

14 Documents

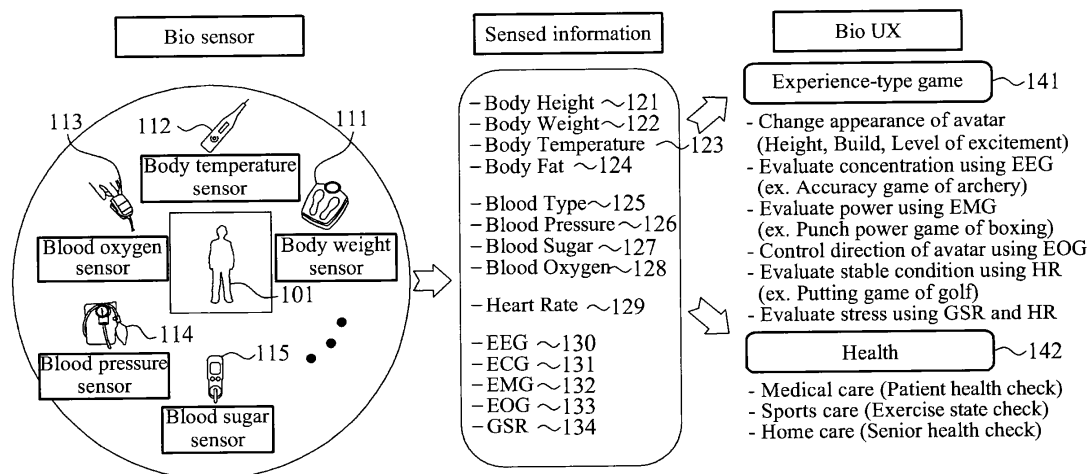
Publication numbers	Title	Current assignees
EP2597582 A2	Method for manipulating a virtual world by utilizing biometric information	SAMSUNG ELECTRONICS
WO2015164951 A1	Methods and systems relating to personalized evolving avatars	ABBAS MOHAMAD
EP2126828 A1	Systems and methods for understanding and applying the physiological and contextual life patterns of an individual or set of individuals	SILVER LAKE WATERMAN FUND SUCCESSOR AGENT, ...
EP2629176 A1	Interactivity model for shared feedback on mobile devices	IMMERSION
US20190191284 A1	lot system	TRAN BAO
US9597567 B1	Smart sport device	TRAN BAO
EP3439533 A1	Methods and systems for obtaining, analyzing, and generating vision performance data and modifying media based on the data	VIZZARIO
EP3494565 A1	Cognitive platform including computerized evocative elements	AKILI INTERACTIVE LABS
US20180264347 A1	Smart device	TRAN BAO
US20200008023 A1	Smart device	TRAN BAO, ...
US20080081692 A1	Physiological user interface for a multi-user virtual environment	NASA - NATIONAL AERONAUTICS & SPACE ADMINISTRATION
KR20190118142 A	System and methods for evaluating and deducing interviewer's ability to use interview game	MIDAS INFORMATION TECHNOLOGY
US20080167535 A1	Devices and systems for contextual and physiological-based reporting, entertainment, control of other devices, health assessment and therapy	SILVER LAKE WATERMAN FUND SUCCESSOR AGENT, ...
US20200101367 A1	Smart device	TRAN BAO, ...

Family 1/14 - FAMPAT - ©Questel

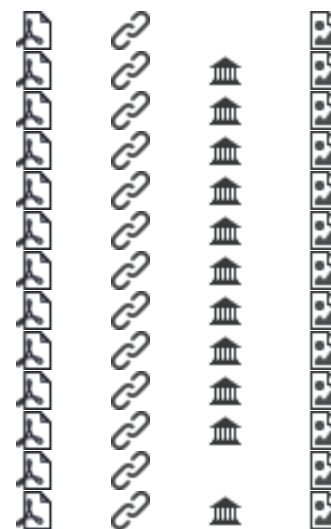
Title

(EP2597582)

Method for manipulating a virtual world by utilizing biometric information

Images**Publication numbers with kind code & date**

KR101890717	B1	2018-08-23	KR101890717
EP2597582	B1	2017-10-04	EP2597582
JP6145405	B2	2017-06-14	JP6145405
US9545567	B2	2017-01-17	US9545567
CN103026360	B	2016-11-02	CN103026360B
EP2597582	A4	2015-06-10	EP2597582
JP2013540454	A	2013-11-07	JP2013540454
US20130178289	A1	2013-07-11	US20130178289
EP2597582	A2	2013-05-29	EP2597582
CN103026360	A	2013-04-03	CN103026360
WO2012/011665	A3	2012-03-29	WO201211665
KR20120011772	A	2012-02-08	KR20120011772
WO2012/011665	A2	2012-01-26	WO201211665

**Abstract**

(EP2597582)

Disclosed are an apparatus and method for processing a virtual world. According to certain embodiments of the present invention, real-world biometric information on the user may be collected using a bio sensor, and the collected information may be controlled based on the sensor characteristics of the bio sensor, thereby enabling interaction between the real world and the virtual world, as well as between virtual worlds. Also, an interactive game which is executed in the virtual world on the basis of the collected biometric information may be controlled to thereby produce a virtual world having enhanced realism. Moreover, the real-world health status of a user may be determined and displayed on the basis of the collected biometric information, thereby enabling the health status of the user to be seen.

