al. (hereinafter Reynolds).**

25. In regards to Claim 7, Manning discloses the computer program product of claim 5, but fails to explicitly disclose wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more players.
In a related invention, Reynolds discloses wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more players (Col. 2 lines 13-35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 discloses the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions,

player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the game system of Manning and modify the game to include modifications of players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game by other players would thus increase player enjoyment and interaction with the game system of Manning therefore making it enjoyable for players to play.

26. In regards to Claim 8, Manning discloses the computer program product of claim 5, but fails to explicitly disclose wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from one or more non-players.

In another related invention, Reynolds discloses a gaming system wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from one or more non-players (Col. 4 line 57 to Col. 5 lines 27 discloses The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the game system of Manning and modify the game to include modifications of non-players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game would thus increase player enjoyment and interaction with the game system of Manning therefore making it enjoyable for players to play.

27. In regards to Claim 11, the rejection is the same as that of Claim 7. Please see claim 7 above.

28. In regards to Claim 12, the rejection is the same as that of Claim 8. Please see claim 8 above.

Conclusion

29. Claims 1-11 are examined above.

30. Any inquiry concerning this communication or earlier communications from the examiner should be directed to SHAUNA-KAY HALL whose telephone number is (571)270-1419. The examiner can normally be reached on Monday - Friday 8am - 5pm EST.

31. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, David Lewis can be reached on (571) 272-7673. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

32. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/S. H./
Examiner, Art Unit 3714
/DAVID L LEWIS/
Supervisory Patent Examiner, Art Unit 3714

Notice of References Cited	Application/Control No. 13/889,266	Applicant(s)/Patent Under Reexamination WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	Classification
*	A	US-2010/0216553	08-2010	Chudley et al.	463/42
*	B	US-2011/0034246	02-2011	Amitzur, Eyal	463/32
*	C	US-2013/0184064	07-2013	Manning et al.	463/25
*	D	US-8,287,341	10-2012	Reynolds et al.	463/9
	E	US-			
	F	US-			
	G	US-			
	H	US-			
	I	US-			
	J	US-			
	K	US-			
	L	US-			
	M	US-			

FOREIGN PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	Classification
	N					
	O					
	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S2	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S3	48	("5690337" "5911419" "5944316" "6905414" "7677970" "8066568" "8066568" "8109821" "8177634" "8182346" "8187087" "8187101" "8192289" "8246466" "8277324" "8360870" "8366550" "8403740" "8414387" "8512150" "8585503" "8613650" "8641519" "8651961" "8657668" "8684828" "8715077" "20060121971" "20060121990" "20060135264" "20070082738" "20070218980" "20080102916" "20090170608" "20090170610" "20090170611" "20090170612" "20090170613" "20090170614" "20090176560" "20090176564" "20090176578" "20090176579" "20090176580" "20100056280" "20120122561" "20120122564" "20120142429" "20120238353").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S4	50	("8230456" "8764568" "20120214564" "20130244778" "20130337975" "8226476" "8392206" "8444490" "8480494" "8496531" "8754905" "8777726" "8827814" "8849253" "20080009344" "20100113148" "20110298618" "20120013622" "20120107787" "20120184362" "20120220373" "20120225720" "20130084989" "20130165199" "20130165210" "20130165234" "20130198009" "20130260872" "20140038697" "20140038709" "20140047355" "20140047488" "20140068461" "20140115032" "20140172975" "20140258419" "20140287821" "7827276" "8066571" "8381240" "8393948" "8671019" "8672744" "8758102" "8793615" "8814693" "8848507" "8850035" "20090172186" "20100157816").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S5	3	("20100216553" | "20110212769").PN. OR ("8480494").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 09:29
S6	47	("20020086730" | "20040143852" |	US-PGPUB;	OR	ON	2014/10/29

		"20050137015" | "20060121990" | "20060148545" | "20080146338" | "20080229215" | "20080261697" | "20080318687" | "20090088233" | "20090111576" | "20090118015" | "20090253512" | "20090309891" | "20100035692" | "20100064307" | "20100081504" | "20100113148" | "20100227682" | "20100229235" | "20100251141" | "20100262958" | "20100321389" | "20110178978" | "20110219422" | "20110244954" | "20110298827" | "20120009998" | "20120021825" | "20120030249" | "20120050286" | "20120054337" | "20120110099" | "20120151060" | "20120172131" | "20120233076" | "20120264509" | "20120289328" | "20120302350" | "20130203509" | "5926179" | "6758754" | "7824253" | "7903109" | "7979574" | "8328639" | "8562440").PN. OR ("8814693").URPN.	USPAT; USOCR			10:30
S7	0	multiplayer with online with game with (distinct or individualized) with experience	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S8	293	multiplayer with online with video with game	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S9	176054	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:00
S10	91	S9 and S8	US-PGPUB; USPAT	OR	ON	2014/10/29 11:01
S11	69	S10 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:02
S12	7	two with three with (dimension or dimensional) with (game gaming games) with multiple with devices	US-PGPUB; USPAT	OR	ON	2014/10/29 11:13
S13	481	(two with three with (dimension or dimensional) with video with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:16
S14	9646	(A63F9/24.cpc.) or (A63F13/00,12.cpc.) or (A63F13/30,31,32,33,335,35,45.cpc.)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S15	67	S13 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S16	51	S15 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S17	150	(two with three with (dimension or dimensional) with interface with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S18	16	S17 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S19	2532	two with three with (dimension or dimensional) with (game gaming games)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S20	419	S19 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S21	0	S20 and (multiple with players with	US-PGPUB;	OR	ON	2014/10/29

		social with network with interactions)	USPAT			11:27
S22	0	S20 and (multiple with players with social with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S23	52	S20 and (multiple with players with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S24	4	(("20110169927") or ("20110221745") or ("20070011617") or ("20120225720")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 14:37
S25	377	(change changing modify modifying) with (game gaming) with player with interactions	US-PGPUB; USPAT	OR	ON	2014/10/29 14:46
S26	1	((change changing modify modifying) with (game gaming) with player with interactions) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:47
S27	19	((change changing modify modifying) with (game gaming) with player) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:48
S28	0	((change changing modify modifying) with (game gaming) with player with performance) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S29	104	((change changing modify modifying) with (game gaming) with (social near2 network))	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S30	11	S29 and (non-players and players)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:51
S31	4	("20110212767").PN. OR ("8328643").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 14:53
S32	2	(("20100216553") or ("20100062840")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 15:07
S33	167	(social with network with server) AND (third with party with server) AND (multiplayer)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:19
S34	2214	different with player with interface	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S35	12	S33 and S34	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S36	219	(social with network with server) AND (multiplayer) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:22
S37	94	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S38	0	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with non-player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S39	113	(social with network with server) AND	US-PGPUB;	OR	ON	2014/10/29

		(multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	USPAT			15:23
S40	10	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:25
S41	11	(social with network with server) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:26
S42	0	(social with network with server) with ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:27
S43	1	(social with network with server) with ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S44	368	(social with network with server) AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S45	9	S44 AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:29
S46	1313	(two-dimensional with user with interface) AND (three-dimensional with user with interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:31
S47	813	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S48	484	(social with network with server) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S49	0	S47 and S48	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S50	5612	(social with network with server) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S51	0	S47 and S49	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S52	349	(multiplayer with online with (game gaming games) with network) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S53	0	S47 and S52	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33

S54	0	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (multiplayer with gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S55	338	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S56	16	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S57	1	("20090088239").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 10:33
S58	1	("20130184064").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 12:21
S59	217	(2D with 3D) near2 (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S60	0	S59 and (multiplayer with online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S61	2	S59 and (online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S62	48	("20020003537" | "20020022518" | "20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" | "20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/30 12:50
S63	1102	online with video with network with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S64	5146	(post posting) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S65	20	modify with (game gaming) with play with interaction$2	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S66	36	S63 and S64	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S67	0	S66 and S65	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S68	6	("7079174" | "7371163" | "6204876" | "20040058715" | "7193629" | "7463257").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:08

S69	39	("20010039212" | "20020165028" | "20040012671" | "5184830" | "5393073" | "5577960" | "5682171" | "5903257" | "6055013" | "6132315" | "6139433" | "6241610" | "6296570" | "6314483" | "6478679" | "6570563").PN. OR ("7371163").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/11/01 14:11
S70	5	("20040077401" | "20050037843" | "20060148553" | "20070117626" | "6908381").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:28
S71	19	two-dimensional with three-dimensional with (game gaming) with simultaneously	US-PGPUB; USPAT	OR	ON	2014/11/01 14:59
S72	0	two-dimensional with three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S73	0	three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S74	17	three-dimensional with (game gaming) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S75	6	13/079775	US-PGPUB; USPAT	OR	ON	2014/11/01 15:30
S76	20	US-20070281780-$.DID. OR US-20080113745-$.DID. OR US-20110201404-$.DID. OR US-7311607-$.DID. OR US-7841944-$.DID. OR US-7951001-$.DID. OR US-8210922-$.DID. OR EP-0727245-$.DID. OR EP-2082381-$.DID. OR US-1331018-$.DID.	US-PGPUB; USPAT; USOCR; FPRS; EPO; DERWENT; IBM_TDB	OR	ON	2014/11/01 15:37
S77	8	(("20100062840") or ("20130184064") or ("20080303746") or ("20080318687") or ("20080280684") or ("7115031") or ("20090191965") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/01 16:44
S78	1609	(modify modification change alter) with (game gaming) with (player near10 (action actions event events))	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S79	230	S78 and (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S80	151	S79 and (non-players)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S81	1	S80 and ((post posting) near2 online)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S82	14	S79 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S83	14	S80 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S84	1	S79 and ((two near2 dimensional) or 2D) and ((three near2 dimensional) or 3D) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:02
S85	1	S79 and (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:05
S86	0	(online or network) with (game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06

		near2 dimensional) or 3D)) and @ad<="20110512"				
S87	25	(game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S88	8	(("20110034246") or ("20120231886") or ("20130184064") or ("20080303746") or ("20110018868") or ("20080280684") or ("8287341") or ("7115031")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 13:07
S89	4	(("20110034246") or ("20100216553") or ("8287341") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 19:59

EAST Search History (Interference)

< This search history is empty>

11/3/2014 10:12:22 AM
C:\Users\shall\Documents\EAST\Workspaces\13889266 Video Gaming Platform and User Interface.wsp

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	Art Unit
	SHAUNA-KAY HALL	3714

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	11/02/2014								
	1	✓								
	2	✓								
	3	✓								
	4	✓								
	5	✓								
	6	✓								
	7	✓								
	8	✓								
	9	✓								
	10	✓								
	11	✓								
	12	✓								

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	Art Unit
	SHAUNA-KAY HALL	3714

CPC- SEARCHED		
Symbol	Date	Examiner
A63F9/24	10/29/2014	
A63F13/00,12,33	10/29/2014	

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner
463	31	10/29/2014	

SEARCH NOTES		
Search Notes	Date	Examiner
Inventor name search for double patenting	10/29/2014	SH
PLUS search (requested, received, reviewed)	10/29/2014	SH
EAST: keyword search in combination with class/subclass	10/29-11/02/2014	SH
EAST: searched related patents/applications	10/29-11/02/2014	SH
EAST: forward/backward citation search	10/29-11/02/2014	SH

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner

/S.H./ Examiner.Art Unit 3714	

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Shauna-Kay N. Hall
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Mountain Time Zone of the United States on the local date shown below:

Dated: February 3, 2015 By: /Greg T. Sueoka/

Greg T. Sueoka, Reg. No. 33,800

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

AMENDMENT A

Responsive to the Non-Final Office Action mailed on November 7, 2014, which sets a shortened statutory period for response that expires on February 7, 2015, please enter the following amendment and consider the following remarks.

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IN THE CLAIMS

All pending claims are reproduced below.

1. (Currently Amended) A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; [[and]]

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface;

receiving, via the social network server, one or more social network interactions from one or more non-players; and

modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players.

2. (Original) The computer-implemented method of claim 1, further comprising:

posting one or more events from the video gaming application to the social network server.

3. (Original) The computer-implemented method of claim 1, further comprising:

modifying play of the video gaming application based on social network interactions from the one or more players.

4. (Canceled).

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5. (Currently Amended) A computer program product comprising a computer useable medium including a computer readable program, wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; [[and]]

facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface;

receive, via the social network server, one or more social network interactions from one or more non-players; and

modify play of the video gaming application based on social network interactions from the one or more non-players.

6. (Original) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

post one or more events from the video gaming application to the social network server.

7. (Original) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

modify play of the video gaming application based on social network interactions from the one or more players.

8. (Canceled),

9. (Currently Amended) A system comprising:

a processor, and;

a memory storing instructions that, when executed, cause the system to:

provide access by one or more players to [[the]] a video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; [[and]]

facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently;

receive, via the social network server, one or more social network interactions from one or more non-players; and

and modify play of the video gaming application based on social network interactions from the one or more non-players.

10. (Original) A system as claimed in claim 9, wherein the video gaming application posts one or more events to the social network server.

11. (Original) A system as claimed in claim 9, wherein the video gaming application modifies play based on social network interactions from the one or more players.

12. (Canceled).

13. (New) The method of claim 2, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

14. (New) The method of claim 2, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

15. (New) The method of claim 2, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

16. (New) The method of claim 1, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

17. (New) The computer program product of claim 6, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

18. (New) The computer program product of claim 6, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

19. (New) The computer program product of claim 5, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

20. (New) The system of claim 10, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

21. (New) The system of claim 10, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

22. (New) The system of claim 10, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

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23. (New) The system of claim 9, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

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REMARKS

Claims 1-12 were presented for examination. Claims 1-12 (although Examiner states that claims 1-11 are rejected, Applicant assumes that Examiner intended to say claims 1-12) stand rejected in the Office Action dated November 7, 2014 (herein, "OA"). Claims 1, 5 and 9 are amended. Claims 4, 8 and 12 are canceled. Claims 13-23 are new. Support for the amendments to claims 1, 5, and 9 may be found throughout the specification, for example, at least in paragraphs [0099] - [0117] of the application as originally filed. Support for claims 13-23 can be found throughout the specification, for example, at least in paragraphs [0057], [0101], [0103] and [0105] of the application as originally filed. Thus, no new matter has been added by way of this Amendment. Claims 1-3, 5-7, 8-11 and 13-23 are pending upon entry of this amendment.

Summary of Office Action

1. Examiner reminded Applicant of the requirement of an abstract of the disclosure.

2. Claims 1-11 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.

3. Claims 1 is rejected under pre-AIA 35 U.S.C. § 102(b) as allegedly being anticipated by Amitzur (U.S. Publication No. 2011/0034246, hereinafter "Amitzur").

4. Claims 5 and 9 are rejected under pre-AIA 35 U.S.C. § 102(e) as allegedly being anticipated by Manning et al. (U.S. Publication No. 2013/0184064, hereinafter "Manning").

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5. Claim 2 is rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Amitzure in view of Chudley et al. (U.S. Publication No. 2010/0216553, hereinafter "Chudley").

6. Claims 3 and 4 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Amitzur in view of Reynolds et al. (U.S. Patent No. 8,287,341, hereinafter "Reynolds").

7. Claims 6 and 10 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning in view of Chudley.

8. Claims 7-8 and 11-12 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning in view of Reynolds.

Reminder Regarding Abstract

Applicants thank the Examiner for the reminder concerning the proper language and format for an abstract of the disclosure. Applicants would be open to discussing modifying the abstract if there is any particular language that the Examiner wishes to have modified.

Response to Rejections under 35 U.S.C. § 101

Claims 1-12 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.

Under the *Alice* framework, if the claims are determined by the Office to be directed to an abstract idea, then the claims ***must be examined*** by the Office to determine whether they amount to "***significantly more***" than the abstract idea itself. *See* Preliminary Examination

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Instructions in view of the Supreme Court Decision in *Alice Corporation Ply. Ltd. v. CLS Bank International, et al.* (hereinafter "Preliminary Guidelines").

Here, the Office Action asserts that the independent claims are directed to "*patent ineligible subject matter which the courts have proclaimed judicially excepted, specifically, laws of nature, physical phenomena and abstract ideas*."[1]

For the sake of argument, even assuming the OA is correct in its characterization of the claims as being directed to an abstract idea, the OA has failed to examine the elements of the claims to see whether they amount to "***significantly more.***" In particular, under the second part of the Alice framework, the Office must perform the following:

> First, we determine whether the claims at issue are directed to one of those patent-ineligible concepts. *Id.,* at ___ (slip op., at8). If so, we then ask, "[w]hat else is there in the claims before us?" *Id.,* at ___ (slip op., at 9). To answer that question, ***we consider the elements of each claim both individually and "as an ordered combination***" to determine whether the additional elements "transform the nature of the claim" into a patent-eligible application. *Id.,* at ___ (slip op., at 10, 9).[2] *Alice Corporation Ply. Ltd. v. CLS Bank International, et al.* 537 U.S. ___ (2014) (slip op., at 7) (emphasis added).

But, instead of considering "the elements of each claim both individually and 'as an ordered combination'" as required by both *Alice* and *Mayo*, the OA merely concludes that:

> In the instant application, the claims when analyzed as a whole, are held to be non-statutory because they are considered to be drawn to an abstract idea (i.e., certain methods of organizing human activities e.g., playing a game) without any limitation(s) which qualify as "significantly more" than the abstract idea itself, but which are merely implemented/applied on a computer.[3]

---

[1] *See* OA, page 3.

[3] *See* OA, page 5.

The elements in the independent claims are much more specific than just "an abstract idea . . . without any limitation(s) which qualify as 'significantly more' than the abstract idea itself, but which are merely implemented/applied on a computer" – important specifics are entirely ignored by the above passage of the OA. Furthermore, the OA does not even analyze the "ordered combination" of the elements of the claims as required by *Alice*. Thus, Applicant respectfully submits that the OA has failed to examine the claims to determine whether they amount to "*significantly more*," as required by *Alice*.

Without acquiescence to the propriety of the rejection of Claim 1 under 35 U.S.C. § 101, applicant respectfully disagrees and submits that at least the following elements of amended claim 1, when considered with the other elements of amended claim 1, are not directed to an abstract idea.

> . . . providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;
> facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional interface; and
> modifying play of the video gaming application based on social network interactions from the one or more players.

In particular, the element of "facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two dimensional user interface," is not merely an abstract notion of playing a game but rather applies a enables variable and distinct experiences in a certain concrete way, which is dependent upon several concrete computer-implemented acts being performed.

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Accordingly, Applicant respectfully requests that the rejection under 35 U.S.C. § 101 of Claims 1 and all claims depending therefrom, be withdrawn. As for Claims 5 and 9, while differing from Claim 1 in scope and statutory class, these claims are patentable for at least reasons analogous to those discussed above regarding Claim 1. Thus, Applicant respectfully requests that the rejections under 35 U.S.C. § 101 of Claims 5 and 9, and all claims depending therefrom, also be withdrawn.

Response to Rejections under 35 U.S.C. § 102 and § 103

The rejections are addressed by reference to the independent claims.

Claims 1 is rejected under pre-AIA 35 U.S.C. § 102(b) as allegedly being anticipated by Amitzur.

Claims 5 and 9 are rejected under pre-AIA 35 U.S.C. § 102(e) as allegedly being anticipated by Manning.

Independent Claim 1

Applicant's amended claim 1 recites, in part:

> …receiving, via the social network server, one or more social network interactions from one or more non-players; and
> modifying play of the video gaming application **based on** social network interactions **from the one or more non-players**.
> (Emphasis added)

The cited portions of the references, alone or in combination, do not disclose or suggest, among other aspects, "receiving, via the social network server, one or more social network interactions from one or more non-players; and modifying play of the video gaming application

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based on social network interactions **from the one or more non-players**" as recited by amended claim 1.

The Examiner asserts on pages 12-13 of the OA that Amitzur "discloses the computer-implemented method of claim 1, but fails to explicitly disclose further comprising: modifying play of the video gaming application based on social network interactions from the one or more non-players." The Examiner further asserts that "[i]n another related invention, Reynolds discloses a gaming system where modifying play of the video gaming application based on social network interactions from the one or more non-players…" at column 4, line 57 through column 5, line 27 of Reynolds. However, Applicant respectfully contends that the cited portions of Reynolds do not teach the limitations of original claim 4 nor of amended claim 1, specifically "receiving, via the social network server, one or more social network interactions from one or more non-players [and] modifying play of the video gaming application **based on** social network interactions **from the one or more non-players**." Specifically, Applicant reproduces column 4, line 57 through column 5, line 27 of Reynolds below:

> In particular embodiments, the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. In particular embodiments, a game event is any change in game state. Similarly, any change in game state may be a game event. This disclosure contemplates any suitable type of game event. As an example and not by way of limitation, the game engine may cause a game event where the virtual world cycles between daytime and night-

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time every 24 hours. As another example and not by way of limitation, the game engine may cause a game event where a new instance, level, or area of the game becomes available to player **101**. As yet another example and not by way of limitation, the game engine may cause a game event where player **101**'s player character heals one hit point every 5 minutes.

In particular embodiments, a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations. As an example and not by way of limitation, player **101** may overcome an in-game obstacle and earn sufficient experience points to advance to the next level, thereby changing the game state of player **101**'s player character (it advances to the next character level). As another example and not by way of limitation, player **101** may defeat a particular boss NPC in a game instance, thereby causing a game event where the game instance is completed and the player advances to a new game instance. As yet another example and not by way of limitation, player **101** may pick the lock on a virtual door to open it, thereby changing the game state of the door (it goes from closed to open) and causing a game event (the player can access a new area of the game).

The cited portions of Reynolds, at best, describe a system where: "Player 101 may use client system 130 to access, send data to, and receive data from social network system 120a and game networking system 120b."[4] "In particular embodiments, player 101 may access an online game and control the game's progress via client system 130 (e.g., by inputting commands to the game at the client device). Client system 130 can display the game interface, receive inputs from player 101, transmitting user inputs or other events to the game engine, and receive instructions from the game engine."[5] "In particular embodiments, the game engine may cause one or more game events to occur in the game."[6] And, "[i]n particular embodiments, a game event… may be an outcome of one or more in-game actions."[7] However, the cited portions of Reynolds do not

[4] *See* Reynolds, column 2, lines 25-28.
[5] *See* Reynolds, column 3, lines 47-53.
[6] *See* Reynolds, column 4, lines 57-58.
[7] *See* Reynolds, column 5, lines 7-8.

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disclose or suggest, among other things, "receiving, via the social network server, one or more social network interactions from one or more non-players [and] modifying play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited by amended claim 1. Therefore the cited portions of Reynolds do not teach each and every element of amended claim 1.

The Examiner further asserts on pages 10-11 of the OA that Chudley discloses "…posting one or more events from the video gaming application to the social network server." The cited portions of Chudley, at best, describe "…interaction between **a real and a virtual member** within the game may dynamically and adaptively impact interactions **between the real and virtual member** outside of the game… and vice versa."[8] (Emphasis added) The cited portions of Chudley are presented below for convenience.

[8] *See* Chudley, paragraph [0004].

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[0004] By way of example, interaction between a real and a virtual member within the game may dynamically and adaptively impact interactions between the real and virtual member outside of the game (e.g., actions in game impact interactions via chat outside game, postings on member pages within the social network, membership and/or status within social network groups) and vice versa. For example, postings to member pages within the social network (or responses to such postings) outside the game may impact interaction within the game (e.g., challenging or hostile postings or responses by the real member may lead to an in-game challenge or aggressive behavior by the virtual member with respect to the real member during game play). Thus, the virtual member's personality and/or disposition toward a particular real member may vary based on interactions in game and out. This attitude/disposition may be dynamic and adaptive e.g., it can change over time based on different interactions. Additionally, a given virtual member may have different attitudes and/or dispositions to different real members, based on the specific interactions between the virtual member and the different individual real members. For example, individual virtual member behaviors toward a real member can be switched on or off based on an overarching disposition mode dynamically assigned to the relationship between the virtual member and the real member. Non-limiting examples of the possible overarching disposition modes including friend, rival, and/or neutral.

[0019] The communications module may disseminate information within the game and/or outside the game regarding the progression of an individual or groups within the game. For example, the communications module may broadcast to some or all members in-game activity (e.g., achievements, changes, challenges, and other activities), which may lead to interaction outside the game (chat, challenges, member page postings, public messages, private messages, and/or other interactions), which in turn may lead to new activity in the game (e.g., a game between the real and/or virtual member s who engaged in the interaction outside the game.

[0030] Points and/or status within the game may be achieved through participation in the social network. For example, experience points, virtual currency, and/or other incentives may be provided to real members for posting content to the social network, creating and/or joining groups, filling in profile information, creating friendships, rating content posted by others, and/or other activities on the social network. As such, a real member may begin to accrue points and/or status within the game prior to owning or even playing the actual game.

The cited portions of Chudley do not teach or suggest "receiving, via the social network server, one or more social network interactions from one or more non-players [and] modifying

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play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited in amended claim 1, therefore the cited portions of Chudley do not remedy the deficiencies of the cited portions of Amitzur and Reynolds, even if the cited portions of the references are combined as proposed by the Examiner.

Therefore, the cited portions of the references, either alone or in combination, do not disclose or suggest every limitation of claim 1 as amended herein. Accordingly, Applicant respectfully requests that Examiner withdraw the rejection of claim 1 under 35 U.S.C. § 102.

Claims 2-3 depend from claim 1 and are therefore patentable for at least similar reasons as claim 1, as well as the additional limitations they recite. The examiner asserts on pages 10-13 of the OA that Chudley and Reynolds disclose limitations of the dependent claims, however, the portions of Chudley and Reynolds cited in support of Examiner's rejections of the dependent claims do not disclose or suggest, among other things, "receiving, via the social network server, one or more social network interactions from one or more non-players [and] modifying play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited by amended claim 1. Therefore, the cited portions of Chudley and Reynolds, alone or in combination, do not remedy the deficiencies noted above.

Independent Claim 5

Applicant's amended claim 5 recites, in part:

> … receive, via the social network server, one or more social network interactions from one or more non-players; and
>
> modify play of the video gaming application **based on** social network interactions **from the one or more non-players**.
>
> (Emphasis added)

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The cited portions of the references, alone or in combination, do not disclose or suggest, among other aspects, "receive, via the social network server, one or more social network interactions from one or more non-players; and modify play of the video gaming application **based on** social network **interactions from the one or more non-players**" as recited by amended claim 5.

The Examiner asserts on pages 16-17 of the OA that Manning "discloses the computer program product of claim 5, but fails to explicitly disclose wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more non-players." The Examiner further asserts that "[i]n another related invention, Reynolds discloses a gaming system wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more non-players…" at column 4, line 57 through column 5, line 27 of Reynolds. However, Applicant respectfully contends that the cited portions of Reynolds do not teach the limitations of original claim 8 nor of amended claim 5, specifically "receive, via the social network server, one or more social network interactions from one or more non-players [and] modify play of the video gaming application **based on** social network interactions **from the one or more non-players**." Specifically, Applicant reproduces column 4, line 57 through column 5, line 27 of Reynolds below:

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In particular embodiments, the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. In particular embodiments, a game event is any change in game state. Similarly, any change in game state may be a game event. This disclosure contemplates any suitable type of game event. As an example and not by way of limitation, the game engine may cause a game event where the virtual world cycles between daytime and nighttime every 24 hours. As another example and not by way of limitation, the game engine may cause a game event where a new instance, level, or area of the game becomes available to player **101**. As yet another example and not by way of limitation, the game engine may cause a game event where player **101**'s player character heals one hit point every 5 minutes.

In particular embodiments, a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations. As an example and not by way of limitation, player **101** may overcome an in-game obstacle and earn sufficient experience points to advance to the next level, thereby changing the game state of player **101**'s player character (it advances to the next character level). As another example and not by way of limitation, player **101** may defeat a particular boss NPC in a game instance, thereby causing a game event where the game instance is completed and the player advances to a new game instance. As yet another example and not by way of limitation, player **101** may pick the lock on a virtual door to open it, thereby changing the game state of the door (it goes from closed to open) and causing a game event (the player can access a new area of the game).

The cited portions of Reynolds, at best, describe a system where: "Player 101 may use client system 130 to access, send data to, and receive data from social network system 120a and game networking system 120b."[9] "In particular embodiments, player 101 may access an online game and control the game's progress via client system 130 (e.g., by inputting commands to the game at the client device). Client system 130 can display the game interface, receive inputs from

[9] *See* Reynolds, column 2, lines 25-28.

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player 101, transmitting user inputs or other events to the game engine, and receive instructions from the game engine."[10] "In particular embodiments, the game engine may cause one or more game events to occur in the game."[11] And, "[i]n particular embodiments, a game event… may be an outcome of one or more in-game actions."[12] However, the cited portions of Reynolds do not disclose or suggest, among other things, "receive, via the social network server, one or more social network interactions from one or more non-players [and]_modify play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited by amended claim 5. Therefore the cited portions of Reynolds do not teach each and every element of amended claim 5.

The Examiner further asserts on page 14 of the OA that Chudley discloses "wherein the video gaming application posts one or more events from the video gaming application to the social network server." The cited portions of Chudley, at best, describe "…interaction between **a real and a virtual member** within the game may dynamically and adaptively impact interactions **between the real and virtual member** outside of the game… and vice versa."[13] (Emphasis added) The cited portions of Chudley are presented below for convenience.

---

[10] *See* Reynolds, column 3, lines 47-53.
[11] *See* Reynolds, column 4, lines 57-58.
[12] *See* Reynolds, column 5, lines 7-8.
[13] *See* Chudley, paragraph [0004]

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[0004] By way of example, interaction between a real and a virtual member within the game may dynamically and adaptively impact interactions between the real and virtual member outside of the game (e.g., actions in game impact interactions via chat outside game, postings on member pages within the social network, membership and/or status within social network groups) and vice versa. For example, postings to member pages within the social network (or responses to such postings) outside the game may impact interaction within the game (e.g., challenging or hostile postings or responses by the real member may lead to an in-game challenge or aggressive behavior by the virtual member with respect to the real member during game play). Thus, the virtual member's personality and/or disposition toward a particular real member may vary based on interactions in game and out. This attitude/disposition may be dynamic and adaptive e.g., it can change over time based on different interactions. Additionally, a given virtual member may have different attitudes and/or dispositions to different real members, based on the specific interactions between the virtual member and the different individual real members. For example, individual virtual member behaviors toward a real member can be switched on or off based on an overarching disposition mode dynamically assigned to the relationship between the virtual member and the real member. Non-limiting examples of the possible overarching disposition modes including friend, rival, and/or neutral.

[0019] The communications module may disseminate information within the game and/or outside the game regarding the progression of an individual or groups within the game. For example, the communications module may broadcast to some or all members in-game activity (e.g., achievements, changes, challenges, and other activities), which may lead to interaction outside the game (chat, challenges, member page postings, public messages, private messages, and/or other interactions), which in turn may lead to new activity in the game (e.g., a game between the real and/or virtual member s who engaged in the interaction outside the game.

[0030] Points and/or status within the game may be achieved through participation in the social network. For example, experience points, virtual currency, and/or other incentives may be provided to real members for posting content to the social network, creating and/or joining groups, filling in profile information, creating friendships, rating content posted by others, and/or other activities on the social network. As such, a real member may begin to accrue points and/or status within the game prior to owning or even playing the actual game.

The cited portions of Chudley do not teach or suggest "receive, via the social network server, one or more social network interactions from one or more non-players [and] modify play

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of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited in amended claim 5, therefore the cited portions of Chudley do not remedy the deficiencies of the cited portions of Manning and Reynolds, even if the cited portions of the references are combined as proposed by the Examiner.

Therefore, the cited portions of the references, either alone or in combination, do not disclose or suggest every limitation of claim 5 as amended herein. Accordingly, Applicant respectfully requests that Examiner withdraw the rejection of claim 5 under 35 U.S.C. § 102.

Claims 6-8 depend from claim 5 and are therefore patentable for at least similar reasons as claim 5, as well as the additional limitations they recite. The Examiner asserts on pages 13-17 of the OA that Chudley and Reynolds disclose limitations of the dependent claims, however, the portions of Chudley and Reynolds cited in support of Examiner's rejections of the dependent claims do not disclose or suggest, among other things, "receive, via the social network server, one or more social network interactions from one or more non-players [and] modify play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited by amended claim 5. Therefore, the cited portions of Chudley and Reynolds, alone or in combination, do not remedy the deficiencies noted above.

Independent Claim 9

Applicant's amended claim 9 recites, in part:

> … receive, via the social network server, one or more social network interactions from one or more non-players; and
>
> and modify play of the video gaming application **based on** social network interactions **from the one or more non-players**.
>
> (Emphasis added)

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The cited portions of the references do not disclose or suggest the above-quoted features of Applicant's claim 9 as amended herein for at least similar reasons as those described for claim 5. Therefore, the cited portions of the references, either alone or in combination, do not disclose or suggest every limitation of claim 9 as amended herein. Accordingly, Applicant respectfully requests that Examiner withdraw the rejection of claim 9 under 35 U.S.C. § 102.

Claims 10-11 depend from claim 9 and are therefore patentable for at least similar reasons as claim 9, as well as the additional limitations they recite. The Examiner asserts on pages 14-17 of the OA that Chudley and Reynolds disclose limitations of the dependent claims, however, the portions of Chudley and Reynolds cited in support of Examiner's rejections of the dependent claims do not disclose or suggest, among other things, "receive, via the social network server, one or more social network interactions from one or more non-players [and] modify play of the video gaming application **based on** social network interactions **from the one or more non-players**" as recited by amended claim 9. Therefore, the cited portions of Chudley and Reynolds, alone or in combination, do not remedy the deficiencies noted above.

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CONCLUSION

Allowance of all claims is requested. If the Examiner believes that direct contact with Applicants' attorney will advance the prosecution of this case, the Examiner is encouraged to contact the undersigned as indicated below.

