

Search history

- Search 1: [SP]: Device for the identification of behavioral patterns from emotional recognition techniques during interaction with a video game characterized in that it includes voltaic sensors for the detection of echocardiogram 10 and electromyography (11), galvanic sensors for the detection of GSR (electrical conductivity on the skin) (12) and a video game unit (2) that are connected to a data acquisition unit (16) configured to capture, correct and store the data from the sensors (10, 11, 12) and the video game of the game unit (2). The data acquisition unit (16) has an internal memory (25) of 0.2 to 240 gigabytes. The acquisition unit (16) is connected to a computer unit (30) configured to classify data. The video game unit (2) is connected to the computer unit (30). the way of connection between the computer unit (30), the acquisition unit (16) and The video game unit (2) is wired or wireless. The acquisition unit (16) contains a microcontroller (24) ARDUINO MEGA or Tensy. The acquisition unit (16) consists of a microcontroller (24) that is connected to an integrated AD8232 block (21), an integrated LM324 (23) and a MyoWare sensor development board (22) which in turn connects with the echocardiography sensors (10) electromyography (11) and GSR (12) in the study subject. The microcontroller (24) has a serial USB communication module (25). (Results 0)
- Search 2: [SP]: Device for the identification of behavioral patterns from emotional recognition techniques during interaction with a video game characterized in that it includes voltaic sensors for the detection of echocardiogram 10 and electromyography (11), galvanic sensors for the detection of GSR (electrical conductivity on the skin) (12) and a video game unit (2) that are connected to a data acquisition unit (16) configured to capture, correct and store the data from the sensors (10, 11, 12) and the video game of the game unit (2). The data acquisition unit (16) has an internal memory (25) of 0.2 to 240 gigabytes. The acquisition unit (16) is connected to a computer unit (30) configured to classify data. The video game unit (2) is connected to the computer unit (30). the way of connection between the computer unit (30), the acquisition unit (16) and The video game unit (2) is wired or wireless. The acquisition unit (16) contains a microcontroller (24) ARDUINO MEGA or Tensy. The acquisition unit (16) consists of a microcontroller (24) that is connected to an integrated AD8232 block (21), an integrated LM324 (23) and a MyoWare sensor development board (22) which in turn connects with the echocardiography sensors (10) electromyography (11) and GSR (12) in the study subject. The microcontroller (24) has a serial USB communication module (25). (Results 492)
- Search 3: SFT=(video game and emotion and sensor) (Results 529)
- Search 4: 3 and biofeedback (Results 75)
- Search 5: biofeedback and game and emotion (Results 222)
- Search 6: 5 and echocardiogram (Results 0)
- Search 7: biofeedback and game (Results 1063)
- Search 8: 7 and echocardiogram (Results 5)
- Search 9: biofeedback and console (Results 340)
- Search 10: 9 and echocardiogram (Results 2)
- Search 11: echocardiogram and electromyography (Results 29)
- Search 12: fn=(73618168) (Results 1)
- Search 13: GSR (Results 4625)
- Search 14: 13 and console (Results 292)
- Search 15: 13 and video W1 game (Results 289)
- Search 16: 15 and emotion (Results 78)
- Search 17: [SP]: technical field [0001] the present disclosure relates to placing personalized stimulus material in video games. description of related art [0002] conventional systems for placing stimulus material such as a media clip, product, brand image, message, purchase offer, product offer, etc., are limited. some placement systems are based on demographic information, statistical data, and survey based response collection. however, conventional systems are subject to semantic, syntactic, metaphorical, cultural, and interpretive errors.[0003] consequently, it is desirable to provide improved methods and apparatus for personalizing stimulus placement in video games. brief description of the drawings [0004] the disclosure may best be understood by reference to the following description taken in conjunction with the accompanying drawings, which illustrate particular example embodiments.[0005] fig. 1 illustrates one example of a system for selecting locations for stimulus material introduction in video games.[0006] fig. 2 illustrates examples of stimulus attributes that can be included in a stimulus attributes repository.[0007] fig. 3 illustrates examples of data models that can be used with a stimulus and response repository. [0008] fig. 4 illustrates one example of a query that can be used with a stimulus location selection system.[0009] fig. 5 illustrates one example of a report generated using the stimulus location selection system.[0010] fig. 6 illustrates one example of a technique for performing temporal and spatial location assessment.[0011] fig. 7 illustrates one example of technique for introduced personalized stimulus material in video games.[0012] fig. 8 provides one example of a system that can be used to implement one or more mechanisms. description of particular embodiments [0013] reference will now be made in detail to some specific examples of the invention including the best modes contemplated by the inventors for carrying out the invention. examples of these specific embodiments are illustrated in the accompanying drawings. while the invention is described in conjunction with these specific embodiments, it will be understood that it is not intended to limit the invention to the described embodiments. on the contrary, it is intended to cover alternatives, modifications, and equivalents as may be included within the spirit and scope of the invention as defined by the appended claims.[0014] for example, the techniques and mechanisms of the present invention will be described in the context of particular types of data such as central nervous system, autonomic nervous system, and effector data. however, it should be noted that the techniques and mechanisms of the present invention apply to a variety of different types of data. it should be noted that various mechanisms and techniques can be applied to any type of stimuli. in the following description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. particular example embodiments of the present invention may be implemented without some or all of these specific details. in other instances, well known process operations have not been described in detail in order not to unnecessarily obscure the present invention.[0015] various techniques and mechanisms of the present invention will sometimes be described in singular form for clarity. however, it should be noted that some embodiments include multiple iterations of a technique or multiple instantiations of a mechanism unless noted otherwise. for example, a system uses a processor in a variety of contexts. however, it will be appreciated that a system can use multiple processors while remaining within the scope of the present invention unless otherwise noted. furthermore, the techniques and mechanisms of the present invention will sometimes describe a connection between two entities. it should be noted that a connection between two entities does not necessarily mean a direct, unimpeded connection, as a variety of other entities may reside between the two entities. for example, a processor may be connected to memory, but it will be appreciated that a variety of bridges and controllers may reside between the processor and memory. consequently, a connection does not necessarily mean a direct, unimpeded connection unless otherwise noted.[0016] overview[0017] a system analyzes neuro-response measurements from subjects exposed to video games to identify neurologically salient locations for inclusion of stimulus material and personalized stimulus material such as video streams, advertisements, messages, product offers, purchase offers, etc. examples of neuro-response measurements include