Inventors

HAN SEUNG JU

HAN JAE JOON

BANG WON CHUL

KIM DO KYOON

Latest standardized assignees - inventors removed

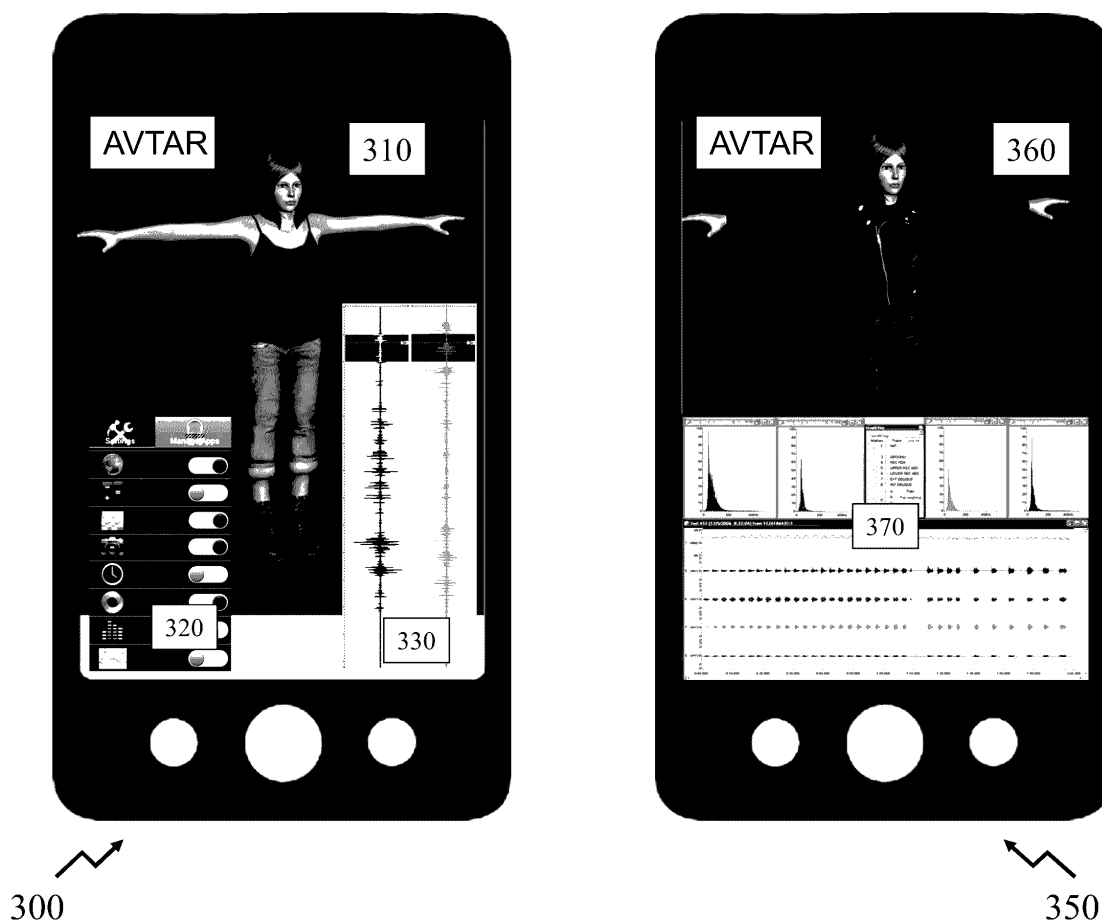
SAMSUNG ELECTRONICS

Family 2/14 - FAMPAT - ©Questel

Title

(WO2015164951)

Methods and systems relating to personalized evolving avatars

Images**Publication numbers with kind code & date**[US20170080346](#)

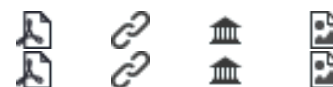
A1 2017-03-23

US20170080346

[WO2015/164951](#)

A1 2015-11-05

WO2015164951

**Abstract**

(WO2015/164951)

Graphical user interfaces can exploit avatars to provide represent the user or their alter ego or character. It would be beneficial to provide users with an avatar not defined by the software provide but one that represents their quantified self so that their virtual world avatar evolved, adjusted, and behaved based upon the real world individual. It would also be beneficial that such a dynamically adaptive avatar provides the individual with an evolving and adjusting graphical interface to access personal information, establish adjustments in lifestyle, and monitor their health etc. within the real world but also define the characteristics, behaviour, skills, etc. that they possess within virtual worlds. Accordingly, such an avatar established in dependence upon the user's specific characteristics can then be exploited to provide data for a wide range of additional aspects of the user's life from filtering content through to controlling devices within their environment.

Inventors

ABBAS MOHAMAD

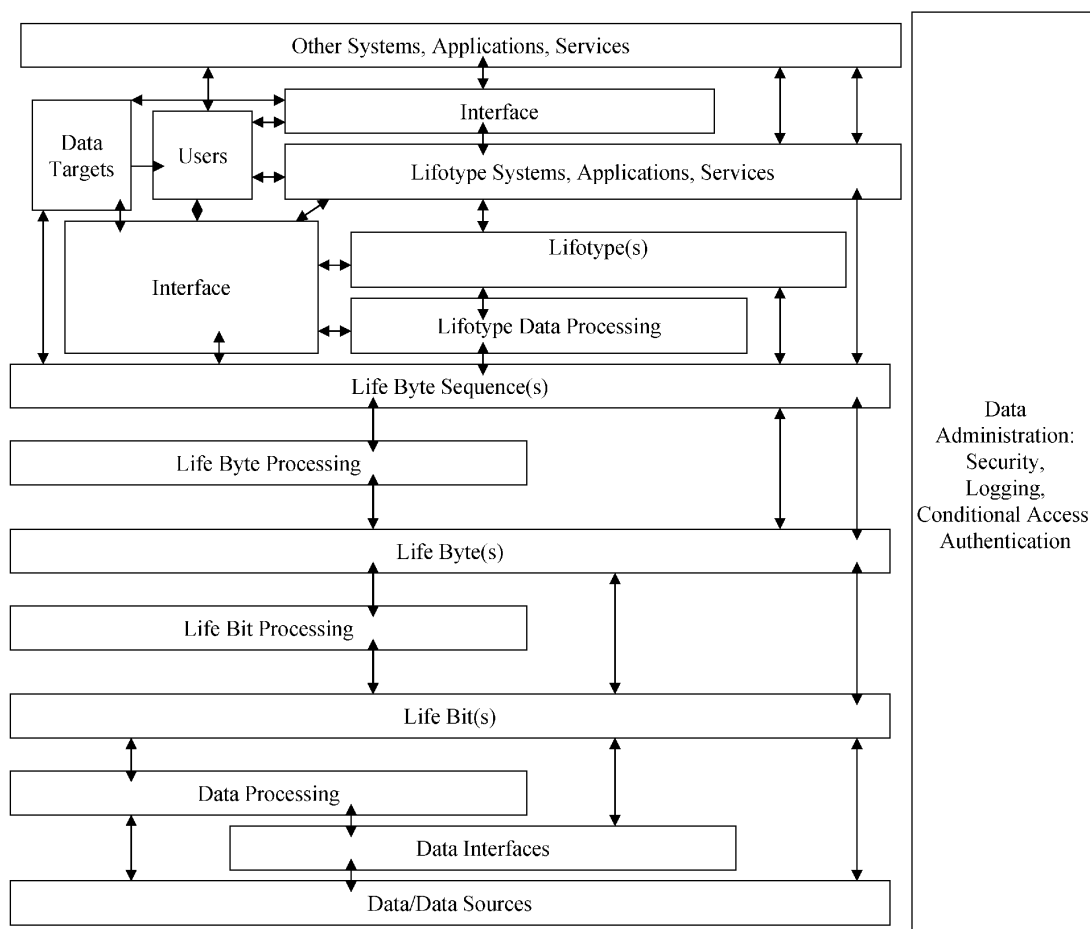
Family 3/14 - FAMPAT - ©Questel

Title

(EP2126828)