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: February 3, 2015 By: /Greg T. Sueoka/

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GTS:cji

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Electronic Acknowledgement Receipt

EFS ID:	21391678
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Greg T. Sueoka
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	03-FEB-2015
Filing Date:	07-MAY-2013
Time Stamp:	23:49:58
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Amendment/Req. Reconsideration-After Non-Final Reject	04252_US_2015-02-03_-_Amendment_Av3.pdf	258206 0e606c47961349f5a8dee7d72067f26417e44f62	no	23

Warnings:	
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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (09-11)
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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 13/889,266	Filing Date 05/07/2013	☐ To be Mailed

ENTITY: ☐ LARGE ☒ SMALL ☐ MICRO

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT **02/03/2015**

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 20	Minus	** 20	= 0	X $40 =	0
Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $210 =	0
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	0

AMENDMENT

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

LIE
/RENEE M. COLLINS/

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

PTO/SB/08a (01-10)
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	7628688		2009-12-08	Hinami	

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20100197380		2010-08-05	Shackleton	
	2	20100228614		2010-09-09	Zhang et al.	
	3	20120254764		2012-10-04	Ayloo et al.	
	4	20130006709		2013-01-03	Kosta	

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Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	13889266
	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Eric M. Thomas
	Attorney Docket Number	10177-04252 US

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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1		☐

If you wish to add additional non-patent literature document citation information please click the Add button Add

EXAMINER SIGNATURE

Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-02-09
Name/Print	Paige M. Alsbury	Registration Number	72965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	21440933
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	09-FEB-2015
Filing Date:	07-MAY-2013
Time Stamp:	16:43:54
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Form (SB08)	04252US_20150209_IDS_SB08.pdf	677779 b2425c9f29ce38d38138a92c7298791ed2ebec26	no	4

Warnings:	
Information:	

Total Files Size (in bytes):	677779

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New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PLUS Search Results for S/N 13889266, Searched Tue May 19 13:13:31 EDT 2015

The Patent Linguistics Utility System (PLUS) is a USPTO automated search system for U.S. Patents from 1971 to the present PLUS is a query-by-example search system which produces a list of patents that are most closely related linguistically to the application searched. This search was prepared by the staff of the Scientific and Technical Information Center, SIRA.

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PTO/SB/08a (01-10)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20110320401	A1	2011-12-29	Mahajan et al.	
	2	20130097517	A1	2013-04-18	Reiss et al.	
	3	20130196732	A1	2013-08-01	Oochi et al.	

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FOREIGN PATENT DOCUMENTS Remove

Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] ¡	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							☐

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	13889266
	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Eric M. Thomas
	Attorney Docket Number	10177-04252 US

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NON-PATENT LITERATURE DOCUMENTS			Remove
Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1		☐
If you wish to add additional non-patent literature document citation information please click the Add button			Add

EXAMINER SIGNATURE			
Examiner Signature		Date Considered	

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Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
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☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-06-05
Name/Print	Paige M. Alsbury	Registration Number	72965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	22549264
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	05-JUN-2015
Filing Date:	07-MAY-2013
Time Stamp:	14:53:55
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Form (SB08)	04252US_IDS.pdf	612381 d1cf7ad1704fb11b88d4b370c614bf6869e19134	no	4

Warnings:	
Information:	

Total Files Size (in bytes):	612381

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New Applications Under 35 U.S.C. 111
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National Stage of an International Application under 35 U.S.C. 371
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New International Application Filed with the USPTO as a Receiving Office
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UNITED STATES PATENT AND TRADEMARK OFFICE

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United States Patent and Trademark Office
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www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 07/09/2015

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
07/09/2015	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

docketing@patentlawworks.net
patents@patentlawworks.net
mfurubayashi@patentlawworks.net

Office Action Summary	Application No. 13/889,266	Applicant(s) WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTHS FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *02/25/2015*.

☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

2a)☒ This action is **FINAL**. 2b)☐ This action is non-final.

3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims*

5)☒ Claim(s) *1-7 and 9-23* is/are pending in the application.

5a) Of the above claim(s) _____ is/are withdrawn from consideration.

6)☐ Claim(s) _____ is/are allowed.

7)☒ Claim(s) *1-7 and 9-23* is/are rejected.

8)☐ Claim(s) _____ is/are objected to.

9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

* If any claims have been determined allowable, you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

Application Papers

10)☐ The specification is objected to by the Examiner.

11)☒ The drawing(s) filed on *05/07/2013* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

Certified copies:

a)☐ All b)☐ Some** c)☐ None of the:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

** See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)

2) ☒ Information Disclosure Statement(s) (PTO/SB/08a and/or PTO/SB/08b) Paper No(s)/Mail Date *02/09/2015; 06/05/2015*.

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

4) ☐ Other: _____.

DETAILED ACTION

Notice of Pre-AIA or AIA Status

1. The present application is being examined under the pre-AIA first to invent provisions.

Status of the Claims

2. This is a final in response to the Amendments and remarks filed on February 03, 2015.

3. Claims 4, 8 and 12 were cancelled. New Claims 13-23 were added.

4. Claims 1-3, 5-7, 9-11, and 13-23 are now pending.

Response to Amendment

5. Applicant's amendments are insufficient to overcome the 35 U.S.C. 101 rejections. These rejections are hereby maintained.

6. Applicant's amendments have been fully considered and are insufficient to overcome a 35 U.S.C. 103 rejection. See new grounds of rejection necessitated by amendment below.

Specification

7. Applicant is reminded of the proper language and format for an abstract of the disclosure. The abstract should be in narrative form and generally limited to a single paragraph on a separate sheet within the range of 50 to 150 words. Appropriate correction is required.

Information Disclosure Statement

8. The information disclosure statement (IDS) submitted on February 09, 2015 and June 05, 2015 was filed after the mailing date of the initial disclosure on May 07, 2013. The submission

is in compliance with the provisions of 37 CFR 1.97. Accordingly, the information disclosure statement is being considered by the examiner.

Claim Rejections - 35 USC § 101

9. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

10. Claims 1-3, 5-7, 9-11, and 13-23 are rejected under 35 U.S.C. 101 because the claimed invention is directed to a judicial exception (i.e., a law of nature, a natural phenomenon, or an abstract idea) without significantly more.

11. Claim 1 is directed to a process for facilitating an online gaming experience via a video gaming application with interactions from non-players and players. The claim does not include additional elements that are sufficient to amount to significantly more than the judicial exception because the inventive concept of managing the game is directed to an abstract idea. The game method includes receiving social network interactions from one or more non-players and modifying the play of the video gaming application based on those interactions. These limitations are abstract because facilitating the game by varying the user experience based on a particular interface used to play the video game application, receiving input from one or more non-players and modifying the game based on those interactions, does not improve the performance of the underlying machine or include a specific machine that is not a general purpose computer. Managing various aspects of the game as recited in the claim can be performed mentally or in a computer and is similar to the kind of 'organizing human activity' at

issue in Alice Corp. Although the claims are not drawn to the same subject matter, the abstract idea of managing a game is similar to the abstract ideas of managing risk (hedging) during consumer transactions (Bilski) and mitigating settlement risk in financial transactions (Alice Corp). Claim 1 describes managing a game and therefore is directed to an abstract idea. See Planet Bingo, LLC v. VKGS LLC, 576 Fed. Appx. 1005 (Fed. Cir. 2014). The claim requires the additional limitations of a one or more computing devices, social network/mobile/gaming console/browser interface, etc. These generic computer components are claimed to perform their basic functions of storing, retrieving, displaying, and processing data through the program that enables the management of the game. The recitation of the computer limitations amounts to mere instructions to implement the abstract idea on a computer. Taking the additional elements individually and in combination, the computer components at each step of the management process perform purely generic computer functions. As such, there is no inventive concept sufficient to transform the claimed subject matter into a patent-eligible application. The claim does not amount to significantly more than the abstract idea itself. Accordingly, the claim is not patent eligible.

12. Dependent claims 2-3, and 13-16 are directed to further limitations about the specific rules of how to administer and manage the game of claim 1 and do not amount to significantly more than the abstract idea as they are merely abstract limitations on an already abstract idea.

13. Claim 5 is directed to a computer product on a computer useable medium of administering a game similar to above for claim 1. The claim does not include additional

elements that are sufficient to amount to significantly more than the judicial exception because the inventive concept of managing the game is directed to an abstract idea.

14. Dependent claims 6-7, and 17-19 are directed to further limitations about the specific rules of how to administer and manage the game of claim 5 and do not amount to significantly more than the abstract idea as they are merely abstract limitations on an already abstract idea.

15. Claim 9 is directed to a system of administering the game using a processor, and memory. The claim does not include additional elements that are sufficient to amount to significantly more than the judicial exception because the inventive concept of managing the game is directed to an abstract idea. Furthermore, using processors to execute the game, and memory to store data appends well-understood, routine and conventional activities previously known to the industry, specified at a high level of generality to the judicial exception. The claimed elements do exactly the conventional processes they are known to perform; processors are known to execute instructions, and memory is known to store information for processing.

16. Dependent claims 10-11 and 20-23 are directed to further limitations about the specific rules of how to administer and manage the game of claim 9 and do not amount to significantly more than the abstract idea as they are merely abstract limitations on an already abstract idea.

Claim Rejections - 35 USC § 103

17. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

18. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under pre-AIA 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

19. **Claims 1, 5, 9, 16, 19, and 23 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning) in view of U.S. Patent Application Publication 2003/0220143 to Shteyn et al. ("Shteyn").**

20. In regards to Claims 1 (Currently Amended), and similarly recited Claims 5 and 9, Manning discloses a computer-implemented method for implementing a video game application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figures 1-2 and ¶¶ 45-46, 55, 59 discloses a game which can integrates three-dimensional elements into two-dimensional gaming environments in a network wagering venue (e.g., an online casino, a wagering game website, a wagering network, etc.) using a communication network, such as the communications network 122 in FIG. 1. Embodiments can be presented over any type of communications network that provides access to wagering games, such as a public network (e.g., a public wide-area-network, such as the Internet), a private network (e.g., a private local-area-network gaming network), a file sharing network, a social network, etc., or any combination of networks);

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (¶¶ 45, 55-56, 61-64 discloses the gaming structure and various devices which the game can be provided on);

facilitating variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface (¶¶ 10, 44-45, 60, 86 discloses the computer-implemented method further comprises presenting the wagering game content in two-

dimensional mode for audience members of the wagering game content while simultaneously presenting the wagering game content in the three-dimensional mode.)

What it does not explicitly disclose is receiving, via the social network server, one or more social network interactions from one or more non-players; and modifying play of the video gaming application based on the one or more social network interactions from one or more non-players.

In a related gaming invention, Shteyn discloses an online gaming system to expand the scope of available user interactions for on-line gaming. Specifically, Shteyn discloses receiving, via the social network server, one or more social network interactions from one or more non-players (¶¶ 10, 15-16, 18, 20-24, 25, 26); and modifying play of the video gaming application based on the one or more social network interactions from one or more non-players (¶¶ 10, 15-16, 18, 20-24, 25, 26).

Manning discloses a gaming system with social network capabilities and also where views can be customized in the game for players and audience members. It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the spectator features of the game system of Shteyn with the gaming system of Manning in order to further enhance the sense of realism in the online game and further increase player interest.

21. In regards to Claim 16, (New) Manning in view of Shteyn discloses the method of claim 1, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

22. In regards to Claim 19, (New) Manning in view of Shteyn discloses the computer program product of claim 5, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

23. In regards to Claim 23, (New) Manning in view of Shteyn discloses the system of claim 9, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

24. **Claim 2, 6, 10, 13-15, 18, and 20-22 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning) in view of U.S. Patent Application Publication 2003/0220143 to Shteyn et al. ("Shteyn") and further in view of U.S. Patent Application Publication 2010/0216553 to Chudley et al. (hereinafter Chudley).**

25. In regards to Claim 2 (Original), Manning discloses the computer-implemented method of claim 1, : but fails to explicitly disclose further comprising: posting one or more events from the video gaming application to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses posting one or more events from the video gaming application to the social network server (¶¶ 4, 19, 30).

Manning in view of Shteyn discloses a gaming system with social network interactions by players and spectators to further enhance the realism of the game. Chudley discloses the implementation of a social network into a video game on a social network. It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley with the combined gaming system of Manning and Shteyn to further drive interaction and communication amongst the players of the game.

26. In regards to Claim 6, Manning discloses the computer program product of claim 5, but does not explicitly wherein the computer readable program when executed on a computer further

causes the computer to: post one or more events from the video gaming application to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses post one or more events from the video gaming application to the social network server (¶¶ 4, 11-15, 19, 30, 34, 37-38, 42).

It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley for posting events with the gaming system of Manning to further drive interaction and communication amongst the players of the game since Manning's game fosters interaction and communication via a social network system.

27. In regards to Claim 10, Manning discloses a system as claimed in claim 9, but fails to explicitly disclose wherein the video gaming application posts one or more events to the social network server.

In a related invention, Chudley discloses a social network system for implementation into a video game (see Abstract). Chudley discloses wherein the video gaming application posts one or more events to the social network server (¶¶4, 11-15, 19, 30, 34, 37-38, 42).

It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the social network features of Chudley for posting events with the gaming system of Manning to further drive interaction and communication amongst the players of the game since Manning's game fosters interaction and communication via a social network system.

28. In regards to Claim 13, (New) Manning in view of Shteyn and Chudley discloses the method of claim 2, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server (Chudley, ¶¶4, 11-15, 19, 30, 34, 37-38, 42).

29. In regards to Claim 14, (New) Manning in view of Shteyn and Chudley discloses the method of Claim 2, wherein one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

30. In regards to Claim 15, (New) Manning in view of Shteyn and Chudley discloses the method of claim 2, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

31. In regards to Claim 18, (New) Manning in view of Shteyn and Chudley discloses the computer program product of claim 6, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

32. In regards to Claim 20, (New) Manning in view of Shteyn and Chudley discloses the method of claim , wherein the one or more social network interactions include a comment on the

one or more events posted to the social network server (Chudley, ¶¶4, 11-15, 19, 30, 34, 37-38, 42).

33. In regards to Claim 21, (New) Manning in view of Shteyn and Chudley discloses the system of claim 10, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server (Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

34. In regards to Claim 22, (New) Manning in view of Shteyn and Chudley discloses the system of claim 10, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application Shteyn, ¶¶ 10, 15-16, 18, 20-24, 25, 26).

35. **Claims 3, 4, 7 and 11 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0184064 to Manning et al. (hereafter Manning) in view of U.S. Patent Application Publication 2003/0220143 to Shteyn et al. ("Shteyn") and further in view of view of U.S. Patent 8,287,341 to Reynolds et al. (hereinafter Reynolds).**

36. In regards to Claim 3 (Original), Manning in view of Shteyn discloses the computer-implemented method of claim 1, but fails to explicitly disclose further comprising: modifying

play of the video gaming application based on social network interactions from the one or more players.

In another related invention, Reynolds discloses a gaming system where modifying play of the video gaming application based on social network interactions from the one or more players (Col. 2 lines 13-35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 discloses the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, *player character in-game actions, player character state*, game state of one or more in-game objects, *interactions of other player characters*, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the combined gaming system of Manning and Shteyn and modify the game to include modifications of players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game by other players would thus increase player enjoyment and interaction with the game system of Manning and Shteyn therefore making it enjoyable for players to play.

37. In regards to Claim 4 (Original), Manning in view of Shteyn discloses the computer-implemented method of claim 1, but fails to explicitly disclose further comprising: modifying

play of the video gaming application based on social network interactions from one or more non-players.

In another related invention, Reynolds discloses a gaming system where modifying play of the video gaming application based on social network interactions from one or more non-players (Col. 4 line 57 to Col. 5 lines 27 discloses The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the combined gaming system of Manning and Shteyn and modify the game to include modifications of non-players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game would thus increase player enjoyment and interaction with the game system of Manning and Shteyn therefore making it enjoyable for players to play.

38. In regards to Claim 7, Manning discloses the computer program product of claim 5, but fails to explicitly disclose wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more players.

In a related invention, Reynolds discloses wherein the computer readable program when executed on a computer further causes the computer to: modify play of the video gaming application based on social network interactions from the one or more players (Col. 2 lines 13-

35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 discloses the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations).

It would have been obvious to one of ordinary skill in the art to incorporate the features of the game system of Reynolds with the game system of Manning and modify the game to include modifications of players of the game via a social network as Reynolds also discloses its game can be played via a social network and thus fostering a change in the game by other players would thus increase player enjoyment and interaction with the game system of Manning therefore making it enjoyable for players to play.

39. In regards to Claim 11, the rejection is the same as that of Claim 7. Please see claim 7 above.

Response to Arguments

40. Applicant's arguments filed February 03, 2015 with respect to the 35 U.S.C. 101 rejections have been fully considered but they are not persuasive.

41. Applicant argues that Examiner's U.S.C. 101 *Alice* based rejection against claims 1-12, failed to examine the elements of the claims to see whether they amount to significantly more. Further the Office Action does not analyze the "ordered combination" of the elements of the claims as required by Alice. Examiner respectfully disagrees.

42. Applicant argues that Examiner's summarily argued that the claims do not include significantly more than the abstract idea, and there was lack of specific explanation with respect to any particular individual claim. Examiner disagrees. Here, for the sake of argument, Examiner will address every claim as to why it does not pass the Two-Part *Alice* test.

43. As stated above, Claim 1 is directed to a process for facilitating an online gaming experience via a video gaming application with interactions from non-players and players. The claim does not include additional elements that are sufficient to amount to significantly more than the judicial exception because the inventive concept of managing the game is directed to an abstract idea. The game method includes receiving social network interactions from one or more non-players and modifying the play of the video gaming application based on those interactions. These limitations are abstract because facilitating the game by varying the user experience based on a particular interface used to play the video game application, receiving input from one or more non-players and modifying the game based on those interactions, does not improve the performance of the underlying machine or include a specific machine that is not a general purpose computer. Managing various aspects of the game as recited in the claim can be performed mentally or in a computer and is similar to the kind of 'organizing human activity' at

issue in Alice Corp. Although the claims are not drawn to the same subject matter, the abstract idea of managing a game is similar to the abstract ideas of managing risk (hedging) during consumer transactions (Bilski) and mitigating settlement risk in financial transactions (Alice Corp). Claim 1 describes managing a game and therefore is directed to an abstract idea. See Planet Bingo, LLC v. VKGS LLC, 576 Fed. Appx. 1005 (Fed. Cir. 2014).

44. Regarding the second part of the test, Claim 1 also fails. The claim requires the additional limitations of a one or more computing devices, social network/mobile/gaming console/browser interface, social network server, a third party server, and an electronic device. These generic computer components are claimed to perform their basic functions of storing, retrieving, displaying, and processing data through the program that enables the management of the game. The recitation of the computer limitations amounts to mere instructions to implement the abstract idea on a computer. Taking the additional elements individually and in combination, the computer components at each step of the management process perform purely generic computer functions. Furthermore, using processors to execute the game, and memory to store data appends well-understood, routine and conventional activities previously known to the industry, specified at a high level of generality to the judicial exception. The claimed elements do exactly the conventional processes they are known to perform; processors are known to execute instructions, and memory is known to store information for processing. Thus, the computer elements of the claim do not add significantly more to the claim to consider the abstract idea patent eligible subject matter. Such reasoning also pertains to Independent Claims 5 and 9.

45. Claim 2 states posting one or more events from the video gaming application to the social network server. This is simply an extension of the abstract idea presented in Claim 1. Any computer game system would accept and include inputs in order to allow the user to actually interact with the game. The inclusion of inputs and outputs do no more than append well-understood, routine and conventional activities previously known in the industry to the abstract idea. That is, the claimed invention amounts to a computer performing its basic functions to execute an abstract idea. Thus, claim 2 fails to overcome *Alice*. Such reasoning also pertains to claims 6 and 10.

46. Claim 3 states that modifying play of the game based on social network interactions from one or more players. This is simply an additional step to the abstract idea presented in Claim 1. These features are the mechanisms which provide the abstract idea and do not amount to significantly more than the abstract idea as they are merely abstract limitations on an already abstract idea Thus, claim 3 fails to overcome *Alice.* Such reasoning also pertains to claims 7 and 11.

47. Claim 13 states that social interactions include a comment on the one or more events posted on the social network. This is simply an extension of the abstract idea presented in Claim 1. Any computer game system would accept and include inputs in order to allow the user to actually interact with the game. The inclusion of inputs and outputs do no more than append well-understood, routine and conventional activities previously known in the industry to the abstract idea. That is, the claimed invention amounts to a computer performing its basic

functions to execute an abstract idea. Thus, claim 13 fails to overcome *Alice*. Such reasoning also pertains to claims 17 and 20.

48. Claims 14 -16, 18-19, and 21-23 further state explicit rules for the managing the aforementioned game and are thus additional steps to the abstract idea as recited in Claims 1, 5, and 9. Secondly, as also stated previously, playing the game within common well-known technical environment, of computers does not add significantly more to the invention. Thus these claims also fail to pass the two part test of Alice Corp.

49. Applicant's arguments with respect to the 35 U.S.C. 102(b) and 35 U.S.C. 103(a) rejections with respect to Claims 1, 5, 9 and the respective dependent claims have been considered but are moot in view of the new grounds of rejections necessitated by the Amendments.

Conclusion

50. Claims 1-3, 5-7, 9-11, and 13-23 are examined above.

51. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO

MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

52. Any inquiry concerning this communication or earlier communications from the examiner should be directed to SHAUNA-KAY HALL whose telephone number is (571)270-1419. The examiner can normally be reached on Monday - Friday 8am - 5pm EST.

53. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, David Lewis can be reached on (571) 272-7673. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

54. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would

like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/SH/

/DAVID L LEWIS/

Supervisory Patent Examiner, Art Unit 3714

Notice of References Cited	Application/Control No. 13/889,266	Applicant(s)/Patent Under Reexamination WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	Classification
*	A	US-2003/0220143	11-2003	Shteyn et al.	463/42
*	B	US-2012/0184363	07-2012	Barclay et al.	463/25
*	C	US-2011/0018868	01-2011	Inoue et al.	345/419
*	D	US-2010/0160038	06-2010	Youm et al.	463/29
*	E	US-2010/0062840	03-2010	Herrmann, Mark E.	463/25
	F	US-			
	G	US-			
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	I	US-			
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	K	US-			
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FOREIGN PATENT DOCUMENTS

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NON-PATENT DOCUMENTS

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*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

PTO/SB/08a (01-10)
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	7628688		2009-12-08	Hinami	

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	1	20100197380		2010-08-05	Shackleton	
	2	20100228614		2010-09-09	Zhang et al.	
	3	20120254764		2012-10-04	Ayloo et al.	
	4	20130006709		2013-01-03	Kosta	

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Receipt date: 02/09/2015	Application Number	13889266	13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Eric M. Thomas	
	Attorney Docket Number	10177-04252 US	

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EXAMINER SIGNATURE

Examiner Signature	/Shauna-kay Hall/	Date Considered	06/24/2015

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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Receipt date: 02/09/2015	Application Number	13889266	13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99**)	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Eric M. Thomas	
	Attorney Docket Number	10177-04252 US	

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-02-09
Name/Print	Paige M. Alsbury	Registration Number	72965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.H./

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Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.H./

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20110320401	A1	2011-12-29	Mahajan et al.	
	2	20130097517	A1	2013-04-18	Reiss et al.	
	3	20130196732	A1	2013-08-01	Oochi et al.	

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	1							☐

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Receipt date: 06/05/2015	Application Number	13889266	13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Eric M. Thomas	
	Attorney Docket Number	10177-04252 US	

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EXAMINER SIGNATURE			
Examiner Signature	/Shauna-kay Hall/	Date Considered	06/24/2015

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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Ets Web 1.1rc

Receipt date: 06/05/2015

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266 13889266 - GAU: 3714
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Eric M. Thomas
Attorney Docket Number	10177-04252 US

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Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-06-05
Name/Print	Paige M. Alsbury	Registration Number	72965

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.H./

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	49	(("(8671019") or ("8793615") or ("8887155") or ("20120214564") or ("20130148557") or ("20130288759") or ("20140229863") or ("20140258869") or ("20140364203") or ("7827276") or ("8066571") or ("8230456") or ("8381240") or ("8393948") or ("8672744") or ("8758102") or ("8764568") or ("8814693") or ("8848507") or ("8850035") or ("8956211") or ("8979635") or ("20090172186") or ("20100157816") or ("20100157842") or ("20110093474") or ("20110093474") or ("20110183749") or ("20110237325") or ("20110275442") or ("20120122590") or ("20120202587") or ("20120237908") or ("20130097016") or ("20130102374") or ("20130110638") or ("20130124322") or ("20130210514") or ("20130210530") or ("20130217478") or ("20130237300") or ("20130244778") or ("20130260861") or ("20130337975") or ("20140004938") or ("20140024437") or ("20140122201") or ("20140135109") or ("20140141871") or ("20140215392") or (").pn.")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/01 14:02
S1	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S2	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S3	48	("5690337" "5911419" "5944316" "6905414" "7677970" "8066568" "8066568" "8109821" "8177634" "8182346" "8187087" "8187101" "8192289" "8246466" "8277324" "8360870" "8366550" "8403740" "8414387" "8512150" "8585503" "8613650" "8641519" "8651961" "8657668" "8684828" "8715077" "20060121971" "20060121990" "20060135264" "20070082738" "20070218980" "20080102916" "20090170608" "20090170610" "20090170611" "20090170612" "20090170613" "20090170614" "20090176560" "20090176564" "20090176578" "20090176579" "20090176580" "20100056280" "20120122561" "20120122564" "20120142429" "20120238353").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02

S4	50	("8230456" "8764568" "20120214564" "20130244778" "20130337975" "8226476" "8392206" "8444490" "8480494" "8496531" "8754905" "8777726" "8827814" "8849253" "20080009344" "20100113148" "20110298618" "20120013622" "20120107787" "20120184362" "20120220373" "20120225720" "20130084989" "20130165199" "20130165210" "20130165234" "20130198009" "20130260872" "20140038697" "20140038709" "20140047355" "20140047488" "20140068461" "20140115032" "20140172975" "20140258419" "20140287821" "7827276" "8066571" "8381240" "8393948" "8671019" "8672744" "8758102" "8793615" "8814693" "8848507" "8850035" "20090172186" "20100157816").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S5	3	("20100216553" | "20110212769").PN. OR ("8480494").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 09:29
S6	47	("20020086730" | "20040143852" | "20050137015" | "20060121990" | "20060148545" | "20080146338" | "20080229215" | "20080261697" | "20080318687" | "20090088233" | "20090111576" | "20090118015" | "20090253512" | "20090309891" | "20100035692" | "20100064307" | "20100081504" | "20100113148" | "20100227682" | "20100229235" | "20100251141" | "20100262958" | "20100321389" | "20110178978" | "20110219422" | "20110244954" | "20110298827" | "20120009998" | "20120021825" | "20120030249" | "20120050286" | "20120054337" | "20120110099" | "20120151060" | "20120172131" | "20120233076" | "20120264509" | "20120289328" | "20120302350" | "20130203509" | "5926179" | "6758754" | "7824253" | "7903109" | "7979574" | "8328639" | "8562440").PN. OR ("8814693").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 10:30
S7	0	multiplayer with online with game with (distinct or individualized) with experience	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S8	293	multiplayer with online with video with game	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S9	176054	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:00
S10	91	S9 and S8	US-PGPUB; USPAT	OR	ON	2014/10/29 11:01
S11	69	S10 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:02
S12	7	two with three with (dimension or	US-PGPUB;	OR	ON	2014/10/29

		dimensional) with (game gaming games) with multiple with devices	USPAT			11:13
S13	481	(two with three with (dimension or dimensional) with video with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:16
S14	9646	(A63F9/24.cpc.) or (A63F13/00,12.cpc.) or (A63F13/30,31,32,33,335,35,45.cpc.)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S15	67	S13 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S16	51	S15 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S17	150	(two with three with (dimension or dimensional) with interface with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S18	16	S17 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S19	2532	two with three with (dimension or dimensional) with (game gaming games)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S20	419	S19 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S21	0	S20 and (multiple with players with social with network with interactions)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S22	0	S20 and (multiple with players with social with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S23	52	S20 and (multiple with players with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S24	4	(("20110169927") or ("20110221745") or ("20070011617") or ("20120225720")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 14:37
S25	377	(change changing modify modifying) with (game gaming) with player with interactions	US-PGPUB; USPAT	OR	ON	2014/10/29 14:46
S26	1	((change changing modify modifying) with (game gaming) with player with interactions) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:47
S27	19	((change changing modify modifying) with (game gaming) with player) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:48
S28	0	((change changing modify modifying) with (game gaming) with player with performance) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S29	104	((change changing modify modifying) with (game gaming) with (social near2 network))	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S30	11	S29 and (non-players and players)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:51
S31	4	("20110212767").PN. OR ("8328643").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 14:53
S32	2	(("20100216553") or ("20100062840")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 15:07
S33	167	(social with network with server) AND	US-PGPUB;	OR	ON	2014/10/29

		(third with party with server) AND (multiplayer)	USPAT			15:19
S34	2214	different with player with interface	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S35	12	S33 and S34	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S36	219	(social with network with server) AND (multiplayer) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:22
S37	94	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S38	0	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with non-player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S39	113	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S40	10	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:25
S41	11	(social with network with server) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:26
S42	0	(social with network with server) with ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:27
S43	1	(social with network with server) with ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S44	368	(social with network with server) AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S45	9	S44 AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:29

		AND @ad<="20120507"				
S46	1313	(two-dimensional with user with interface) AND (three-dimensional with user with interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:31
S47	813	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S48	484	(social with network with server) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S49	0	S47 and S48	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S50	5612	(social with network with server) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S51	0	S47 and S49	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S52	349	(multiplayer with online with (game gaming games) with network) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S53	0	S47 and S52	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S54	0	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (multiplayer with gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S55	338	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S56	16	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S57	1	("20090088239").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 10:33
S58	1	("20130184064").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 12:21
S59	217	(2D with 3D) near2 (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S60	0	S59 and (multiplayer with online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S61	2	S59 and (online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S62	48	("20020003537" | "20020022518" | "20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" |	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/30 12:50

		"20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.				
S63	1102	online with video with network with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S64	5146	(post posting) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S65	20	modify with (game gaming) with play with interaction$2	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S66	36	S63 and S64	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S67	0	S66 and S65	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S68	6	("7079174" | "7371163" | "6204876" | "20040058715" | "7193629" | "7463257").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:08
S69	39	("20010039212" | "20020165028" | "20040012671" | "5184830" | "5393073" | "5577960" | "5682171" | "5903257" | "6055013" | "6132315" | "6139433" | "6241610" | "6296570" | "6314483" | "6478679" | "6570563").PN. OR ("7371163").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/11/01 14:11
S70	5	("20040077401" | "20050037843" | "20060148553" | "20070117626" | "6908381").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:28
S71	19	two-dimensional with three-dimensional with (game gaming) with simultaneously	US-PGPUB; USPAT	OR	ON	2014/11/01 14:59
S72	0	two-dimensional with three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S73	0	three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S74	17	three-dimensional with (game gaming) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S75	6	13/079775	US-PGPUB; USPAT	OR	ON	2014/11/01 15:30
S76	20	US-20070281780-$.DID. OR US-20080113745-$.DID. OR US-20110201404-$.DID. OR US-7311607-$.DID. OR US-7841944-$.DID. OR US-7951001-$.DID. OR US-8210922-$.DID. OR EP-0727245-$.DID. OR EP-2082381-$.DID. OR US-1331018-$.DID.	US-PGPUB; USPAT; USOCR; FPRS; EPO; DERWENT; IBM_TDB	OR	ON	2014/11/01 15:37
S77	8	(("20100062840") or ("20130184064") or ("20080303746") or ("20080318687") or ("20080280684") or ("7115031") or ("20090191965") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/01 16:44

S78	1609	(modify modification change alter) with (game gaming) with (player near10 (action actions event events))	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S79	230	S78 and (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S80	151	S79 and (non-players)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S81	1	S80 and ((post posting) near2 online)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S82	14	S79 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S83	14	S80 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S84	1	S79 and ((two near2 dimensional) or 2D) and ((three near2 dimensional) or 3D) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:02
S85	1	S79 and (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:05
S86	0	(online or network) with (game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S87	25	(game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S88	8	(("20110034246") or ("20120231886") or ("20130184064") or ("20080303746") or ("20110018868") or ("20080280684") or ("8287341") or ("7115031")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 13:07
S89	4	(("20110034246") or ("20100216553") or ("8287341") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 19:59

EAST Search History (Interference)

<This search history is empty>

6/1/2015 2:43:47 PM
C:\Users\shall\Documents\EAST\Workspaces\13889266 Video Gaming Platform and User Interface.wsp

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	Art Unit
	SHAUNA-KAY HALL	3714

CPC- SEARCHED		
Symbol	Date	Examiner
A63F9/24	10/29/2014	
A63F13/00,12,33	10/29/2014	

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner
463	31	10/29/2014	

SEARCH NOTES		
Search Notes	Date	Examiner
Inventor name search for double patenting	10/29/2014	SH
PLUS search (requested, received, reviewed)	10/29/2014	SH
EAST: keyword search in combination with class/subclass	10/29-11/02/2014	SH
EAST: searched related patents/applications	10/29-11/02/2014	SH
EAST: forward/backward citation search	10/29-11/02/2014	SH
EAST:Updated search results	06/03-06/082015/	SH

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner

/S.H./ Examiner.Art Unit 3714	

PTO/SB/08a (01-10)
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	7955175		2011-06-07	Holloway et al.	

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20090307226		2009-12-10	Koster et al.	
	2	20110201414		2011-08-18	Barclay et al.	

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

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Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
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Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☒ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-08-12
Name/Print	Paige M. Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Paige McDede Alsbury
Attorney Docket Number:	10177-04252 US

Filed as Small Entity

Filing Fees for Utility under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Submission- Information Disclosure Stmt	2806	1	90	90
		Total in USD ($)		**90**

Electronic Acknowledgement Receipt

EFS ID:	23191635
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	12-AUG-2015
Filing Date:	07-MAY-2013
Time Stamp:	16:27:51
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$90
RAM confirmation Number	3114
Deposit Account	
Authorized User	
The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Form (SB08)	04252US_0150812_IDS.pdf	612228 d0ca9b2b20c425b275259e08873cbd016c8d4cba	no	4
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	30495 1691daefd5e3b761bbafc564424a1c911b1bb754	no	2
Warnings:					
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		Total Files Size (in bytes):	642723		

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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Shauna-Kay N. Hall
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: September 15, 2015 By: /Greg T. Sueoka/

Greg T. Sueoka, Reg. No. 33,800

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AMENDMENT B

Responsive to the Final Office Action mailed on July 9, 2015, which sets a shortened statutory period for response that expires on October 9, 2015, please enter the following amendment and consider the following remarks.

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Twitch Interactive v. CP Studios IPR2026-00397

IN THE CLAIMS

All pending claims are reproduced below.

1. (Currently Amended) A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface;

receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and

modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players.