electroencephalography (eeg), optical imaging, and functional magnetic resonance imaging (fmri), eye tracking, and facial emotion encoding measurements. example embodiments [0018] conventional placement systems such as product placement systems often rely on demographic information, statistical information, and survey based response collection to determine optimal locations to place stimulus material, such as a new product, a brand image, a video clip, sound files, etc. one problem with conventional stimulus placement systems is that conventional stimulus placement systems do not accurately measure the responses to components of the experience. they are also prone to semantic, syntactic, metaphorical, cultural, and interpretive errors thereby preventing the accurate and repeatable selection of stimulus placement locations.[0019] conventional systems do not use neuro-response measurements in evaluating spatial and temporal locations for personalized stimulus placement. the techniques and mechanisms of the present invention use neuro-response measurements such as central nervous system, autonomic nervous system, and effector measurements to improve stimulus location selection and stimulus personalization in video games. some examples of central nervous system measurement mechanisms include functional magnetic resonance imaging (fmri), electroencephalography (eeg), and optical imaging. fmri measures blood oxygenation in the brain that correlates with increased neural activity. however, current implementations of fmri have poor temporal resolution of few seconds. eeg measures electrical activity associated with post synaptic currents occurring in the milliseconds range. subcranial eeg can measure electrical activity with the most accuracy, as the bone and dermal layers weaken transmission of a wide range of frequencies. nonetheless, surface eeg provides a wealth of electrophysiological information if analyzed properly. even portable eeg with dry electrodes provides a large amount of neuro-response information.[0020] autonomic nervous system measurement mechanisms include galvanic skin response (gsr), electrocardiograms (ekg), pupillary dilation, etc. effector measurement mechanisms include electrooculography (eog), eye tracking, facial emotion encoding, reaction time etc.[0021] many types of stimulus material may be placed into video games. in some examples, brand images or personalized messages are introduced into a video game. text advertisements may be placed onto a prop in a video game scene or audio clips may be added to a music file. in some embodiments, a button to allow a player to purchase an item is provided in a neurologically salient location. any type of stimulus material may be added to a video game. according to various embodiments, a personalized stimulus material placement system analyzes video games and video game scenes to determine candidate locations for introducing stimulus material. each candidate location may be tagged with characteristics such as high retention placement, high attention location, good priming characteristics, etc. according to various embodiments, candidate locations are neurologically salient locations. when personalized stimulus is received, one of the candidate locations can be selected for placing the personalized stimulus material.[0022] in some examples, personalized stimulus material is a message that a parent provides to a video game player. in another example, personalized stimulus material is an advertisement or purchase offer tailored to a particular video game player.[0023] a stimulus placement mechanism may incorporate relationship assessments using brain regional coherence measures of segments of the stimuli relevant to the entity/relationship, segment effectiveness measures synthesizing the attention, emotional engagement and memory retention estimates based on the neuro-physiological measures including time-frequency analysis of eeg measurements, and differential saccade related neural signatures during segments where coupling/relationship patterns are emerging in comparison to segments with non-coupled interactions. in particular embodiments, specific event related potential (erp) analyses and/or event related power spectral perturbations (erpsps) are evaluated for different regions of the brain both before a subject is exposed to stimulus and each time after the subject is exposed to stimulus are used to evaluate candidate locations.[0024] pre-stimulus and post-stimulus differential as well as target and distracter differential measurements of erp time domain components at multiple regions of the brain are determined (derp). event related time-frequency analysis of the differential response to assess the attention, emotion and memory retention (derpsps) across multiple frequency bands including but not limited to theta, alpha, beta, gamma and high gamma is performed. in particular embodiments, single trial and/or averaged derp and/or derpsps can be used to enhance selection of stimulus locati (Results 101)

Search video W1 game and behavioral W1 patterns (Results 250)

18:

Search 18 and biofeedback (Results 4)

19:

Search EMG and EEG and emotion and video W1 game (Results 67)

20:

Search behaviour and pattern and recognition and user and video W1 game (Results 150)

21:

1) Family number: 42439005 (US2009152664A)

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Title: MATERIALS, SYSTEMS AND METHODS FOR OPTOELECTRONIC DEVICES

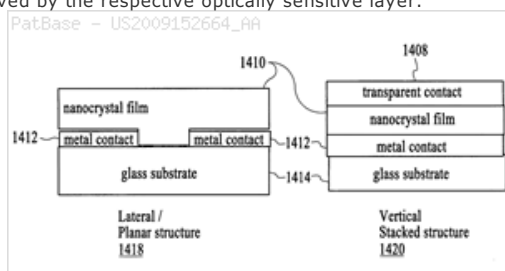
Abstract: A photodetector is described along with corresponding materials, systems, and methods. The photodetector comprises an integrated circuit and at least two optically sensitive layers. A first optically sensitive layer is over at least a portion of the integrated circuit, and a second optically sensitive layer is over the first optically sensitive layer. Each optically sensitive layer is interposed between two electrodes. The two electrodes include a respective first electrode and a respective second electrode. The integrated circuit selectively applies a bias to the electrodes and reads signals from the optically sensitive layers. The signal is related to the number of photons received by the respective optically sensitive layer.