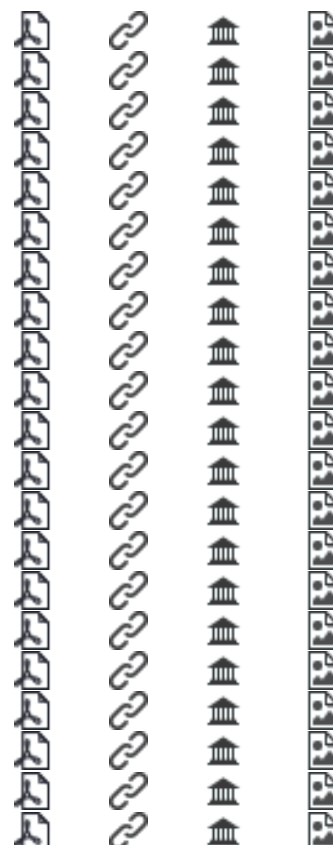
Systems and methods for understanding and applying the physiological and contextual life patterns of an individual or set of individuals

Images



Publication numbers with kind code & date

US9396486	B2	2016-07-19	US9396486
US9262772	B2	2016-02-16	US9262772
US20140344282	A1	2014-11-20	US20140344282
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US20140317039	A1	2014-10-23	US20140317039
US20140317042	A1	2014-10-23	US20140317042
US20140317119	A1	2014-10-23	US20140317119
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US20140222850	A1	2014-08-07	US20140222850				
US20140222851	A1	2014-08-07	US20140222851				
EP2750098	A3	2014-08-06	EP2750098				
US20140213854	A1	2014-07-31	US20140213854				
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US20140181108	A1	2014-06-26	US20140181108				
US20140156698	A1	2014-06-05	US20140156698				
US20140122496	A1	2014-05-01	US20140122496				
US20140122536	A1	2014-05-01	US20140122536				
US20140122537	A1	2014-05-01	US20140122537				
US20140115008	A1	2014-04-24	US20140115008				
US8382590	B2	2013-02-26	US8382590				
US8275635	B2	2012-09-25	US8275635				
EP2126828	A4	2012-01-25	EP2126828				
EP2126828	A1	2009-12-02	EP2126828				
US20090006457	A1	2009-01-01	US20090006457				
US20090006458	A1	2009-01-01	US20090006458				
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US20080319787	A1	2008-12-25	US20080319787				
US20080319796	A1	2008-12-25	US20080319796				

US20080319855	A1	2008-12-25	US20080319855
US20080320029	A1	2008-12-25	US20080320029
US20080320030	A1	2008-12-25	US20080320030
WO2008/101248	A2	2008-08-21	WO2008101248

**Abstract**

(EP2126828)

The present invention provides a method and a system for assembling data from at least one data source into at least one life bit and assembling at least one life bit of a predefined type into a life byte, the life byte is indicative of an aspect of at least one of the human lifestyle, human status and the human condition.

Inventors

STIVORIC JOHN M

TELLER ERIC

ANDRE DAVID

MONOCELLO JOHN A

Latest standardized assignees - inventors removed

SILVER LAKE WATERMAN FUND SUCCESSOR AGENT

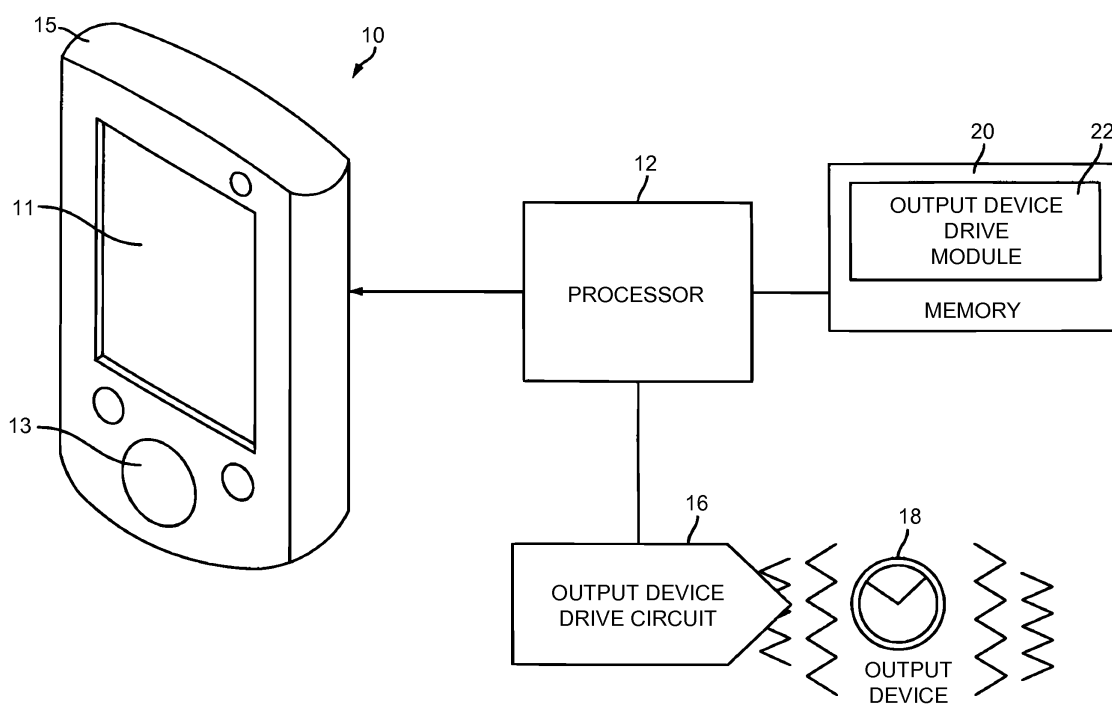
J FITNESS

Family 4/14 - FAMPAT - ©Questel

Title

(EP2629176)

Interactivity model for shared feedback on mobile devices

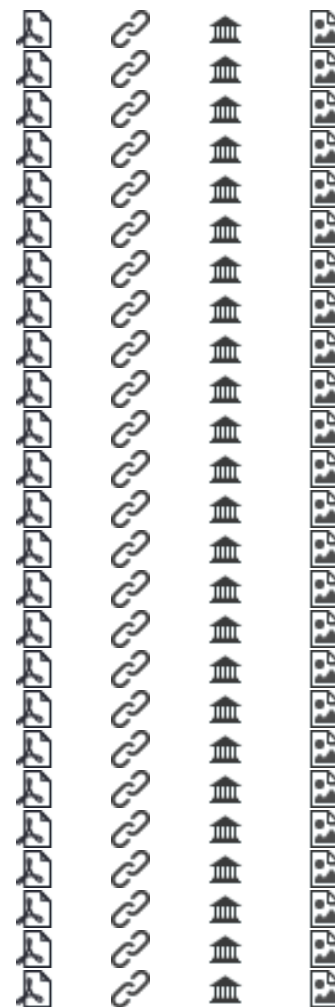
Images**Publication numbers with kind code & date**

JP2019036348	A	2019-03-07	JP2019036348
JP6431126	B2	2018-11-28	JP6431126
JP2017152035	A	2017-08-31	JP2017152035
JP6141474	B2	2017-06-07	JP6141474