2. (Original) The computer-implemented method of claim 1, further comprising:

posting one or more events from the video gaming application to the social network server.

3. (Original) The computer-implemented method of claim 1, further comprising:

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Twitch Interactive v. CP Studios IPR2026-00397

modifying play of the video gaming application based on social network interactions from the one or more players.

4. (Canceled).

5. (Currently Amended) A computer program product comprising a computer useable medium including a computer readable program, wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface;

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and

modify play of the video gaming application based on social network interactions from the one or more non-players.

6. (Original) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

post one or more events from the video gaming application to the social network server.

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7. (Original) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

modify play of the video gaming application based on social network interactions from the one or more players.

8. (Canceled).

9. (Currently Amended) A system comprising:

a processor, and;

a memory storing instructions that, when executed, cause the system to:

provide access by one or more players to a video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently;

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and

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Twitch Interactive v. CP Studios IPR2026-00397

and modify play of the video gaming application based on social network interactions from the one or more non-players.

10. (Original) A system as claimed in claim 9, wherein the video gaming application posts one or more events to the social network server.

11. (Original) A system as claimed in claim 9, wherein the video gaming application modifies play based on social network interactions from the one or more players.

12. (Canceled).

13. (Previously Presented) The method of claim 2, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

14. (Previously Presented) The method of claim 2, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

15. (Previously Presented) The method of claim 2, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

16. (Previously Presented) The method of claim 1, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein

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modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

17. (Previously Presented) The computer program product of claim 6, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

18. (Previously Presented) The computer program product of claim 6, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

19. (Previously Presented) The computer program product of claim 5, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

20. (Previously Presented) The system of claim 10, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

21. (Previously Presented) The system of claim 10, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

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22. (Previously Presented) The system of claim 10, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

23. (Previously Presented) The system of claim 9, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

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REMARKS

Claims 1-7 and 9-23 were presented for examination. Claims 1-7 and 9-23 stand rejected in the Office Action dated July 9, 2015 (herein, "Office Action"). Claims 1, 5, and 9 are amended. Support for the amendments to claims 1, 5, and 9 may be found throughout the specification, for example, at least in paragraphs 9, 75, 97, and 105 of the application as originally filed. Thus, no new matter has been added by way of this Amendment. Claims 1-7 and 9-23 are pending upon entry of this amendment.

Summary of Office Action

1. Examiner reminded Applicant of the requirement of an abstract of the disclosure.

2. Claims 1-3, 5-7 9-11, and 13-23 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.

3. Claims 1, 5, 9, 16, 19, and 23 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning et al. (U.S. Publication No. 2013/0184064, hereinafter "Manning"), in view of Shteyn et al. (U.S. Publication No. 2003/0220143, hereinafter "Shteyn").

4. Claims 2, 6, 10, 13-15, 18, and 20-22 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning, Shteyn, and further in view of Chudley et al. (U.S. Publication No. 2010/0216553, hereinafter "Chudley").

5. Claims 3, 4, 7, and 11 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning, in view of Shteyn and further in view of Reynolds (U.S. Patent No. 8,287,341, hereinafter "Reynolds").

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Reminder Regarding Abstract

Applicants thank the Examiner for the reminder concerning the proper language and format for an abstract of the disclosure. Applicants would be open to modifying the abstract if there is any particular language that the Examiner believes requires correction.

Response to Rejections under 35 U.S.C. § 101

Claims 1-3, 5-7 9-11, and 13-23 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.

Here, the Office Action asserts that the independent claims are directed to a judicial exception (i.e., law of nature, natural phenomenon, or abstract idea), specifically the abstract idea of "managing [a] game." Furthermore, the Office Action asserts that the limitations do not amount to significantly more than an abstract idea because "[t]he recitation of the computer limitations amounts to mere instructions to implement the abstract idea on a computer."[1] However, the elements in the independent claims are much more specific than just "managing [a] game" on a computer – important specifics are entirely ignored the Office Action.

Without acquiescence to the propriety of the rejection of claim 1 under 35 U.S.C. § 101, applicant respectfully disagrees and submits that at least the following elements of claim 1, when considered with the other elements of claim 1, are not directed to an abstract idea.

> …providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;
>
> providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

[1] *See* Office Action, page 18.

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facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface;

receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and

modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players.

In particular, the elements of "providing access by one or more players to the video gaming application **operated on at least one of a social network server**, a third party server, and an application provided on electronic devices used by the one or more players; providing an **interface to the video gaming application** via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; facilitating **variable and distinct user experiences based on a particular interface** established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface; [and] **receiving, via the social network server, one or more social network interactions** from one or more non-players" is not merely an abstract notion of managing a game but rather applies several concrete computer-implemented acts. These methods are inextricably tied to the operation of a computer, amount to much more than merely "managing [a] game," and provide a flexible computer architecture that improves the functioning of the system, as described at least in paragraphs 50-56 of the application as originally filed.

Accordingly, Applicant respectfully requests that the rejection under 35 U.S.C. § 101 of claim 1, and all claims depending therefrom, be withdrawn. As for claims 5 and 9, while differing from claim 1 in scope and statutory class, these claims are patentable for at least reasons analogous to those discussed above regarding claim 1. Thus, Applicant respectfully

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requests that the rejections under 35 U.S.C. § 101 of claims 5 and 9, and all claims depending therefrom, also be withdrawn.

Response to Rejections under 35 U.S.C. § 103

The rejections are addressed by reference to the independent claims.

Claims 1, 5, 9, 16, 19, and 23 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning in view of Shteyn.

Claims 2, 6, 10, 13-15, 18, and 20-22 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning, Shteyn, and further in view of Chudley.

Claims 3, 4, 7, and 11 are rejected under pre-AIA 35 U.S.C. § 103(a) as allegedly being unpatentable over Manning, in view of Shteyn and further in view of Reynolds.

Independent Claim 1

Applicant's amended claim 1 recites, in part:

> … receiving, via the social network server, one or more social network interactions from one or more non-players, **the one or more non-players being users with whom the one or more players share an affinity in a social network**; and
>
> modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players. (Emphasis added)

The cited portions of the references, alone or in combination, do not disclose or suggest, among other aspects, "receiving, via the social network server, one or more social network interactions from one or more ***non-players***, **the one or more non-players being users with**

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whom the one or more players share an affinity in a social network; and **modifying play of the video gaming** application based on the one or more social network interactions from the one or more non-players" as recited by amended claim 1.

The Examiner asserts on pages 7 of the Office Action that:

> 20. In regards to Claims 1 (Currently Amended), and similarly recited Claims 5 and 9, Manning discloses a computer-implemented method for implementing a video game application, comprising:
>
> providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figures 1-2 and ¶¶ 45-46, 55, 59 discloses a game which can integrates three-dimensional elements into two-dimensional gaming environments in a network wagering venue (e.g., an online casino, a wagering game website, a wagering network, etc.) using a communication network, such as the communications network 122 in FIG. 1. Embodiments can be presented over any type of communications network that provides access to wagering games, such as a public network (e.g., a public wide-area-network, such as the Internet), a private network (e.g., a private local-area-network gaming network), a file sharing network, a social network, etc., or any combination of networks);
>
> providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (¶¶ 45, 55-56, 61-64 discloses the gaming structure and various devices which the game can be provided on);
>
> facilitating variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface (¶¶ 10, 44-45, 60, 86 discloses the computer-implemented method further comprises presenting the wagering game content in two-dimensional mode for audience members of the wagering game content while simultaneously presenting the wagering game content in the three-dimensional mode.)

Specifically, Applicant reproduces Figures 1 and 2 and paragraphs 10, 44-46, 55, 59-64, and 86 of Manning for reference:

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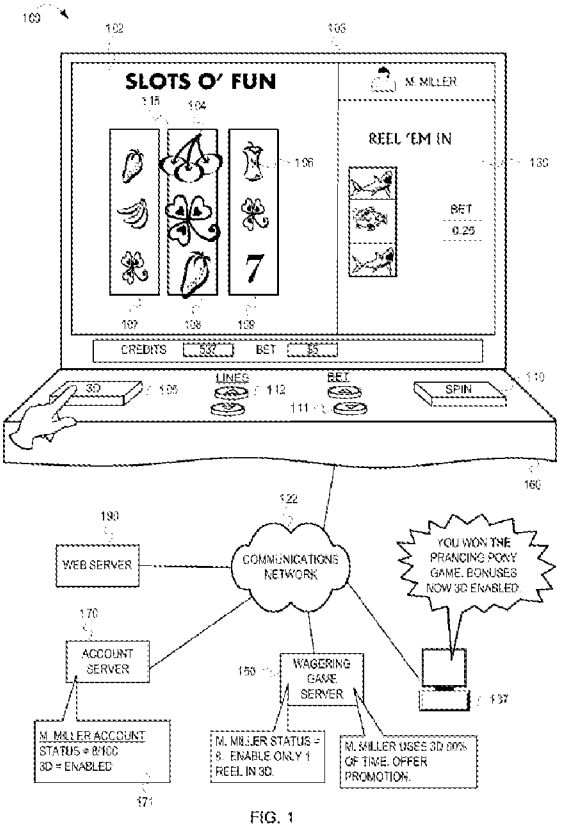


FIG. 1

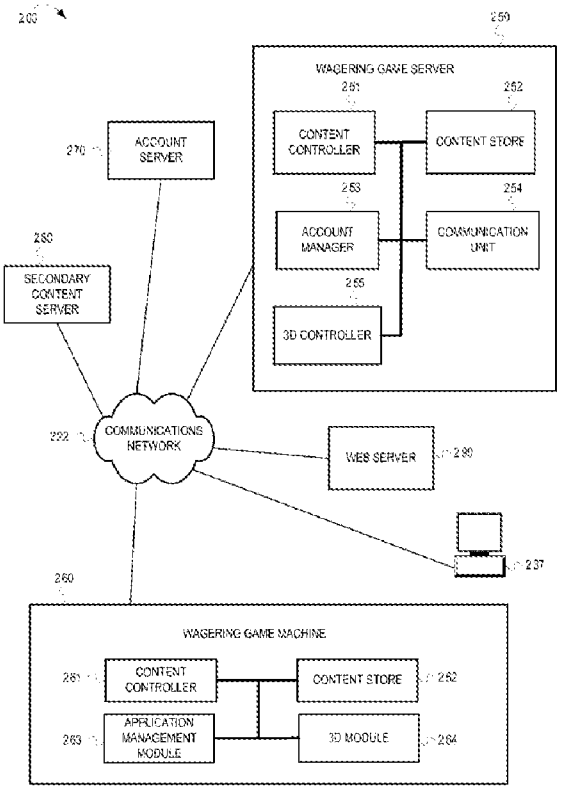


FIG. 2

[0010] In some embodiments, the computer-implemented method further comprises presenting the wagering game content in two-dimensional mode for audience members of the wagering game content while simultaneously presenting the wagering game content in the three-dimensional mode.

[0044] Wagering games are expanding in popularity. Wagering game enthusiasts expect continuous innovations to the wagering game experience. As stated previously, wagering game companies are interested in creating and providing innovate wagering games and gaming features to the demanding public. Three-dimensional (3D) presentation technologies have captivated the interest of the entertainment industry for years. The gaming industry can also benefit from 3D presentation technologies in innovative ways. Some embodiments of the present inventive subject matter present first portions of wagering game content using two-dimensional (2D) presentation techniques while simultaneously presenting second portions of the wagering game content using 3D presentation techniques. The second portions appear to have the perception of binocular stereoscopic depth. Some embodiments further present the 2D and 3D wagering game content from the perspectives of multiple casino patrons at the same time, including from the perspectives of multiple players at an electronic game table ("e-table") or from the perspectives of audience members watching players play a 3D enabled wagering game. Some embodiments automatically toggle between 2D and 3D modes based on specific conditions, such as game conditions, environmental factors, player information, etc.

[0045] FIG. **1** is a conceptual diagram that illustrates an example of toggling between 3D and 2D mode in response to gaming conditions and player information, according to some embodiments. In FIG. **1**, a wagering game system ("system") **180** includes a wagering game machine **160**, a wagering game server **150**, an account server **170**, a web server **190**, and a computer **137** connected via a communications network **122**. The wagering game machine **160** can receive an indication from a player, a game, a device, or any other source, to toggle a wagering game from a 2D mode to a 3D mode and vice versa. For example, the wagering game machine **160** includes a display **103** that presents one of more wagering games, such as a primary wagering game **102** and a secondary wagering game **130**. The primary wagering game **102** and the secondary wagering game **130** are wagering game applications that are controlled by the wagering game machine **160** and/or the wagering game server **150**. For example, the primary wagering game **102** may be a wagering game application installed and stored on memory of the wagering game machine **160**. The secondary wagering game **130** may be a server-side

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application controlled by the wagering game server **150** and the wagering game machine **160** as a thin client via the communications network **122**. The wagering game machine **160** may include several controls, such as a spin control **110**, betting controls **111**, controls **112** for setting a number of pay lines, and a 3D toggle control **105** to toggle 3D presentations on and off for elements presented on the display **103**, such as the presentation of 3D wagering game elements on the slot reels **107**, **108** or **109**. As an example, the system **100** can detect when a player pushes the 3D toggle button **105**. The system **100** can then modify the presentation of one or more of the wagering game elements on the slot reel **108** to be 3D. For instance, the display **103** may be enabled to present in both 2D and 3D modes simultaneously. After detecting activation of the 3D toggle button **105**, the system **100** presents some of the wagering game elements in 3D. For instance, the system **100** presents the wagering game element **104**, and other elements of reel **108**, in 3D mode. In 3D mode, the wagering game element **104** appears to hover above the display **103** in a binocular stereoscopic effect, extend beyond a boundary **115** of the reel **108**, or express any other 3D effect. The system **100** can simultaneously present some of the wagering game elements in 2D (e.g., present the wagering game element **106**, and other elements of reels **107** and **109** in 2D).

[0046] The system **100** can determine which of the wagering game elements to present in 3D based on specific conditions, such as game conditions, environmental factors, player information, etc. For instance, the account server **170** stores a player account **171** associated with a player (e.g., M. Miller). The system **100** can check a status for the player indicated in the player account **171** (e.g., determine that the player M. Miller has a status level of "8" out of a possible "100.") Given the player's status, the system **100** can determine a degree of 3D presentation to provide (e.g., wagering game server **150** detects the level of "8" for the player's status and enables 3D for only reel **108** after the 3D toggle button **105** is activated). In some embodiments, the system **100** can check player information for various accounts, such as accounts on game websites, social networks, other casino accounts, etc. Based on the player information for the various accounts, the system **100** can update the status of the player account **171**, causing an increase to a degree of 3D presentation (e.g., increase a number of gaming elements that appear in 3D as mentioned above, increase a degree of parallax of a 3D effect increasing a depth of the effect, etc.). For example, the player may log on to a game website via the computer **137** from home, win a non-wagering game on the website, and the website communicates the win to the account server **170**. The account server **170** updates the player status and communicates the update to the web server **190**. The web server **190** then sends a message to the computer **137** indicating that the player has unlocked a new 3D feature (e.g., 3D bonuses). The next time that the player returns to a casino, the wagering game machine **160** can present bonuses in 3D when the player activates the 3D toggle button **105**. Further, in some embodiments, the system **100** can track data regarding an amount of 3D usage by a player (e.g., an amount of time the 3D toggle button **105** is pressed, an amount of time that 3D content is displayed, etc.) and use the data to change user settings (e.g., automatically update a user's default preferences), offer promotions (e.g., present specific advertisements in 3D, offer first choice of new games in 3D, provide tickets to 3D shows, etc.), incentivize the player to perform additional activity (e.g., offer to customize a player's display further with 3D for entering a tournament or clicking an advertisement, offer to present an additional degree of 3D for recruiting other players to play a group game, etc.), etc. In some embodiments, the system **100** can also use the data to provide a player with 3D enabled hardware and software (e.g., to initiate a gift of 3D glasses, to reserve 3D enabled wagering game machines, to provide a mobile phone 3D screen enhancer or application, etc.), which the player can use in a casino or away from the casino for presenting and viewing 3D content.

[0055] Further, some embodiments of the inventive subject matter can integrate three-dimensional elements into two-dimensional gaming environments in a network wagering venue (e.g., an online casino, a wagering game website, a wagering network, etc.) using a communication network, such as the communications network **122** in FIG. **1**. Embodiments can be presented over any type of communications network that provides access to wagering games, such as a public network (e.g., a public wide-area-network, such as the Internet), a private network (e.g., a private local-area-network gaming network), a file sharing network, a social network, etc., or any combination of networks. Multiple users can be connected to the networks via computing devices. The multiple users can have accounts that subscribe to specific services, such as account-based wagering systems (e.g., account-based wagering game websites, account-based casino networks, etc.).

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[0059] FIG. **2** is a conceptual diagram that illustrates an example of a wagering game system architecture **200**, according to some embodiments. The wagering game system architecture **200** can include an account server **270** configured to control user related accounts accessible via wagering game networks and social networking networks. The account server **270** can store wagering game player account information, such as account settings (e.g., settings related to default enablement of 3D modes, settings related to a type of 3D technology to use to present 3D, settings related to parallax, settings related to social contacts, etc.), preferences (e.g., player preferences 3D presentation), player profile data (e.g., name, avatar, screen name, etc.), and other information for a player's account (e.g., financial information, account identification numbers, virtual assets, social contact information, etc.). The account server **270** can contain lists of social contacts referenced by a player account. The account server **270** can also provide auditing capabilities, according to regulatory rules. The account server **270** can also track performance of players, machines, and servers.

[0060] The wagering game system architecture **200** can also include a wagering game server **250** configured to control wagering game content, provide random numbers, and communicate wagering game information, account information, and other information to and from the wagering game machine **260**. The wagering game server **250** can include a content controller **251** configured to manage and control content for presentation on the wagering game machine **260**. For example, the content controller **251** can generate game results (e.g., win/loss values), including win amounts, for games played on the wagering game machine **260**. The content controller **251** can communicate the game results to the wagering game machine **260**. The content controller **251** can also generate random numbers and provide them to the wagering game machine **260** so that the wagering game machine **260** can generate game results. The wagering game server **250** can also include a content store **252** configured to contain content to present on the wagering game machine **260**. The wagering game server **250** can also include an account manager **253** configured to control information related to player accounts. For example, the account manager **253** can communicate wager amounts, game results amounts (e.g., win amounts), bonus game amounts, etc., to the account server **270**. The wagering game server **250** can also include a communication unit **254** configured to communicate information to the wagering game machine **260** and to communicate with other systems, devices and networks. The wagering game server **250** can also include a 3D controller **255** configured to integrate 3D wagering game elements in 2D gaming environments in customized ways for players and audience members using various 3D presentation devices and 3D viewing devices (e.g., active viewers, passive viewers, etc.). The 3D controller is also configured to automatically toggle between 3D and 2D modes based on a variety of factors including, but not limited to game programming, network conditions, environmental conditions, device activation, and player information (e.g., player movements and location, player input, player status, player preferences, player performance, etc.). Because the wagering game server **250** includes a 3D controller, 3D content and 3D effects can be distributed to a number of wagering game machines in a casino at the same time.

[0061] The wagering game system architecture **200** can also include a wagering game machine **260** configured to present wagering games and receive and transmit information to coordinate, present, and control presentation of 3D elements in 2D gaming environments according to some embodiments. The wagering game machine **260** can include a content controller **261** configured to manage and control content and presentation of content on the wagering game machine **260**. The wagering game machine **260** can also include a content store **262** configured to contain content to present on the wagering game machine **260**. The wagering game machine **260** can also include an application management module **263** configured to manage multiple instances of gaming applications. For example, the application management module **263** can be configured to launch, load, unload and control applications and instances of applications. The application management module **263** can launch different software players (e.g., a Microsoft® Silverlight™ Player, an Adobe® Flash® Player, etc.) and manage, coordinate, and prioritize what the software players do. The application management module **263** can also coordinate instances of the server applications in addition to local copies of applications. The application management module **263** can control window locations on a wagering game screen or display for the multiple gaming applications. In some embodiments, the application management module **263** can manage window locations on multiple displays including displays on devices associated with and/or external to the wagering game machine **260** (e.g., a top display and a bottom display on the wagering game machine **260**, a peripheral device connected to the wagering game machine **260**, a mobile device connected to the wagering game machine **260**, etc.). The application management module **263** can manage priority or precedence of client applications that compete for the same display area. For instance, the application management module **263** can determine each client application's precedence. The precedence may be static (i.e. set only when the client application first launches or connects) or dynamic. The appli-

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cations may provide precedence values to the application management module **263**, which the application management module **263** can use to establish order and priority. The precedence, or priority, values can be related to tilt events, administrative events, primary game events (e.g., hierarchical, levels, etc.), secondary game events, local bonus game events, advertising events, etc. As each client application runs, it can also inform the application management module **263** of its current presentation state. The applications may provide presentation state values to the application management module **263**, which the application management module **263** can use to evaluate and assess priority. Examples of presentation states may include celebration states (e.g., indicates that client application is currently running a win celebration), playing states (e.g., indicates that the client application is currently playing), game starting states (e.g., indicates that the client application is showing an invitation or indication that a game is about to start), status update states (e.g., indicates that the client application is not 'playing' but has a change of status that should be announciated, such as a change in progressive meter values or a change in a bonus game multiplier), idle states (e.g., indicates that the client application is idle), etc. In some embodiments, the application management module **263** can be pre-configurable. The system can provide controls and interfaces for operators to control screen layouts and other presentation features for the configuring the application management module **263**. The application management module **263** can communicate with, and/or be a communication mechanism for, a base game stored on a wagering game machine. For example, the application management module **263** can communicate events from the base game such as the base game state, pay line status, bet amount status, etc. The application management module **263** can also provide events that assist and/or restrict the base game, such as providing bet amounts from secondary gaming applications, inhibiting play based on gaming event priority, etc. The application management module **263** can also communicate some (or all) financial information between the base game and other applications including amounts wagered, amounts won, base game outcomes, etc. The application management module **263** can also communicate pay table information such as possible outcomes, bonus frequency, etc.

[0062] In some embodiments, the application management module **263** can control different types of applications. For example, the application management module **263** can perform rendering operations for presenting applications of varying platforms, formats, environments, programming languages, etc. For example, the application management module **263** can be written in one programming language format (e.g., JavaScript, Java, C++, etc.) but can manage, and communicate data from, applications that are written in other programming languages or that communicate in different data formats (e.g., Adobe® Flash®, Microsoft® Silverlight™, Adobe® Air™, hyper-text markup language, etc.). The application management module **263** can include a portable virtual machine capable of generating and executing code for the varying platforms, formats, environments, programming languages, etc. The application management module **263** can enable many-to-many messaging distribution and can enable the multiple applications to communicate with each other in a cross-manufacturer environment at the client application level. For example, multiple gaming applications on a wagering game machine may need to coordinate many different types of gaming and casino services events (e.g., financial or account access to run spins on the base game and/or run side bets, transacting drink orders, tracking player history and player loyalty points, etc.).

[0063] The wagering game machine **260** can also include a 3D module **264** configured to integrate 3D wagering game elements in 2D gaming environments in customized ways for players and audience members using various 3D presentation devices and 3D viewing devices (e.g., active viewers, passive viewers, etc.). The 3D controller is also configured to automatically toggle between 3D and 2D modes based on a variety of factors including, but not limited to, game programming, network conditions, environmental conditions, device activation, and player information (e.g., player movements and location, player input, player status, player preferences, player performance, etc.).

[0064] The wagering game system architecture **200** can also include a secondary content server **280** configured to provide content and control information for secondary games and other secondary content available on a wagering game network (e.g., secondary wagering game content, promotions content, advertising content, player tracking content, web content, etc.). The secondary content server **280** can provide "secondary" content, or content for "secondary" games presented on the wagering game machine **260**. "Secondary" in some embodiments can refer to an application's importance or priority of the data. In some embodiments, "secondary" can refer to a distinction, or separation, from a primary application (e.g., separate application files, separate content, separate states, separate functions, separate processes, separate programming sources, separate processor threads, separate data, separate control, separate domains, etc.). Nevertheless, in some embodiments, secondary content and control can be passed between applications (e.g., via application protocol interfaces), thus becoming, or falling under the control of, primary content or primary applications, and vice versa. In some embodiments, the secondary content can be in one or more different formats, such as Adobe® Flash®, Microsoft® Silverlight™, Adobe® Air™, hyper-text markup language,

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etc. In some embodiments, the secondary content server **280** can provide and control content for community games, including networked games, social games, competitive games, or any other game that multiple players can participate in at the same time. In some embodiments, the secondary content server **280** can control and present an online website that hosts wagering games. The secondary content server **280** can also be configured to present multiple wagering game applications on the wagering game machine **260** via a wagering game website, or other gaming-type venue accessible via the Internet. The secondary content server **280** can host an online wagering website and/or a social networking website. The secondary content server **280** can include other devices, servers, mechanisms, etc., that provide functionality (e.g., controls, web pages, applications, etc.) that web users can use to connect to a social networking application and/or website and utilize social networking and website features (e.g., communications mechanisms, applications, etc.). The secondary content server **280** can also be configured to integrate 3D wagering game elements in 2D gaming environments. In some embodiments, the secondary content server **280** can also host social networking accounts, provide social networking content, control social networking communications, store associated social contacts, etc. The secondary content server **280** can also provide chat functionality for a social networking website, a chat application, or any other social networking communications mechanism. In some embodiments, the secondary content server **280** can utilize player data to determine marketing promotions that may be of interest to a player account. The secondary content server **280** can also analyze player data and generate analytics for players, group players into demographics, integrate with third party marketing services and devices, etc. The secondary content server **280** can also provide player data to third parties that can use the player data for marketing.

[0086] FIG. **7** is a flow diagram ("flow") **700** illustrating integrating 3D wagering game elements with 2D elements of an electronic gaming table ("e-table") via active 3D viewers and handheld devices, according to some embodiments. FIGS. **8** and **9** are conceptual diagrams that help illustrate the flow of FIG. **7**, according to some embodiments. This description will present FIG. **7** in concert with FIGS. **8** and **9**. In FIG. **7**, the flow **700** begins at processing block **702** where a wagering game system ("system") activates a 3D mode in response to activation of an active 3D viewer at an e-table. For example, in FIG. **8**, a wagering game system ("system") **800** includes an e-table **898** with a display **891**. The display **891** can simultaneously present both 2D and 3D images related to group games or activities. For example, the system **800** can present 3D chips, 3D gaming elements, 3D images of player avatars, 3D characters of the game, etc. A first player **815** can use an active 3D viewer **830**. The active 3D viewer **830** presets an active view **834** with a virtual 3-D heads up display in it. The active 3D viewer **830** also includes a transparency that allows viewing of the display **891**, the table **890**, and other players (e.g., player **812**). The player **812** may also wear an active 3D viewer **835**. The active 3D viewers **830** and **835** can also include ear-buds that insert into the respective player's ears. The system **800** can narrow-cast the audio to each of the players, thus providing a customized multi-media 3D presentation.

The above cited portions of Manning fail to disclose or suggest "receiving, via the social network server, one or more social network interactions from one or more non-players, **the one or more non-players being users with whom the one or more players share an affinity in a social network**; and **modifying play of the video gaming** application based on the one or more social network interactions from the one or more non-players" as recited by amended claim 1.

The cited portions of Manning, at best, describe a system where: "The wagering game system architecture 200 can include an account server 270 configured to control user related accounts accessible via wagering game networks and social networking networks. The account server 270 can store wagering game player account information, such as account settings (e.g.,

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settings related to default enablement of 3D modes, settings related to a type of 3D technology to use to present 3D, settings related to parallax, settings related to social contacts, etc.), preferences (e.g., player preferences 3D presentation), player profile data (e.g., name, avatar, screen name, etc.), and other information for a player's account (e.g., financial information, account identification numbers, virtual assets, social contact information, etc.)."[2] However, the cited portions of Manning do not disclose or suggest, among other things, "**receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network**; and **modifying play** of the video gaming application **based on the one or more social network interactions** from the one or more non-players" as recited by amended claim 1. Therefore the cited portions of Manning do not teach or suggest the elements of claim 1, as amended herein.

The Examiner asserts on page 8 of the Office Action that "[what Manning] does not explicitly disclose is receiving, via the social network server, one or more social network interactions from one or more non-players; and modifying play of the video gaming application based on the one or more social network interactions from one or more non-players." The Examiner further asserts that "[i]n a related gaming invention, Shteyn discloses an online gaming system to expand the scope of available user interactions for on-line gaming.

Specifically, Applicant reproduces paragraphs 10, 15-16, 18, and 20-26 of Shteyn below:

[2] *See* Manning, paragraph 59.

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[0010] These objects and others are achieved by providing participatory spectator roles to on-line gaming systems. The degree of a spectator's participation can vary from that of an observer to that of a critic. Similarly, the degree of effect that the spectator can have on the active-players and/or other spectators of the on-line game may also vary. The spectator receives input at various sense levels, video, audio, touch, and so on, and may provide feedback to the active-players and/or spectators of the on-line game using the same or different sense levels. The spectator may also be able to effect changes in the on-line game environment, by modifying landscapes and obstacles, providing clues (which may be false), defining new rules or challenges, interacting with the active-players, and so on. The spectator may also be enabled to interact, with for example the game host, to provide and/or sponsor a variety of game equipment resources to enhance the active player's performance. The spectator may further be enabled to assume a critic's role in order to provide feedback, such as play-by-play commentary, game view selection, and so on to a plurality of other spectators, such as the player's family members and friends. A third party, such as a game host, may collect fees for access to the critique. The critique materials may also be used to mask game performance delays, such as caused by network latency.

[0015] **FIG. 1** illustrates an example block diagram of an on-line gaming system **100** in accordance with this invention. As illustrated, the system **100** is configured to allow both active-players **110** and spectators **120** to participate in the on-line game that is hosted by the game host **130**, via a network **140**, such as a local area network (LAN), the Internet, or other wide-area network (WAN). The indicated items **110**, **120** correspond to user devices that are configured by the respective users to effect either an active-player role or a spectator role. For ease of reference, except as otherwise noted, the terms active-player **110** and active-player device **110** are used synonymously, as are spectator **120** and spectator device **120**.

[0016] Active-players **110** are defined herein as participants whose actions form a fundamental part of the on-line game, whereas spectators **120** are participants whose actions, if any, are optional. Alternatively stated, the host **130** of the on-line game receives inputs from active-players **110** that are specifically intended to affect the state of the on-line game; inputs, if any, from spectators **120** may or may not affect the state of the on-line game.

[0018] In the simplest example embodiment, a spectator **120** merely observes the actions of the players, via an audio and/or video transmission of events from the host **130** to the spectator **120**, or directly from one or more of the active-players **110**. At a higher level of interaction, the spectator **110** is coupled to a particular active-player **110**, and receives stimuli corresponding to the actions of this particular active-player **110**. For example, the spectator **110** may receive the same view of the gaming environment as the active-player **110**, or may receive a slightly offset view, corresponding, for example, to sitting aside the active-player **110** during an automobile race. Depending upon the configuration of the spectator's system, the spectator **120** may receive tactile feedback as well, corresponding to the actions of the active-player **110**, such as feeling the push of a button and the movement of a joystick, or corresponding to the effects on the active-player **110** caused by other players **110**.

[0020] The spectator interaction can be further enhanced by allowing the spectator **120** to influence one or more of the active-players **110**.

[0021] In a relatively simple embodiment, the spectator **120** provides comments to one or more of the active-players **110** and/or other spectators **120**. In addition to enhancing the spectator's involvement with the on-line game, this feature also increases the realism of the on-line game for the active-player **110**. Most conventional games provide background audio sounds, including cheers and jeers, but these background sounds are non-specific to the active-player's actions. Cheers may be triggered by a successful action on the part of the active-player **110**, and jeers by an unsuccessful action, but such feedback is not as realistic as an immediate comment by a current observer of the action. In a social environment, supportive or empathetic comments by a spectator partner **120** enhance the experience of the active-player **110** or another spectator **120**. Providing video images of the spectator **120** to one or more of the active-players **110** or spectators **120** can further enhance the interaction. In like manner, the spectator **120** may also be provided the opportunity to send pre-recorded audio or audio-video selections to the active players **110** as the situation warrants, for example during game intermissions, equipment delays, and so on. If the spectator **120** and active-player **110** are suitably equipped, the interactions may also include tactile feedback, such as a congratulatory "pat on the back".

[0022] The feedback that is provided by the spectators can also serve to enhance the perceived performance of the online game. U.S. Pat. No. 6,356,288, "DIVERSION AGENT USES CINEMATOGRAPHIC TECHNIQUES TO MASK LATENCY", issued Mar. 12, 2002 to Martin Freeman and Yevgeniy Shteyn, discloses a technique of creating cinematographic effects at a user display, to mask the latency that is common in online gaming due to transmission delays and latency, and is incorporated by reference herein. In combination with the principles of this referenced patent, for example, the feedback from the spectator can be presented in cinematographic form while the online game information is being received and buffered, thereby masking the delays caused by network latency or other factors that cause delay in presenting updates to the online game.

[0023] In a more complex environment, the spectators **120** may provide advice or suggestions to the active-players **110**, which advice and suggestions may be true or false. Such interactions increase the dynamics of the on-line game, as well as increasing the realism, because in the 'real world', active participants are often given advice and suggestions from bystanders and others. The interaction can be further enhanced by allowing the spectators **120** to directly interact with the active-players **110**. In a survival game, for example, the spectator **120** may be permitted to enter into transactions with an active player **120** to sell supplies or information; in a racing game, the spectator may sell gasoline or repair parts to an active player **110**, or may contribute services as part of

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a pit-crew. In another embodiment, an optional accessory **150** may be coupled to spectator device **120**. Input/output from the accessory **150** may be directly or indirectly used to contribute to a selected player's **110** performance. For example, the accessory **150** may be a stationary bike that is attached to a spectator device **120**. The spectator contributes to the selected player's **110** performance, such as racing speed, by working out on the bike accessory **150**. A specific characteristic of the workout, such as the calories burned, or the number of revolutions of the pedals of the bike **150**, may be selected as a factored contribution. A plurality of spectators at one or more locations, for example, family members, a gym team, and so on, may also be enabled to contribute to the player's **110** performance. Spectators may also be permitted to act as an umpire or judge within the on-line game. Combining these interactions, a nefarious spectator **120**, for example, might seek the role of umpire, and then proceed to negotiate with an active-player **110** for the sale of favorable decisions. One of ordinary skill in the art will recognize that various levels of interaction between the spectators **120** and active-players **110** are feasible, and will generally increase the realism and interest in the on-line game for both the spectators **120** and the active-players **110**.