Classifications:

International (IPC 8-9): B82Y20/00 B82Y30/00 C01B19/00 G01J1/42 G01J1/44 H01B1/00 H01J23/02 H01J40/14 H01L21/00 H01L21/28 H01L21/34 H01L27/14 H01L27/146 H01L27/148 H01L29/06 H01L31/00 H01L31/02 H01L31/0224 H01L31/0232 H01L31/0248 H01L31/0256 H01L31/0264 H01L31/032 H01L31/0336 H01L31/0352 H01L31/036 H01L31/0368 H01L31/0384 H01L31/07 H01L31/08 H01L31/09 H01L31/10 H01L31/101 H01L31/109 H01L31/14 H01L33/00 H01L51/42 H01L51/44 H01L51/46 (Advanced/Invention); B82Y15/00 B82Y30/00 B82Y40/00 B82Y99/00 H01L27/146 H01L31/036 H01L51/00 (Advanced/Non-invention); H01J23/02 H01L27/14 H01L27/146 H01L31/02 H01L31/0224 H01L31/0248 H01L31/08 H01L31/101 (Core/Invention); H01L31/0256 H01L31/101 (Core/Non-invention)

CPC: H01L27/146 H01L31/04 H01L31/073 H01L31/1032 H01L31/0296 H01L31/022475 H01L31/072 H01L31/1085 H01L27/14625 H01L27/14623 H01L27/14632 H01L27/14638 H01L27/14601 H01L27/14609 H01L27/14641 H01L27/14647 H01L27/14652 H01L27/14687 H01L27/14692 H01L31/036 B82Y20/00 B82Y30/00 H01L31/0322 H01L31/0384 H01L31/07 Y02E10/541 H01L31/022408 H01L31/03529 H01L51/4213 H01L51/441 H01L51/0046 H01L51/0084 H01L31/0352 Y02P70/521 H01L31/1013 H01L27/14603 H01L31/0224 H01L31/032 H01L31/0324 H01L31/035218 H01L31/03845 H01L31/09 H01L31/0336 H01L31/101 H01L31/109 Y02E10/50

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Family:

Publication number	Publication date	Application number	Application date
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Designated states: AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT GW HN HR HU ID IE IL IN IS IT JP KE KG KM KN KP KR KZ LA LC LI LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PE PG PH PL PT RO RS RU SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW

2) Family number: 61064006 (US2015356630A)

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Title: METHOD AND SYSTEM FOR MANAGING SPAM

Abstract: Embodiments of the present invention disclose a method for managing communication from a sender to a receiver. The method comprises receiving a deposit from the sender in favor of the receiver for communicating with the receiver, refunding of the deposit by the receiver in favor of the sender in response to the receiver responding to the communication, and forfeiting of the deposit by the receiver in response to the receiver rejecting the communication, thereby facilitating controlling of nuisance communication. In addition, embodiments of the present invention disclose a method for managing communications from a sender to a recipient. The method comprises receiving a deposit from the sender in favor of the recipient for communicating with the recipient, refunding of the deposit by the recipient in favor of the sender as an acknowledgement in response to the received communication and forfeiting of the deposit by the recipient in response to

detection of at least one of spam and unsolicited communications and rejection of the same by the recipient, thereby facilitating controlling of nuisance calls. Still other embodiments of the present invention disclose a system for managing communication from a sender to a receiver. The system comprises a first communication subsystem used by the sender for at least one of sending and receiving communications, a second communication subsystem used by the receiver for at least one of sending and receiving communications, and a service provider network subsystem for facilitating communication between the sender and receiver. The service provider network comprises a host computing subsystem. The host computing subsystem comprises a billing module, wherein the billing module is capable of receiving a deposit from the sender in favor of the receiver for communicating with the receiver; and wherein the billing module is capable of refunding the deposit by the receiver to the sender in response to the receiver responding to the communication; and wherein the billing module is capable of forfeiting the deposit by the receiver in response to the receiver rejecting the communication, thereby facilitating controlling of nuisance communication. The service provider charges the receiver a fee for the services rendered to the receiver commensurate to a threshold declared and set by receiver in connection with the deposit.