Publication numbers with kind code & date

US10499216	B2	2019-12-03	US10499216
US20190200184	A1	2019-06-27	US20190200184
US20190191284	A1	2019-06-20	US20190191284
US10252145	B2	2019-04-09	US10252145
US10200834	B2	2019-02-05	US10200834
US20180288586	A1	2018-10-04	US20180288586
US10052519	B2	2018-08-21	US10052519
US10046228	B2	2018-08-14	US10046228
US10046229	B2	2018-08-14	US10046229
US10034066	B2	2018-07-24	US10034066
US10022613	B2	2018-07-17	US10022613
US10022614	B1	2018-07-17	US10022614
US9975033	B2	2018-05-22	US9975033
US20180133583	A1	2018-05-17	US20180133583
US20180117446	A1	2018-05-03	US20180117446
US20180117447	A1	2018-05-03	US20180117447
US20180001183	A1	2018-01-04	US20180001183
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US20170312578	A1	2017-11-02	US20170312578
US20170312614	A1	2017-11-02	US20170312614
US20170318360	A1	2017-11-02	US20170318360
US9717949	B1	2017-08-01	US9717949
US9717958	B1	2017-08-01	US9717958
US9713756	B1	2017-07-25	US9713756
US9610476	B1	2017-04-04	US9610476

**Abstract**

(US20190191284)

An Internet of Thing (IoT) sport device includes a helmet and sensors including a camera and an accelerometer; a processor; and a wireless transceiver coupled to the processor.

Inventors

TRAN BAO

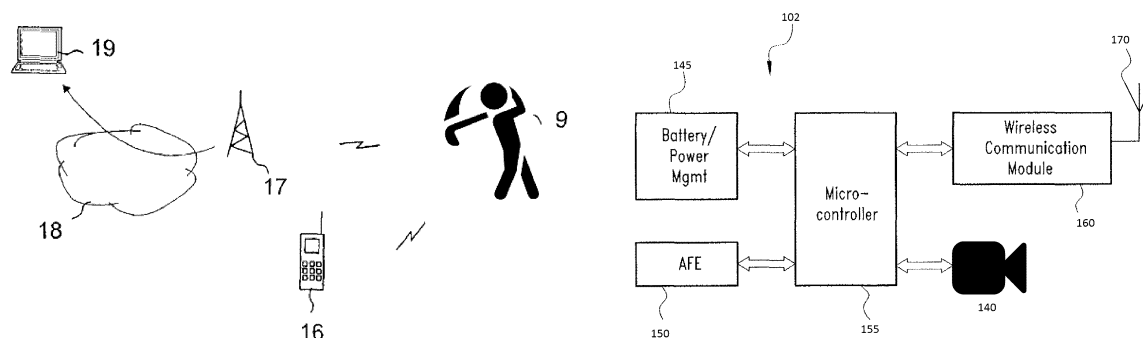
TRAN HA

Family 6/14 - FAMPAT - ©Questel

Title

(US9597567)

Smart sport device

Images**Publication numbers with kind code & date**

US9597567	B1	2017-03-21	US9597567
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Abstract

(US9597567)

An Internet of Thing (IoT) sport device includes a light source; sensors including a camera and a microphone array; a processor coupled to the light source and the sensor; and a wireless transceiver coupled to the processor.

Inventors

TRAN BAO

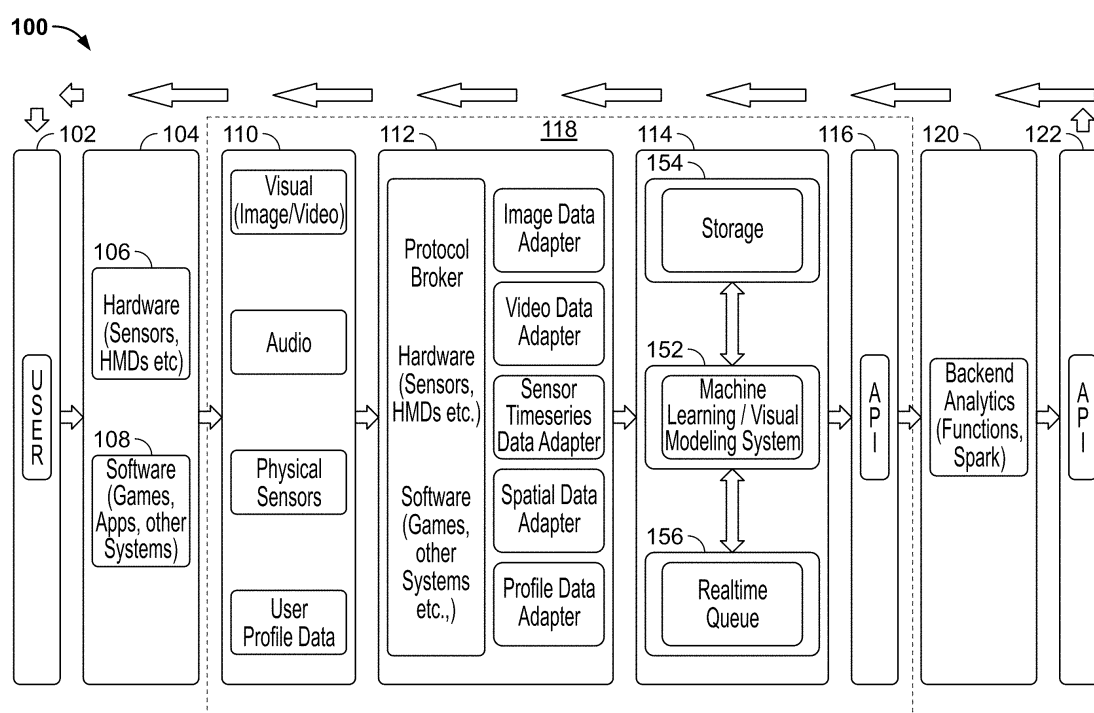
TRAN HA

Family 7/14 - FAMPAT - ©Questel

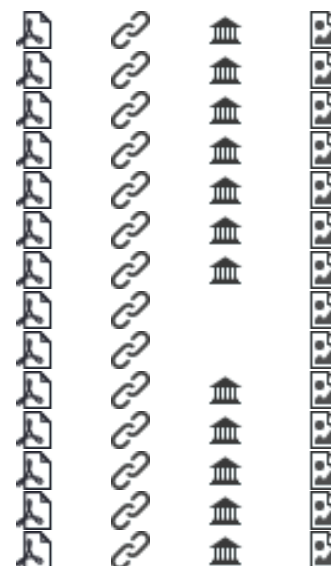
Title

(EP3440494)

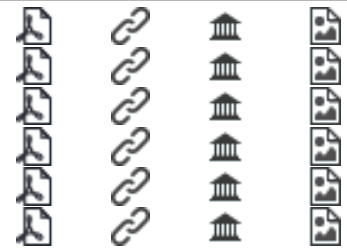
Methods and systems for obtaining, analyzing, and generating vision performance data and modifying media based on the data