[0024] In accordance with another aspect of this invention, the spectators **120** are able to influence the on-line game environment that is provided by the host computer **130**. Depending upon the particular game, the spectator **120** may affect the weather conditions within the gaming environment, set or adjust barriers and impediments, provide or modify shortcuts, and so on. The spectator **120** may also be provided the ability to change the background and landscapes of the gaming environment, and may even be provided the ability to change the rules and objectives of the on-line game. One of ordinary skill in the art will recognize, however, that a proper balance should be maintained, so that active players are not driven away from the on-line game because of the changes that a spectator introduces. This balance may be imposed by imposing specific limits and bounds on the degree of spectator influence, or a dynamic balance may be achieved via the use of learning systems techniques. That is, the allowable interaction may be modified with a corresponding monitoring of active-player drop-out rate, and the system may be configured to continually modify the allowable interactions so as to minimize the drop-out rate. Because the correlation between particular types of allowable interactions and the active-player drop-out rate may be difficult to determine, learning systems that employ heuristic techniques, such as evolutionary or genetic algorithms, would be particularly well suited for dynamically controlling the degree of spectator interaction for minimizing the active-player drop-out rate and maximizing the spectator participation rate. In like manner, the effect that a particular spectator **120** may have on the on-line game may be attenuated or enhanced based on the feedback from other spectators **120**. As would be evident to one of ordinary skill in the art, appropriate security measures, such as the use of passwords or other forms of certification, are included in a preferred embodiment, to avoid tampering, impersonation, and other forms of inappropriate behavior that might affect the quality or reliability of spectator interactions.

[0025] **FIG. 2** illustrates an example flow diagram for providing participatory spectator functions to a user in accordance with this invention. In a preferred embodiment, the provider of the spectator functions is associated with one or more providers of the on-line games. The user contacts the provider via the Internet, and the provider informs the user of the on-line games that are currently in play, or that are scheduled for play, at **210**. Depending upon the available games, and/or upon a membership status of the user, the user is preferably provided a choice among various levels of interaction, each level of interaction having a different cost factor. For example, lower levels of interaction may be free of charge, intermediate levels may have a time-based fee, and higher levels may be reserved for subscription members, or for active-players of prior games. Other common pricing structures may be used, including season passes, bonus plays, and rates that are dependent upon the time-of-day, the particular type of game, the connection speed, and so on. The potential spectator may also be given aggregated or personal information with regards to the number of spectators in a particular game, spectators' ratings, affiliation and so on

[0026] At **220** and **230**, the user selects the particular game, and the level of interaction, respectively. As noted above, the spectator interaction level includes both the level of spectator participation as well as the effects that the participation may have on the players and/or the on-line game environment. At **240**, the spectator is provided access to the on-line game, at the selected level of participation. During the spectating period, the provider system records the appropriate fees and other records associated with the on-line game. For example, if the spectator is permitted to interact with the active-players to negotiate the sale of material or services, the system records the costs charged to the spectator to obtain the material or services, and the payments due from each active-player to this spectator based on the negotiated sale. In a preferred embodiment, these payments are effected using game-time credits, to stimulate subsequent game participation. When the user terminates the current session, at **260**, the system returns to **210**, to inform the user of other current or future games.

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Shteyn discloses receiving, via the social network server, one or more social network interactions from one or more non-players…; and modifying play of the video gaming application based on the one or more social network interactions from one or more non-players…" at paragraphs 10, 15-16, 18, 20-24, 25, and 26 of Shteyn. The cited portions of Shteyn, at best, describe a system where spectators are participants whose actions are optional in an on-line game.[3] However, Applicant respectfully submits the cited portions of Shteyn do not disclose or suggest, among other things, "receiving, via the social network server, **one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network**; and **modifying play of the video gaming** application based on the one or more social network interactions from the one or more non-players" as recited by amended claim 1. In particular, the cited portions of Shteyn fail to disclose or suggest 1) that interactions are from *non*-players, 2) that the interactions are social network interactions, and 3) that the non-players are users with whom the one or more players share an affinity in a social network. Therefore, the cited portions of Shteyn do not teach each and every element of amended claim 1. Accordingly, the cited portions of Shteyn do not remedy the deficiencies of the cited portions of Manning, even if the cited portions of the references are combined as proposed by the Examiner.

Therefore, the cited portions of the references, either alone or in combination, do not disclose or suggest every limitation of claim 1 as amended herein. Accordingly, Applicant respectfully requests that Examiner withdraw the rejection of claim 1 under 35 U.S.C. § 103.

Claims 2-3 and 13-17 depend from claim 1 and are therefore patentable for at least similar reasons as claim 1, as well as the additional limitations they recite.

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[3] *See* Shteyn, paragraph 16.

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The examiner asserts on pages 10-13 of the Office Action that Chudley discloses elements of dependent claims 2, 6, 10, 13, 18, and 20 at the abstract and paragraphs 4, 11-15, 19, 30, 34, 37-38, and 42 of Chudley. However, the cited portions of Chudley do not teach or suggest the limitations of amended claim 1 and therefore do not remedy the deficiencies noted above.

Specifically, Applicant reproduces paragraphs 4, 11-15, 19, 30, 34, 37-38, and 42 of Chudley below:

[0004] By way of example, interaction between a real and a virtual member within the game may dynamically and adaptively impact interactions between the real and virtual member outside of the game (e.g., actions in game impact interactions via chat outside game, postings on member pages within the social network, membership and/or status within social network groups) and vice versa. For example, postings to member pages within the social network (or responses to such postings) outside the game may impact interaction within the game (e.g., challenging or hostile postings or responses by the real member may lead to an in-game challenge or aggressive behavior by the virtual member with respect to the real member during game play). Thus, the virtual member's personality and/or disposition toward a particular real member may vary based on interactions in game and out. This attitude/disposition may be dynamic and adaptive e.g., it can change over time based on different interactions. Additionally, a given virtual member may have different attitudes and/or dispositions to different real members, based on the specific interactions between the virtual member and the different individual real members. For example, individual virtual member behaviors toward a real member can be switched on or off based on an overarching disposition mode dynamically assigned to the relationship between the virtual member and the real member. Non-limiting examples of the possible overarching disposition modes including friend, rival, and/or neutral.

[0010] A secondary virtual member may be a competitor with real members that does not present any extraordinary challenge. A secondary virtual member may be a character within the game that provides support or assistance to real members (e.g., a mechanic, a parts or car vendor).

[0011] An extra virtual member may be a non-player character that provides ambiance or context to the game, but does not contribute in a substantive manner to the experience. For example, spectators of a race, fight, or sporting event may be extra virtual members.

[0012] According to one embodiment of the invention, a system may include at least one game platform, a user profile module, a social network module, a virtual member management module, a game module, an external application input module, and/or other modules or components.

[0013] The game platform can include one or more of a game console, a personal computer, a mobile game platform, a handheld device, a mobile communications device, and/or other game platforms.

[0014] The user profile module may be configured to store and/or manage user information about one or more users that play the game and/or interact with the social network. The user information may include an identity of a user (e.g., a username, a gamertag, and/or other identities), demographic information associated with the user, real members of the game and/or social network associated with the user, and/or other information associated with the user. The user profile module may be configured to ensure that access to the game and/or the social network as a given user and/or a real member associated with the given user is secure (e.g., password protected).

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[0015] The social network module may include a member page module, a communications module, a challenge module, an achievement module, a group module, and/or other modules. The social network module may be configured to provide the social network the is integrated with the game(s), and enables real and virtual members to interact therein. The social network provided by the social network module may be provided to real and/or virtual members that take part in the game(s) on different types of gaming platform (e.g., Xbox, PlayStation, Nintendo Wii, PC, Apple, mobile communications device, handheld device, and/or other platforms). Users implementing different platforms may not be able to participate in the actual game with each other (e.g., during a multiplayer session). However, the social network may provide a unitary forum in which the users of platforms that are incompatible for game play can socialize, compete, trade, and/or otherwise interact in the context of the game(s).

[0019] The communications module may disseminate information within the game and/or outside the game regarding the progression of an individual or groups within the game. For example, the communications module may broadcast to some or all members in-game activity (e.g., achievements, changes, challenges, and other activities), which may lead to interaction outside the game (chat, challenges, member page postings, public messages, private messages, and/or other interactions), which in turn may lead to new activity in the game (e.g., a game between the real and/or virtual member s who engaged in the interaction outside the game.

[0030] Points and/or status within the game may be achieved through participation in the social network. For example, experience points, virtual currency, and/or other incentives may be provided to real members for posting content to the social network, creating and/or joining groups, filling in profile information, creating friendships, rating content posted by others, and/or other activities on the social network. As such, a real member may begin to accrue points and/or status within the game prior to owning or even playing the actual game.

[0034] The virtual member social network control module may be configured to control the interactions of the virtual members in the social network. The virtual member social network control module may alter the manner in which the virtual members interact with real members on the social network based on the attitudes and/or dispositions determined by the virtual member character set up module.

[0037] According to another aspect of the invention, the interaction between a real and virtual member is part of the theme of the game. For example, in the context of a racing game, real and virtual members can engage in chat outside of the game which can lead to a challenge within the game. Thus, the virtual member can become a player within the game and interact with the real member who may also play.

[0038] According to another aspect of the invention, the story and/or progression of the game for a given real member are impacted by the interactions that the given real member has with virtual members both in the game and on the social network. For example, new locations and story elements may become available in the game as real member makes friends and rivals with the various virtual members. The relationships of the real member are dynamically developed into friendships and/or rivalries based on the actions of the real member toward the virtual members in the game, and the interactions of the real member with the virtual members on the social network.

[0042] The social network may be leveraged to obtain user feedback concerning upcoming content and/or games. Content postings, member messages, and/or other interactions of virtual members conveying information about upcoming content may be monitored to gauge the reaction of real members on the social network. These reactions may be used to make decisions about the design and/or execution of the yet to be released game content.

The cited portions of Chudley, at best, describe a system where computer controlled virtual players ("virtual members") interact with real players ("real members") both in a game and in a social network.[4] However, the cited portions of Chudley fail to teach "receiving, via the social network server, one or more social network interactions from one or more non-players, **the one or more non-players being users with whom the one or more players share an affinity**

[4] *See* Chudley, paragraph 34-38.

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in a social network; and modifying play of the video gaming application **based on the one or more social network interactions** from the one or more non-players" as recited by amended claim 1. In particular, while the cited portions of Chudley may, at most, disclose that a player's interactions with the game (e.g., with virtual members) both in the game and in a social network affect game play, the cited portions of Chudley do not disclose or suggest that the one or more *non*-players from whom social networks interactions are received are "***users* with whom the one or more players share an affinity in a social network**." Therefore the cited portions of Chudley, alone or in combination with the other references, do not disclose or suggest each and every limitation of claim 1, as amended herein.

The examiner asserts on pages 13-16 of the Office Action that Reynolds discloses elements of dependent claims 3, 4, 7, and 11 at Col. 2 lines 13-35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 of Reynolds. However, the cited portions of Reynolds do not teach or suggest the limitations of amended claim 1 and therefore do not remedy the deficiencies noted above.

Specifically, Applicant reproduces Col. 2 lines 13-35, Col. 3 lines 47-55, and Col. 4 line 57 to Col. 5 lines 27 of Reynolds below:

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Social network system **120***a* is a network-addressable computing system that can host one or more social graphs. Social networking system **120***a* can generate, store, receive, and transmit social networking data. Social network system **120***a* can be accessed by the other components of system **100** either directly or via network **160**. Game networking system **120***b* is a network-addressable computing system that can host one or more online games. Game networking system **120***b* can generate, store, receive, and transmit game-related data, such as, for example, game account data, game input, game state data, and game displays. Game networking system **120***b* can be accesses by the other components of system **100** either directly or via network **160**. Player **101** may use client system **130** to access, send data to, and receive data from social network system **120***a* and game networking system **120***b*. Client system **130** can access social networking system **120** or game networking system **120***b* directly, via network **160**, or via a third-party system. As an example and not by way of limitation, client system **130** may access game networking system **120***b* via social networking system **120***a*. Client system **130** can be any suitable computing device, such as a personal computer, laptop, cellular phone, smart phone, computing tablet, etc.

In particular embodiments, player **101** may access an online game and control the game's progress via client system **130** (e.g., by inputting commands to the game at the client device). Client system **130** can display the game interface, receive inputs from player **101**, transmitting user inputs or other events to the game engine, and receive instructions from the game engine. The game engine can be executed on any suitable system (such as, for example, client system **130**, social networking system **120***a*, or game networking system **120***b*). As an example and not by way of limitation, client

In particular embodiments, the game engine may cause one or more game events to occur in the game. Game events may include, for example, a change in game state, an outcome of an engagement, a completion of an in-game obstacle, a transfer of an in-game asset or other virtual item, or a provision of access, rights and/or benefits. In particular embodiments, a game event is any change in game state. Similarly, any change in game state may be a game event. This disclosure contemplates any suitable type of game event. As an example and not by way of limitation, the game engine may cause a game event where the virtual world cycles between daytime and night-

time every 24 hours. As another example and not by way of limitation, the game engine may cause a game event where a new instance, level, or area of the game becomes available to player **101**. As yet another example and not by way of limitation, the game engine may cause a game event where player **101**'s player character heals one hit point every 5 minutes.

In particular embodiments, a game event or change in game state may be an outcome of one or more in-game actions. The game engine can determine the outcome of a game event or a change in game state according to a variety of factors, such as, for example, game logic or rules, player character in-game actions, player character state, game state of one or more in-game objects, interactions of other player characters, or random calculations. As an example and not by way of limitation, player **101** may overcome an in-game obstacle and earn sufficient experience points to advance to the next level, thereby changing the game state of player **101**'s player character (it advances to the next character level). As another example and not by way of limitation, player **101** may defeat a particular boss NPC in a game instance, thereby causing a game event where the game instance is completed and the player advances to a new game instance. As yet another example and not by way of limitation, player **101** may pick the lock on a virtual door to open it, thereby changing the game state of the door (it goes from closed to open) and causing a game event (the player can access a new area of the game).

The cited portions of Reynolds, at best, describe a system where: "Player 101 may use **client system 130 to access**, send data to, and receive **data from social network system** 120a and game networking system 120b. (*Emphasis added*)"[5] The cited portions of Reynolds continue to state that a "player 101 may access an online game and control the game's progress via client system 130 (e.g., by inputting commands to the game at the client device)."[6] However,

[5] *See* Reynolds, column 2, lines 25-28.
[6] *See* Reynolds, column 3, lines 47-53.

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the cited portions of Reynolds do not disclose or suggest, among other things, "receiving, via the social network server, one or more **social network interactions from one or more non-players**, **the** one or more ***non-players*** **being users with whom the one or more players share an affinity in a social network**; and modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players" as recited by amended claim 1. In particular, the cited portions of Reynolds do not disclose the above limitations, but merely state that the "game engine can be executed on any suitable system (such as, for example, client system 130, social networking system 120a, or game networking system 120b)"[7] and that the client system may communicate with the social networking system. Therefore the cited portions of Reynolds, alone or in combination with the other references, do not teach each and every element of claim 1, as amended herein.

Therefore, the cited portions of the references, alone or in combination, do not remedy the deficiencies noted above.

Independent Claim 5

Applicant's amended claim 5 recites, in part:

> … receive, via the social network server, one or more social network interactions from one or more non-players, **the one or more non-players being users with whom the one or more players share an affinity in a social network**; and
>
> modify play of the video gaming application based on the one or more social network interactions from the one or more non-players. (Emphasis added)

[7] *See* Reynolds, column 3, lines 53-56.

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The cited portions of the references do not disclose or suggest the above-quoted features of Applicants' claim 5, as amended herein, for at least similar reasons as those described for claim 1. Therefore, the cited portions of the references, either alone or in the combinations proposed by the Examiner, do not disclose or suggest every limitation of claim 5, as amended herein. Accordingly, Applicants respectfully request that Examiner withdraw the rejection of claim 5 under 35 U.S.C. § 103.

Claims 6, 7, and 17-19 depend from claim 5 and are therefore patentable for at least similar reasons as claim 5, as well as the additional limitations they recite. Therefore, the cited portions of the references, alone or in combination, do not remedy the deficiencies noted above. Accordingly, Applicants respectfully request that Examiner withdraw the rejections of claims 6, 7, and 17-19 under 35 U.S.C. § 103.

Independent Claim 9

Applicant's amended claim 9 recites, in part:

> … receive, via the social network server, one or more social network interactions from one or more non-players, **the one or more non-players being users with whom the one or more players share an affinity in a social network**; and
>
> modify play of the video gaming application based on the one or more social network interactions from the one or more non-players. (Emphasis added)

The cited portions of the references do not disclose or suggest the above-quoted features of Applicants' claim 9, as amended herein, for at least similar reasons as those described for

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claim 1. Therefore, the cited portions of the references, either alone or in the combinations proposed by the Examiner, do not disclose or suggest every limitation of claim 9, as amended herein. Accordingly, Applicants respectfully request that Examiner withdraw the rejection of claim 9 under 35 U.S.C. § 103.

Claims 10, 11, and 20-23 depend from claim 9 and are therefore patentable for at least similar reasons as claim 9, as well as the additional limitations they recite. Therefore, the cited portions of the references, alone or in combination, do not remedy the deficiencies noted above. Accordingly, Applicants respectfully request that Examiner withdraw the rejections of claims 10, 11, and 20-23 under 35 U.S.C. § 103.

CONCLUSION

Allowance of all claims is requested. If the Examiner believes that direct contact with Applicants' attorney will advance the prosecution of this case, the Examiner is encouraged to contact the undersigned as indicated below.

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: September 15, 2015 By: /Greg T. Sueoka/

Greg T. Sueoka, Reg. No. 33,800
Attorney for Applicants
PATENT LAW WORKS LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
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GTS:jam

Twitch Interactive EX1035 Page 321
Twitch Interactive v. CP Studios IPR2026-00397

Electronic Acknowledgement Receipt

EFS ID:	23495382
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Greg T. Sueoka
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	15-SEP-2015
Filing Date:	07-MAY-2013
Time Stamp:	13:55:11
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Response After Final Action	04252_US_2015-09-14_-_Amendment_Bv3.pdf	1161372 5cfd34675afa77eb22c49383e7078f3e030eef15	no	28

Warnings:	
Information:	

Total Files Size (in bytes):	1161372

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (09-11)
Approved for use through 1/31/2014. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 13/889,266	Filing Date 05/07/2013	☐ To be Mailed

ENTITY: ☐ LARGE ☒ SMALL ☐ MICRO

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT **09/15/2015**

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 20	Minus	** 20	= 0	X $40 =	0
Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $210 =	0
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	0

AMENDMENT

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

LIE
/THUY TA/

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**
If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 10/07/2015

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
10/07/2015	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

docketing@patentlawworks.net
patents@patentlawworks.net

Advisory Action Before the Filing of an Appeal Brief	**Application No.** 13/889,266	**Applicant(s)** WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	**Art Unit** 3714	**AIA (First Inventor to File) Status** No

--The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

THE REPLY FILED 15 September 2015 FAILS TO PLACE THIS APPLICATION IN CONDITION FOR ALLOWANCE.

NO NOTICE OF APPEAL FILED

1. ☐ The reply was filed after a final rejection. No Notice of Appeal has been filed. To avoid abandonment of this application, applicant must timely file one of the following replies: (1) an amendment, affidavit, or other evidence, which places the application in condition for allowance; (2) a Notice of Appeal (with appeal fee) in compliance with 37 CFR 41.31; or (3) a Request for Continued Examination (RCE) in compliance with 37 CFR 1.114 if this is a utility or plant application. Note that RCEs are not permitted in design applications. The reply must be filed within one of the following time periods:
   a) ☐ The period for reply expires _____months from the mailing date of the final rejection.
   b) ☒ The period for reply expires on: (1) the mailing date of this Advisory Action; or (2) the date set forth in the final rejection, whichever is later. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of the final rejection.
   c) ☐ A prior Advisory Action was mailed more than 3 months after the mailing date of the final rejection in response to a first after-final reply filed within 2 months of the mailing date of the final rejection. The current period for reply expires months from the mailing date of *the prior Advisory Action* or SIX MONTHS from the mailing date of the final rejection, whichever is earlier.
   Examiner Note: If box 1 is checked, check either box (a), (b) or (c). ONLY CHECK BOX (b) WHEN THIS ADVISORY ACTION IS THE FIRST RESPONSE TO APPLICANT'S FIRST AFTER-FINAL REPLY WHICH WAS FILED WITHIN TWO MONTHS OF THE FINAL REJECTION. ONLY CHECK BOX (c) IN THE LIMITED SITUATION SET FORTH UNDER BOX (c). See MPEP 706.07(f).

Extensions of time may be obtained under 37 CFR 1.136(a). The date on which the petition under 37 CFR 1.136(a) and the appropriate extension fee have been filed is the date for purposes of determining the period of extension and the corresponding amount of the fee. The appropriate extension fee under 37 CFR 1.17(a) is calculated from: (1) the expiration date of the shortened statutory period for reply originally set in the final Office action; or (2) as set forth in (b) or (c) above, if checked. Any reply received by the Office later than three months after the mailing date of the final rejection, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

NOTICE OF APPEAL

2. ☐ The Notice of Appeal was filed on _____. A brief in compliance with 37 CFR 41.37 must be filed within two months of the date of filing the Notice of Appeal (37 CFR 41.37(a)), or any extension thereof (37 CFR 41.37(e)), to avoid dismissal of the appeal. Since a Notice of Appeal has been filed, any reply must be filed within the time period set forth in 37 CFR 41.37(a).

AMENDMENTS

3. ☒ The proposed amendments filed after a final rejection, but prior to the date of filing a brief, will not be entered because
   a) ☒ They raise new issues that would require further consideration and/or search (see NOTE below);
   b) ☐ They raise the issue of new matter (see NOTE below);
   c) ☐ They are not deemed to place the application in better form for appeal by materially reducing or simplifying the issues for appeal; and/or
   d) ☐ They present additional claims without canceling a corresponding number of finally rejected claims.
   NOTE: _____. (See 37 CFR 1.116 and 41.33(a)).
4. ☐ The amendments are not in compliance with 37 CFR 1.121. See attached Notice of Non-Compliant Amendment (PTOL-324).
5. ☐ Applicant's reply has overcome the following rejection(s): _____.
6. ☐ Newly proposed or amended claim(s) _____ would be allowable if submitted in a separate, timely filed amendment canceling the non-allowable claim(s).
7. ☒ For purposes of appeal, the proposed amendment(s): (a) ☒ will not be entered, or (b) ☐ will be entered, and an explanation of how the new or amended claims would be rejected is provided below or appended.

AFFIDAVIT OR OTHER EVIDENCE

8. ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.
9. ☐ The affidavit or other evidence filed after final action, but before or on the date of filing a Notice of Appeal will not be entered because applicant failed to provide a showing of good and sufficient reasons why the affidavit or other evidence is necessary and was not earlier presented. See 37 CFR 1.116(e).
10. ☐ The affidavit or other evidence filed after the date of filing the Notice of Appeal, but prior to the date of filing a brief, will not be entered because the affidavit or other evidence failed to overcome all rejections under appeal and/or appellant fails to provide a showing of good and sufficient reasons why it is necessary and was not earlier presented. See 37 CFR 41.33(d)(1).
11. ☐ The affidavit or other evidence is entered. An explanation of the status of the claims after entry is below or attached.

REQUEST FOR RECONSIDERATION/OTHER

12. ☒ The request for reconsideration has been considered but does NOT place the application in condition for allowance because: See Continuation Sheet.
13. ☐ Note the attached Information *Disclosure Statement*(s). (PTO/SB/08) Paper No(s). _____
14. ☐ Other: _____.

STATUS OF CLAIMS

15. The status of the claim(s) is (or will be) as follows:
    Claim(s) allowed: .
    Claim(s) objected to: .
    Claim(s) rejected: 1-3,5-7,9-11 and 13-23.
    Claim(s) withdrawn from consideration: .

/DAVID L LEWIS/ Supervisory Patent Examiner, Art Unit 3714	/S. H./ Examiner, Art Unit 3714

Continuation of 12. does NOT place the application in condition for allowance because: the added claim limitations would require further search and consideration. Thus the claims remained rejected as set forth in the final office action dated/mailed July 09, 2015..

Twitch Interactive EX1035 Page 327
Twitch Interactive v. CP Studios IPR2026-00397

IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

APPLICANTS:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Shauna-Kay N. Hall
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

DO NOT ENTER: /SH/

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Pacific Time Zone of the United States on the local date shown below:

Dated: September 15, 2015 By: /Greg T. Sueoka/

Greg T. Sueoka, Reg. No. 33,800

COMMISSIONER FOR PATENTS
P.O. BOX 1450
ALEXANDRIA, VA 22313-1450

AMENDMENT B

Responsive to the Final Office Action mailed on July 9, 2015, which sets a shortened statutory period for response that expires on October 9, 2015, please enter the following amendment and consider the following remarks.

Twitch Interactive EX1035 Page 328
Twitch Interactive v. CP Studios IPR2026-00397

Doc code: RCEX
Doc description: Request for Continued Examination (RCE)

PTO/SB/30EFS (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

REQUEST FOR CONTINUED EXAMINATION(RCE)TRANSMITTAL
(Submitted Only via EFS-Web)

Application Number	13/889,266	Filing Date	2013-05-07	Docket Number (if applicable)	10177-04252 US	Art Unit	3714
First Named Inventor	Brian Joseph Wiklem			Examiner Name	Shauna-Kay N. Hall		

This is a Request for Continued Examination (RCE) under 37 CFR 1.114 of the above-identified application.
Request for Continued Examination (RCE) practice under 37 CFR 1.114 does not apply to any utility or plant application filed prior to June 8 1995, or to any design application. The Instruction Sheet for this form is located at WWW.USPTO.GOV

SUBMISSION REQUIRED UNDER 37 CFR 1.114

Note: If the RCE is proper, any previously filed unentered amendments and amendments enclosed with the RCE will be entered in the orde in which they were filed unless applicant instructs otherwise. If applicant does not wish to have any previously filed unentered amendment(s entered, applicant must request non-entry of such amendment(s).

☒ Previously submitted. If a final Office action is outstanding, any amendments filed after the final Office action may be considered as a submission even if this box is not checked.

☐ Consider the arguments in the Appeal Brief or Reply Brief previously filed on _____

☒ Other Amendment B filed September 15, 2015

☐ Enclosed

☐ Amendment/Reply

☐ Information Disclosure Statement (IDS)

☐ Affidavit(s)/ Declaration(s)

☐ Other _____

MISCELLANEOUS

☐ Suspension of action on the above-identified application is requested under 37 CFR 1.103(c) for a period of months _____ (Period of suspension shall not exceed 3 months; Fee under 37 CFR 1.17(i) required)

☐ Other _____

FEES

☐ **The RCE fee under 37 CFR 1.17(e) is required by 37 CFR 1.114 when the RCE is filed.**
The Director is hereby authorized to charge any underpayment of fees, or credit any overpayments, to Deposit Account No _____

SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT REQUIRED

☒ Patent Practitioner Signature

☐ Applicant Signature

EFS - Web 2.1.15

PTO/SB/30EFS (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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Signature of Registered U.S. Patent Practitioner			
Signature	/Lance Topham/	Date (YYYY-MM-DD)	2015-10-08
Name	Lance Topham	Registration Number	70276

This collection of information is required by 37 CFR 1.114. The information is required to obtain or retain a benefit by the public which is t file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Tim will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions fo reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450.

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the informatio solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record ma be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Lance Adrian Topham/Jodee Butler
Attorney Docket Number:	10177-04252 US

Filed as Small Entity

Filing Fees for Utility under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Request for Continued Examination	2801	1	600	600
		Total in USD ($)		**600**

Electronic Acknowledgement Receipt

EFS ID:	23734442
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Lance Adrian Topham
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	08-OCT-2015
Filing Date:	07-MAY-2013
Time Stamp:	16:40:46
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$600
RAM confirmation Number	3573
Deposit Account	
Authorized User	
The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Request for Continued Examination (RCE)	04252US_20151008_RCE.pdf	697933 58359518cc242154c505bc41b4ce67df75cf4dd4	no	3
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	30739 386febd1ce2ce8c7647a2c7ec7dd39488c862784	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	728672		

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New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/08a (01-10)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N Hall
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20120072855	A1	2012-03-22	BALDWIN, Robert et al.	

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	13889266
	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Shauna-Kay N Hall
	Attorney Docket Number	10177-04252 US

	1		☐

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EXAMINER SIGNATURE

Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-10-08
Name/Print	Paige M. Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	23738073
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	08-OCT-2015
Filing Date:	07-MAY-2013
Time Stamp:	23:35:39
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Form (SB08)	04252US_IDS.pdf	612014 c793ae79cfefa0b8681eff910da23a6812cb224b	no	4

Warnings:	
Information:	

Total Files Size (in bytes):	612014

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 03/30/2016

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
03/30/2016	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

docketing@patentlawworks.net
patents@patentlawworks.net

Office Action Summary	Application No. 13/889,266	Applicant(s) WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTHS FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *10/08/2015*.

☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims*

5)☒ Claim(s) _____ is/are pending in the application.

5a) Of the above claim(s) _____ is/are withdrawn from consideration.

6)☐ Claim(s) _____ is/are allowed.

7)☒ Claim(s) *1-3, 5-7, 9-11, and 13-23* is/are rejected.

8)☐ Claim(s) _____ is/are objected to.

9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

* If any claims have been determined allowable, you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

Application Papers

10)☐ The specification is objected to by the Examiner.

11)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

Certified copies:

a)☐ All b)☐ Some** c)☐ None of the:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

** See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)

2) ☒ Information Disclosure Statement(s) (PTO/SB/08a and/or PTO/SB/08b) Paper No(s)/Mail Date *08/12/2015, 10/08/2015*.

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

4) ☐ Other: _____.

DETAILED ACTION

Notice of Pre-AIA or AIA Status

1. The present application is being examined under the pre-AIA first to invent provisions.

Continued Examination Under 37 CFR 1.114

2. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on October 08, 2015 has been entered.

Status of Claims

3. This action is a non-final in reply to the communication filed on October 08, 2015.

4. Claims 1-3, 5-7, 9-11, and 13-23 are currently pending and have been examined.

Claim Objections

5. Claim 9 is objected to because of the following informalities: in lines 17-18 it repeats the word "and" twice. Appropriate correction is required.

Information Disclosure Statement

6. The information disclosure statement (IDS) submitted on August 12, 2015 and October 08, 2015 was filed after the mailing date of the initial disclosure on May 07, 2013. The

submission is in compliance with the provisions of 37 CFR 1.97. Accordingly, the information disclosure statement is being considered by the examiner.

Claim Rejections - 35 USC § 112

7. The following is a quotation of the first paragraph of 35 U.S.C. 112(a):

> (a) IN GENERAL.—The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same, and shall set forth the best mode contemplated by the inventor or joint inventor of carrying out the invention.
>
> The following is a quotation of the first paragraph of pre-AIA 35 U.S.C. 112:
>
> The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same, and shall set forth the best mode contemplated by the inventor of carrying out his invention.

8. Claims 5-7, 17-19, 9-11 and 20-23 are rejected under 35 U.S.C. 112(a) or 35 U.S.C. 112 (pre-AIA), first paragraph, as failing to comply with the written description requirement. The claim(s) contains subject matter which was not described in the specification in such a way as to reasonably convey to one skilled in the relevant art that the inventor or a joint inventor, or for pre-AIA the inventor(s), at the time the application was filed, had possession of the claimed invention. Claim 5 as amended recite "…facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface *concurrently* and a two-dimensional user interface" and Claim 9 as amended recite "…facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three dimensional user

interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate *concurrently*". There is insufficient support for the concurrently feature in the disclosure. The specification states in paragraph 0011: "The flexible architecture permits concurrent "solo" play by a player or gamer, collaborative and competitive play by multiple players. The flexible architecture has user interfaces that are configured to provide different experiences for different players, including for example, a three-dimensional user experience." In paragraph 0091, it recites "The method 400 then proceeds to the next block 404 and may include one or more operations to perform an action within the game (for example, displayed as a two-dimensional or three-dimensional display)." However, it does not support a concurrently feature or for the user interfaces to operate concurrently. Appropriate correction is required.

9. The following is a quotation of 35 U.S.C. 112(b):

> (b) CONCLUSION.—The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the inventor or a joint inventor regards as the invention.

The following is a quotation of 35 U.S.C. 112 (pre-AIA), second paragraph:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

10. Claim 1-11 and 22-33 are rejected under 35 U.S.C. 112(b) or 35 U.S.C. 112 (pre-AIA), second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which the inventor or a joint inventor, or for pre-AIA the applicant regards as the invention.

Claim 5-7 and 17-19 are rejected as being indefinite because the recitation "facilitate variable and distinct user experiences based on a particular interface to the video gaming application including *at least one of a three-dimensional user interface concurrently* and *a two-dimensional user interface*" is unclear. It appears that Applicant intended the user interfaces to include at least one of a two-dimensional interface and a three-dimensional user interface and possibly the user interfaces acting concurrently. Appropriate clarification is required. For the purposes of examination and what can be reasonable interpreted from Applicant's specification, Examiner will interpret this limitation as the user interface being a three-dimensional user interface **or** a two-dimensional user interface.

Claim Rejections - 35 USC § 101

11. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

12. Claims 1-3, 5-7, 9-11, and 13-23 are rejected under 35 U.S.C. 101 because the claimed invention is directed to non-statutory subject matter.

The claimed invention is directed to non-statutory subject matter because the claim(s) as a whole, considering all claim elements both individually and in combination, do not amount to significantly more than an abstract idea.

A patent may be obtained for "any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof." 35 U.S.C. §101. The Supreme Court has held that this provision contains an important implicit exception: laws of

nature, natural phenomena, and abstract ideas are not patentable. *Alice Corp. Pty. Ltd. v. CLS Bank Int'l*, 134 S. Ct. 2347, 2354 (2014); *Gottschalk v. Benson*, 409 U.S. 63, 67 (1972) ("Phenomena of nature, though just discovered, mental processes, and abstract intellectual concepts are not patentable, as they are the basic tools of scientific and technological work."). Notwithstanding that a law of nature or an abstract idea, by itself, is not patentable, the application of these concepts may be deserving of patent protection. *Mayo Collaborative Servs. v. Prometheus Labs., Inc.*, 132 S. Ct. 1289, 1293–94 (2012). In *Mayo*, the Court stated that "to transform an unpatentable law of nature into a patent eligible *application* of such a law, one must do more than simply state the law of nature while adding the words 'apply it.'" *Mayo*, 132 S. Ct. at 1294 (citation omitted).