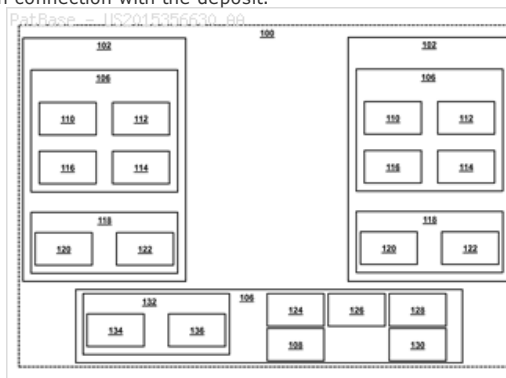
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International (IPC 8-9): G06Q10/10 G06Q30/02

H04L12/58 (Advanced/Invention)

CPC: G06Q30/0273 H04L51/12 G06Q10/107

US: 705/14.69



Family:

Publication number	Publication date	Application number	Application date
US2015356630 AA	20151210	US20140299649	20140609

Priority:

US20140299649 20140609

Probable Assignee:

HUSSAIN ATIF

Assignee(s): (std):

HUSSAIN ATIF

Inventor(s): (std):

HUSSAIN ATIF

3) Family number: 56907015 (US2015351655A)

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Title: ADAPTIVE BRAIN TRAINING COMPUTER SYSTEM AND METHOD

Abstract: A computer system for guiding one or more users through a brain state guidance exercise or routine, such as a meditation exercise, is provided. The computer system includes at least one computing device which may be a smart phone. A computer program which may be a mobile application runs one or more brain state guidance routines that guide at least one user through at least one brain state guidance exercise. The computing device is connected to at least one bio-signal sensor that provides biofeedback information to the computing device, and where the computer program when executed further measures performance of the at least one user relative to one or more brain state guidance related objectives by analyzing the biofeedback information based on stability of state of mind for the user. The computer program may recognize, score and reward states of meditation.

Classifications:

International (IPC 8-9): A61B5/00 A61B5/0205 A61B5/04

A61B5/0476 A61B5/0482 A61B5/0484 A61B5/16 G06F17/14

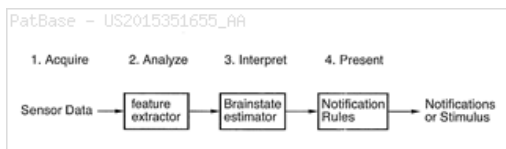
G06F19/00 G09B19/00 (Advanced/Invention)

CPC: A61B5/04845 A61B5/7435 G06F17/142 G09B19/00

A61B5/0205 A61B5/165 A61B5/742 A61B5/04012 A61B5/021

A61B5/0482 A61B5/024 A61B5/11 A61B5/14532

US: 600/301 600/365 600/485 600/508 600/545 600/595



Family:

Publication number	Publication date	Application number	Application date
CA2935813 AA	20160704	CA20142935813	20140106
US2015351655 AA	20151210	US20140368333	20140106
WO14107795 A1	20140717	WO2014CA00004	20140106

Priority:

US20130750177P 20130108

US20140368333 20140106

WO2014CA00004 20140106

Probable Assignee:

INTERAXON INC

Assignee(s): (std):

INTERAXON INC

Assignee(s):

RUPSINGH RAUL RAJIV ; PINO LOCILLO LOU GIUSEPPE ; VIDYARTHI KAPIL JAY MISHRA ; AIMONE CHRISTOPHER ALLEN ; CHABIOR MICHAEL APOLLO ; COLEMAN TREVOR ; GARTEN ARIEL STEPHANIE

Inventor(s): (std):

RUPSINGH RAUL RAJIV ; COLEMAN TREVOR ; CHABIOR MICHAEL APOLLO ; AIMONE CHRISTOPHER ALLEN ; GARTEN ARIEL STEPHANIE ; PINO LOCILLO LOU GIUSEPPE ; VIDYARTHI KAPIL JAY MISHRA

Agent(s):

NORTON ROSE FULBRIGHT CANADA LLP SENCRL SRL; NORTON ROSE FULBRIGHT CANADA LLP

Designated states:

AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BN BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT GW HN HR HU ID IE IL IN IR IS IT JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PA PE PG PH PL PT QA RO RS RU RW SA SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TH TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW

4) Family number: 49349016 (US2011184580A)

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International (IPC 8-9): B60L11/18 G06F1/26 G09C5/00 H02J13/00
H02J3/14 H04K1/00 H04L29/06 H04L29/08
H04L9/32 (Advanced/Invention)

CPC: H02J2310/14 H02J2310/64 B60L53/665 H02J3/14 H02J31/0086
H04L63/0823 H04L63/1441 H04L67/12 H04L67/125 H04L67/303
Y02B70/3225 Y02B70/3266 Y02T10/7005 Y02T10/7072 Y02T90/121
Y02T90/128 Y02T90/14 Y02T90/163 Y02T90/169 Y04S20/222
Y04S20/224 Y04S20/242 Y04S30/14 Y02T10/7088

European: H02J13/00F4F H02J3/14 H04L29/08N11 H04L29/08N29T
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Y04S40/24

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    3003 <--> 3013[(STORAGE UNIT)]
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    3005 --> 3009[FIRST VERIFICATION UNIT]
    3005 --> 3011[SECOND VERIFICATION UNIT]
    subgraph ANALYSIS_SERVER [ANALYSIS SERVER (SECURITY CHECK SERVER)]
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Publication number	Publication date	Application number	Application date
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CN102136762 B	20160518	CN201110024353	20110118
JP2011155323 A2	20110811	JP20100013674	20100125
US2011184580 AA	20110728	US20110008767	20110118
US8914638 BB	20141216	US20110008767	20110118

1P20100013674 20100125

Assignee(s): (std): ASANO TOMOYUKI ; KATAGI MASANOBU ; KAWAMOTO YOHEI ; MATSUDA SEIICHI ; MORIAI SHIHO ; SONY CORP : YOSHIDA ASAMI ; UKITA MASAKAZU ; TANAKA YU