Images**Publication numbers with kind code & date**

EP3439533	A4	2020-01-01	EP3439533
US20190391638	A1	2019-12-26	US20190391638
EP3440494	A4	2019-12-18	EP3440494
JP2019519053	A	2019-07-04	JP2019519053
JP2019513516	A	2019-05-30	JP2019513516
CN109690384	A	2019-04-26	CN109690384
CN109640785	A	2019-04-16	CN109640785
KR10-2019-0027354	A	2019-03-14	KR20190027354
KR10-2019-0026651	A	2019-03-13	KR20190026651
US10209773	B2	2019-02-19	US10209773
EP3439533	A1	2019-02-13	EP3439533
EP3440494	A1	2019-02-13	EP3440494
AU2017248362	A1	2018-11-22	AU2017248362
AU2017248363	A1	2018-11-22	AU2017248363



CA3020390	A1	2017-10-12	CA3020390
CA3020394	A1	2017-10-12	CA3020394
US20170290504	A1	2017-10-12	US20170290504
US20170293356	A1	2017-10-12	US20170293356
WO2017/177187	A1	2017-10-12	WO2017177187
WO2017/177188	A1	2017-10-12	WO2017177188

**Abstract**

(EP3440494)

The present specification describes methods and systems for modifying a media, such as Virtual Reality, Augmented Reality, or Mixed Reality (VR/AR/MxR) media based on a vision profile and a target application. In embodiments of the specification, a Sensory Data Exchange (SDE) is created that enables identification of various vision profiles for users and user groups. The SDE may be utilized to modify one or more media in accordance with each type of user and/or user group.

Inventors

KHADERI SYED KHIZER RAHIM

REDDY MOHAN KOMALLA

MCDERMOTT KYLE CHRISTOPHER

Latest standardized assignees - inventors removed

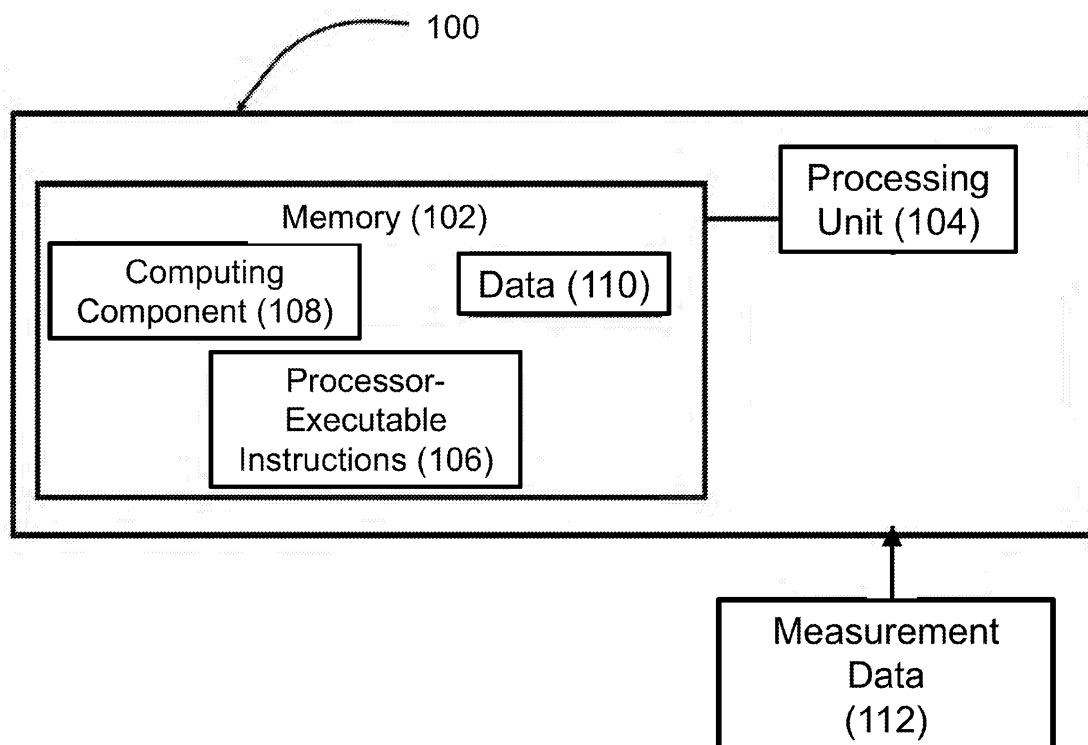
VIZZARIO

Family 8/14 - FAMPAT - ©Questel

Title

(EP3494565)

Cognitive platform including computerized evocative elements

Images**Publication numbers with kind code & date**

JP2019533215	A	2019-11-14	JP2019533215
CN110024014	A	2019-07-16	CN110024014
KR10-2019-0075899	A	2019-07-01	KR20190075899
EP3494565	A1	2019-06-12	EP3494565



US20190159716	A1	2019-05-30	US20190159716
AU2017306678	A1	2019-02-14	AU2017306678
CA3032702	A1	2018-02-08	CA3032702
WO2018/027080	A1	2018-02-08	WO201827080



Abstract

(EP3494565)

An apparatus for generating a quantifier of cognitive skills in an individual includes a user interface, a memory to store processor-executable instructions, and a processing unit communicatively coupled to the user interface and the memory. Upon execution of the processor-executable instructions by the processing unit, the processing unit is configured to: render a first instance of a task with an interference at the user interface, requiring a first response from the individual to the first instance of the task in the presence of the interference and a response from the individual to at least one evocative element. One or more of the first instance of the task and the interference comprises the at least one evocative element. The user interface is configured to measure data indicative of the response of the individual to the at least one evocative element, the data comprising at least one measure of emotional processing capabilities of the individual under emotional load. The apparatus is configured to measure substantially simultaneously the first response from the individual to the first instance of the task and the response from the individual to the at least one evocative element. The processing unit is further configured to receive data indicative of the first response and the response of the individual to the at least one evocative element. The processing unit is further configured to analyze the data indicative of the first response and the response of the individual to the at least one evocative element to compute at least one performance metric comprising at least one quantified indicator of cognitive abilities of the individual under emotional load.