In *Alice*, the Supreme Court reaffirmed the framework set forth previously in *Mayo* "for distinguishing patents that claim laws of nature, natural phenomena, and abstract ideas from those that claim patent-eligible applications of these concepts." *Alice*, 134 S. Ct. at 2355. The first step in the analysis is to "determine whether the claims at issue are directed to one of those patent-ineligible concepts." *Id.* If the claims are directed to a patent-ineligible concept, then the second step in the analysis is to consider the elements of the claims "individually and 'as an ordered combination'" to determine whether there are additional elements that "'transform the nature of the claim' into a patent-eligible application." *Id.* (quoting *Mayo*, 132 S. Ct. at 1298, 1297). In other words, the second step is to "search for an 'inventive concept'– *i.e.*, an element or combination of elements that is 'sufficient to ensure that the patent in practice amounts to significantly more than a patent upon the [ineligible concept] itself.'" *Id.* (brackets in original) (quoting *Mayo*, 132 S. Ct. at 1294). The prohibition against patenting an abstract idea "cannot be

circumvented by attempting to limit the use of the formula to a particular technological environment or adding insignificant post-solution activity." *Bilski v. Kappos*, 561 U.S. 593, 610–11 (2010) (citation and internal quotation marks omitted). The Court in *Alice* noted that "'[s]imply appending conventional steps, specified at a high level of generality,' was not '*enough*' [in *Mayo*] to supply an 'inventive concept.'" *Alice*, 134 S. Ct. at 2357 (quoting *Mayo*, 132 S. Ct. at 1300, 1297, 1294).

Claims 1-3, 5-7, 9-11, and 13-23 are directed to a computer-implemented method, a computer program product comprising a computer useable medium, and a system for implementing a video gaming application. The claimed invention is directed to non-statutory subject matter because the claim(s) as a whole, considering all claim elements both individually and in combination, do not amount to significantly more than an abstract idea. The claim(s) is/are directed to: "...providing access by one or more players to the video gaming application **operated on at least one of a social network server**, a third party server, and an application provided on electronic devices used by the one or more players; providing **an interface to the video gaming application** via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; facilitating **variable and distinct user experiences based on a particular interface** established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface; **receiving, via the social network server, one or more social network interactions** from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players. Certain

dependent claims further refine the abstract idea, for instance, further defining the one or more social network interactions (e.g., claims 2, 613-15, 17-19), modify play based on social network interactions from one or more players (e.g., claims 3, 7, 11, 16). The abstract idea of the recited claim limitations may be viewed, for example, as a method of managing a game or a method of organizing certain human activities.

The additional element(s) or combination of elements in the claim(s) other than the abstract idea per se amount(s) to no more than: a social network server, a third party server, electronic devices, a mobile device interface, a gaming console interface, a browser interface, a computer program product comprising a computer useable medium, a processor, a memory, and/or a system. Viewed as a whole, these additional claim element(s) do not provide meaningful limitation(s) to transform the abstract idea into a patent eligible application of the abstract idea such that the claim(s) amounts to significantly more than the abstract idea itself. Therefore, the claim(s) are rejected under 35 U.S.C. 101 as being directed to non-statutory subject matter. See *Alice Corporation Pty. Ltd. v. CLS Bank International, et al.,* 573 U.S. __ (2014).

Claim Rejections - 35 USC § 102

13. The following is a quotation of the appropriate paragraphs of pre-AIA 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the

> applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

14. Claims 1-3, 5-7, 9-11, 13-15, 17-18, and 20-22 are rejected under pre-AIA 35 U.S.C. 102(e) as being anticipated by U.S. Patent Application Publication 2013/0035164 to Osvald et al. ("Osvald").

15. Regarding Claim 1, (Currently Amended) Osvald discloses a computer-implemented method using one or more computing devices for implementing a video gaming application (figure 1), comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figure 1 and ¶¶ 14-17 discloses a network for a social MMO game; a personal computing device 102 connected to a network 101 with a website 103 hosting the MMO game and a social network also hosting the game);

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (figure 1 and ¶¶ 14, 17, 26, 29-33 discloses various interfaces in which the video gaming application can be executed on or accessed via the player personal computing device 102);

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user

interface and a two-dimensional user interface (figure 1 and ¶¶ 14, 16-18, 26, 29-33 discloses different interfaces in which the game can be accessed and/or executed);

receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more placers share an affinity in a social network (figures 2A-2B, 4A and ¶¶ 19-22, 24-26, 28-33 discloses software running on one or more webservers at website 103 (e.g., Zynga) receives a player's request for assistance with a game task in massively multiplayer online (MMO) game (e.g., raising a barn in FarmVille), in operation 201. In operation 202, the software broadcasts the player's request (e.g., through a game graphic and/or notification) for assistance to persons associated with the requesting player through a team roster, a contact or buddy list, or an online social graph (or network). In an example embodiment, the persons associated with the requesting player might be the player's Facebook friends who are players of the MMO game or, more generally, the player's Facebook friends. Also, in an example embodiment, the request might be broadcast using an application programming interface (API) exposed by software running on a social networking website or social media website depicted as website 106 in FIG. 1; In operation 203, the software determines whether the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are players of the MMO) respond to the request for assistance (e.g., by clicking on the graphic representing the request) within a time period that is either pre-determined or dynamically determined, e.g., at runtime; in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or

enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively within the time period) (the friends of the requesting player responding and/or not responding negatively is the social interactions of the non-players associated with player and sharing an affinity with the player (they are part of his/her friend's list)); and

modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players (¶¶ 19-22, 24-26, 28-33 discloses in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively within the time period)(depending on the non-players response, the game gets modified by the gaming system by way of completing the task of the requesting player)).

16. Regarding Claim 2, (Original) Osvald discloses the computer-implemented method of claim 1, further comprising: posting one or more events from the video gaming application to the social network server (¶¶ 19-20, 24 discloses the software broadcasts the player's request (e.g., through a game graphic and/or notification) for assistance to persons associated with the requesting player through a team roster, a contact or buddy list, or an online social graph (or network)). Claims 6 and 10 are also similarly rejected for the same reasons above.

17. Regarding Claim 3, (Original) Osvald discloses the computer-implemented method of claim 1, further comprising: modifying play of the video gaming application based on social network interactions from the one or more players (¶¶ 25). Claims 7 and 11 are rejected for the same reasons above.

18. Regarding Claim 5, (Currently Amended) Osvald discloses a computer program product comprising a computer useable medium including a computer readable program (¶ 38), wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figure 1 and ¶¶ 14-17 discloses a network for a social MMO game; a personal computing device 102 connected to a network 101 with a website 103 hosting the MMO game and a social network also hosting the game);

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (figure 1 and ¶¶ 14, 17, 26, 29-33 discloses various interfaces in which the video gaming application can be executed on or accessed via the player personal computing device 102);

facilitate variable and distinct user experiences based on a particular interface to the video gaming application including at least one of a three-dimensional user interface concurrently and a two-dimensional user interface (figure 1 and ¶¶ 14, 16-18, 26, 29-33 discloses different interfaces in which the game can be accessed and/or executed);

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network (figures 2A-2B, 4A and ¶¶ 19-22, 24-26, 28-33 discloses software running on one or more webservers at website 103 (e.g., Zynga) receives a player's request for assistance with a game task in massively multiplayer online (MMO) game (e.g., raising a barn in FarmVille), in operation 201. In operation 202, the software broadcasts the player's request (e.g., through a game graphic and/or notification) for assistance to persons associated with the requesting player through a team roster, a contact or buddy list, or an online social graph (or network). In an example embodiment, the persons associated with the requesting player might be the player's Facebook friends who are players of the MMO game or, more generally, the player's Facebook friends. Also, in an example embodiment, the request might be broadcast using an application programming interface (API) exposed by software running on a social networking website or social media website depicted as website 106 in FIG. 1; In operation 203, the software determines whether the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are players of the MMO) respond to the request for assistance (e.g., by clicking on the graphic representing the request) within a time period that is either pre-determined or dynamically determined, e.g., at runtime; in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively

within the time period) (the friends of the requesting player responding and/or not responding negatively is the social interactions of the non-players associated with player and sharing an affinity with the player (they are part of his/her friend's list)); and

modify play of the video gaming application based on social network interactions from the one or more non-players (¶¶ 19-22, 24-26, 28-33 discloses in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively within the time period)(depending on the non-players response, the game gets modified by the gaming system by way of completing the task of the requesting player)).

19. Regarding Claim 9, (Currently Amended) Osvald discloses a system comprising:

a processor (¶¶ 4-6), and;

a memory storing instructions that, when executed (¶¶15-16), cause the system to:

provide access by one or more players to a video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players (figure 1 and ¶¶ 14-17 discloses a network for a social MMO game; a personal computing device 102 connected to a network 101 with a website 103 hosting the MMO game and a social network also hosting the game);

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface (figure 1 and ¶¶ 14, 17, 26, 29-33 discloses various interfaces in which the video gaming application can be executed on or accessed via the player personal computing device 102);

facilitate variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently (figure 1 and ¶¶ 14, 16-18, 26, 29-33 discloses different interfaces in which the game can be accessed and/or executed);

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network (figures 2A-2B, 4A and ¶¶ 19-22, 24-26, 28-33 discloses software running on one or more webservers at website 103 (e.g., Zynga) receives a player's request for assistance with a game task in massively multiplayer online (MMO) game (e.g., raising a barn in FarmVille), in operation 201. In operation 202, the software broadcasts the player's request (e.g., through a game graphic and/or notification) for assistance to persons associated with the requesting player through a team roster, a contact or buddy list, or an online social graph (or network). In an example embodiment, the persons associated with the requesting player might be the player's Facebook friends who are players of the MMO game or, more generally, the player's Facebook friends. Also, in an example embodiment, the request might be broadcast using an application programming interface (API) exposed by software running on a social networking website or social media website depicted as website 106 in FIG.

1; In operation 203, the software determines whether the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are players of the MMO) respond to the request for assistance (e.g., by clicking on the graphic representing the request) within a time period that is either pre-determined or dynamically determined, e.g., at runtime; in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively within the time period) (the friends of the requesting player responding and/or not responding negatively is the social interactions of the non-players associated with player and sharing an affinity with the player (they are part of his/her friend's list)); and

modify play of the video gaming application based on social network interactions from the one or more non-players (¶¶ 19-22, 24-26, 28-33 discloses in operation 204, the software assigns completion of the game task to the requesting player and notifies the requesting player using an automated apparent response indicating the requested assistance was provided (e.g., by one or more of the persons associated with the requesting player) if: (1) all or enough of the persons associated with the requesting player (e.g., the requesting player's Facebook friends who are also playing the MMO game) do not respond or respond negatively within the time period)(depending on the non-players response, the game gets modified by the gaming system by way of completing the task of the requesting player)).

20. Regarding Claim 13, (Previously Presented) Osvald discloses the method of claim 2, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server (¶¶ 19-20 discloses the requesting player might post a status update to his/her profile and/or stream indicating frustration with the lack of response to the request for assistance). Claims 17 and 20 are similarly rejected for the same reason above.

21. Regarding Claim 14, (Previously Presented) Osvald discloses the method of claim 2, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server (¶¶ 19-20, 29-33). Claim 21 is similarly rejected for the same reason.

22. Regarding Claim 15, (Previously Presented) Osvald discloses the method of claim 2, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application (¶¶ 18-25, 28-33). Claims 18 and 22 are similarly rejected for the same reason.

Claim Rejections - 35 USC § 103

23. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the

> subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

24. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under pre-AIA 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

25. Claims 16, 19, and 23 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication 2013/0035164 to Osvald et al. (“Osvald”) in view of U.S. Patent Application Publication 2008/0004117 to Stamper et al. ("Stamper").

26. Regarding Claim 16, (Previously Presented) Osvald discloses the method of claim 1, but does not explicitly disclose further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.
Stamper discloses a method of playing a game in which a player sends a request for assistance during a game from other gamers. Stamper discloses further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of

the video gaming application includes modifying play of the video gaming application based on the selection (¶¶16-17, 19, 24 discloses the gamer may, however, reach a stage in the game where they require some assistance (e.g. to complete a level, capture an object, defeat an enemy etc). The gamer therefore initiates a call for help, which may be initiated during game play or whilst game play is paused. The call may be initiated from within the game or externally to the game; when the player joins the game, the game then changes). Osvald discloses a massively multiplayer online (MMO) game website receives a request for assistance with a game task from a first player of a MMO game. Stamper discloses a game in which during play of the game a player may request assistance of another player. It would have been obvious to one of ordinary skill in the art at the time of Applicant's invention to incorporate the features of receiving a selection during the game and that selection modifies the game as disclosed in Stamper with the gaming system of Osvald to further enhance play of the game and increase player enjoyment during play of the game.

27. Regarding Claim 19, (Previously Presented) Osvald in view of Stamper discloses the computer program product of claim 5, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection (Stamper, ¶¶16-17, 19, 24).

28. Regarding Claim 23, (Previously Presented) Osvald in view of Stamper discloses the system of claim 9, further comprising receiving a selection from the one or more players

indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection (Stamper, ¶¶16-17, 19, 24).

Response to Arguments/Remarks

29. Applicant's arguments filed October 08, 2015 with regards to the 35 U.S.C. 101 rejections have been fully considered but they are not persuasive.

30. Applicant's addresses the rejections under 35 U.S.C. 101 rejection on pages 9-11 of the Remarks section. Applicant contends that particular elements of the claim, as recited above, is not merely an abstract notion of managing a game but rather applies several concrete computer-implemented acts. These methods are inextricably tied to the operation of a computer, amount to more than managing a game and provide a flexible computer architecture that improves the functioning of the system. The Examiner respectfully disagrees.

The limitations of the claim are directed to "….providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players; providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; facilitating variable and distinct user experiences based on a particular interface established to the video gaming application including at least one of a three-dimensional user interface and a two-dimensional user interface; receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users

with whom the one or more placers share an affinity in a social network; and modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players." Here the claimed invention includes managing steps of the game and social activities within the play of the game. Furthermore, in receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and modifying play of the video gaming application based on social network interactions from the one or more non-players, shows that the claimed invention encompasses providing a game to a human player, whereby the human player must necessarily perform certain operations in order to participate. In addition to the other limitations of the game, it demonstrates that the game requires certain rules dictating the actions to be taken by participants, and non-participants in receiving social interactions. These features are clearly required by one or more claims, and thus the claimed invention is also directed to organizing human activity in the form of playing a game. The claimed invention clearly provides additional features (e.g., a social network server, a third party server, electronic devices, a mobile device interface, a gaming console interface, a browser interface, a computer program product comprising a computer useable medium, a processor, a memory, and/or a system) beyond the abstract idea, though these features read on a generic computer which the courts have repeatedly found is not "enough" to transform the abstract idea into a patent-eligible application. Limiting the use of an abstract idea "to a particular technological environment" is not enough for patent eligibility (see *Bilski v. Kappos*). The Court in *Alice* noted that "'[s]imply appending conventional steps, specified at a high level of generality,' was not '*enough*' [in *Mayo*] to supply an 'inventive concept.'" *Alice*, 134 S. Ct. at

2357 (quoting *Mayo*, 132 S. Ct. at 1300, 1297, 1294). Thus, in light of the above analysis, the claimed invention of claims 1-3, 5-7, 9-11, and 13-23 are patent ineligible under § 101.

31. Applicant's arguments filed September 15, 2015 with regards to the 35 U.S.C. 103(a) rejections have been fully considered but they are moot because the arguments do not apply to any of the references used in the current rejection.

Conclusion

32. Claims 1-3, 5-7, 9-11, and 13-23 are examined above.

33. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure and is provided in the Notice of References cited.

34. Any inquiry concerning this communication or earlier communications from the examiner should be directed to SHAUNA-KAY HALL whose telephone number is (571)270-1419. The examiner can normally be reached on Monday - Friday 8am - 5pm EST.

35. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, David Lewis can be reached on (571) 272-7673. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/S. H./
Examiner, Art Unit 3714
/DAVID L LEWIS/
Supervisory Patent Examiner, Art Unit 3714

Notice of References Cited	Application/Control No. 13/889,266	Applicant(s)/Patent Under Reexamination WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-2013/0035164 A1	02-2013	Osvald; John	A63F13/12	463/42
*	B	US-2007/0087797 A1	04-2007	Van Luchene; Andrew Stephen	A63F13/12	463/1
*	C	US-2013/0103447 A1	04-2013	Melander; Greg Scott	G06Q50/01	705/7.15
*	D	US-2008/0004117 A1	01-2008	Stamper; Timothy	G07F17/32	463/42
*	E	US-2014/0004951 A1	01-2014	Kern; Mark	A63F13/86	463/42
	F	US-				
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*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N Hall
Attorney Docket Number	10177-04252 US

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	1	20120072855	A1	2012-03-22	BALDWIN, Robert et al.	

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Receipt date: 10/08/2015	Application Number	13889266	13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Shauna-Kay N Hall	
	Attorney Docket Number	10177-04252 US	

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EXAMINER SIGNATURE

Examiner Signature	/Shauna-kay Hall/	Date Considered	03/02/2016

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Receipt date: 10/08/2015			
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99**)	Application Number	13889266	13889266 - GAU: 3714
	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Shauna-Kay N Hall	
	Attorney Docket Number	10177-04252 US	

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-10-08
Name/Print	Paige M. Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

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Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	Art Unit
	SHAUNA-KAY HALL	3714

CPC- SEARCHED		
Symbol	Date	Examiner
A63F9/24	10/29/2014	
A63F13/00,12,33	10/29/2014	

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner
463	31	10/29/2014	

SEARCH NOTES		
Search Notes	Date	Examiner
Inventor name search for double patenting	10/29/2014	SH
PLUS search (requested, received, reviewed)	10/29/2014	SH
EAST: keyword search in combination with class/subclass	10/29-11/02/2014	SH
EAST: searched related patents/applications	10/29-11/02/2014	SH
EAST: forward/backward citation search	10/29-11/02/2014	SH
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EAST: updated search results	03/09-03/10/2016	SH

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

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Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	7955175		2011-06-07	Holloway et al.	

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20090307226		2009-12-10	Koster et al.	
	2	20110201414		2011-08-18	Barclay et al.	

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Examiner Initials* /S.H./

Receipt date: 08/12/2015	Application Number	13889266 13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Shauna-Kay N. Hall
	Attorney Docket Number	10177-04252 US

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
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EXAMINER SIGNATURE

Examiner Signature	/Shauna-kay Hall/	Date Considered	03/02/2016

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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Receipt date: 08/12/2015	Application Number	13889266	13889266 - GAU: 3714
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99**)	Filing Date	2013-05-07	
	First Named Inventor	Brian Joseph Wiklem	
	Art Unit	3714	
	Examiner Name	Shauna-Kay N. Hall	
	Attorney Docket Number	10177-04252 US	

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☒ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2015-08-12
Name/Print	Paige M. Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

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EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S2	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S3	48	("5690337" "5911419" "5944316" "6905414" "7677970" "8066568" "8066568" "8109821" "8177634" "8182346" "8187087" "8187101" "8192289" "8246466" "8277324" "8360870" "8366550" "8403740" "8414387" "8512150" "8585503" "8613650" "8641519" "8651961" "8657668" "8684828" "8715077" "20060121971" "20060121990" "20060135264" "20070082738" "20070218980" "20080102916" "20090170608" "20090170610" "20090170611" "20090170612" "20090170613" "20090170614" "20090176560" "20090176564" "20090176578" "20090176579" "20090176580" "20100056280" "20120122561" "20120122564" "20120142429" "20120238353").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S4	50	("8230456" "8764568" "20120214564" "20130244778" "20130337975" "8226476" "8392206" "8444490" "8480494" "8496531" "8754905" "8777726" "8827814" "8849253" "20080009344" "20100113148" "20110298618" "20120013622" "20120107787" "20120184362" "20120220373" "20120225720" "20130084989" "20130165199" "20130165210" "20130165234" "20130198009" "20130260872" "20140038697" "20140038709" "20140047355" "20140047488" "20140068461" "20140115032" "20140172975" "20140258419" "20140287821" "7827276" "8066571" "8381240" "8393948" "8671019" "8672744" "8758102" "8793615" "8814693" "8848507" "8850035" "20090172186" "20100157816").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S5	3	("20100216553" | "20110212769").PN. OR ("8480494").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 09:29
S6	47	("20020086730" | "20040143852" |	US-PGPUB;	OR	ON	2014/10/29

		"20050137015" | "20060121990" | "20060148545" | "20080146338" | "20080229215" | "20080261697" | "20080318687" | "20090088233" | "20090111576" | "20090118015" | "20090253512" | "20090309891" | "20100035692" | "20100064307" | "20100081504" | "20100113148" | "20100227682" | "20100229235" | "20100251141" | "20100262958" | "20100321389" | "20110178978" | "20110219422" | "20110244954" | "20110298827" | "20120009998" | "20120021825" | "20120030249" | "20120050286" | "20120054337" | "20120110099" | "20120151060" | "20120172131" | "20120233076" | "20120264509" | "20120289328" | "20120302350" | "20130203509" | "5926179" | "6758754" | "7824253" | "7903109" | "7979574" | "8328639" | "8562440").PN. OR ("8814693").URPN.	USPAT; USOCR			10:30
S7	0	multiplayer with online with game with (distinct or individualized) with experience	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S8	293	multiplayer with online with video with game	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S9	176054	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:00
S10	91	S9 and S8	US-PGPUB; USPAT	OR	ON	2014/10/29 11:01
S11	69	S10 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:02
S12	7	two with three with (dimension or dimensional) with (game gaming games) with multiple with devices	US-PGPUB; USPAT	OR	ON	2014/10/29 11:13
S13	481	(two with three with (dimension or dimensional) with video with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:16
S14	9646	(A63F9/24.cpc.) or (A63F13/00,12.cpc.) or (A63F13/30,31,32,33,335,35,45.cpc.)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S15	67	S13 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S16	51	S15 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S17	150	(two with three with (dimension or dimensional) with interface with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S18	16	S17 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S19	2532	two with three with (dimension or dimensional) with (game gaming games)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S20	419	S19 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26

S21	0	S20 and (multiple with players with social with network with interactions)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S22	0	S20 and (multiple with players with social with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S23	52	S20 and (multiple with players with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S24	4	(("20110169927") or ("20110221745") or ("20070011617") or ("20120225720")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 14:37
S25	377	(change changing modify modifying) with (game gaming) with player with interactions	US-PGPUB; USPAT	OR	ON	2014/10/29 14:46
S26	1	((change changing modify modifying) with (game gaming) with player with interactions) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:47
S27	19	((change changing modify modifying) with (game gaming) with player) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:48
S28	0	((change changing modify modifying) with (game gaming) with player with performance) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S29	104	((change changing modify modifying) with (game gaming) with (social near2 network))	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S30	11	S29 and (non-players and players)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:51
S31	4	("20110212767").PN. OR ("8328643").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 14:53
S32	2	(("20100216553") or ("20100062840")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 15:07
S33	167	(social with network with server) AND (third with party with server) AND (multiplayer)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:19
S34	2214	different with player with interface	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S35	12	S33 and S34	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S36	219	(social with network with server) AND (multiplayer) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:22
S37	94	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S38	0	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with non-player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23

S39	113	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S40	10	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:25
S41	11	(social with network with server) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:26
S42	0	(social with network with server) with ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:27
S43	1	(social with network with server) with ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S44	368	(social with network with server) AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S45	9	S44 AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:29
S46	1313	(two-dimensional with user with interface) AND (three-dimensional with user with interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:31
S47	813	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S48	484	(social with network with server) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S49	0	S47 and S48	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S50	5612	(social with network with server) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S51	0	S47 and S49	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S52	349	(multiplayer with online with (game gaming games) with network) AND	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33

		@ad<="20120507"				
S53	0	S47 and S52	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S54	0	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (multiplayer with gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S55	338	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S56	16	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S57	1	("20090088239").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 10:33
S58	1	("20130184064").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 12:21
S59	217	(2D with 3D) near2 (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S60	0	S59 and (multiplayer with online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S61	2	S59 and (online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S62	48	("20020003537" | "20020022518" | "20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" | "20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/30 12:50
S63	1102	online with video with network with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S64	5146	(post posting) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S65	20	modify with (game gaming) with play with interaction$2	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S66	36	S63 and S64	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S67	0	S66 and S65	US-PGPUB;	OR	ON	2014/10/30

			USPAT			12:57
S68	6	("7079174" | "7371163" | "6204876" | "20040058715" | "7193629" | "7463257").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:08
S69	39	("20010039212" | "20020165028" | "20040012671" | "5184830" | "5393073" | "5577960" | "5682171" | "5903257" | "6055013" | "6132315" | "6139433" | "6241610" | "6296570" | "6314483" | "6478679" | "6570563").PN. OR ("7371163").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/11/01 14:11
S70	5	("20040077401" | "20050037843" | "20060148553" | "20070117626" | "6908381").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:28
S71	19	two-dimensional with three-dimensional with (game gaming) with simultaneously	US-PGPUB; USPAT	OR	ON	2014/11/01 14:59
S72	0	two-dimensional with three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S73	0	three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S74	17	three-dimensional with (game gaming) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S75	6	13/079775	US-PGPUB; USPAT	OR	ON	2014/11/01 15:30
S76	20	US-20070281780-$.DID. OR US-20080113745-$.DID. OR US-20110201404-$.DID. OR US-7311607-$.DID. OR US-7841944-$.DID. OR US-7951001-$.DID. OR US-8210922-$.DID. OR EP-0727245-$.DID. OR EP-2082381-$.DID. OR US-1331018-$.DID.	US-PGPUB; USPAT; USOCR; FPRS; EPO; DERWENT; IBM_TDB	OR	ON	2014/11/01 15:37
S77	8	(("20100062840") or ("20130184064") or ("20080303746") or ("20080318687") or ("20080280684") or ("7115031") or ("20090191965") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/01 16:44
S78	1609	(modify modification change alter) with (game gaming) with (player near10 (action actions event events))	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S79	230	S78 and (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S80	151	S79 and (non-players)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S81	1	S80 and ((post posting) near2 online)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S82	14	S79 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S83	14	S80 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S84	1	S79 and ((two near2 dimensional) or 2D) and ((three near2 dimensional) or 3D) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:02

S85	1	S79 and (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:05
S86	0	(online or network) with (game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S87	25	(game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S88	8	(("20110034246") or ("20120231886") or ("20130184064") or ("20080303746") or ("20110018868") or ("20080280684") or ("8287341") or ("7115031")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 13:07
S89	4	(("20110034246") or ("20100216553") or ("8287341") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 19:59
S90	49	((("8671019") or ("8793615") or ("8887155") or ("20120214564") or ("20130148557") or ("20130288759") or ("20140229863") or ("20140258869") or ("20140364203") or ("7827276") or ("8066571") or ("8230456") or ("8381240") or ("8393948") or ("8672744") or ("8758102") or ("8764568") or ("8814693") or ("8848507") or ("8850035") or ("8956211") or ("8979635") or ("20090172186") or ("20100157816") or ("20100157842") or ("20110093474") or ("20110093474") or ("20110183749") or ("20110237325") or ("20110275442") or ("20120122590") or ("20120202587") or ("20120237908") or ("20130097016") or ("20130102374") or ("20130110638") or ("20130124322") or ("20130210514") or ("20130210530") or ("20130217478") or ("20130237300") or ("20130244778") or ("20130260861") or ("20130337975") or ("20140004938") or ("20140024437") or ("20140122201") or ("20140135109") or ("20140141871") or ("20140215392") or (").pn.")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/01 14:02
S91	7	((updat$3 or chang$3 or adjust$3 or modif$7) with game with (application or play) with user with (comments commentary))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:24
S92	0	((updat$3 or chang$3 or adjust$3 or modif$7) with game with non-players with (input or commentary or comments))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:26
S93	2548	((updat$3 or chang$3 or adjust$3 or modif$7) with game with player with	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:26

		(input or commentary or comments))				
S94	192	((updat$3 or chang$3 or adjust$3 or modif$7) with game with application with player with (input or commentary or comments))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:27
S95	0	social with network with (interaction interactions) with ("NPC" or (non-player or nonplayer or (non adj2 player)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42
S96	8793	("NPC" or (non-player or nonplayer or (non adj2 player)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42
S97	89	S96 and (social with network with (interaction interactions))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42
S98	3	((game games gaming) with (spectator spectating) with (social near2 network))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:22
S99	998	(game games gaming) with (spectator spectating)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:29
S100	556	((updat$3 or chang$3 or adjust$3 or modif$7) with game) and S99	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:30
S101	4	S100 and (social with network with comment$2)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:30
S102	0	social with network with interaction with (game gaming) with application with ("2D" or "3D") with interface	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S103	21	social with network with interaction with (game gaming) with application	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S104	10071	("2D" or "3D") with user with interface	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S105	1	S103 and S104	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S106	26	social with (game gaming) with ((two-dimension or two-dimensional) OR (three-dimension or three-dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:42
S107	10	social with network with (game gaming) with ((two-dimension or two-dimensional) OR (three-dimension or three-dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:42
S108	30	social with network with (comment feed feedback post) with (modify or update or change) with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:51
S109	19	spectator$2 with (comment feed feedback post) with (modify or update or change) with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:16
S110	149	("20010036356" | "20010055991" | "20020002074" | "20020032056" | "20020097984" | "20020183115" | "20020198769" | "20030038805" | "20030084462" | "20030220143" | "20040087363" | "20040116183" | "20040153569" | "20040192354" | "20040248631" | "20040259627" | "20050020359" | "20050071736" | "20050091597" | "20050227771" | "20060058103" | "20060098013" |	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/03 15:17

		"20060170778" | "20060206565" | "20060258446" | "20070055694" | "20070063995" | "20070117617" | "20070117635" | "20070250901" | "20070256030" | "20070298878" | "20080026839" | "20080052384" | "20080119286" | "20080125226" | "20080126357" | "20080146339" | "20080146342" | "20090005196" | "20090017750" | "20090031227" | "20090044113" | "20090083662" | "20090083665" | "20090100366" | "20090118017" | "20090118018" | "20090118019" | "20090118020" | "20090124387" | "20090144380" | "20090172171" | "20090208181" | "20090215531" | "20090215540" | "20090249189" | "20090254998" | "20090265473" | "20090290753" | "20090297118" | "20090326970" | "20100014825" | "20100031333" | "20100041475" | "20100064008" | "20100100849" | "20100150120" | "20100154050" | "20100167809" | "20100167816" | "20100169964" | "20100174782" | "20100281095" | "20100281432" | "20110013087" | "20110028194" | "20110029932" | "20110055222" | "20110059818" | "20110093600" | "20110105226" | "20110111854" | "20110145880" | "20110151971" | "20110161666" | "20110202562" | "20110238618" | "20110263333" | "20110275431" | "20110295666" | "20120054002" | "20120054685").PN. OR ("20120130863" | "20120142433" | "20120149476" | "20120151346" | "20120151347" | "20120204107" | "20120311624" | "20130084970" | "5371852" | "5384910" | "5943052" | "6067545" | "6330605" | "6374336" | "6380933" | "6434398" | "6456304" | "6466275" | "6561811" | "6571216" | "6597375" | "6629129" | "6699127" | "6760042" | "6760595" | "6772195" | "6864886" | "6928485" | "6996413" | "6999083" | "7075556" | "7133051" | "7219160" | "7350158" | "7390254" | "7458894" | "7490314" | "7492363" | "7506318" | "7632186" | "7719971" | "7729992" | "7844301" | "7890701" | "7917632" | "7970820" | "8001063" | "8025569" | "8025572" | "8128469" | "8128503" | "8130747" | "8235817").PN. OR ("8628424").URPN.				
S111	0	S110 and (social near2 network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S112	0	S110 and (social with network) with (three-dimensional or "3D" or "3-D" or	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21

		(three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))				
S113	0	S110 AND ((social with network) AND (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S114	3352	((social with network) AND (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S115	91	((social with network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S116	62	S115 and @ad<="20120501"	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:22
S117	219	(williams near2 lawrence).in.	US-PGPUB; USPAT	OR	OFF	2015/06/04 11:56
S118	186	(williams adj1 lawrence).in.	US-PGPUB; USPAT	OR	OFF	2015/06/04 11:56
S119	3	(("20110034246") or ("20030220143") or ("20100216553")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 11:20
S120	1021	social with network with server with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:54
S121	20	S120 and (spectator spectators)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:55
S122	359	(social with network with server with (game gaming games)) and @ad<="20120501"	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:56
S123	1	S122 and ((two or three or "2" or "3") with dimensional with interface)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:56
S124	9	S122 and ((two or three or "2" or "3") with dimensional with display)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:57
S125	43	S122 and ((two or three or "2" or "3") with dimension$2)	US-PGPUB; USPAT	OR	OFF	2015/06/08 14:00
S126	3	("20130005471" | "7572187" | "8075404").PN. OR ("8535163").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 14:01
S127	3	("20090197681" | "20120094762").PN. OR ("8388450").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 14:04
S128	10656	(social with network with server)	US-PGPUB; USPAT	OR	OFF	2015/06/24 10:28
S129	12	S128 and (mobile with gam$3 with console with browser)	US-PGPUB; USPAT	OR	OFF	2015/06/24 10:29
S130	889	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) and S128	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31
S131	286	S130 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31