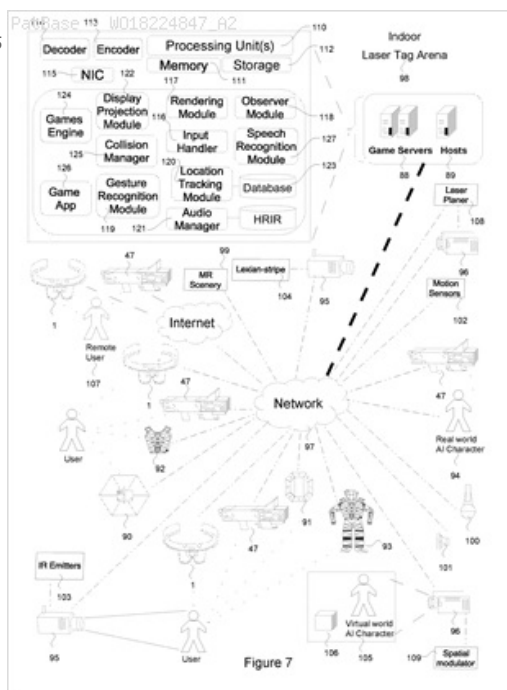
Inventor(s): (std): KATAGI MASANOBU ; YOSHIDA ASAMI ; MORIAI SHIHO ; ASANO TOMOYUKI ; UKITA MASAKAZU ; TANAKA YU ; MATSUDA SEIICHI ; KAWAMOTO YOHEI ; UKITA SHOICHI ; KATAKI MASANORI ; TANAKA TAKESHI ; MASAKAZU UKITA ; ASAMI YOSHIDA ; YU TANAKA ; SEIICHI MATSUDA ; YOHEI KAWAMOTO ; SHIHO MORIAI ; TOMOYUKI ASANO ; MASANOBU KATAGI

Agent(s): KAMEYA YOSHIAKI; KANEMOTO TETSUO; HAGIWARA YASUSHI; SONY CORP

Abstract: An interactive mixed reality system for one or more users, in which both real-world entities and virtual world entities are capable of being interacted with by one or more users, or by objects (47, 91) for use by users, and the system arranged to computationally maintain game state and the evolution of events in the real-world and the virtual world, and the system arranged to generate a response (such as visual or tactile/haptic, or by way of cause and effect) which is experienced or perceived by the one or more users.

International (IPC 8-9): A63F13/21 A63F13/25 A63F13/50 A63F13/65
G01B11/25 G02B27/01 G06F3/01 G06F3/042 G06K9/00 G06T15/50
G06T19/00 (Advanced Invention)

CPC: A63F13/65 A63F13/21 A63F13/25 A63F13/50 A63F2300/5533
A63F2300/69 G01B11/25 G02B27/017 G06F3/011 G06F1/163
G06F3/013 G06F3/016 G06F3/0346 G02B2027/0134 G02B2027/0138
G02B2027/014 G02B2027/0187



PatBase PDF Export - Page: 6 30/01/2020

Publication number	Publication date	Application number	Application date
GB201709199 A0	20170726	GB20170009199	20170609
WO18224847 A2	20181213	WO2018GB51578	20180608
WO18224847 A3	20190110	WO2018GB51578	20180608

Priority:

GB20170009199 20170609

Probable Assignee: DELAMONT DEAN LINDSAY

Assignee(s): (std): DELAMONT DEAN LINDSAY

Inventor(s): (std): DELAMONT DEAN LINDSAY

Agent(s): BARKER BRETTELL LLP

Designated states: AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BN BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DJ DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT HW HN HR HU ID IE IL IN IR IS IT JO JP KE KG KH KM KN KP KR KW KZ LA LC LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PA PE PG PH PL PT QA RO RS RU RW SA SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TH TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW

6) Family number: 43540048 (US2012086729A)

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Title: ENTERTAINMENT DEVICE, SYSTEM, AND METHOD

Abstract: An entertainment device generates a composite image with a combiner that combines camera-captured images with a computer-generated image of an object resting on a virtual surface. The device also includes a detector that detects image movement in the captured images in one or more contact point regions corresponding to image positions at which the object contacts the virtual surface. The device further comprises an initiator for initiating movement of the object to a new position with respect to the virtual surface in response to detected motion in the contact point regions. The detector detects whether a first image area corresponding to a captured image feature is greater than a predetermined proportion of a second image area corresponding to a full field of view of the camera. If the first image area is greater than the predetermined proportion, the initiator initiates movement of the object to an avoidance position.

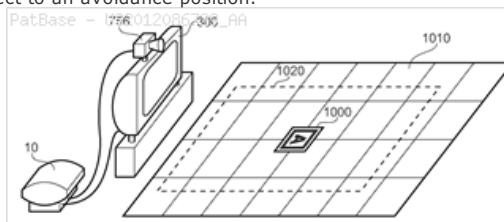
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CPC: A63F2300/1087 G06T7/20 A63F2300/1093 A63F2300/6045 A63F2300/8058 G06F3/011 G06F3/017 G06T7/215 G06T7/73 G06T13/20 G06T19/006 G06T2207/30204 G06T19/00

European: G06F3/01B G06F3/01G G06T13/20 G06T19/00 G06T19/00R K63F300/10X1 K63F300/60N K63F300/80P

US: 345/633 345/633P 345/634



Family:

Publication number	Publication date	Application number	Application date
EP2427869 A2	20120314	EP20100720947	20100430
EP2427869 B1	20180530	EP20100720947	20100430
GB200907962 A0	20090624	GB20090007962	20090508
GB2470072 A1	20101110	GB20090007962	20090508
GB2470072 B2	20140101	GB20090007962	20090508
US2012086729 AA	20120412	US20100318884	20100430
US8933968 BB	20150113	US20100318884	20100430
WO10128321 A2	20101111	WO2010GB50720	20100430
WO10128321 A3	20110324	WO2010GB50720	20100430

Priority:

GB20090007962 20090508 WO2010GB50720 20100430

Probable Assignee: SONY INTERACTIVE ENTERTAINMENT EUROPE LTD

Assignee(s): (std): BASELEY NATHAN JAMES ; DOUCET NICOLAS ; SONY COMP ENTERTAINMENT EUROPE ; SONY INTERACTIVE ENTERTAINMENT EUROPE LTD

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Inventor(s): NATHAN JAMES BASELEY ; NICOLAS DOUCET

Agent(s): TURNER JAMES ARTHUR; D YOUNG AND CO LLP; LERNER DAVID LITTENBERG KRUMHOLZ AND MENTLIK LLP; TURNER JAMES

Designated states: AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT HW HN HR HU ID IE IL IN IS IT JP KE KG KM KN KP KR KZ LA LC LI LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PE PG PH PL PT RO RS RU SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TH TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW

7) Family number: 44155052 (US2009319413A)

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Title: SYSTEM FOR DETECTING BANKING FRAUDS BY EXAMPLES

Abstract: A system for detecting banking frauds in historical data and future transactions from a user supplied specimen set of fraudulent transactions, said specimen set of transactions defining one type of fraud identified by the user, said system comprises: means (301) to accept at least one set of banking transactions from the user and means to accept a type of fraud associated with each said set of transactions from the user (Fig. 3, Step 1); means (302) to run a set of atomic clue detectors on each said transaction for each said specimen (Fig. 3, Step 2); means (303) to store the output of said clue detectors for each said transactions for each said specimen fraudulent transactions (Fig. 3, Step 3); means (303) to compare the output of each said clue detector with a pre-defined threshold (Fig. 3, Step 3); means (304, 305) to assign weight to each said clue detector (Fig. 3, Step 4 and 5); means (306) to combine the clue detectors and their said weights into one fraud scenario (Fig. 3, Step 6); and means (407, 408, 409) to apply said fraud scenario on an archive of transactions or online transactions

for detecting possible fraud of the said type (Fig. 4, Step 7, 8, 9).

Classifications:

International (IPC 8-9): G06F15/18 G06Q20/10 G06Q20/40

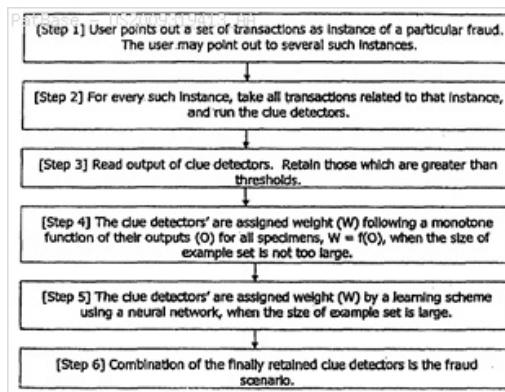
G06Q40/00 (Advanced/Invention);

G06F15/18 G06Q40/00 (Core/Invention)

CPC: G06Q20/4016 G06Q20/108 G06Q40/02

European: G06Q40/00 G06Q40/02

US: 705/35 705/35P 705/42 706/16 706/16S



Family:

Publication number	Publication date	Application number	Application date
IN01060KO2008 A	20091225	IN2008KO01060	20080618
US2009319413 AA	20091224	US20090404676	20090316
US2016063501 AA	20160303	US20150936303	20151109

Priority:

IN2008KO01060 20080618 US20090404676 20090316 US20150936303 20151109

Probable Assignee: SARAANSH SOFTWARE SOLUTIONS PVT LTD

Assignee(s): (std): SARAANSH SOFTWARE SOLUTIONS PVT LTD ; SARAANSH SOFTWARE SOLUTIONS PV

Assignee(s): SANTHOSH VALTHAJE YOGINDRAPPA ; ABHI DATTASHARMA ; MALATHI KALYAN ; MANIPAL TECHNOLOGIES LTD ; RAJESH VASUDEVAN

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Inventor(s): ABHI DATTASHARMA ; RAJESH VASUDEVAN ; SANTHOSH VALTHAJE YOGINDRAPPA ; MALATHI KALYAN

Agent(s): VENABLE LLP

8) Family number: 52429081 (US2014082532A)

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Title: METHOD AND APPARATUS FOR DELIVERY OF INTERACTIVE MULTIMEDIA CONTENT OVER A NETWORK

Abstract: A client device downloads an interactive multimedia content package, such as a **video game**, from a server across a network. The package includes executable code and a plurality of graphical asset files. A wrapper component is provided in the package, which provides an intermediate layer between the executable code and a runtime environment of the client device. The wrapper component restricts functionality of the interactive multimedia content package to provide a demonstration or trial mode, in particular having time limitations (e.g. a rental mode) or functional limitations regarding the assets and/or progress within the content by the executable code. The wrapper component may be removed or inactivated, thereby achieving a full or unlimited mode of the package.