Inventors

ALAILIMA TITIIMAEA

BOWER JEFFREY

MARTUCCI WALTER EDWARD

MATEUS ASHLEY

SLABY ISABELLA

OMERNICK MATTHEW

PIPER ADAM

PIERCE PAUL RAND

KELLOGG SCOTT

ESPINOSA ELENA CAÑADAS

Latest standardized assignees - inventors removed

AKILI INTERACTIVE LABS

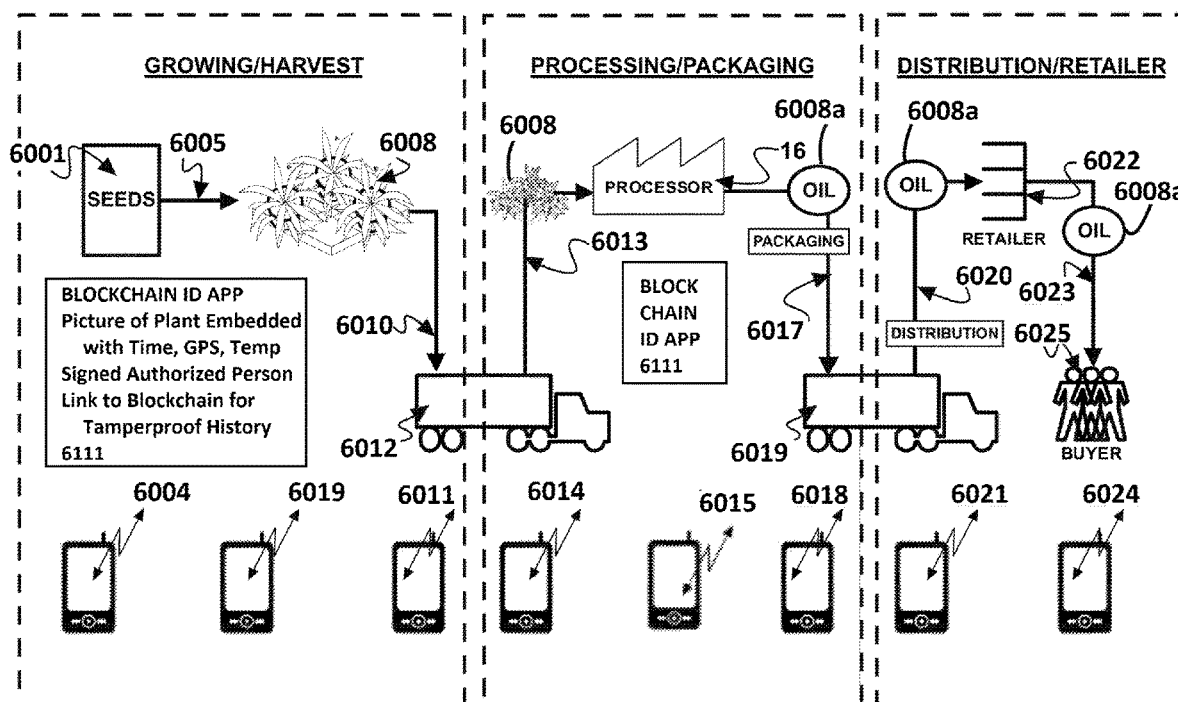
Family 9/14 - FAMPAT - ©Questel

Title

(US10532268)

Smart device

Images



Publication numbers with kind code & date

US10532268

B2 2020-01-14

US10532268

US20180264347

A1 2018-09-20

US20180264347



Abstract

(US20180264347)

An Internet of Thing (IoT) device includes a camera coupled to a processor; and a wireless transceiver coupled to the processor. Blockchain smart contracts can be used with the device to facilitate secure operation.

Inventors

TRAN BAO

TRAN HA

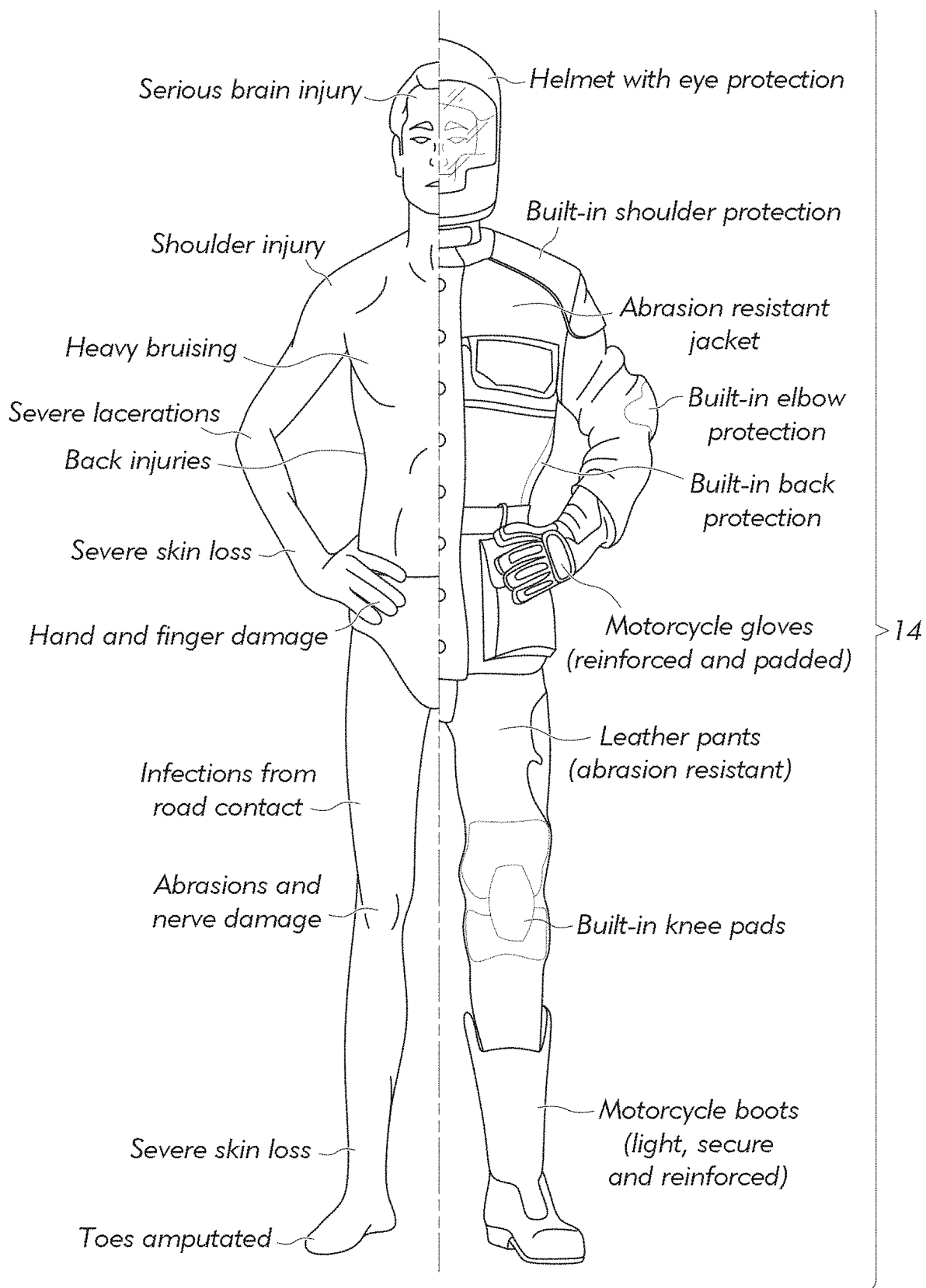
Family 10/14 - FAMPAT - ©Questel

Title

(US20200008023)

Smart device

Images

**Publication numbers with kind code & date**[US20200008023](#)

A1 2020-01-02

US20200008023

**Abstract**

(US20200008023)

An Internet of Thing (IoT) device includes a body with a processor, a camera and a wireless transceiver coupled to the processor.