S132	2	S131 and (non-player)	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31
S133	21	S131 and (interface with mobile with (gam$3 near2 console))	US-PGPUB; USPAT	OR	ON	2015/06/24 10:32
S134	257	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) and S128 and (online with gam$3)	US-PGPUB; USPAT	OR	ON	2015/06/24 10:33
S135	72	S134 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 10:33
S136	44	("20020082088" | "20020126846" | "20040248652" | "20050277472" | "20060178216" | "20060246973" | "20060287106" | "20070054717" | "20070060359" | "20070123353" | "20070234005" | "20080039167" | "20080081692" | "20080153595" | "20080220873" | "20090075737" | "20090149248" | "20090181767" | "20090215531" | "20090325712" | "20100113115" | "20100160038" | "20100227679" | "20110213655" | "20110276744" | "20120009997" | "20120010734" | "5782692" | "5830067" | "5846132" | "6024643" | "6080063" | "6273820" | "6322451" | "6876496" | "6887159" | "6951516" | "7288028" | "7470197" | "7828661" | "7937314" | "8038535" | "8313370").PN. OR ("8430755").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 10:50
S137	13	(modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback review) with social with network	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:32
S138	67	((modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback)) AND "social network"	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:33
S139	38	(((modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback)) AND "social network") and @ad<="20120101"	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:34
S140	7	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 11:53
S141	3	("20040143852" | "20100229108" | "20110107239").PN.	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:53
S142	9	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 12:23
S143	9	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two	US-PGPUB; USPAT	OR	ON	2015/06/24 13:24

		near2 dimensional)) with (concurrent concurrently simultaneous simultaneously) with video with (game games gaming)				
S144	1237	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) with video with (game games gaming)	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S145	116	S144 and (social with network)	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S146	51	S145 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S147	48	("20020003537" | "20020022518" | "20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" | "20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:28
S148	0	("2011060497").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:37
S149	2	("20040192430" | "20070041095").PN.	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:41
S150	10	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:48
S151	3	((comment or feedback) with post with social with network) and (online with video with game) and (@ad<="20120101")	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:48
S152	14	((comment or feedback) with social with network) and (online with video with game) and (@ad<="20120101")	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:49
S153	11	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:51

		("20130184064") or ("20090197681")).PN.				
S154	12	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or ("20130184064") or ("20090197681") or ("20120184363")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 16:13
S155	1	("20090291750").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 17:34
S156	1	("20120072855").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/02 15:00
S157	32	("20060053380" | "20090112926" | "20080031203" | "20090327437" | "20110010182" | "8554848" | "8037139" | "20050055416" | "8191001" | "20090271283" | "20090132527" | "8191000" | "20100057754" | "20080155080" | "8639762" | "8732590" | "7913178" | "20040250212" | "20090106376" | "7275215" | "20060173702" | "20090182823" | "20100138491" | "20100250685" | "8307029" | "8060828" | "20100185630" | "20080114848" | "20110179126" | "20090132949" | "7865563" | "7938727").PN.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:01
S158	0	13/889266.app.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:07
S159	0	"13889266".app.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:08
S160	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:08
S161	6	(receive receiving) with (help assist assistance) with social with network with (game gaming games)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:09
S162	0	(receive receiving) with (help assist assistance) with social with network with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S163	0	(receive receiving request requesting) with (help assist assistance) with social with network with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S164	0	(receive receiving request requesting) with (help assist assistance) with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S165	0	(request requesting) with (help assist assistance) with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S166	0	(request requesting) with (help assist assistance) with (game gaming games)	US-PGPUB; USPAT;	OR	ON	2016/03/02 15:28

		with (non-player nonplayer)	USOCR			
S167	755	(request requesting) with (help assist assistance) with (game gaming games)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:28
S168	0	S167 and (social with network with (non-player nonplayer))	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:28
S169	7	(social with network with (non-player nonplayer))	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:29
S170	419	(modify change modifying changing) with game with (player non-player) with interactions	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:32
S171	55	S170 and (social with network with (game gaming))	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:32
S172	36	S171 and (@ad<="20120501")	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:33
S173	8	(("20100064307") or ("20110312423") or ("20120157212") or ("20120220377") or ("20130035164") or ("20100178985") or ("20070087799") or ("20080004117")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/02 16:17
S174	0	spectator with offer with (help assistance assist) with (game gameplay gaming)	US-PGPUB; USPAT	OR	OFF	2016/03/02 16:36
S175	0	spectator with friends with (help assistance assist) with (game gameplay gaming)	US-PGPUB; USPAT	OR	OFF	2016/03/02 16:37
S176	1	("20030016207").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/02 18:10
S177	3	(("20130035164") or ("20080004117") or ("20120220377")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/07 20:11
S178	2	(("20120194516") or ("20020093541")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:53
S179	3	(("20120194516") or ("20020093541") or ("20120065692")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:54
S180	3	(("20120194516") or ("20020093541") or ("20130065692")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:54
S181	3	(("20130035164") or ("20080004117") or ("20120220377")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 15:58
S182	6118	(modify or change) with (game gaming) with play	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S183	0	S182 and (non-player with friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S184	0	S182 and (friend with social with network with suggestion)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S185	358	S182 and (friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38

S186	311	S185 and (help assist assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S187	4	S186 and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:39
S188	14167	(modify modifying change changing) with (game game play application) and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:04
S189	3693	(modify modifying change changing) with (game gaming) and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:05
S190	14	S189 and (friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:05
S191	5	(("20130035164") or ("20080004117") or ("20120220377") or ("20030220143") or ("20140004951")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/10 12:08
S192	0	13/889266.app.	US-PGPUB; USPAT	OR	OFF	2016/03/10 12:40
S193	3	("20070087797" | "20080307320" | "20060128471").PN.	US-PGPUB; USPAT	OR	OFF	2016/03/18 15:33
S194	3	comment with social with media with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:12
S195	0	comment with social with network with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:13
S196	1	(comments comment commenting) with social with network with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:13
S197	1	(comments comment commenting) with (game gaming games) with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:16
S198	1	("20130151613").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 16:20
S199	1	("20130103447").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 16:23
S200	7	(("20130035164") or ("20080004117") or ("20120220377") or ("20030220143") or ("20140004951") or ("20130103447") or ("20070087797")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 21:54

EAST Search History (Interference)

< This search history is empty>

3/21/2016 7:51:52 PM
C:\Users\shall\Documents\EAST\Workspaces\13889266 Video Gaming Platform and User Interface.wsp

PTO/SB/08a (03-15)
Approved for use through 07/31/2016. OMB 0651-0031
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

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Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	6386980	B1	2002-05-14	Nishino et al.	
	2	6478679	B1	2002-11-12	Himoto et al.	
	3	6699125	B2	2004-03-02	Kirmse et al.	
	4	8200020	B1	2012-06-12	Geiss et al.	

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	1	20040266529	A1	2004-12-30	Chatani	

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	13889266
	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Shauna-Kay N. Hall
	Attorney Docket Number	10177-04252 US

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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Clash of Clans Strategy Guide - Tapscape www.tapscape.com/clash-of-clans-strategy-guide/, downloaded April 13, 2016 (9 pages).	
	2	http://forum.supercell.net, downloaded April 13, 2016 (1 page).	

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Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

☒ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2016-04-14
Name/Print	Paige Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Paige McDede Alsbury/Jodee Butler
Attorney Docket Number:	10177-04252 US

Filed as Small Entity

Filing Fees for Utility under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Submission- Information Disclosure Stmt	2806	1	90	90
		Total in USD ($)		**90**

Electronic Acknowledgement Receipt

EFS ID:	25497690
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	14-APR-2016
Filing Date:	07-MAY-2013
Time Stamp:	18:42:30
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$90
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1	Information Disclosure Statement (IDS) Form (SB08)	04252US_20160414_IDS_SB08.pdf	1052834 91c248454e570ecbcbe1a3c6e1d98ab37bdbd780	no	4
Warnings:					
Information:					
2	Non Patent Literature	04252US_20160414_IDS_NPL_01.pdf	3091094 e2aabc8fb4dded5aea484a19226d30dbcb637da0	no	9
Warnings:					
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3	Non Patent Literature	04252US_20160414_IDS_NPL_02.pdf	231113 9293582cd603fed20d5891dbbfccd293dbf603a7	no	1
Warnings:					
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4	Fee Worksheet (SB06)	fee-info.pdf	30536 14ed2cb60d17f44aaa56327fccd7314ef708e5c8	no	2
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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

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New International Application Filed with the USPTO as a Receiving Office

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IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

FIRST NAMED INVENTOR:	Brian Joseph Wiklem et al.
APPLICATION NO:	13/889,266
FILING DATE:	May 7, 2013
TITLE:	Video Gaming Platform and User Interface
EXAMINER:	Shauna-Kay N. Hall
GROUP ART UNIT:	3714
ATTY. DKT. NO:	10177-04252 US
CONFIRMATION NO:	6572

CERTIFICATE OF EFS-WEB TRANSMISSION

Pursuant to 240 OG 45 and the Legal Framework For EFS-Web, I hereby certify that this follow-on correspondence is being officially submitted through the USPTO EFS-Web system from the Mountain Time Zone of the United States on the local date shown below:

Dated: June 30, 2016 By: /Lance A. Topham/

Lance A. Topham, Reg. No. 70,276

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ALEXANDRIA, VA 22313-1450

AMENDMENT C

Responsive to the Non-Final Office Action mailed on March 30, 2016, which sets a shortened statutory period for response that expires on June 30, 2016, please enter the following amendment and consider the following remarks.

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IN THE CLAIMS

All pending claims are reproduced below.

1. (Currently Amended) A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more user devices of one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application ~~a particular interface established to the video gaming application~~, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface;

receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server; and

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modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players.

2. (Currently Amended) The computer-implemented method of claim 1, further comprising:

posting the one or more events from the video gaming application to the social network server.

3. (Original) The computer-implemented method of claim 1, further comprising:

modifying play of the video gaming application based on social network interactions from the one or more players.

4. (Canceled).

5. (Currently Amended) A computer program product comprising a computer useable medium including a computer readable program, wherein the computer readable program when executed on a computer causes the computer to:

provide access by one or more user devices of one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitate variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application ~~a particular interface to the video gaming application~~, the variable and distinct user experiences including at least one of a three-dimensional user interface ~~concurrently~~ and a two-dimensional user interface;

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server; and

modify play of the video gaming application based on social network interactions from the one or more non-players.

6. (Currently Amended) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

post the one or more events from the video gaming application to the social network server.

7. (Original) The computer program product of claim 5, wherein the computer readable program when executed on a computer further causes the computer to:

modify play of the video gaming application based on social network interactions from the one or more players.

8. (Canceled).

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9. (Currently Amended) A system comprising:

a processor, and;

a memory storing instructions that, when executed, cause the system to:

provide access by one or more user devices of one or more players to a video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

provide an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

facilitate variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application ~~a particular interface established to the video gaming application~~, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface, wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently;

receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server; and

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[[and]]modify play of the video gaming application based on social network interactions from the one or more non-players.

10. (Currently Amended) A system as claimed in claim 9, wherein the video gaming application posts the one or more events to the social network server.

11. (Original) A system as claimed in claim 9, wherein the video gaming application modifies play based on social network interactions from the one or more players.

12. (Canceled).

13. (Canceled).

14. (Previously Presented) The method of claim 2, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

15. (Previously Presented) The method of claim 2, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

16. (Previously Presented) The method of claim 1, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

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17. (Canceled).

18. (Previously Presented) The computer program product of claim 6, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

19. (Previously Presented) The computer program product of claim 5, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

20. (Previously Presented) The system of claim 10, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server.

21. (Previously Presented) The system of claim 10, wherein the one or more social network interactions include an indication of approval by the one or more non-players of the one or more events posted to the social network server.

22. (Previously Presented) The system of claim 10, wherein posting one or more events to the social network server includes posting an indication of effects certain comments have on the play of the video gaming application.

23. (Previously Presented) The system of claim 9, further comprising receiving a selection from the one or more players indicating a different level of play, and wherein

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modifying play of the video gaming application includes modifying play of the video gaming application based on the selection.

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REMARKS

Claims 1-3, 5-7, 9-11, and 13-23 were presented for examination. Claims 1-3, 5-7, 9-11, and 13-23 stand rejected in the Office Action dated March 30, 2016 (herein, "Office Action"). Claims 1-2, 5-6, and 9-10 are amended. Claims 13 and 17 are canceled. Claims 1-3, 5-7, 9-11, and 14-16, and 18-23 are pending upon entry of this amendment.

Summary of Office Action

1. Claim 9 is objected to because of informalities.

2. Claims 5-7, 9-11, 17-19, and 20-23 are rejected under 35 U.S.C. § 112(a) or 35 U.S.C. § 112 (pre-AIA), first paragraph, as allegedly failing to comply with the written description requirement.

3. Claims 1-11, 17-19, 22, and 23 are rejected under 35 U.S.C. § 112(b) or 35 U.S.C. § 112 (pre-AIA), second paragraph, as allegedly being indefinite.

4. Claims 1-3, 5-7, 9-11, and 13-23 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.

5. Claims 1-3, 5-7, 9-11, 13-15, 17, 18, and 20-22 are rejected under pre-AIA 35 U.S.C. § 102(e) as allegedly being anticipated by Osvald et al. (U.S. Publication No. 2013/0035164, hereinafter "Osvald").

6. Claims 16, 19, and 23 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Osvald in view of Stamper et al. (U.S. Publication No. 2008/0004117, hereinafter "Stamper").

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Statement of Substance of Interview

Applicants note with appreciation the courtesy of the telephonic interview conducted with Examiner Shauna-Kay Hall and Applicants' representative, Lance Topham, on June 29, 2016. During the interview, the pending rejections and possible proposed amendments to the claims were discussed. The rejections of claim 5 under 112 were discussed and the Examiner agreed that removing "concurrently" from claim 5 overcomes the rejections of claim 5, and claims depending therefrom, under 112. The rejections of claim 9 under 112 were discussed and the Examiner agreed that the arguments contained herein overcome the rejections of claim 9, and claims depending therefrom, under 112. The amendments included herein were discussed in light of the cited references under 102 and 103. The Examiner agreed that the amendments overcome the cited references. The rejection under 101 were discussed and the Examiner provided helpful suggestions, but no agreement was reached.

Response to Claim Objections

Claim 9 is objected to because of informalities. Applicants thank the Examiner for pointing out the second "and" in claim 9 and have amended claim 9 to remove the second "and." Accordingly, Applicants respectfully request that the objection to claim 9 be withdrawn.

Response to Rejections under 35 U.S.C. § 112

Claims 5-7, 9-11, 17-19, and 20-23 are rejected under 35 U.S.C. § 112(a) or 35 U.S.C. § 112 (pre-AIA), first paragraph, as allegedly failing to comply with the written description requirement.

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Regarding claims 5-7, Applicants thank the Examiner for pointing out the error in claim 5 and have amended claim 5 to remove the "concurrently" from the phrase "including at least one of a three-dimensional user interface *concurrently* and a two-dimensional user interface." Accordingly, Applicants respectfully request that the Examiner withdraw the rejections of claims 5-7 under 35 U.S.C. § 112(a).

Regarding claims 9-11 and 17-23, Applicants acknowledge that independent claim 9 includes the limitation "wherein both the three-dimensional and two-dimensional user interface are configured to operate *concurrently*;" however, Applicants assert that the original application as filed included 35 U.S.C. § 112(a) written description support for the "concurrently" language. As discussed during the Examiner Interview on June 29, 2016, support for concurrently in this context can be found in the application as originally filed, for example in the figures. Accordingly, Applicants respectfully request that the Examiner withdraw the rejections of claims 9-11 and 17-23 under 35 U.S.C. § 112(a).

Claims 1-11, 17-19, 22, and 23 are rejected under 35 U.S.C. § 112(b) or 35 U.S.C. § 112 (pre-AIA), second paragraph, as allegedly being indefinite.

Regarding the rejection of claims "1-11 and 22-33," under 35 U.S.C. § 112(b), Applicants assume that the rejection of these claims was made in error, because the Office Action rejects claims that do not exist (e.g., claims 24-33) and provides no reasoning for the rejection. Accordingly, Applicants respectfully request that the rejection of claims 1-4 and 22-23 be withdrawn.

Regarding the rejection of claims 5-7 and 17-19 as being indefinite under 35 U.S.C. § 112(b), Applicants thank the Examiner for pointing out the error in the claim

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language and have amended independent claim 5 to correct the error. Accordingly, Applicants respectfully request that the rejection of claims 5-7 and 17-19 under 35 U.S.C. § 112(b) be withdrawn.

Response to Rejections under 35 U.S.C. § 101

Claims 1-3, 5-7, 9-11, and 13-23 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter. Without acquiescing to the propriety of this rejection, Applicants have amended independent claims 1, 5, and 9 and present the following argument in support of the patentability of the amended claims.

Applicants respectfully submit that the claimed invention is directed to statutory subject matter under 35 U.S.C. § 101 for at least the following reasons, each of which are addressed in order below.

- The claimed invention is drawn to one or more of the statutory classes outlined in 35 U.S.C. §101;
- the claimed invention is not drawn to a judicially recognized exception; and
- even if the claimed invention were directed to judicially recognized exception, such as an abstract idea, the claimed invention recites elements that amount to significantly more than an abstract idea.

A. The claimed invention is drawn to one or more of the statutory classes outlined in 35 U.S.C. §101.

Section 35 U.S.C. §101 states that "[w]hoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement

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thereof, may obtain a patent therefor, subject to the conditions and requirements of this title."[1] Independent claim 1 is clearly drawn to a process, defined by MPEP 2106 (I)(i) as "an act, or series of acts or steps." Similarly, independent claims 5 and 9 are clearly a manufacture and machine, because they include "a computer usable medium" and "A system architecture… comprising one or more computing devices," respectively.

B. <u>The claimed invention is not drawn to a judicially recognized exception.</u>

<u>Specifically, the claimed invention is not directed to an abstract idea.</u>

The claims are not "wholly directed to subject matter encompassing a judicially recognized exception."[2] MPEP 2105(II), *citing Bilski v. Kappos*, provides judicially recognized exceptions, which are "laws of nature, physical phenomena, and abstract ideas." The present claims are not directed to laws of nature, nor are they directed to physical phenomena. Similarly, the claims are not an abstract idea, nor are they wholly directed toward one of these judicially recognized exceptions.

The Office Action, on page 21, states:

> "Here the claimed invention includes **managing steps of the game and social activities within the play of the game**. Furthermore, in receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network; and modifying play of the video gaming application based on social network interactions from the one or more non-players, shows that the claimed invention encompasses providing a game to a human player, whereby the human player must necessarily perform certain operations in order to participate. In addition to the other limitations of the game, it demonstrates **that the game requires certain rules dictating the actions to be taken by participants**, and non-participants in receiving social interactions. These features are clearly required by one or more claims, and **thus the claimed invention is also directed to organizing human activity** in the form of playing a game. The claimed invention clearly provides additional features (e.g., a social network server, a third party server, electronic devices, a mobile device interface,

[1] 35 U.S.C. § 101.
[2] MPEP 2106.

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> a gaming console interface, a browser interface, a computer program product comprising a computer useable medium, a processor, a memory, and/or a system) beyond the abstract idea, though these features read on a generic computer which the courts have repeatedly found is not "enough" to transform the abstract idea into a patent-eligible application.. (Emphasis added)"

The United States Supreme Court, in *Alice*, requires the Office to "first determine whether the claims at issue are directed to a patent ineligible concept."[3] The Federal Circuit in *Enfish, LLC v. Microsoft Corporation*, which provides *binding precedent*, clarifies the above cited excerpt from *Alice* by saying that "[the requirement to first determine whether the claims at issue are directed to a patent ineligible concept] plainly contemplates that the first step of the inquiry is a meaningful one, *i.e.*, that a substantial class of claims are *not* directed to a patent-ineligible concept. The "directed to" inquiry, therefore, cannot simply ask whether the claims *involve* a patent-ineligible concept. (Emphasis in the original)"[4] *Enfish* continues to state, citing other precedent, "…For **all inventions at some level embody**, use, reflect, rest upon, or apply laws of nature, natural phenomena, or **abstract ideas** … Rather, the 'directed to' inquiry applies a stage-one filter to claims, considered in light of the specification, based on whether 'their character **as a whole** is directed to excluded subject matter.' (Emphasis added)"[5]

The Office Action, on pages 20-21, asserts that a *significant* list of elements of the independent claim amount to an overly simplified, allegedly abstract idea of "managing steps of the game and social activities within the play of the game," and are "directed to organizing human activity" without providing further analysis. The Office Action merely asserts that because the claims use human input at certain steps, that it is a method of organizing human activity. However, nearly all processes require some sort of human input and the mere presence of a human input is not a legal test, nor is it determinative regarding whether the claim is directed

[3] *Alice Corp. Pty Ltd. v. CLS Bank Int'l*, 134 S. Ct. 2347, 2355 (2014).
[4] *Enfish, LLC. V. Microsoft Corp., et al.*, 573 U.S. ___, 134 S. Ct. 2347, (2016) (slip op. at 10).
[5] *Id.*

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to an abstract idea. Although the claims use human input, the claims are not *drawn to* a method of organizing human activities nor an abstract idea. While the claims may *involve* an abstract idea, they are not directed to an abstract idea *as a whole*. On the contrary, the pending claims involve numerous concrete steps that are specifically implemented on a computing device and solve a technical problem using a technical solution. The claims do not invoke computer functions *merely as a tool* nor are they *added post-hoc* to an allegedly fundamental economic practice, but rather the focus of the claims outline methods and systems that are specifically implemented on a computer to improve computer processes. For example, the elements of amended claim 1 solve a technical problem using a technical solution by performing concrete transformative steps. For example, the technical problem includes that certain user devices do not have the capability (e.g., graphics capability, bandwidth, processing power) to operate all aspects of a gaming experience (e.g., a two dimensional or three dimensional interface). Accordingly, in the amended limitations below, the method may improve performance by adjusting the user experiences based on the user device used to access the gaming application. For example, these elements of amended claim 1 improve the functioning of the underlying system:

> ... **providing access by one or more user devices** of one or more players **to the video gaming application** operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;
>
> **providing an interface to the video gaming application** via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;
>
> **facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application a particular interface established to the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface ... (Emphasis added)

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The above steps cannot be performed mentally, using a pen and paper, or merely by organizing human behavior. Further, these steps, as outlined, improve the functioning of the computing system itself.

C. Even if the claimed invention were directed to an abstract idea, the claimed invention recites elements that amount to significantly more than an abstract idea.

For claims that are directed to a process, machine, manufacture or composition of matter, the subject matter eligibility test set forth by the Court in *Alice* requires the Examiner to determine whether the claim is directed to a judicially recognized exception, and if so, whether the claim recites elements that amount to **significantly more** than the judicial exception.[6]

The Office Action, on page 6, asserts that "[t]he claimed invention clearly provides additional features (e.g., a social network server, a third party server, electronic devices, a mobile device interface, a gaming console interface, a browser interface, a computer program product comprising a computer useable medium, a processor, a memory, and/or a system) beyond the abstract idea, though these features read on a generic computer which the courts have repeatedly found is not "enough" to transform the abstract idea into a patent-eligible application." However, the mere fact that the claims may be capable of being executed on a generic computer does not determine whether or not the claim elements amount to significantly more than an abstract idea.

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[6] *See* Preliminary Examination Instructions in view of the Supreme Court Decision in *Alice Corporation Ply. Ltd. v. CLS Bank International, et al.* (hereinafter "Preliminary Guidelines") (available at http://www.uspto.gov/patents/announce/alice_pec_25jun2014.pdf) and 2014 Interim Guidance on Patent Subject Matter Eligibility (hereinafter "Interim Guidance") (available at http://www.gpo.gov/fdsys/pkg/FR-2014-12-16/pdf/2014-29414.pdf). *See also* the flowchart on page 74621 of the Interim Guidance, which diagrams the subject matter eligibility test.

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The Federal Circuit in *Enfish* clarifies that an invention's ability run on a general purpose computer does not doom the claims and that the "[the court does not] think that claims directed to software, as opposed to hardware, are inherently abstract and therefore only properly analyzed at the second step of the *Alice* analysis. Software can make non-abstract improvements to computer technology just as hardware improvements can, and sometimes the improvements can be accomplished through either route."[7] The *Enfish* court further states that "[m]uch of the advancement made in computer technology consists of improvements to software that, by their very nature, may not be defined by particular physical features but rather by logical structures and processes."[8] Accordingly, whether or not, as the Office Action asserts, the claims do no more than use a generic computer components does not demonstrate that the claim elements are abstract nor that they do not amount to significantly more than an abstract concept.

The Supreme Court in *Alice* provided a number of non-exclusive considerations for determining that the elements of a particular claim amount to **significantly more**.[9] These include:

1. providing improvements to another technology or to a technical field; and
2. adding a specific limitation other than what is well-understood, routine and conventional in the field.

The claimed invention provides a solution to a problem that exists solely in a computing environment. For example, as described above, the amended claims improve the functioning of the underlying computing system by adjusting user experiences based on the user device that the user uses to access the gaming application.

---

[7] *Enfish*, slip op. at 11, 16.
[8] *Id.*, slip op. at 17-18.
[9] Interim Guidelines at p. 74624. See also *Alice* at 2357.

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Further, the claimed invention adds a specific limitation other than what is well-understood, routine, and conventional in the field.

As discussed below, claim 1 recites features that are not disclosed by the combination of reference proposed by the Office Action. This indicates that the features recited by Claim 1 are in-fact new and non-obvious and that they are not, in fact, routine in any computer implementation, as asserted in the Office Action. Since Claim 1 is new and non-obvious, it cannot be simultaneously argued that those same features are conventional steps (i.e., old, known, etc.). This rationale was recently upheld by the court in *Ameritox, Ltd. v. Millennium Health, LLC* in finding the claims of the patent-in-suit to be patent eligible.[10]

In light of the above, claim 1 and all claims depending therefrom, satisfy the *Alice* test on multiple prongs and are patent eligible. Similar arguments apply to claims 5, 9, and any claims depending therefrom. In light of this, Applicants respectfully request that the rejection under 35 U.S.C. § 101 of claims 1-3, 5-7, 9-11, and 13-23 be withdrawn.

Response to Rejections under 35 U.S.C. § 102 and 35 U.S.C. § 103

Claims 1-3, 5-7, 9-11, 13-15, 17, 18, and 20-22 are rejected under pre-AIA 35 U.S.C. § 102(e) as allegedly being anticipated by Osvald.

Claims 16, 19, and 23 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Osvald in view of Stamper.

The rejections are addressed by reference to the independent claims.

[10] *See Ameritox, Ltd. v. Millennium Health, LLC*, 3-13-cv-00832 (WIWD April 24, 2015, Order) (Conley, J.) ("there is enough in the combination of the elements in the [patent-in-suit] to get it over the patent eligibility threshold under current law, particularly in light of the jury upholding the patent on § 102 and § 103 grounds).

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Independent Claim 1

Applicant's amended claim 1 recites, in part:

> ... **facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface;
> ... receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network**, the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server**; and
> **modifying play** of the video gaming application **based on the one or more social network interactions from the one or more non-players**. (Emphasis added)

The cited portions of the references, alone or as a proposed combination, do not disclose or suggest, among other aspects of claim 1, the above recited limitations of amended claim 1.

The Examiner asserts on pages 8-11 that Osvald discloses the limitations of claim 1; however, Osvald does not disclose the limitations of amended claim 1, among other things. Without acquiescing to the propriety of the rejection of claim 1 under 35 U.S.C. § 102 over Osvald, Applicants have amended claim 1 to include limitations similar to those in dependent claim 13. Regarding claim 13, on page 17 of the Office Action, the Examiner asserts that "Osvald discloses the method of claim 2, wherein the one or more social network interactions include a comment on the one or more events posted to the social network server" at paragraphs 19-20. However, the cited portions of Osvald do not disclose the limitations of claim 13 or those of claim 1, as amended herein.

Osvald, at best, discloses "**the software broadcasts the player's request** (e.g., through a game graphic and/or notification) for assistance to persons associated with the requesting player

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through a team roster, a contact or buddy list, or an online social graph (or network). (Emphasis added)"[11] and "**the software determines whether the persons associated with the requesting player** (e.g., the requesting player's Facebook friends who are players of the MMO) **respond to the request for assistance (e.g., by clicking on the graphic representing the request)** within a time period … (Emphasis added) "[12] These elements are not the same as "**facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface … receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, **the one or more *social network interactions including a comment posted to the social network server by the one or more non-players*, the comment being a *comment on one or more events* posted to the social network server;** and **modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players**" of amended claim 1. Therefore the cited portions of Osvald do not teach or suggest the elements of claim 1, as amended herein.

The Examiner cites portions of Stamper, in combination with Osvald, to reject dependent claims 16, 19, and 23. However, the cited portions of Stamper, alone or as a proposed combination, fail to remedy the deficiencies noted above. The cited portions of Stamper, at best, disclose a system in which "**a gamer may indicate an acceptance of the call for help**. If the device receives such an input (step 210), it sends an acceptance message back to the controlling entity (step 211). The controlling entity receives the acceptance message (step 212) and **enables**

[11] Osvald, paragraph 19.
[12] Osvald, paragraph 20.

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the relevant gamer and their associated gaming device 101b to join the game being played by the first gamer (step 213). (Emphasis added)"[13] However, the cited portions of Stamper do not disclose or suggest, alone or as a proposed combination, among other things, "**facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface … receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, **the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server**" of claim 1, as amended herein.

Therefore, the cited portions of the references, either alone or in combination, do not disclose or suggest every limitation of claim 1, as amended herein. Accordingly, Applicant respectfully requests that Examiner withdraw the rejection of claim 1 under 35 U.S.C. § 102.

Claims 2-3 and 14-16 depend from claim 1 and are therefore patentable for at least similar reasons as claim 1, as well as the additional limitations they recite.

Independent Claim 5

The cited portions of the references do not disclose or suggest the above-quoted features of Applicants' claim 5, as amended herein, for at least similar reasons as those described for claim 1. Therefore, the cited portions of the references, either alone or in the combinations

[13] Stamper, paragraph 17.

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proposed by the Examiner, do not disclose or suggest every limitation of claim 5, as amended herein. Accordingly, Applicants respectfully request that Examiner withdraw the rejection of claim 5 under 35 U.S.C. § 103.

Claims 6-7 and 18-19 depend from claim 5 and are therefore patentable for at least similar reasons as claim 5, as well as the additional limitations they recite. The portions of the references cited in support of Examiner's rejection of the dependent claims do not disclose or suggest, among other things, "**facilitate variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface … receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, **the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server**" as recited by amended claim 5. Therefore, the cited portions of the references, alone or in combination, do not remedy the deficiencies noted above. Accordingly, Applicants respectfully request that Examiner withdraw the rejections of claims 6-7 and 17-19 under 35 U.S.C. § 102 and § 103.

Independent Claim 9

The cited portions of the references do not disclose or suggest the above-quoted features of Applicants' claim 9, as amended herein, for at least similar reasons as those described for claim 1. Therefore, the cited portions of the references, either alone or in the combinations

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proposed by the Examiner, do not disclose or suggest every limitation of claim 9, as amended herein. Accordingly, Applicants respectfully request that Examiner withdraw the rejection of claim 9 under 35 U.S.C. § 102.

Claims 10-11 and 20-23 depend from claim 9 and are therefore patentable for at least similar reasons as claim 9, as well as the additional limitations they recite. The portions of the references cited in support of Examiner's rejection of the dependent claims do not disclose or suggest, among other things, "**facilitate variable and distinct user experiences based on the one or more user devices that the one or more players use to access the video gaming application**, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface wherein both the three-dimensional and two-dimensional user interface are configured to operate concurrently … receive, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, **the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server**" as recited by amended claim 9. Therefore, the cited portions of the references, alone or in combination, do not remedy the deficiencies noted above. Accordingly, Applicants respectfully request that Examiner withdraw the rejections of claims 10-11 and 20-23 under 35 U.S.C. § 102 and § 103.

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CONCLUSION

Allowance of all claims is requested. If the Examiner believes that direct contact with Applicant's attorney will advance the prosecution of this case, the Examiner is encouraged to contact the undersigned as indicated below.

Respectfully submitted,
BRIAN JOSEPH WIKLEM ET AL.

Dated: June 30, 2016 By: /Lance A. Topham/

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Electronic Acknowledgement Receipt

EFS ID:	26231693
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Lance Adrian Topham
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	30-JUN-2016
Filing Date:	07-MAY-2013
Time Stamp:	17:51:02
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Amendment/Req. Reconsideration-After Non-Final Reject	04252US_20160630_Amendment_C.pdf	209267 d3c687e3b4988cb13841c4d47246c8ee1993ce96	no	24

Warnings:

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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

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If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 13/889,266	Filing Date 05/07/2013	☐ To be Mailed

ENTITY: ☐ LARGE ☒ SMALL ☐ MICRO

APPLICATION AS FILED – PART I

	(Column 1)	(Column 2)		
FOR	NUMBER FILED	NUMBER EXTRA	RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	

APPLICATION AS AMENDED – PART II

		(Column 1)		(Column 2)	(Column 3)		
AMENDMENT	06/30/2016	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	* 18	Minus	** 20	= 0	X $40 =	0
	Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $210 =	0
	☐ Application Size Fee (37 CFR 1.16(s))						
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
						TOTAL ADD'L FEE	0

		(Column 1)		(Column 2)	(Column 3)		
AMENDMENT		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =	
	☐ Application Size Fee (37 CFR 1.16(s))						
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
						TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
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This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 07/08/2016

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EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
07/08/2016	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

docketing@patentlawworks.net
patents@patentlawworks.net

Applicant-Initiated Interview Summary	Application No.	Applicant(s)	
	13/889,266	WIKLEM ET AL.	
	Examiner	Art Unit	
	SHAUNA-KAY HALL	3714	

All participants (applicant, applicant's representative, PTO personnel):

(1) *SHAUNA-KAY HALL*.

(3) *Lance Topham*.

(2) _____.

(4) _____.

Date of Interview: *29 June 2016*.

Type: ☒ Telephonic ☐ Video Conference
☐ Personal [copy given to: ☐ applicant ☐ applicant's representative]

Exhibit shown or demonstration conducted: ☐ Yes ☒ No.
If Yes, brief description: _____.

Issues Discussed ☒101 ☒112 ☒102 ☒103 ☐Others
(For each of the checked box(es) above, please describe below the issue and detailed description of the discussion)

Claim(s) discussed: *1*.

Identification of prior art discussed: *Osvald and Stamper*.

Substance of Interview
(For each issue discussed, provide a detailed description and indicate if agreement was reached. Some topics may include: identification or clarification of a reference or a portion thereof, claim interpretation, proposed amendments, arguments of any applied references etc...)

Discussed the 112 rejections of claims 5 and 9. Examiner agreed that deleting the word "concurrently" from claim 5 would suffice overcoming the rejection; however, in claim 9, concurrently remains. Applicant further clarified the inventive concept and how the proposed amended further distinguished over the prior art of Osvald. Examiner agreed that although the prior discloses a posting to a player's site, it doesn't necessarily discloses a commentary/posting that modifies in game action/play of the game application. With regards to the 101, Examiner suggested Applicant focus on providing arguments for the limitations Applicant deems improve the underlying computer or function of the computer or improves computer technology in some way (i.e. Enfish decision). Examiner suggested Applicant review the graphical user inferfaces as its presently claimed is very broad. No agreement was made regarding allowability or that the present proposed amendment would overcome the 101 rejection, though it overcame the prior art rejection.

Applicant recordation instructions: The formal written reply to the last Office action must include the substance of the interview. (See MPEP section 713.04). If a reply to the last Office action has already been filed, applicant is given a non-extendable period of the longer of one month or thirty days from this interview date, or the mailing date of this interview summary form, whichever is later, to file a statement of the substance of the interview

Examiner recordation instructions: Examiners must summarize the substance of any interview of record. A complete and proper recordation of the substance of an interview should include the items listed in MPEP 713.04 for complete and proper recordation including the identification of the general thrust of each argument or issue discussed, a general indication of any other pertinent matters discussed regarding patentability and the general results or outcome of the interview, to include an indication as to whether or not agreement was reached on the issues raised.

☒ Attachment

/S. H./ Examiner, Art Unit 3714	/DAVID L LEWIS/ Supervisory Patent Examiner, Art Unit 3714

Summary of Record of Interview Requirements

Manual of Patent Examining Procedure (MPEP), Section 713.04, Substance of Interview Must be Made of Record
A complete written statement as to the substance of any face-to-face, video conference, or telephone interview with regard to an application must be made of record in the application whether or not an agreement with the examiner was reached at the interview.

Title 37 Code of Federal Regulations (CFR) § 1.133 Interviews
Paragraph (b)

In every instance where reconsideration is requested in view of an interview with an examiner, a complete written statement of the reasons presented at the interview as warranting favorable action must be filed by the applicant. An interview does not remove the necessity for reply to Office action as specified in §§ 1.111, 1.135. (35 U.S.C. 132)

37 CFR §1.2 Business to be transacted in writing.
All business with the Patent or Trademark Office should be transacted in writing. The personal attendance of applicants or their attorneys or agents at the Patent and Trademark Office is unnecessary. The action of the Patent and Trademark Office will be based exclusively on the written record in the Office. No attention will be paid to any alleged oral promise, stipulation, or understanding in relation to which there is disagreement or doubt.

———

The action of the Patent and Trademark Office cannot be based exclusively on the written record in the Office if that record is itself incomplete through the failure to record the substance of interviews.

It is the responsibility of the applicant or the attorney or agent to make the substance of an interview of record in the application file, unless the examiner indicates he or she will do so. It is the examiner's responsibility to see that such a record is made and to correct material inaccuracies which bear directly on the question of patentability.

Examiners must complete an Interview Summary Form for each interview held where a matter of substance has been discussed during the interview by checking the appropriate boxes and filling in the blanks. Discussions regarding only procedural matters, directed solely to restriction requirements for which interview recordation is otherwise provided for in Section 812.01 of the Manual of Patent Examining Procedure, or pointing out typographical errors or unreadable script in Office actions or the like, are excluded from the interview recordation procedures below. Where the substance of an interview is completely recorded in an Examiners Amendment, no separate Interview Summary Record is required.

The Interview Summary Form shall be given an appropriate Paper No., placed in the right hand portion of the file, and listed on the "Contents" section of the file wrapper. In a personal interview, a duplicate of the Form is given to the applicant (or attorney or agent) at the conclusion of the interview. In the case of a telephone or video-conference interview, the copy is mailed to the applicant's correspondence address either with or prior to the next official communication. If additional correspondence from the examiner is not likely before an allowance or if other circumstances dictate, the Form should be mailed promptly after the interview rather than with the next official communication.

The Form provides for recordation of the following information:
- Application Number (Series Code and Serial Number)
- Name of applicant
- Name of examiner
- Date of interview
- Type of interview (telephonic, video-conference, or personal)
- Name of participant(s) (applicant, attorney or agent, examiner, other PTO personnel, etc.)
- An indication whether or not an exhibit was shown or a demonstration conducted
- An identification of the specific prior art discussed
- An indication whether an agreement was reached and if so, a description of the general nature of the agreement (may be by attachment of a copy of amendments or claims agreed as being allowable). Note: Agreement as to allowability is tentative and does not restrict further action by the examiner to the contrary.
- The signature of the examiner who conducted the interview (if Form is not an attachment to a signed Office action)

It is desirable that the examiner orally remind the applicant of his or her obligation to record the substance of the interview of each case. It should be noted, however, that the Interview Summary Form will not normally be considered a complete and proper recordation of the interview unless it includes, or is supplemented by the applicant or the examiner to include, all of the applicable items required below concerning the substance of the interview.

A complete and proper recordation of the substance of any interview should include at least the following applicable items:
1) A brief description of the nature of any exhibit shown or any demonstration conducted,
2) an identification of the claims discussed,
3) an identification of the specific prior art discussed,
4) an identification of the principal proposed amendments of a substantive nature discussed, unless these are already described on the Interview Summary Form completed by the Examiner,
5) a brief identification of the general thrust of the principal arguments presented to the examiner,
   (The identification of arguments need not be lengthy or elaborate. A verbatim or highly detailed description of the arguments is not required. The identification of the arguments is sufficient if the general nature or thrust of the principal arguments made to the examiner can be understood in the context of the application file. Of course, the applicant may desire to emphasize and fully describe those arguments which he or she feels were or might be persuasive to the examiner.)
6) a general indication of any other pertinent matters discussed, and
7) if appropriate, the general results or outcome of the interview unless already described in the Interview Summary Form completed by the examiner.

Examiners are expected to carefully review the applicant's record of the substance of an interview. If the record is not complete and accurate, the examiner will give the applicant an extendable one month time period to correct the record.

Examiner to Check for Accuracy

If the claims are allowable for other reasons of record, the examiner should send a letter setting forth the examiner's version of the statement attributed to him or her. If the record is complete and accurate, the examiner should place the indication, "Interview Record OK" on the paper recording the substance of the interview along with the date and the examiner's initials.

NOT FOR ENTRY IN THE RECORD
FOR DISCUSSION PURPOSES ONLY

Interview Agenda

Attn: Examiner Shauna-Kay Hall
Application No.: 13/889,266
Interview time/date: Tuesday, June 28, 2016 at 1:00 PM EDT.
Interview type: Telephonic
Attending on behalf of Applicants: Lance Topham (Reg. No. 70,276)

Applicants propose to discuss the following regarding Application No. 13/889,266:

1. Claims 5-7, 9-11, 17-19, and 20-23 are rejected under 35 U.S.C. § 112(a) or 35 U.S.C. § 112 (pre-AIA), first paragraph, as allegedly failing to comply with the written description requirement.
2. Claims 1-3, 5-7, 9-11, and 13-23 are rejected under 35 U.S.C. § 101 for allegedly being directed to non-statutory subject matter.
3. Claims 1-3, 5-7, 9-11, 13-15, 17, 18, and 20-22 are rejected under pre-AIA 35 U.S.C. § 102(e) as allegedly being anticipated by Osvald et al.

PROPOSED AMENDMENT TO CLAIM 1:

1. A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players;

providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface;

Twitch Interactive EX1035 Page 429
Twitch Interactive v. CP Studios IPR2026-00397

facilitating variable and distinct user experiences based on a particular interface established to the video gaming application, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface;

receiving, via the social network server, one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, the one or more social network interactions including a comment by the one or more non-players on one or more events posted to the social network server; and

modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players.

Twitch Interactive EX1035 Page 430
Twitch Interactive v. CP Studios IPR2026-00397

PTO/SB/08a (03-15)
Approved for use through 07/31/2016. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Patent citation information please click the Add button. Add

U.S.PATENT APPLICATION PUBLICATIONS Remove

Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20030008710	A1	2003-01-09	Yamaoka et al.	
	2	20050049022	A1	2005-03-03	Mullen	
	3	20140038721	A1	2014-02-06	Archer et al.	

If you wish to add additional U.S. Published Application citation information please click the Add button. Add

FOREIGN PATENT DOCUMENTS Remove

Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	13889266
	Filing Date	2013-05-07
	First Named Inventor	Brian Joseph Wiklem
	Art Unit	3714
	Examiner Name	Shauna-Kay N. Hall
	Attorney Docket Number	10177-04252 US

If you wish to add additional Foreign Patent Document citation information please click the Add button Add

NON-PATENT LITERATURE DOCUMENTS Remove

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Madden NFL Cooperative Multiplayer Impressions: Ready on Three, Teamwork!, retrieved from http://kotaku.com/5567763/madden-nfl-11-cooperative-multiplayer-impressions-ready-on-three-teamwork on October 10, 2016 (5 pages).	

If you wish to add additional non-patent literature document citation information please click the Add button Add

EXAMINER SIGNATURE

Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2016-10-11
Name/Print	Paige Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	27184757
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	Video Gaming Platform and User Interface
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	11-OCT-2016
Filing Date:	07-MAY-2013
Time Stamp:	20:09:15
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Form (SB08)	04252US_20161011_IDS_SB08.pdf	1084648 9b27bb57fae695fa438d523557d4058ba7a870ec	no	4

Warnings:

Information:					
2	Non Patent Literature	04252US_20161011_IDS_NPL01_Madden.pdf	950121 620ca83e1a76c1982c56b82b7107a37b7ec870ed	no	5
Warnings:					
Information:					
			Total Files Size (in bytes):	2034769	

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

NOTICE OF ALLOWANCE AND FEE(S) DUE

93219 7590 11/09/2016

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

DATE MAILED: 11/09/2016

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

TITLE OF INVENTION: VIDEO GAMING PLATFORM AND USER INTERFACE

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$480	$0	$0	$480	02/09/2017

THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED. THIS NOTICE OF ALLOWANCE IS NOT A GRANT OF PATENT RIGHTS. THIS APPLICATION IS SUBJECT TO WITHDRAWAL FROM ISSUE AT THE INITIATIVE OF THE OFFICE OR UPON PETITION BY THE APPLICANT. SEE 37 CFR 1.313 AND MPEP 1308.

THE ISSUE FEE AND PUBLICATION FEE (IF REQUIRED) MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED. SEE 35 U.S.C. 151. THE ISSUE FEE DUE INDICATED ABOVE DOES NOT REFLECT A CREDIT FOR ANY PREVIOUSLY PAID ISSUE FEE IN THIS APPLICATION. IF AN ISSUE FEE HAS PREVIOUSLY BEEN PAID IN THIS APPLICATION (AS SHOWN ABOVE), THE RETURN OF PART B OF THIS FORM WILL BE CONSIDERED A REQUEST TO REAPPLY THE PREVIOUSLY PAID ISSUE FEE TOWARD THE ISSUE FEE NOW DUE.

HOW TO REPLY TO THIS NOTICE:

I. Review the ENTITY STATUS shown above. If the ENTITY STATUS is shown as SMALL or MICRO, verify whether entitlement to that entity status still applies.

If the ENTITY STATUS is the same as shown above, pay the TOTAL FEE(S) DUE shown above.

If the ENTITY STATUS is changed from that shown above, on PART B - FEE(S) TRANSMITTAL, complete section number 5 titled "Change in Entity Status (from status indicated above)".

For purposes of this notice, small entity fees are 1/2 the amount of undiscounted fees, and micro entity fees are 1/2 the amount of small entity fees.

II. PART B - FEE(S) TRANSMITTAL, or its equivalent, must be completed and returned to the United States Patent and Trademark Office (USPTO) with your ISSUE FEE and PUBLICATION FEE (if required). If you are charging the fee(s) to your deposit account, section "4b" of Part B - Fee(s) Transmittal should be completed and an extra copy of the form should be submitted. If an equivalent of Part B is filed, a request to reapply a previously paid issue fee must be clearly made, and delays in processing may occur due to the difficulty in recognizing the paper as an equivalent of Part B.

III. All communications regarding this application must give the application number. Please direct all communications prior to issuance to Mail Stop ISSUE FEE unless advised to the contrary.

IMPORTANT REMINDER: Utility patents issuing on applications filed on or after Dec. 12, 1980 may require payment of maintenance fees. It is patentee's responsibility to ensure timely payment of maintenance fees when due.

PTOL-85 (Rev. 02/11)

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail **Mail Stop ISSUE FEE**
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450
or Fax (571)-273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

93219 7590 11/09/2016
Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission
I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USPTO (571) 273-2885, on the date indicated below.

(Depositor's name)
(Signature)
(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

TITLE OF INVENTION: VIDEO GAMING PLATFORM AND USER INTERFACE

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$480	$0	$0	$480	02/09/2017

EXAMINER	ART UNIT	CLASS-SUBCLASS
HALL, SHAUNA-KAY N	3714	463-031000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).
- ❑ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.
- ❑ "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list
(1) The names of up to 3 registered patent attorneys or agents OR, alternatively,
(2) The name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.
1 _____
2 _____
3 _____

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE (B) RESIDENCE: (CITY and STATE OR COUNTRY)

Please check the appropriate assignee category or categories (will not be printed on the patent) : ❑ Individual ❑ Corporation or other private group entity ❑ Government

4a. The following fee(s) are submitted:
- ❑ Issue Fee
- ❑ Publication Fee (No small entity discount permitted)
- ❑ Advance Order - # of Copies _____

4b. Payment of Fee(s): **(Please first reapply any previously paid issue fee shown above)**
- ❑ A check is enclosed.
- ❑ Payment by credit card. Form PTO-2038 is attached.
- ❑ The director is hereby authorized to charge the required fee(s), any deficiency, or credits any overpayment, to Deposit Account Number _____ (enclose an extra copy of this form).

5. **Change in Entity Status** (from status indicated above)
- ❑ Applicant certifying micro entity status. See 37 CFR 1.29 — NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
- ❑ Applicant asserting small entity status. See 37 CFR 1.27 — NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.
- ❑ Applicant changing to regular undiscounted fee status. — NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

NOTE: This form must be signed in accordance with 37 CFR 1.31 and 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Authorized Signature _____ Date _____

Typed or printed name _____ Registration No. _____

PTOL-85 Part B (10-13) Approved for use through 10/31/2013. OMB 0651-0033 U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 11/09/2016

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER	
HALL, SHAUNA-KAY N	

ART UNIT	PAPER NUMBER
3714	

DATE MAILED: 11/09/2016

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(Applications filed on or after May 29, 2000)

The Office has discontinued providing a Patent Term Adjustment (PTA) calculation with the Notice of Allowance.

Section 1(h)(2) of the AIA Technical Corrections Act amended 35 U.S.C. 154(b)(3)(B)(i) to eliminate the requirement that the Office provide a patent term adjustment determination with the notice of allowance. See Revisions to Patent Term Adjustment, 78 Fed. Reg. 19416, 19417 (Apr. 1, 2013). Therefore, the Office is no longer providing an initial patent term adjustment determination with the notice of allowance. The Office will continue to provide a patent term adjustment determination with the Issue Notification Letter that is mailed to applicant approximately three weeks prior to the issue date of the patent, and will include the patent term adjustment on the patent. Any request for reconsideration of the patent term adjustment determination (or reinstatement of patent term adjustment) should follow the process outlined in 37 CFR 1.705.

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Customer Service Center of the Office of Patent Publication at 1-(888)-786-0101 or (571)-272-4200.

PTOL-85 (Rev. 02/11)

OMB Clearance and PRA Burden Statement for PTOL-85 Part B

The Paperwork Reduction Act (PRA) of 1995 requires Federal agencies to obtain Office of Management and Budget approval before requesting most types of information from the public. When OMB approves an agency request to collect information from the public, OMB (i) provides a valid OMB Control Number and expiration date for the agency to display on the instrument that will be used to collect the information and (ii) requires the agency to inform the public about the OMB Control Number's legal significance in accordance with 5 CFR 1320.5(b).

The information collected by PTOL-85 Part B is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, Virginia 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450. Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Notice of Allowability	Application No. 13/889,266	Applicant(s) WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *claims and remarks filed 06/30/2016*.
   ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on_____.
2. ☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
3. ☒ The allowed claim(s) is/are *1-3,5-7,9-11 and 13-23*. As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.
4. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

   Certified copies:

   a) ☐ All b) ☐ Some *c) ☐ None of the:
   1. ☐ Certified copies of the priority documents have been received.
   2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
   3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).
6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☒ Notice of References Cited (PTO-892)
2. ☒ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date _____
3. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material
4. ☐ Interview Summary (PTO-413), Paper No./Mail Date _____ .
5. ☐ Examiner's Amendment/Comment
6. ☒ Examiner's Statement of Reasons for Allowance
7. ☐ Other _____.

/OMKAR DEODHAR/ Primary Examiner, Art Unit 3714	/S. H./ Examiner, Art Unit 3714

DETAILED ACTION

1. The present application is being examined under the pre-AIA first to invent provisions.

Reasons for Allowance

2. Allowed Claims: Claims 1-3, 5-7, 9-11, and 13-23 are allowed.

a. Applicant's amendments are sufficient to overcome the claim objection regarding Claim 9. This objection is respectfully withdrawn. Applicant's amendments are sufficient to overcome the 35 U.S.C. 112 first paragraph and second paragraph rejections of claims 1-3, 5-7, 9-11, 17-19, and 20-23. These rejections are respectfully withdrawn.

3. Reasons for Allowance - the following is an examiner's statement of reasons for allowance:

b. Regarding 35 U.S.C. § 101:

i. Applicant's Remarks submitted 06/30/2016 include compelling reasons for finding that the claimed invention, as a whole, is drawn to patent-eligible subject matter under 35 U.S.C. §101. Additionally, the claimed invention is rooted in improvements to computer technology, thus aligning with the Federal Circuit decision in ***Enfish***, and hence, is not drawn to an abstract idea under Step 2A of the *Alice/Mayo* framework.

(1) For example, the elements of amended claim 1 solve a technical problem using a technical solution by performing concrete transformative steps. For example, the technical problem includes that certain user devices do not have the capability (e.g., graphics capability, bandwidth, processing power) to operate all aspects of a gaming experience (e.g., a

two dimensional or three dimensional interface). Accordingly, in the amended limitations below, the method may improve performance by adjusting the user experiences based on the user device used to access the gaming application. The amended claims improve the functioning of the underlying computing system by adjusting user experiences based on the user device that the user uses to access the gaming application.

c. Regarding U.S.C. § 112:

ii. The claim amendments herein satisfy the requirements of § 112.

d. Regarding the prior art:

iii. Applicant's remarks include persuasive arguments for why the claimed invention is patentable over the prior art (see Remarks, 06/30/2016, pages 18-23).

(2) Claim 1 recites: "A computer-implemented method using one or more computing devices for implementing a video gaming application, comprising:

providing access by one or more user devices of one or more players to the video gaming application operated on at least one of a social network server, a third party server, and an application provided on electronic devices used by the one or more players; providing an interface to the video gaming application via at least one of a social network interface, a mobile device interface, a gaming console interface, and a browser interface; *facilitating variable and distinct user experiences based on the one or more user devices that the one or more players use to*

access the video gaming application, the variable and distinct user experiences including at least one of a three-dimensional user interface and a two-dimensional user interface; receiving, via the social network server, *one or more social network interactions from one or more non-players, the one or more non-players being users with whom the one or more players share an affinity in a social network, the one or more social network interactions including a comment posted to the social network server by the one or more non-players, the comment being a comment on one or more events posted to the social network server*; and *modifying play of the video gaming application based on the one or more social network interactions from the one or more non-players*.

iv. In doing an updated search, the closest prior art appears to be U.S. Patent Application Publication 2013/0103447 to Melander et al., and 2003/0220143 to Shteyn et al. Melander discloses a system that allows others, connected to the user within the social network, to provide social input that expresses interest in the task declared by the user and uses social mechanics to express support to the user and to assist in keeping the user motivated to perform the task. When the task is complete, the system notifies the other users (the stakeholders) and awards incentive. Shteyn discloses participatory spectator roles provided to on-line gaming systems. The degree of a spectator's participation can vary from that of an observer to that of a critic. Similarly, the degree of effect that the spectator can have on the active-players of the on-line game may also vary. The spectator

receives input at various sense levels, video, audio, touch, and so on, and may provide feedback to the active-players of the on-line game using the same or different sense levels. The spectator may also be able to effect changes in the on-line game environment, by modifying landscapes and obstacles, providing clues, defining new rules or challenges, interacting with the active-players, and so on.

v. However, Melander, and/or Shteyn, in combination or taken alone, does not disclose the limitations cited above. As such, for at least these reasons, Examiner have found these limitations in combination with the other limitations of the claim are neither anticipated by nor obvious over the closest prior art. Therefore, for at least these reasons, claims 1-3, 5-7, 9-11, and 13-23 are allowable as amended over the prior art.

4. Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

Conclusion

5. Any inquiry concerning this communication or earlier communications from the examiner should be directed to SHAUNA-KAY HALL whose telephone number is (571)270-1419. The examiner can normally be reached on Monday - Friday 8am - 5pm EST.

6. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, David Lewis can be reached on (571) 272-7673. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

7. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/S. H./
Examiner, Art Unit 3714

/OMKAR DEODHAR/
Primary Examiner, Art Unit 3714

Notice of References Cited	Application/Control No. 13/889,266	Applicant(s)/Patent Under Reexamination WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-2013/0103447 A1	04-2013	Melander; Greg Scott	G06Q50/01	705/7.15
*	B	US-2012/0220377 A1	08-2012	Cantor; Andres	A63F13/12	463/42
*	C	US-2003/0220143 A1	11-2003	Shteyn, Yevgeniy E.	A63F13/12	463/42
*	D	US-2003/0038805 A1	02-2003	Wong, Curtis G.	A63F13/12	345/473
	E	US-				
	F	US-				
	G	US-				
	H	US-				
	I	US-				
	J	US-				
	K	US-				
	L	US-				
	M	US-				

FOREIGN PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	CPC Classification
	N					
	O					
	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

Doc code: IDS
Doc description: Information Disclosure Statement (IDS) Filed

PTO/SB/08a (03-15)
Approved for use through 07/31/2016. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	6386980	B1	2002-05-14	Nishino et al.	
	2	6478679	B1	2002-11-12	Himoto et al.	
	3	6699125	B2	2004-03-02	Kirmse et al.	
	4	8200020	B1	2012-06-12	Geiss et al.	

If you wish to add additional U.S. Patent citation information please click the Add button. Add

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20040266529	A1	2004-12-30	Chatani	

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.N.H/

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

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Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

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NON-PATENT LITERATURE DOCUMENTS Remove

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Clash of Clans Strategy Guide - Tapscape www.tapscape.com/clash-of-clans-strategy-guide/, downloaded April 13, 2016 (9 pages).	
	2	http://forum.supercell.net, downloaded April 13, 2016 (1 page).	

If you wish to add additional non-patent literature document citation information please click the Add button Add

EXAMINER SIGNATURE

Examiner Signature	/SHAUNA-KAY N HALL/	Date Considered	10/14/2016

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.N.H/

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

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Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

☒ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2016-04-14
Name/Print	Paige Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /S.N.H/

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	("20030038805").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/10/17 12:50
L2	25	((social with network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) with (game gaming game))	US-PGPUB; USPAT	OR	OFF	2016/10/17 12:55
L3	34	("20130184064" | "8287341" | "20130006709" | "20110018868" | "20040266529" | "8200020" | "20140038721" | "7955175" | "20080004117" | "20130035164" | "6386980" | "6699125" | "6386980" | "6699125" | "20110320401" | "20130097517" | "20110034246" | "20100197380" | "20120254764" | "7628688" | "20130103447" | "20140004951" | "20040266529" | "20090307226" | "20030008710" | "20130196732" | "20030220143" | "20120072855" | "20070087797" | "8200020" | "20100228614" | "20100160038" | "6478679" | "20050049022" | "20100216553" | "20100062840" | "20120184363" | "20110201414" | "6478679").PN.	US-PGPUB; USPAT	OR	OFF	2016/10/17 12:58
L4	9	("20130143669" | "20100064307" | "20120157212" | "20140004955" | "20110312423" | "20120220377" | "20130040730" | "20120015733" | "20120283023").PN.	US-PGPUB; USPAT	OR	OFF	2016/10/17 13:01
L5	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2016/10/17 13:29
L8	95	(social with graph) with (online with network with (game gaming))	US-PGPUB; USPAT	OR	ON	2016/10/17 13:39
L9	2	L8 and ((post posting) with comment with (game gaming games) with (info information data event))	US-PGPUB; USPAT	OR	ON	2016/10/17 13:40
L10	95	((post posting) with comment with (game gaming games) with (info information data event))	US-PGPUB; USPAT	OR	ON	2016/10/17 13:41
L11	54	L10 and ((modify modifying modication change changing update updating) with (game gaming games))	US-PGPUB; USPAT	OR	ON	2016/10/17 13:41
L12	3	(("20120220377") or ("20030220143") or ("20130103447")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/10/17 13:50

L13	4	(("20120220377") or ("20030220143") or ("20130103447") or ("20030038805")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/10/17 13:51
S1	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S2	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/28 12:51
S3	48	("5690337" "5911419" "5944316" "6905414" "7677970" "8066568" "8066568" "8109821" "8177634" "8182346" "8187087" "8187101" "8192289" "8246466" "8277324" "8360870" "8366550" "8403740" "8414387" "8512150" "8585503" "8613650" "8641519" "8651961" "8657668" "8684828" "8715077" "20060121971" "20060121990" "20060135264" "20070082738" "20070218980" "20080102916" "20090170608" "20090170610" "20090170611" "20090170612" "20090170613" "20090170614" "20090176560" "20090176564" "20090176578" "20090176579" "20090176580" "20100056280" "20120122561" "20120122564" "20120142429" "20120238353").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S4	50	("8230456" "8764568" "20120214564" "20130244778" "20130337975" "8226476" "8392206" "8444490" "8480494" "8496531" "8754905" "8777726" "8827814" "8849253" "20080009344" "20100113148" "20110298618" "20120013622" "20120107787" "20120184362" "20120220373" "20120225720" "20130084989" "20130165199" "20130165210" "20130165234" "20130198009" "20130260872" "20140038697" "20140038709" "20140047355" "20140047488" "20140068461" "20140115032" "20140172975" "20140258419" "20140287821" "7827276" "8066571" "8381240" "8393948" "8671019" "8672744" "8758102" "8793615" "8814693" "8848507" "8850035" "20090172186" "20100157816").pn.	US-PGPUB; USPAT	OR	ON	2014/10/28 13:02
S5	3	("20100216553" | "20110212769").PN. OR ("8480494").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 09:29
S6	47	("20020086730" | "20040143852" | "20050137015" | "20060121990" | "20060148545" | "20080146338" | "20080229215" | "20080261697" | "20080318687" | "20090088233" | "20090111576" | "20090118015" | "20090253512" | "20090309891" | "20100035692" | "20100064307" | "20100081504" | "20100113148" |	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 10:30

		"20100227682" | "20100229235" | "20100251141" | "20100262958" | "20100321389" | "20110178978" | "20110219422" | "20110244954" | "20110298827" | "20120009998" | "20120021825" | "20120030249" | "20120050286" | "20120054337" | "20120110099" | "20120151060" | "20120172131" | "20120233076" | "20120264509" | "20120289328" | "20120302350" | "20130203509" | "5926179" | "6758754" | "7824253" | "7903109" | "7979574" | "8328639" | "8562440").PN. OR ("8814693").URPN.				
S7	0	multiplayer with online with game with (distinct or individualized) with experience	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S8	293	multiplayer with online with video with game	US-PGPUB; USPAT	OR	ON	2014/10/29 10:51
S9	176054	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:00
S10	91	S9 and S8	US-PGPUB; USPAT	OR	ON	2014/10/29 11:01
S11	69	S10 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:02
S12	7	two with three with (dimension or dimensional) with (game gaming games) with multiple with devices	US-PGPUB; USPAT	OR	ON	2014/10/29 11:13
S13	481	(two with three with (dimension or dimensional) with video with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:16
S14	9646	(A63F9/24.cpc.) or (A63F13/00,12.cpc.) or (A63F13/30,31,32,33,335,35,45.cpc.)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S15	67	S13 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S16	51	S15 and @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 11:20
S17	150	(two with three with (dimension or dimensional) with interface with (game gaming games))	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S18	16	S17 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:24
S19	2532	two with three with (dimension or dimensional) with (game gaming games)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S20	419	S19 and S14	US-PGPUB; USPAT	OR	ON	2014/10/29 11:26
S21	0	S20 and (multiple with players with social with network with interactions)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S22	0	S20 and (multiple with players with social with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S23	52	S20 and (multiple with players with network)	US-PGPUB; USPAT	OR	ON	2014/10/29 11:27
S24	4	(("20110169927") or ("20110221745")	US-PGPUB;	OR	OFF	2014/10/29

		or ("20070011617") or ("20120225720")).PN.	USPAT; USOCR			14:37
S25	377	(change changing modify modifying) with (game gaming) with player with interactions	US-PGPUB; USPAT	OR	ON	2014/10/29 14:46
S26	1	((change changing modify modifying) with (game gaming) with player with interactions) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:47
S27	19	((change changing modify modifying) with (game gaming) with player) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:48
S28	0	((change changing modify modifying) with (game gaming) with player with performance) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S29	104	((change changing modify modifying) with (game gaming) with (social near2 network))	US-PGPUB; USPAT	OR	ON	2014/10/29 14:50
S30	11	S29 and (non-players and players)	US-PGPUB; USPAT	OR	ON	2014/10/29 14:51
S31	4	("20110212767").PN. OR ("8328643").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/29 14:53
S32	2	(("20100216553") or ("20100062840")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/29 15:07
S33	167	(social with network with server) AND (third with party with server) AND (multiplayer)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:19
S34	2214	different with player with interface	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S35	12	S33 and S34	US-PGPUB; USPAT	OR	ON	2014/10/29 15:20
S36	219	(social with network with server) AND (multiplayer) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:22
S37	94	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S38	0	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with non-player with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S39	113	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:23
S40	10	(social with network with server) AND (multiplayer) AND ((change changing modify modifying update updating) with	US-PGPUB; USPAT	OR	ON	2014/10/29 15:25

		(game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))				
S41	11	(social with network with server) AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND (two near2 (dimension or dimensional)) AND (three near2 (dimension or dimensional))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:26
S42	0	(social with network with server) with ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507" AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:27
S43	1	(social with network with server) with ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S44	368	(social with network with server) AND ((two near2 (dimension or dimensional)) with (three near2 (dimension or dimensional)))	US-PGPUB; USPAT	OR	ON	2014/10/29 15:28
S45	9	S44 AND ((change changing modify modifying update updating) with (game gaming) with (actions or interactions)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:29
S46	1313	(two-dimensional with user with interface) AND (three-dimensional with user with interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:31
S47	813	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S48	484	(social with network with server) AND ((change changing modify modifying) with (game gaming)) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S49	0	S47 and S48	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S50	5612	(social with network with server) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:32
S51	0	S47 and S49	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S52	349	(multiplayer with online with (game gaming games) with network) AND @ad<="20120507"	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S53	0	S47 and S52	US-PGPUB; USPAT	OR	ON	2014/10/29 15:33
S54	0	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) AND (multiplayer with gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S55	338	(two-dimensional near10 user near10 interface) AND (three-dimensional	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34

		near10 user near10 interface) AND (game gaming)				
S56	16	(two-dimensional near10 user near10 interface) AND (three-dimensional near10 user near10 interface) with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/29 15:34
S57	1	("20090088239").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 10:33
S58	1	("20130184064").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/10/30 12:21
S59	217	(2D with 3D) near2 (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S60	0	S59 and (multiplayer with online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S61	2	S59 and (online with network with social)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:49
S62	48	("20020003537" | "20020022518" | "20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" | "20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2014/10/30 12:50
S63	1102	online with video with network with (game gaming)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S64	5146	(post posting) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/10/30 12:56
S65	20	modify with (game gaming) with play with interaction$2	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S66	36	S63 and S64	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S67	0	S66 and S65	US-PGPUB; USPAT	OR	ON	2014/10/30 12:57
S68	6	("7079174" | "7371163" | "6204876" | "20040058715" | "7193629" | "7463257").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:08
S69	39	("20010039212" | "20020165028" | "20040012671" | "5184830" | "5393073" | "5577960" | "5682171" | "5903257" | "6055013" | "6132315" | "6139433" | "6241610" | "6296570" | "6314483" | "6478679" |	US-PGPUB; USPAT; USOCR	OR	ON	2014/11/01 14:11

		"6570563").PN. OR ("7371163").URPN.				
S70	5	("20040077401" | "20050037843" | "20060148553" | "20070117626" | "6908381").PN.	US-PGPUB; USPAT	OR	ON	2014/11/01 14:28
S71	19	two-dimensional with three-dimensional with (game gaming) with simultaneously	US-PGPUB; USPAT	OR	ON	2014/11/01 14:59
S72	0	two-dimensional with three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S73	0	three-dimensional with (game gaming) with (social near2 network near2 server)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S74	17	three-dimensional with (game gaming) with (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/01 15:02
S75	6	13/079775	US-PGPUB; USPAT	OR	ON	2014/11/01 15:30
S76	20	US-20070281780-$.DID. OR US-20080113745-$.DID. OR US-20110201404-$.DID. OR US-7311607-$.DID. OR US-7841944-$.DID. OR US-7951001-$.DID. OR US-8210922-$.DID. OR EP-0727245-$.DID. OR EP-2082381-$.DID. OR US-1331018-$.DID.	US-PGPUB; USPAT; USOCR; FPRS; EPO; DERWENT; IBM_TDB	OR	ON	2014/11/01 15:37
S77	8	(("20100062840") or ("20130184064") or ("20080303746") or ("20080318687") or ("20080280684") or ("7115031") or ("20090191965") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/01 16:44
S78	1609	(modify modification change alter) with (game gaming) with (player near10 (action actions event events))	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S79	230	S78 and (social near2 network)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S80	151	S79 and (non-players)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:48
S81	1	S80 and ((post posting) near2 online)	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S82	14	S79 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S83	14	S80 and (non-players) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 11:49
S84	1	S79 and ((two near2 dimensional) or 2D) and ((three near2 dimensional) or 3D) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:02
S85	1	S79 and (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:05
S86	0	(online or network) with (game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2 dimensional) or 3D)) and @ad<="20110512"	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06
S87	25	(game gaming games) with simultaneously with (((two near2 dimensional) or 2D) with ((three near2	US-PGPUB; USPAT	OR	ON	2014/11/02 12:06

		dimensional) or 3D)) and @ad<="20110512"				
S88	8	(("20110034246") or ("20120231886") or ("20130184064") or ("20080303746") or ("20110018868") or ("20080280684") or ("8287341") or ("7115031")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 13:07
S89	4	(("20110034246") or ("20100216553") or ("8287341") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2014/11/02 19:59
S90	49	((("8671019") or ("8793615") or ("8887155") or ("20120214564") or ("20130148557") or ("20130288759") or ("20140229863") or ("20140258869") or ("20140364203") or ("7827276") or ("8066571") or ("8230456") or ("8381240") or ("8393948") or ("8672744") or ("8758102") or ("8764568") or ("8814693") or ("8848507") or ("8850035") or ("8956211") or ("8979635") or ("20090172186") or ("20100157816") or ("20100157842") or ("20110093474") or ("20110093474") or ("20110183749") or ("20110237325") or ("20110275442") or ("20120122590") or ("20120202587") or ("20120237908") or ("20130097016") or ("20130102374") or ("20130110638") or ("20130124322") or ("20130210514") or ("20130210530") or ("20130217478") or ("20130237300") or ("20130244778") or ("20130260861") or ("20130337975") or ("20140004938") or ("20140024437") or ("20140122201") or ("20140135109") or ("20140141871") or ("20140215392") or (").pn.")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/01 14:02
S91	7	((updat$3 or chang$3 or adjust$3 or modif$7) with game with (application or play) with user with (comments commentary))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:24
S92	0	((updat$3 or chang$3 or adjust$3 or modif$7) with game with non-players with (input or commentary or comments))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:26
S93	2548	((updat$3 or chang$3 or adjust$3 or modif$7) with game with player with (input or commentary or comments))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:26
S94	192	((updat$3 or chang$3 or adjust$3 or modif$7) with game with application with player with (input or commentary or comments))	US-PGPUB; USPAT	OR	OFF	2015/06/01 17:27
S95	0	social with network with (interaction interactions) with ("NPC" or (non-player or nonplayer or (non adj2 player)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42
S96	8793	("NPC" or (non-player or nonplayer or (non adj2 player)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42

S97	89	S96 and (social with network with (interaction interactions))	US-PGPUB; USPAT	OR	OFF	2015/06/03 13:42
S98	3	((game games gaming) with (spectator spectating) with (social near2 network))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:22
S99	998	(game games gaming) with (spectator spectating)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:29
S100	556	((updat$3 or chang$3 or adjust$3 or modif$7) with game) and S99	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:30
S101	4	S100 and (social with network with comment$2)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:30
S102	0	social with network with interaction with (game gaming) with application with ("2D" or "3D") with interface	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S103	21	social with network with interaction with (game gaming) with application	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S104	10071	("2D" or "3D") with user with interface	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S105	1	S103 and S104	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:36
S106	26	social with (game gaming) with ((two-dimension or two-dimensional) OR (three-dimension or three-dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:42
S107	10	social with network with (game gaming) with ((two-dimension or two-dimensional) OR (three-dimension or three-dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:42
S108	30	social with network with (comment feed feedback post) with (modify or update or change) with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/03 14:51
S109	19	spectator$2 with (comment feed feedback post) with (modify or update or change) with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:16
S110	149	("20010036356" | "20010055991" | "20020002074" | "20020032056" | "20020097984" | "20020183115" | "20020198769" | "20030038805" | "20030084462" | "20030220143" | "20040087363" | "20040116183" | "20040153569" | "20040192354" | "20040248631" | "20040259627" | "20050020359" | "20050071736" | "20050091597" | "20050227771" | "20060058103" | "20060098013" | "20060170778" | "20060206565" | "20060258446" | "20070055694" | "20070063995" | "20070117617" | "20070117635" | "20070250901" | "20070256030" | "20070298878" | "20080026839" | "20080052384" | "20080119286" | "20080125226" | "20080126357" | "20080146339" | "20080146342" | "20090005196" | "20090017750" | "20090031227" | "20090044113" | "20090083662" | "20090083665" | "20090100366" | "20090118017" | "20090118018" | "20090118019" | "20090118020" |	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/03 15:17

		"20090124387" | "20090144380" | "20090172171" | "20090208181" | "20090215531" | "20090215540" | "20090249189" | "20090254998" | "20090265473" | "20090290753" | "20090297118" | "20090326970" | "20100014825" | "20100031333" | "20100041475" | "20100064008" | "20100100849" | "20100150120" | "20100154050" | "20100167809" | "20100167816" | "20100169964" | "20100174782" | "20100281095" | "20100281432" | "20110013087" | "20110028194" | "20110029932" | "20110055222" | "20110059818" | "20110093600" | "20110105226" | "20110111854" | "20110145880" | "20110151971" | "20110161666" | "20110202562" | "20110238618" | "20110263333" | "20110275431" | "20110295666" | "20120054002" | "20120054685").PN. OR ("20120130863" | "20120142433" | "20120149476" | "20120151346" | "20120151347" | "20120204107" | "20120311624" | "20130084970" | "5371852" | "5384910" | "5943052" | "6067545" | "6330605" | "6374336" | "6380933" | "6434398" | "6456304" | "6466275" | "6561811" | "6571216" | "6597375" | "6629129" | "6699127" | "6760042" | "6760595" | "6772195" | "6864886" | "6928485" | "6996413" | "6999083" | "7075556" | "7133051" | "7219160" | "7350158" | "7390254" | "7458894" | "7490314" | "7492363" | "7506318" | "7632186" | "7719971" | "7729992" | "7844301" | "7890701" | "7917632" | "7970820" | "8001063" | "8025569" | "8025572" | "8128469" | "8128503" | "8130747" | "8235817").PN. OR ("8628424").URPN.				
S111	0	S110 and (social near2 network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S112	0	S110 and (social with network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S113	0	S110 AND ((social with network) AND (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S114	3352	((social with network) AND (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21

S115	91	((social with network) with (three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)))	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:21
S116	62	S115 and @ad<="20120501"	US-PGPUB; USPAT	OR	OFF	2015/06/03 15:22
S117	219	(williams near2 lawrence).in.	US-PGPUB; USPAT	OR	OFF	2015/06/04 11:56
S118	186	(williams adj1 lawrence).in.	US-PGPUB; USPAT	OR	OFF	2015/06/04 11:56
S119	3	(("20110034246") or ("20030220143") or ("20100216553")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 11:20
S120	1021	social with network with server with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:54
S121	20	S120 and (spectator spectators)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:55
S122	359	(social with network with server with (game gaming games)) and @ad<="20120501"	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:56
S123	1	S122 and ((two or three or "2" or "3") with dimensional with interface)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:56
S124	9	S122 and ((two or three or "2" or "3") with dimensional with display)	US-PGPUB; USPAT	OR	OFF	2015/06/08 13:57
S125	43	S122 and ((two or three or "2" or "3") with dimension$2)	US-PGPUB; USPAT	OR	OFF	2015/06/08 14:00
S126	3	("20130005471" | "7572187" | "8075404").PN. OR ("8535163").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 14:01
S127	3	("20090197681" | "20120094762").PN. OR ("8388450").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/08 14:04
S128	10656	(social with network with server)	US-PGPUB; USPAT	OR	OFF	2015/06/24 10:28
S129	12	S128 and (mobile with gam$3 with console with browser)	US-PGPUB; USPAT	OR	OFF	2015/06/24 10:29
S130	889	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) and S128	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31
S131	286	S130 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31
S132	2	S131 and (non-player)	US-PGPUB; USPAT	OR	ON	2015/06/24 10:31
S133	21	S131 and (interface with mobile with (gam$3 near2 console))	US-PGPUB; USPAT	OR	ON	2015/06/24 10:32
S134	257	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) and S128 and (online with gam$3)	US-PGPUB; USPAT	OR	ON	2015/06/24 10:33
S135	72	S134 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 10:33
S136	44	("20020082088" | "20020126846" | "20040248652" | "20050277472" |	US-PGPUB; USPAT;	OR	OFF	2015/06/24 10:50

		"20060178216" | "20060246973" | "20060287106" | "20070054717" | "20070060359" | "20070123353" | "20070234005" | "20080039167" | "20080081692" | "20080153595" | "20080220873" | "20090075737" | "20090149248" | "20090181767" | "20090215531" | "20090325712" | "20100113115" | "20100160038" | "20100227679" | "20110213655" | "20110276744" | "20120009997" | "20120010734" | "5782692" | "5830067" | "5846132" | "6024643" | "6080063" | "6273820" | "6322451" | "6876496" | "6887159" | "6951516" | "7288028" | "7470197" | "7828661" | "7937314" | "8038535" | "8313370").PN. OR ("8430755").URPN.	USOCR			
S137	13	(modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback review) with social with network	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:32
S138	67	((modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback)) AND "social network"	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:33
S139	38	(((modif$7 chang$3) with (gam$3) with player with (interaction interactions comments feedback)) AND "social network") and @ad<="20120101"	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:34
S140	7	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 11:53
S141	3	("20040143852" | "20100229108" | "20110107239").PN.	US-PGPUB; USPAT	OR	OFF	2015/06/24 11:53
S142	9	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 12:23
S143	9	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) with (concurrent concurrently simultaneous simultaneously) with video with (game games gaming)	US-PGPUB; USPAT	OR	ON	2015/06/24 13:24
S144	1237	(three-dimensional or "3D" or "3-D" or (three near2 dimensional)) with (two-dimensional or "2D" or "2-D" or (two near2 dimensional)) with video with (game games gaming)	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S145	116	S144 and (social with network)	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S146	51	S145 and @ad<="20120101"	US-PGPUB; USPAT	OR	ON	2015/06/24 13:25
S147	48	("20020003537" | "20020022518" |	US-PGPUB;	OR	OFF	2015/06/24

		"20030032479" | "20040198505" | "20040214630" | "20050059479" | "20050233799" | "20060014577" | "20060061652" | "20060094510" | "20060287058" | "20070281780" | "20080015004" | "20080024597" | "20080045331" | "20080108426" | "20080113745" | "20080113775" | "20080125219" | "20080303746" | "20090062001" | "20090227371" | "20100007582" | "20110018867" | "20110018868" | "20110201404" | "20110230268" | "20110255019" | "20120190439" | "20120194656" | "4371164" | "5287437" | "6504649" | "6842183" | "6863609" | "6866585" | "6887157" | "7278920" | "7465230" | "7572186" | "7775876" | "7841944" | "7901289" | "7934994" | "8002623" | "8079905" | "8159526" | "8269822").PN.	USPAT; USOCR			13:28
S148	0	("2011060497").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:37
S149	2	("20040192430" | "20070041095").PN.	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:41
S150	10	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or ("20130184064")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:48
S151	3	((comment or feedback) with post with social with network) and (online with video with game) and (@ad<="20120101")	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:48
S152	14	((comment or feedback) with social with network) and (online with video with game) and (@ad<="20120101")	US-PGPUB; USPAT	OR	OFF	2015/06/24 13:49
S153	11	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or ("20130184064") or ("20090197681")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 13:51
S154	12	(("20130073473") or ("20130132221") or ("20100216553") or ("20030220143") or ("20100062840") or ("20110018868") or ("20100160038") or ("20110107239") or ("20110034246") or ("20130184064") or ("20090197681") or ("20120184363")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 16:13
S155	1	("20090291750").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2015/06/24 17:34
S156	1	("20120072855").PN.	US-PGPUB; USPAT;	OR	OFF	2016/03/02 15:00

			USOCR			
S157	32	("20060053380" | "20090112926" | "20080031203" | "20090327437" | "20110010182" | "8554848" | "8037139" | "20050055416" | "8191001" | "20090271283" | "20090132527" | "8191000" | "20100057754" | "20080155080" | "8639762" | "8732590" | "7913178" | "20040250212" | "20090106376" | "7275215" | "20060173702" | "20090182823" | "20100138491" | "20100250685" | "8307029" | "8060828" | "20100185630" | "20080114848" | "20110179126" | "20090132949" | "7865563" | "7938727").PN.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:01
S158	0	13/889266.app.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:07
S159	0	"13889266".app.	US-PGPUB; USPAT	OR	OFF	2016/03/02 15:08
S160	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:08
S161	6	(receive receiving) with (help assist assistance) with social with network with (game gaming games)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:09
S162	0	(receive receiving) with (help assist assistance) with social with network with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S163	0	(receive receiving request requesting) with (help assist assistance) with social with network with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S164	0	(receive receiving request requesting) with (help assist assistance) with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S165	0	(request requesting) with (help assist assistance) with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:27
S166	0	(request requesting) with (help assist assistance) with (game gaming games) with (non-player nonplayer)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:28
S167	755	(request requesting) with (help assist assistance) with (game gaming games)	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:28
S168	0	S167 and (social with network with (non-player nonplayer))	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:28
S169	7	(social with network with (non-player nonplayer))	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:29
S170	419	(modify change modifying changing) with game with (player non-player) with interactions	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:32
S171	55	S170 and (social with network with	US-PGPUB;	OR	ON	2016/03/02

		(game gaming))	USPAT; USOCR			15:32
S172	36	S171 and (@ad<="20120501")	US-PGPUB; USPAT; USOCR	OR	ON	2016/03/02 15:33
S173	8	(("20100064307") or ("20110312423") or ("20120157212") or ("20120220377") or ("20130035164") or ("20100178985") or ("20070087799") or ("20080004117")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/02 16:17
S174	0	spectator with offer with (help assistance assist) with (game gameplay gaming)	US-PGPUB; USPAT	OR	OFF	2016/03/02 16:36
S175	0	spectator with friends with (help assistance assist) with (game gameplay gaming)	US-PGPUB; USPAT	OR	OFF	2016/03/02 16:37
S176	1	("20030016207").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/02 18:10
S177	3	(("20130035164") or ("20080004117") or ("20120220377")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/07 20:11
S178	2	(("20120194516") or ("20020093541")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:53
S179	3	(("20120194516") or ("20020093541") or ("20120065692")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:54
S180	3	(("20120194516") or ("20020093541") or ("20130065692")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 14:54
S181	3	(("20130035164") or ("20080004117") or ("20120220377")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/09 15:58
S182	6118	(modify or change) with (game gaming) with play	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S183	0	S182 and (non-player with friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S184	0	S182 and (friend with social with network with suggestion)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S185	358	S182 and (friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S186	311	S185 and (help assist assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:38
S187	4	S186 and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 10:39
S188	14167	(modify modifying change changing) with (game game play application) and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:04
S189	3693	(modify modifying change changing) with (game gaming) and (two with dimensional with three with dimensional)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:05
S190	14	S189 and (friend with social with network)	US-PGPUB; USPAT	OR	OFF	2016/03/10 11:05

S191	5	(("20130035164") or ("20080004117") or ("20120220377") or ("20030220143") or ("20140004951")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/10 12:08
S192	0	13/889266.app.	US-PGPUB; USPAT	OR	OFF	2016/03/10 12:40
S193	3	("20070087797" | "20080307320" | "20060128471").PN.	US-PGPUB; USPAT	OR	OFF	2016/03/18 15:33
S194	3	comment with social with media with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:12
S195	0	comment with social with network with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:13
S196	1	(comments comment commenting) with social with network with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:13
S197	1	(comments comment commenting) with (game gaming games) with post with (help or assist or assistance)	US-PGPUB; USPAT	OR	OFF	2016/03/18 16:16
S198	1	("20130151613").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 16:20
S199	1	("20130103447").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 16:23
S200	7	(("20130035164") or ("20080004117") or ("20120220377") or ("20030220143") or ("20140004951") or ("20130103447") or ("20070087797")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 21:54
S201	1	("20130072308").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/10/04 13:23
S202	15	("8480475" | "20100062840" | "20080300049" | "20090156299" | "20120184363" | "9165423" | "20130225298" | "20130225298" | "20120184363" | "20130337890" | "8282489" | "20160027245" | "20140135109" | "20110300926" | "8517810" | "20100062840" | "9153094" | "8628422" | "20140135109").PN.	US-PGPUB; USPAT	OR	OFF	2016/10/04 16:02
S203	1	("20120309493").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/10/05 11:01
S204	1	14/486914.app.	US-PGPUB; USPAT	OR	OFF	2016/10/05 14:35
S205	0	(non-player or nonplayer or spectator) with (comment commentary) with (online) with (game gaming games)	US-PGPUB; USPAT	OR	OFF	2016/10/05 17:26
S206	54	(non-player or nonplayer or spectator) with (comment commentary)	US-PGPUB; USPAT	OR	OFF	2016/10/05 17:27
S207	30	(non-player or nonplayer or spectator) with (modify modification change changing) with (game games gaming) with (play or application)	US-PGPUB; USPAT	OR	OFF	2016/10/05 17:27
S208	2	S206 and S207	US-PGPUB;	OR	OFF	2016/10/05

			USPAT			17:27
S209	80	(modify modification change changing) with game with social with network	US-PGPUB; USPAT	OR	OFF	2016/10/06 13:55
S210	10	((modify modification change changing) with game with social with network) AND ((non-player or nonplayer or friend) with (interaction interactions))	US-PGPUB; USPAT	OR	OFF	2016/10/06 13:56
S211	8	((modify modification change changing) with game with (non-player or nonplayer or friend) with (interaction interactions))	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:03
S212	1	(modify modification change changing) with game with social with network with player with (interaction interactions post posting comment commenting)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:06
S213	255	(modify modification change changing) with game with player with (interaction interactions post posting comment commenting)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:07
S214	6	(modify modification change changing) with game with (nonplayer non-player) with (interaction interactions post posting comment commenting)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:07
S215	24	(modify modification change changing) with game with (friend friends) with (interaction interactions post posting comment commenting)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:07
S216	8	(modify modification change changing) with game with (spectator friend) with (comment comments posts post)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:24
S217	0	(modify modification change changing) with game with spectator with (comment comments posts post)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:25
S218	0	online with game with spectator with (comment comments posts post)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:25
S219	0	online with game with spectator with (comment comments commentary posts post)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:25
S220	41	(games gaming game) with spectator with (comment comments commentary posts post)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:25
S221	0	(games gaming game) with spectator with (comment comments commentary posts post) with (modify change modification changing)	US-PGPUB; USPAT	OR	OFF	2016/10/06 14:26
S222	3	("20030008710" | "20050049022" | "20140038721").PN.	US-PGPUB; USPAT	OR	OFF	2016/10/14 16:24
S223	34	("20130184064" | "8287341" | "20130006709" | "20110018868" | "20040266529" | "8200020" | "20140038721" | "7955175" | "20080004117" | "20130035164" | "6386980" | "6699125" | "6386980" | "6699125" | "20110320401" | "20130097517" | "20110034246" | "20100197380" | "20120254764" | "7628688" | "20130103447" | "20140004951" | "20040266529" |	US-PGPUB; USPAT	OR	OFF	2016/10/14 16:26

		"20090307226" | "20030008710" | "20130196732" | "20030220143" | "20120072855" | "20070087797" | "8200020" | "20100228614" | "20100160038" | "6478679" | "20050049022" | "20100216553" | "20100062840" | "20120184363" | "20110201414" | "6478679").PN.				

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L6	0	((Brian) near2 (Wiklem)).INV.	US-PGPUB; USPAT	OR	ON	2016/10/17 13:38
L7	0	((Carrie) near2 (Cowan)).INV.	US-PGPUB; USPAT	OR	ON	2016/10/17 13:38
L14	6565	A63F13/12.cpc.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:38
L15	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:40
L16	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm. AND (providing with interface with video with gaming with application with social with network with interface with mobile with device with console with browser).clm.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:40
L17	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm. AND (providing with interface with video with gaming with application with social with network with interface with mobile with device with console with browser).clm. AND (facilitating with variable with distinct with user with experiences with one with more with user with devices with one with more with players with access with video with gaming with application).clm.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:41
L18	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm. AND (providing with interface with video with	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:42

		gaming with application with social with network with interface with mobile with device with console with browser).clm. AND (facilitating with variable with distinct with user with experiences with one with more with user with devices with one with more with players with access with video with gaming with application with three with dimensional with two-dimensional).clm.				
L19	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm. AND (providing with interface with video with gaming with application with social with network with interface with mobile with device with console with browser).clm. AND (facilitating with variable with distinct with user with experiences with one with more with user with devices with one with more with players with access with video with gaming with application with three with dimensional with two-dimensional).clm. AND (receiving with social with network with server with one with more with social with interactions with one with more with non-players with share with affinity with one with more with players with social with network with comment with posted with social with network with one with more with events).clm.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:43
L20	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application with provided with electronic with devices).clm. AND (providing with interface with video with gaming with application with social with network with interface with mobile with device with console with browser).clm. AND (facilitating with variable with distinct with user with experiences with one with more with user with devices with one with more with players with access with video with gaming with application with three with dimensional with two-dimensional).clm. AND (receiving with social with network with server with one with more with social with interactions with one with more with non-players with share with affinity with one with more with players with social with network with comment with posted with social with network with one with more with events).clm. AND (modifying with play with video with gaming with application with based with social with network with interactions with one with more with non-players).clm.	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:44
L21	0	L14 and (providing with access with one with more with devices with one with more with players with video with gaming with application with operated with social with network with third with party with server with application	US-PGPUB; USPAT	OR	OFF	2016/10/17 14:44

		with provided with electronic with devices).clm. AND (providing with interface with video with gaming with application with social with network with interface with mobile with device with console with browser).clm. AND (facilitating with variable with distinct with user with experiences with one with more with user with devices with one with more with players with access with video with gaming with application with three with dimensional with two-dimensional with concurrently).clm. AND (receiving with social with network with server with one with more with social with interactions with one with more with non-players with share with affinity with one with more with players with social with network with comment with posted with social with network with one with more with events).clm. AND (modifying with play with video with gaming with application with based with social with network with interactions with one with more with non-players).clm.				

10/17/2016 2:44:43 PM
C:\Users\shall\Documents\EAST\Workspaces\13889266 Video Gaming Platform and User Interface.wsp

Doc code: IDS
Doc description: Information Disclosure Statement (IDS) Filed

PTO/SB/08a (03-15)
Approved for use through 07/31/2016. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	13889266
Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

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Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20030008710	A1	2003-01-09	Yamaoka et al.	
	2	20050049022	A1	2005-03-03	Mullen	
	3	20140038721	A1	2014-02-06	Archer et al.	

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	1							

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

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Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Madden NFL Cooperative Multiplayer Impressions: Ready on Three, Teamwork!, retrieved from http://kotaku.com/5567763/madden-nfl-11-cooperative-multiplayer-impressions-ready-on-three-teamwork on October 10, 2016 (5 pages).	

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EXAMINER SIGNATURE

Examiner Signature	/SHAUNA-KAY N HALL/	Date Considered	10/14/2016

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

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Filing Date	2013-05-07
First Named Inventor	Brian Joseph Wiklem
Art Unit	3714
Examiner Name	Shauna-Kay N. Hall
Attorney Docket Number	10177-04252 US

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Paige Alsbury/	Date (YYYY-MM-DD)	2016-10-11
Name/Print	Paige Alsbury	Registration Number	72,965

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

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BIB DATA SHEET

CONFIRMATION NO. 6572

SERIAL NUMBER	FILING or 371(c) DATE RULE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
13/889,266	05/07/2013	463	3714	10177-04252 US

APPLICANTS
CP Studios LLC, Salt Lake City, UT;

INVENTORS
Brian Joseph Wiklem, Salt Lake City, UT;
Carrie Ann Cowan, Salt Lake City, UT;

**** CONTINUING DATA ***************************
This appln claims benefit of 61/643,352 05/07/2012

**** FOREIGN APPLICATIONS ***************************

**** IF REQUIRED, FOREIGN FILING LICENSE GRANTED **** ** SMALL ENTITY **
06/08/2013

Foreign Priority claimed ☐ Yes ☑ No 35 USC 119(a-d) conditions met ☐ Yes ☑ No Verified and Acknowledged /SHAUNA-KAY N HALL/ Examiner's Signature	☐ Met after Allowance Initials	STATE OR COUNTRY	SHEETS DRAWINGS	TOTAL CLAIMS	INDEPENDENT CLAIMS
		UT	33	12	3

ADDRESS

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111
UNITED STATES

TITLE

Video Gaming Platform and User Interface

FILING FEE RECEIVED		
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Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	Art Unit
	SHAUNA-KAY HALL	3714

CPC- SEARCHED		
Symbol	Date	Examiner
A63F9/24	10/29/2014	
A63F13/00,12,33	10/29/2014	

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner
463	31	10/29/2014	

SEARCH NOTES		
Search Notes	Date	Examiner
Inventor name search for double patenting	10/29/2014	SH
PLUS search (requested, received, reviewed)	10/29/2014	SH
EAST: keyword search in combination with class/subclass	10/29-11/02/2014	SH
EAST: searched related patents/applications	10/29-11/02/2014	SH
EAST: forward/backward citation search	10/29-11/02/2014	SH
EAST:Updated search results	06/03-06/082015/	SH
EAST: updated search results	03/09-03/10/2016	SH
EAST: updated keyword search, npl google search	10/06; 10/17/2016	SH

INTERFERENCE SEARCH

/S.H./ Examiner.Art Unit 3714	/OMKAR DEODHAR/ Primary Examiner, Art Unit 3714

US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner
	Conducted Interference search in EAST (US Pats, PG Pubs)	10/17/2016	SH

/S.H./ Examiner.Art Unit 3714	/OMKAR DEODHAR/ Primary Examiner, Art Unit 3714

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

CPC							
Symbol						**Type**	**Version**
A63F		13	/	12		F	2013-01-01
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CPC Combination Sets								
Symbol					**Type**	**Set**	**Ranking**	**Version**
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/S.H./ Examiner.Art Unit 3714 (Assistant Examiner)	10/17/2016 (Date)	**Total Claims Allowed:** 18	
/O. D./ Primary Examiner, Art Unit 3714 (Primary Examiner)	(Date)	O.G. Print Claim(s) 1	O.G. Print Figure 1

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

US ORIGINAL CLASSIFICATION		INTERNATIONAL CLASSIFICATION												
CLASS	SUBCLASS	CLAIMED					NON-CLAIMED							
463	3	A	6	3	F	13 / 12 (2006.01.01)								
CROSS REFERENCE(S)														
CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)													

/S.H./ Examiner.Art Unit 3714 (Assistant Examiner)	10/17/2016 (Date)	**Total Claims Allowed:** 18	
/O. D./ Primary Examiner, Art Unit 3714 (Primary Examiner)	(Date)	O.G. Print Claim(s) 1	O.G. Print Figure 1

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
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	15														
	16														

/S.H./ Examiner.Art Unit 3714	10/17/2016	**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	18	
/O. D./ Primary Examiner, Art Unit 3714		O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	1

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

CPC							
Symbol						**Type**	**Version**
A63F		13	/	12		F	2013-01-01
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CPC Combination Sets								
Symbol					**Type**	**Set**	**Ranking**	**Version**
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/S.H./ Examiner.Art Unit 3714	10/17/2016	**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	18	
		O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	1

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	13889266	WIKLEM ET AL.
	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

US ORIGINAL CLASSIFICATION		INTERNATIONAL CLASSIFICATION												
CLASS	SUBCLASS	CLAIMED					NON-CLAIMED							
463	3	A	6	3	F	13 / 12 (2006.01.01)								

CROSS REFERENCE(S)					
CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)				

/S.H./ Examiner.Art Unit 3714	10/17/2016	**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	18	
		O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	1

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
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	Examiner	**Art Unit**
	SHAUNA-KAY HALL	3714

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
1	1		17												
2	2	9	18												
5	3	11	19												
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4	15														
6	16														

/S.H./ Examiner.Art Unit 3714	10/17/2016	**Total Claims Allowed:** 18	
(Assistant Examiner)	(Date)		
(Primary Examiner)	(Date)	O.G. Print Claim(s) 1	O.G. Print Figure 1

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	05/07/2013	Brian Joseph Wiklem	10177-04252 US	6572

93219 7590 12/22/2016

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

EXAMINER
HALL, SHAUNA-KAY N

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
12/22/2016	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

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patents@patentlawworks.net

Supplemental Notice of Allowability	Application No. 13/889,266	Applicant(s) WIKLEM ET AL.	
	Examiner SHAUNA-KAY HALL	Art Unit 3714	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *printer rush query received 11/23/2016*.
   ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on_____.
2. ☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
3. ☒ The allowed claim(s) is/are *1-3,5-7,9-11,14-16, 18-23*. As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.
4. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

   Certified copies:

   a) ☐ All b) ☐ Some *c) ☐ None of the:
   1. ☐ Certified copies of the priority documents have been received.
   2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
   3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).
6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☐ Notice of References Cited (PTO-892)
2. ☐ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date _____
3. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material
4. ☐ Interview Summary (PTO-413), Paper No./Mail Date _____ .
5. ☐ Examiner's Amendment/Comment
6. ☐ Examiner's Statement of Reasons for Allowance
7. ☐ Other _____.

/OMKAR DEODHAR/ Primary Examiner, Art Unit 3714	/S. H./ Examiner, Art Unit 3714

Document Description: Issue Fee Payment (PTO-85B)

Issue Fee Transmittal Form

Application Number	Filing Date	First Named Inventor	Atty. Docket No.	Confirmation No.
13889266	07-May-2013	Brian Wiklem	10177-04252 US	6572

TITLE OF INVENTION :

VIDEO GAMING PLATFORM AND USER INTERFACE

Entity Status	Application Type	Art Unit	Class - Subclass	EXAMINER
Small	Utility under 35 USC 111(a)	3714	031000	SHAUNA-KAY HALL

Issue Fee Due	Publication Due	Total Fee(s) Due	Date Due	Prev. Paid Fee
$480	$0	$480	09-Feb-2017	$0

1.Change of Correspondence Address and/or Indication Of Fee Address (37 CFR 1.33 & 1.363)

Current Correspondence Address:	Current Indicated Fee Address :
93219 Patent Law Works, LLP 201 South Main Street, Suite 250 Salt Lake City UT 84111 UNITED STATES 801-258-9820 docketing@patentlawworks.net	
☐ Change of correspondence address requested, system generated AIA/122-EFS form attached	☐ Fee Address indication requested, system generated SB/47-EFS form attached

2.Entity Status

Change in Entity Status

○ Applicant certifying micro entity status; system generated Micro Entity certification form attached. See 37 CFR 1.29.
Note: Absent a valid certification of micro entity status, issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment. If this box is checked, you will be prompted to choose a micro entity status on the gross income basis (37 CFR 1.29(a)) or the institution of higher education basis (37 CFR 1.29(d)), and make the applicable certification online.

◉ Applicant asserting small entity status. See 37 CFR 1.27.
Note: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.

○ Applicant changing to regular undiscounted fee status.
Note: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

Document Description: Issue Fee Payment (PTO-85B)

3.The Following Fee(s) Are Submitted:

☒ Issue Fee

☐ I authorize USPTO to apply my previously paid issue fee to the current fees due

☐ Publication Fee

☐ The Director is hereby authorized to apply my previously paid issue fee to the current fee due and to charge deficient fees to Deposit Account Number _____

☐ Advance Order - # of copies _____

☐ If **in addition to** the payment of the issue fee amount submitted with this form, there are any discrepancies in any amount(s) due, the Director is authorized to charge any deficiency, or credit any overpayment, to Deposit Account Number _____ . The **issue fee must be submitted** with this form. **If payment of the issue fee does not accompany this form, checking this box and providing a deposit account number will NOT be effective to satisfy full payment of the fee(s) due.**

4.Firm and/or Attorney Names To Be Printed

NOTE: If no name is listed, no name will be printed
For printing on the patent front page, list to be displayed as entered

1. PATENT LAW WORKS LLP
2.
3.

5.Assignee Name(s) and Residence Data To Be Printed

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

Name	City	State	Country	Category
CP Studios LLC	Salt Lake City	UNITED STATES	united states	corporation

6.Signature

I certify, in accordance with 37 CFR 1.4(d)(4) that I am an attorney or agent registered to practice before the Patent and Trademark Office who has filed and has been granted power of attorney in this application. I also certify that this Fee(s) Transmittal form is being transmitted to the USPTO via EFS-WEB on the date indicated below.

Signature	/Paige Alsbury/	**Date**	02-09-2017
Name	Paige McDede Alsbury	**Registration Number**	72965

WEB IFEE 1.0

Electronic Patent Application Fee Transmittal

Application Number:	13889266
Filing Date:	07-May-2013
Title of Invention:	VIDEO GAMING PLATFORM AND USER INTERFACE
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Filer:	Paige McDede Alsbury
Attorney Docket Number:	10177-04252 US

Filed as Small Entity

Filing Fees for Utility under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
UTILITY APPL ISSUE FEE	2501	1	480	480
PUBL. FEE- EARLY, VOLUNTARY, OR NORMAL	1504	1	0	0
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
		Total in USD ($)		**480**

Electronic Acknowledgement Receipt

EFS ID:	28316433
Application Number:	13889266
International Application Number:	
Confirmation Number:	6572
Title of Invention:	VIDEO GAMING PLATFORM AND USER INTERFACE
First Named Inventor/Applicant Name:	Brian Joseph Wiklem
Customer Number:	93219
Filer:	Paige McDede Alsbury
Filer Authorized By:	
Attorney Docket Number:	10177-04252 US
Receipt Date:	09-FEB-2017
Filing Date:	07-MAY-2013
Time Stamp:	17:42:56
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	CARD
Payment was successfully received in RAM	$480
RAM confirmation Number	021017INTEFSW17425401
Deposit Account	
Authorized User	
The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Issue Fee Payment (PTO-85B)	Web85b.pdf	45934 d8061df91b8639ed691e751a51803fe2911a4a56	no	2
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	32532 c124cc5459e1e55ab66b8f6c1a6f44fed4a5c7e8	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	78466		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NO.	ISSUE DATE	PATENT NO.	ATTORNEY DOCKET NO.	CONFIRMATION NO.
13/889,266	03/28/2017	9604132	10177-04252 US	6572

93219 7590 03/08/2017

Patent Law Works, LLP
201 South Main Street, Suite 250
Salt Lake City, UT 84111

ISSUE NOTIFICATION

The projected patent number and issue date are specified above.

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(application filed on or after May 29, 2000)

The Patent Term Adjustment is 0 day(s). Any patent to issue from the above-identified application will include an indication of the adjustment on the front page.

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Application Assistance Unit (AAU) of the Office of Data Management (ODM) at (571)-272-4200.

APPLICANT(s) (Please see PAIR WEB site http://pair.uspto.gov for additional applicants):

Brian Joseph Wiklem, Salt Lake City, UT;
CP Studios LLC, Salt Lake City, UT;
Carrie Ann Cowan, Salt Lake City, UT;

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