Classifications:

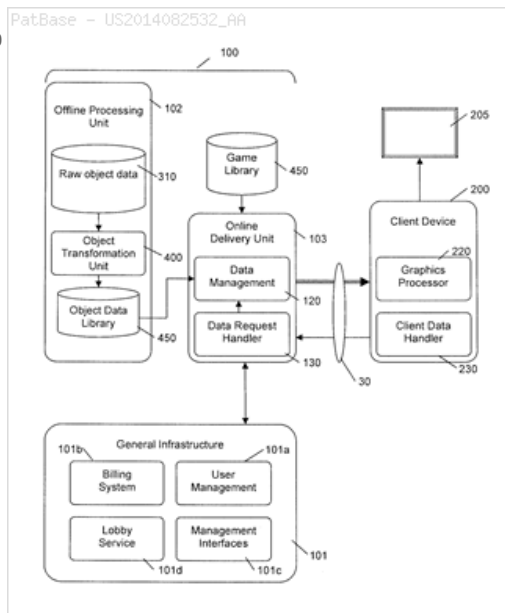
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G06F3/0484 G06F9/445 (Advanced/Invention)

CPC: G06F3/0484 A63F13/12 A63F2300/201 A63F2300/209

A63F2300/552 A63F2300/609 A63F13/25 A63F13/30 A63F13/10

US: 1/1 715/762



Family:

Publication number	Publication date	Application number	Application date
DE602013051445 D1	20190321	DE201360051445T	20130913
EP2895242 A2	20150722	EP20130766630	20130913
EP2895242 B1	20190227	EP20130766630	20130913
GB201216478 A0	20121031	GB20120016478	20120914
GB201305382 A0	20130508	GB20130005382	20130325
GB201504578 A0	20150506	GB20150004578	20130913
GB2520651 A1	20150527	GB20150004578	20130913
US2014082532 AA	20140320	US20130026100	20130913

US9367213 BB	20160614	US20130026100	20130913
WO14041366 A2	20140320	WO2013GB52406	20130913
WO14041366 A3	20140508	WO2013GB52406	20130913

Priority:

GB20120016478 20120914 GB20130005382 20130325 EP20130766630 20130913
WO2013GB52406 20130913

Probable Assignee: ANTI MATTER GAMES LTD

Assignee(s): (std): TANGENTIX LTD

Assignee(s): TANGENTIX SHEFFIELD LTD ; ANTI MATTER GAMES LTD ; TANGENTIX LIMITED

Inventor(s): (std): JEFFERY PETER JACK ; LEWIS GARETH EDWARD ; SHEPPARD PAUL EDMUND FLEETWOOD ; FRENCH EDWARD MICHAEL

Inventor(s): PETER JACK JEFFERY ; EDWARD MICHAEL FRENCH ; PAUL EDMUND FLEETWOOD SHEPPARD ; GARETH EDWARD LEWIS

Agent(s): APPELYARD LEES; APPELYARD LEES IP LLP; COATS AND BENNETT PLLC

Designated states: AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BN BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT GW HN HR HU ID IE IL IN IS IT JP KE KG KM KN KP KR KZ LA LC LI LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PA PE PG PH PL PT QA RO RS RU RW SA SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TH TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW

9) Family number: 33100091 (US2006144213A)

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Title: FLUID USER INTERFACE SUCH AS IMMERSIVE MULTIMEDIATOR OR INPUT/OUTPUT DEVICE WITH ONE OR MORE SPRAY JETS

Abstract: A fluid user interface is presented for applications such as immersive multimedia. In one embodiment, one or more sprays or jets create an immersive multimedia environment in which a participant can interact within the immersive multimedia environment by blocking, partially blocking, diverting, or otherwise engaging with a fluid, to create computational input. When the fluid is air, a keyboard can be implemented on cushions of air coming out of various nozzles or jets. When the fluid is water, the invention may be used in environments such as showers, baths, hot tubs, waterplay areas, gardens, and the like to create a fun, playful, or wet user-interface. In some embodiments, the spraying is computationally controlled, so that the spray creates a tactile user-interface for the control of such devices as new musical instruments. These may be installed in public fountains to result in a fluid user interface to music by playing in the fountains. The invention may also be used in a setting like a karaoke bar, in which participants perform music by playing in a fountain while they sing. Small self contained embodiments of the invention may exist as pool toys, bath toys, or decorative fountains that can sit on desk tops, or the like.

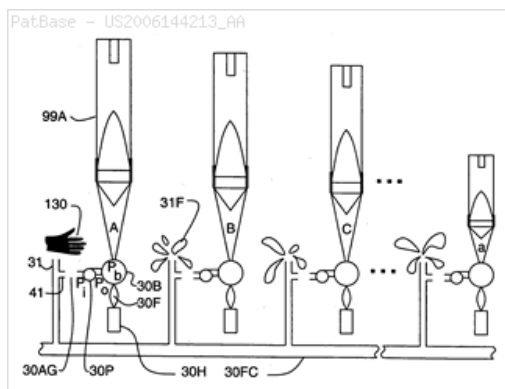
Classifications:

International (IPC 8-9): B05B17/08 G01F1/00 G01L7/00 G06F3/01 G06F3/02 G06F3/023 G06F3/041 G06F3/042 G06K11/00 G09G5/00 G10B1/02 G10B1/06 G10B3/00 G10D17/00 G10D7/02 G10H1/18 G10H1/32 G10H1/34 G10H3/03 G10H3/06 (Advanced/Invention); B05B17/00 G01F1/00 G01L7/00 G06F3/02 G06F3/023 G06F3/041 G06K11/00 G09G5/00 G10B1/00 G10B3/00 G10D17/00 G10D7/00 G10H1/34 G10H3/00 (Core/Invention)