Inventors

TRAN BAO

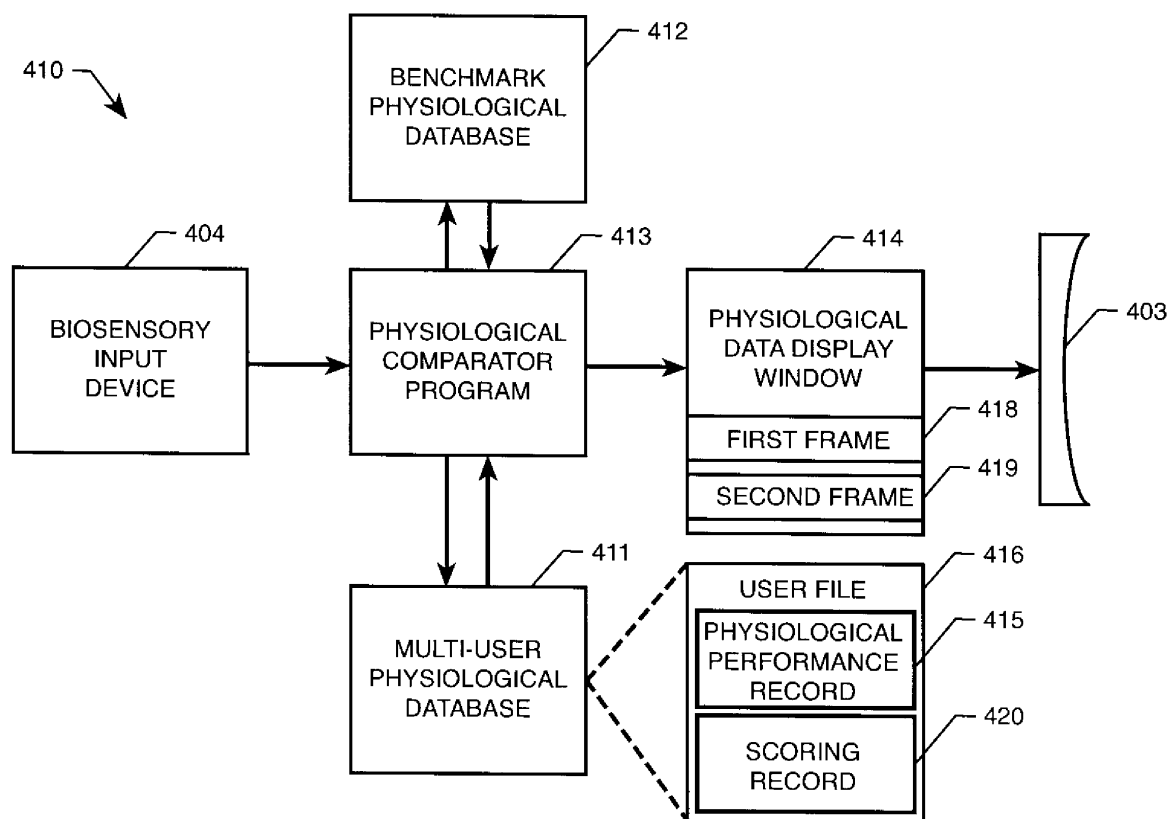
TRAN HA

Family 11/14 - FAMPAT - ©Questel

Title

(US8062129)

Physiological user interface for a multi-user virtual environment

Images**Publication numbers with kind code & date**

US8858325	B2	2014-10-14	US8858325
US20110300523	A1	2011-12-08	US20110300523
US8062129	B2	2011-11-22	US8062129
US20080081692	A1	2008-04-03	US20080081692

**Abstract**

(US20080081692)

A system and method for incorporating biofeedback training into each user's interaction with a multi-user virtual environment, such as a multi-user videogame or a multi-user computer-simulated task, and for enhancing each user's sense of immersion in the multi-user virtual environment, by using measured values of physiological functions received as real-time outputs from at least one biosensory device operatively connected to each user while each user is interacting with the multi-user virtual environment to influence a score of each user's performance, such that each user demonstrating relatively superior physiological self-regulatory skill is rewarded and each user demonstrating relatively inferior physiological self-regulatory skill is penalized.

Inventors

POPE ALAN T

PALSSON OLAFUR S

Latest standardized assignees - inventors removed

NASA - NATIONAL AERONAUTICS & SPACE ADMINISTRATION

Family 12/14 - FAMPAT - ©Questel

Title

(KR20190118142)

System and methods for evaluating and deducing interviewer's ability to use interview game

Images

$$\text{Index(gn)} = \text{게임점수}(\alpha_n \beta_n \gamma_n \delta_n) / \alpha_n + \beta_n + \gamma_n$$

Publication numbers with kind code & date

KR10-2019-0118142 A 2019-10-17 KR20190118142

**Abstract**

(KR10-2019-0118142)

According to one embodiment of the present invention, a system for evaluating and deducing capability of an interviewer using an interview game comprises: a game terminal executing a plurality of interview games for a preset time and providing interview game result information including manipulation information of an interviewer, who manipulates the interview games and game progress information according to the manipulation information; and a capability evaluation server filtering the manipulation information of the interviewer and the game progress information according to applied work of the interviewer, calculating an interview game result index including emotion, inclination, preference, learning ability, quickness, and analysis of the interviewer based on the filtered game progress information, and deducing suitability of applied work and possibility of work growth of the interviewer based on the calculated game performance index.

Inventors

LEE, HYOUNG WOO

LEE, SANG HO

Latest standardized assignees - inventors removed

MIDAS INFORMATION TECHNOLOGY

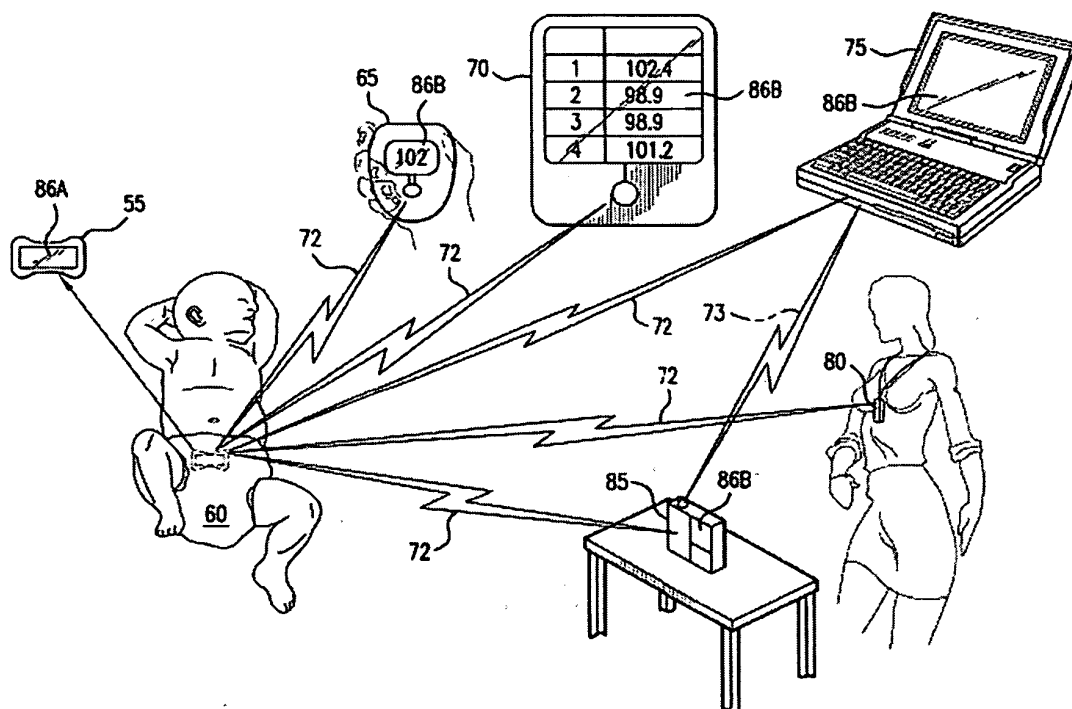
Family 13/14 - FAMPAT - ©Questel

Title

(US20080167535)

Devices and systems for contextual and physiological-based reporting, entertainment, control of other devices, health assessment and therapy

Images



Publication numbers with kind code & date

US20140232516	A1	2014-08-21	US20140232516
US20140203797	A1	2014-07-24	US20140203797
US20080167535	A1	2008-07-10	US20080167535



Abstract

(US20080167535)

A monitoring system comprises a module having at least one sensor to determine human status information. The device may be durable or disposable. A receiver may be provided to obtain and display data from the device. The device may also display the output data. The output data comprises both detected and derived data relating to physiological and contextual parameters of the wearer and may be transmitted directly to a local recipient or remotely over a communications network. The system is capable of deriving and predicting the occurrence of a number of physiological and conditional states and events and reporting the same as output data.

Inventors

STIVORIC JOHN M
 ANDRE DAVID
 TELLER ERIC
 BOEHMKE SCOTT K
 GASBARRO JAMES A
 FARRINGDON JONATHAN
 PACIONE CHRIS
 MENKE STEVE
 HANDEL MARK
 VISHNUBHATLA SURESH
 KASABACH CHRISTOPHER D
 HSIUNG ERIC
 HANLON JAMES

Latest standardized assignees - inventors removed

SILVER LAKE WATERMAN FUND SUCCESSOR AGENT

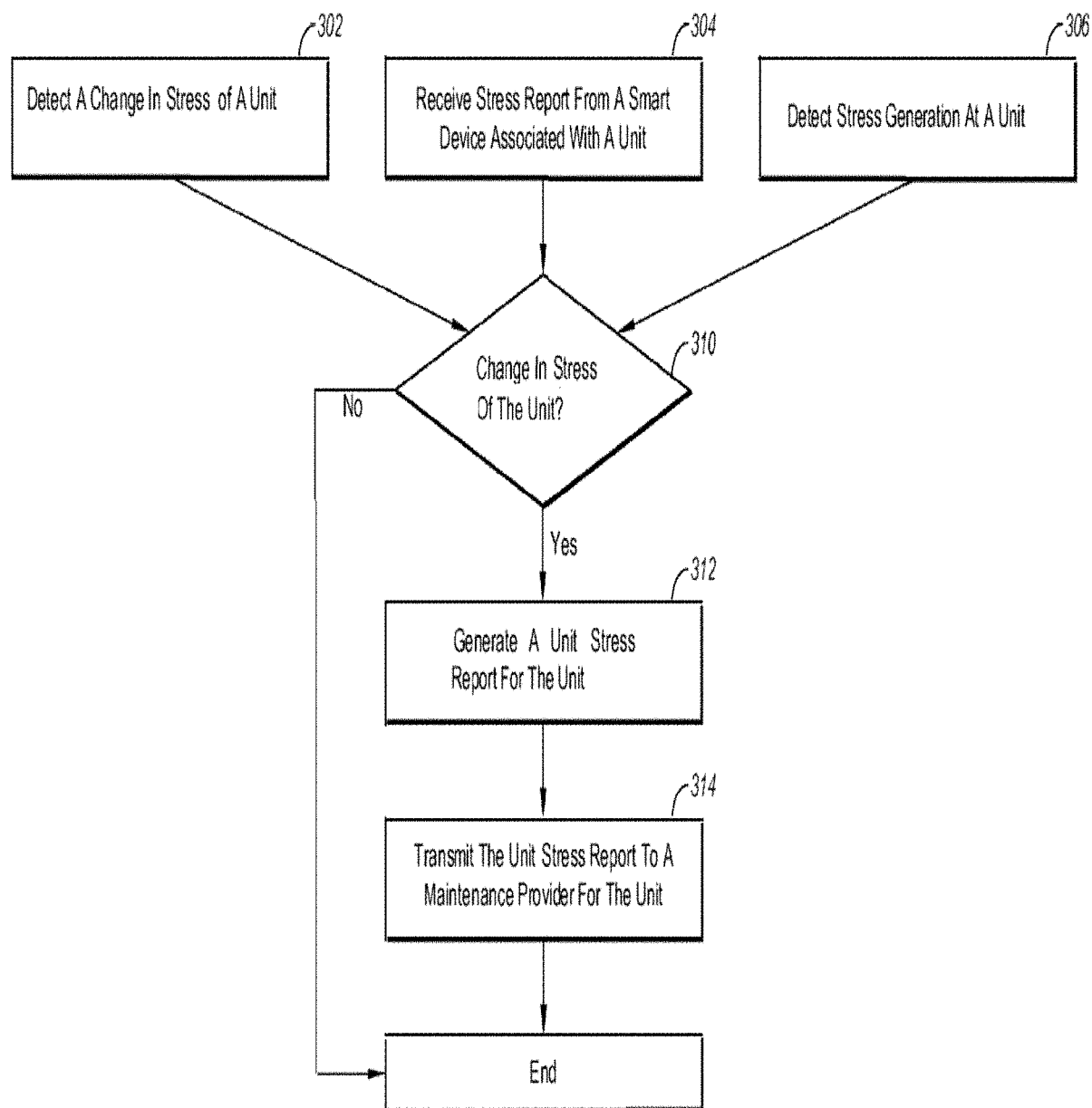
J FITNESS

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Title

(US20200101367)

Smart device

Images**Publication numbers with kind code & date**[US20200101367](#)

A1

2020-04-02

US20200101367

**Abstract**

(US20200101367)

An Internet of Thing (IoT) device includes a camera coupled to a processor; and a wireless transceiver coupled to the processor. Blockchain smart contracts can be used with the device to facilitate secure operation.

Inventors

TRAN BAO

TRAN HA