CPC: G06F3/011 G06F3/016 G06F3/0421 G10H1/344 G10H2220/195 G10H2220/401 G10H1/0008 G10H2220/155 G10D17/00 G10H3/24 G10H2220/405 G10H2230/051 G10H2230/061 G10H2230/355 G10H1/12 G10H1/34 G10H2220/305 G10H2220/561

European: G06F3/00B8 G06F3/01B G06F3/01F G06F3/03322B G06F3/042B G10D17/00 G10H1/00M G10H1/12 G10H1/34 G10H1/34C G10H3/24 S10H220/155 S10H220/195 S10H220/305 S10H220/401 S10H220/405 S10H220/561 S10H230/051 S10H230/061 S10H230/355

US: 345/156 73/700 73/700S 73/861 73/861S 84/1 84/384 84/384P 84/616 84/647 84/724 84/724P 84/742 84/742P 84/743



Family:

Publication number	Publication date	Application number	Application date
CA2499784 AA	20060630	CA20042499784	20041230
CA2499784 C	20090120	CA20042499784	20041230
CA2517501 AA	20070309	CA20052517501	20050909
CA2633679 AA	20091206	CA20082633679	20080606
US2006144213 AA	20060706	US20050302504	20051214
US2009223345 AA	20090910	US20090469391	20090520
US2009241753 AA	20091001	US20090479767	20090606
US2012011990 AA	20120119	US20110230514	20110922
US7551161 BB	20090623	US20050302504	20051214
US8017858 BB	20110913	US20090479767	20090606
US8294019 BB	20121023	US20090469391	20090520

Priority:

CA20042499784 20041230 CA20052517501 20050909 US20050302504 20051214
CA20082633679 20080606 US20080059481P 20080606 US20090469391 20090520
US20090479767 20090606 US20110230514 20110922

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Assignee(s): (std): MANN STEVE ; MANN W S G ; MANN W STEPHEN G

Inventor(s): (std): MANN STEVE ; MANN W STEPHEN G ; MANN W S G

Inventor(s): MANN W SG ; MANN W

Agent(s): NA; SMART AND BIGGAR; MICHAEL RIES; MICHAEL

Title: SYSTEM AND METHOD FOR DISPLAYING DATA HAVING SPATIAL COORDINATES

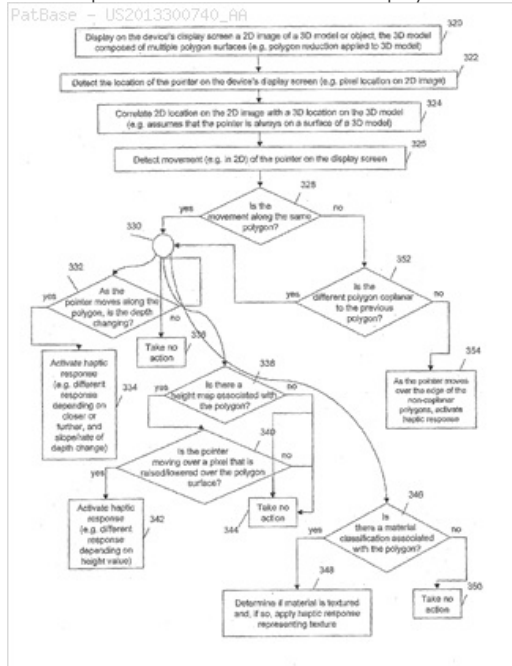
Abstract: Systems and methods are provided for displaying data, such as 3D models, having spatial coordinates. In one aspect, a height map and color map are generated from the data. In another aspect, material classification is applied to surfaces within a 3D model. Based on the 3D model, the height map, the color map, and the material classification, haptic responses are generated on a haptic device. In another aspect, a 3D user interface (UI) data model comprising model definitions is derived from the 3D models. The 3D model is updated with video data. In another aspect, user controls are provided to navigate a point of view through the 3D model to determine which portions of the 3D model are displayed.

Classifications:**International (IPC 8-9):** G06F13/14 G06T15/10 G06T15/20

G06T17/00 G06T7/40 (Advanced/Invention)

CPC: G06T19/00 G06T17/05 G06F3/04815 G06K9/00637 G06T17/00

G06F3/016

US: 345/419 345/420**Family:**

Publication number	Publication date	Application number	Application date
US2013300740 AA	20131114	US20110823045	20110913
WO12037157 A2	20120322	WO2011US51445	20110913
WO12037157 A3	20120524	WO2011US51445	20110913

Priority:

US20100382408P 20100913 US20110823045 20110913 WO2011US51445 20110913

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Designated states: AE AG AL AM AO AT AU AZ BA BB BE BF BG BH BJ BR BW BY BZ CA CF CG CH CI CL CM CN CO CR CU CY CZ DE DK DM DO DZ EC EE EG ES FI FR GA GB GD GE GH GM GN GQ GR GT GW HN HR HU ID IE IL IN IS IT JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV LY MA MC MD ME MG MK ML MN MR MT MW MX MY MZ NA NE NG NI NL NO NZ OM PE PG PH PL PT QA RO RS RU RW SC SD SE SG SI SK SL SM SN ST SV SY SZ TD TG TH TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW