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(54) **TYPIFYING EMOTIONAL INDICATORS FOR DIGITAL MESSAGING**

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(2013.01); **G08B 21/18** (2013.01); **G06F**

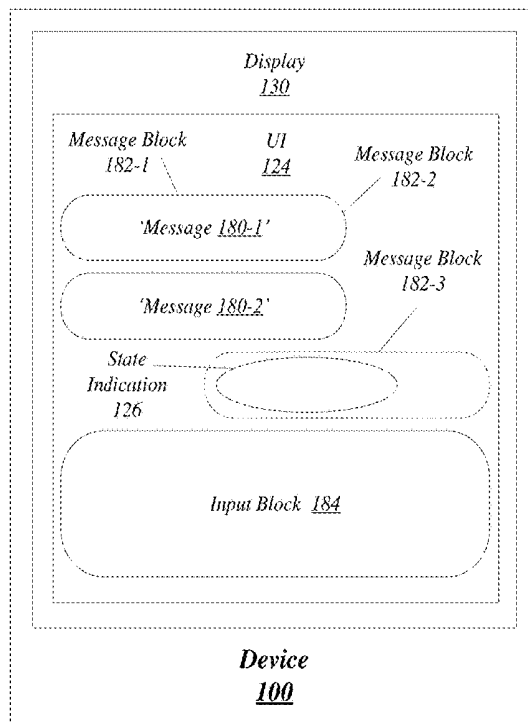
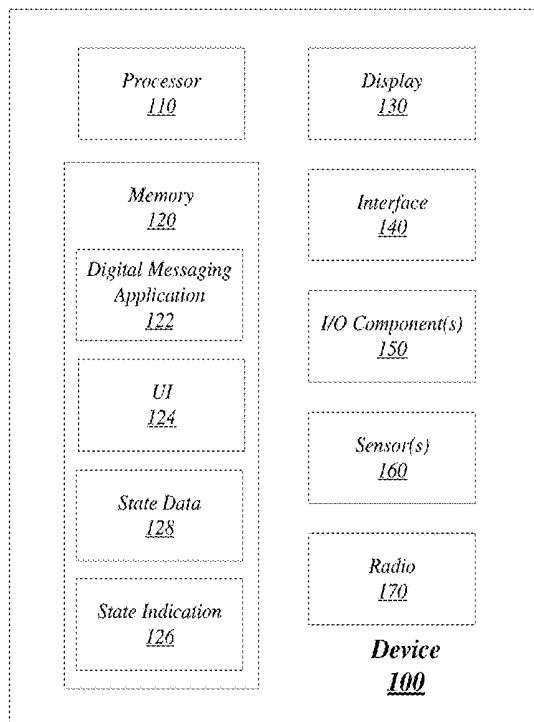
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(57)

ABSTRACT

The present disclosure provides computing systems and techniques for indicating an emotional and/or environmental state of a user in a digital messaging application. A computing device can determine an emotional and/or environmental state of a first user responsive to reading or responding to a message and can convey the determined emotional and/or environmental state to a second computing device, to be transiently presented by the second computing device.



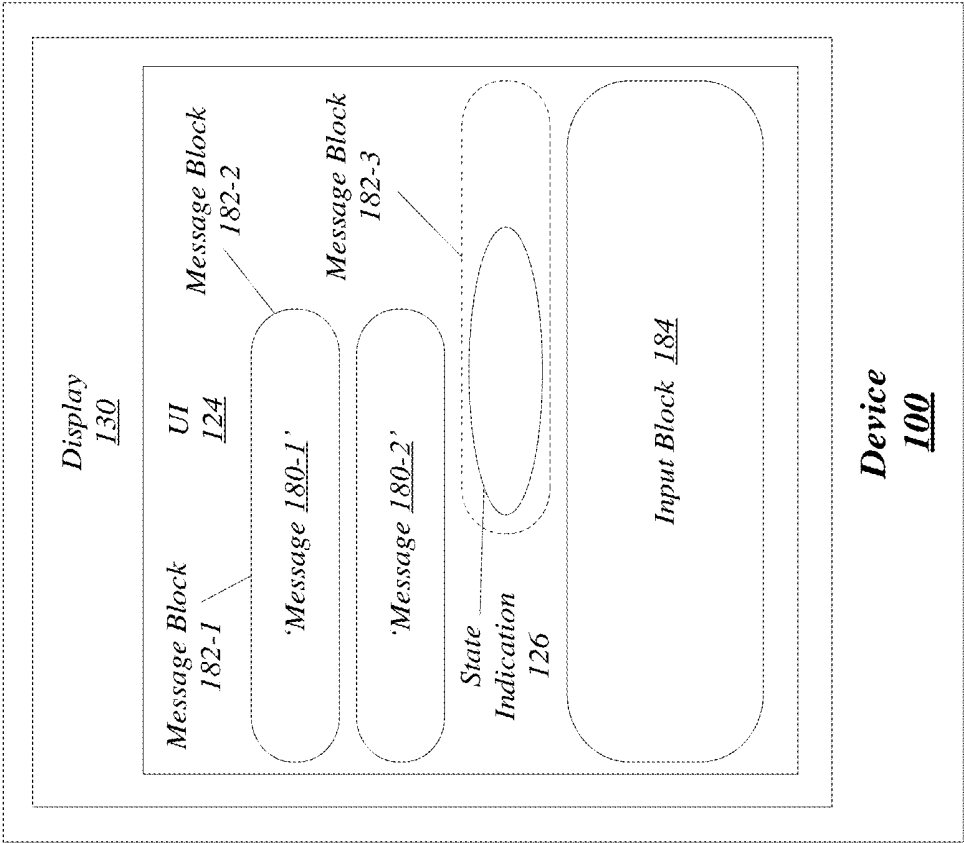


FIG. 1B

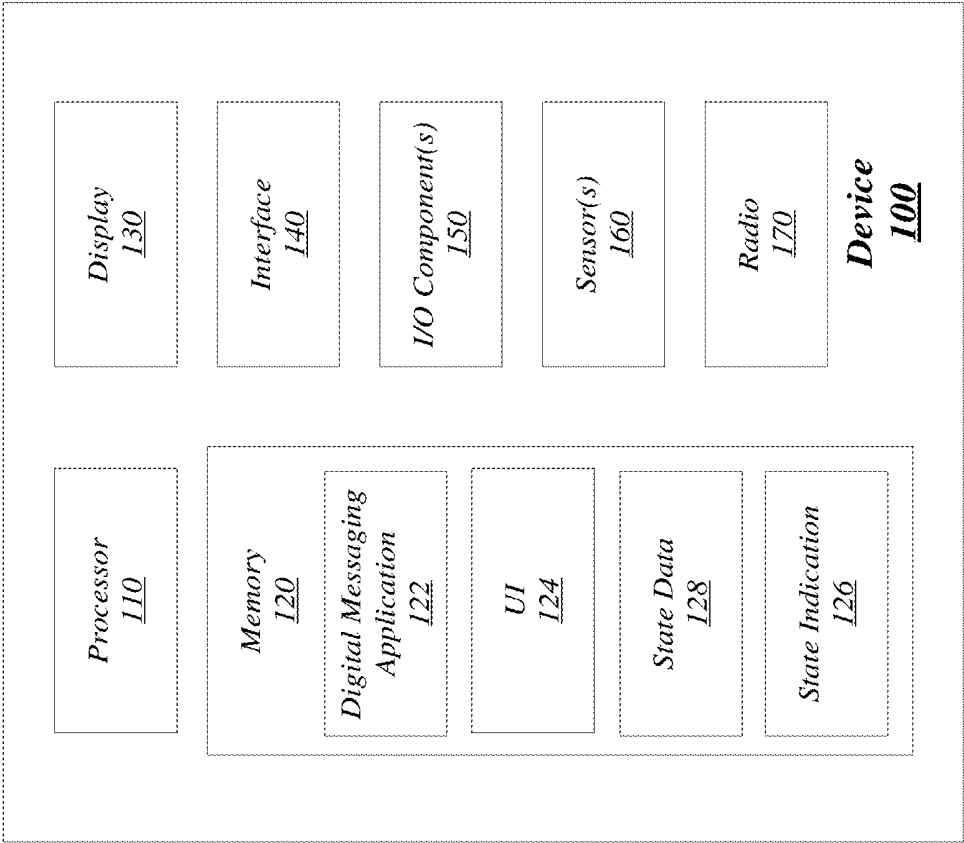
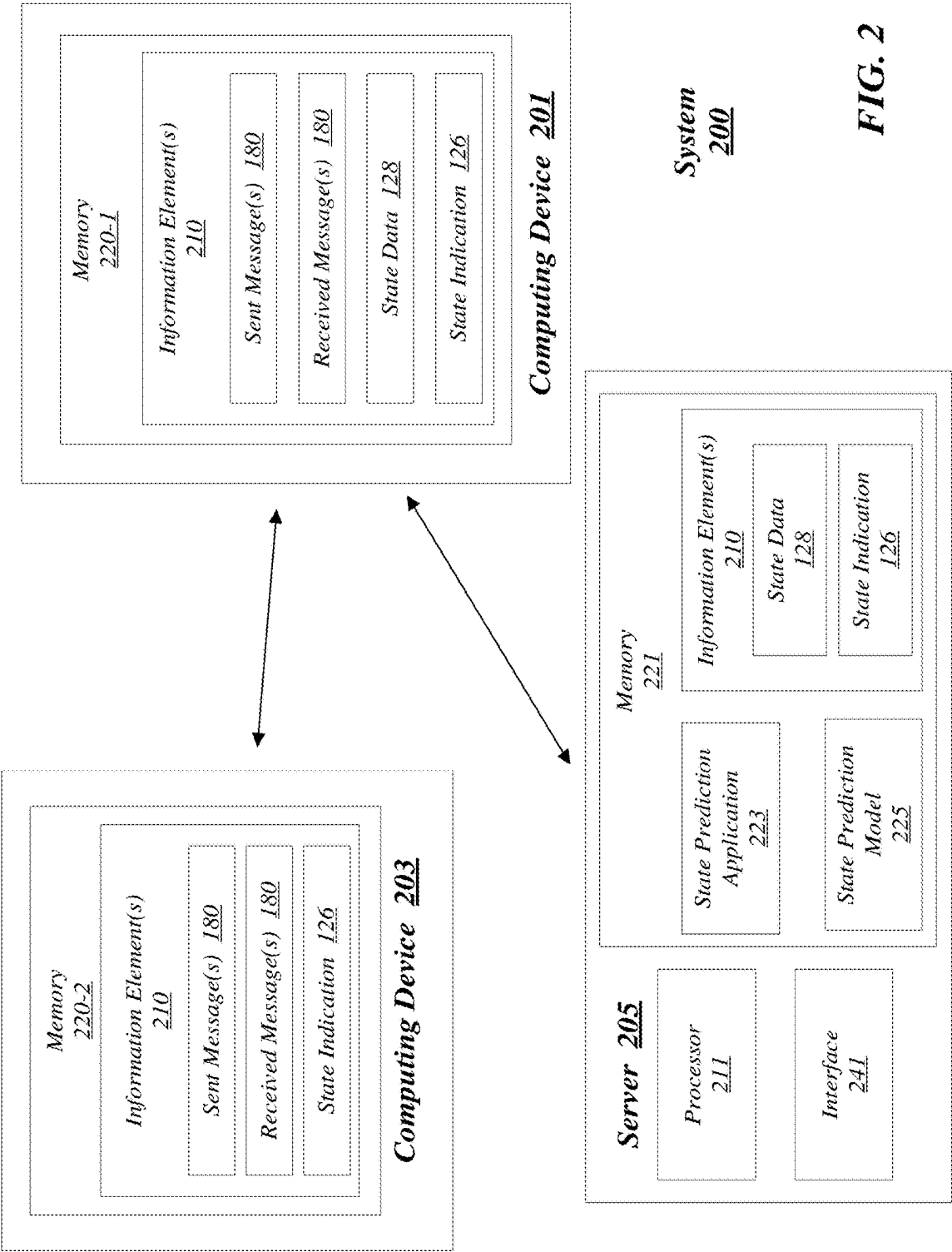


FIG. 1A



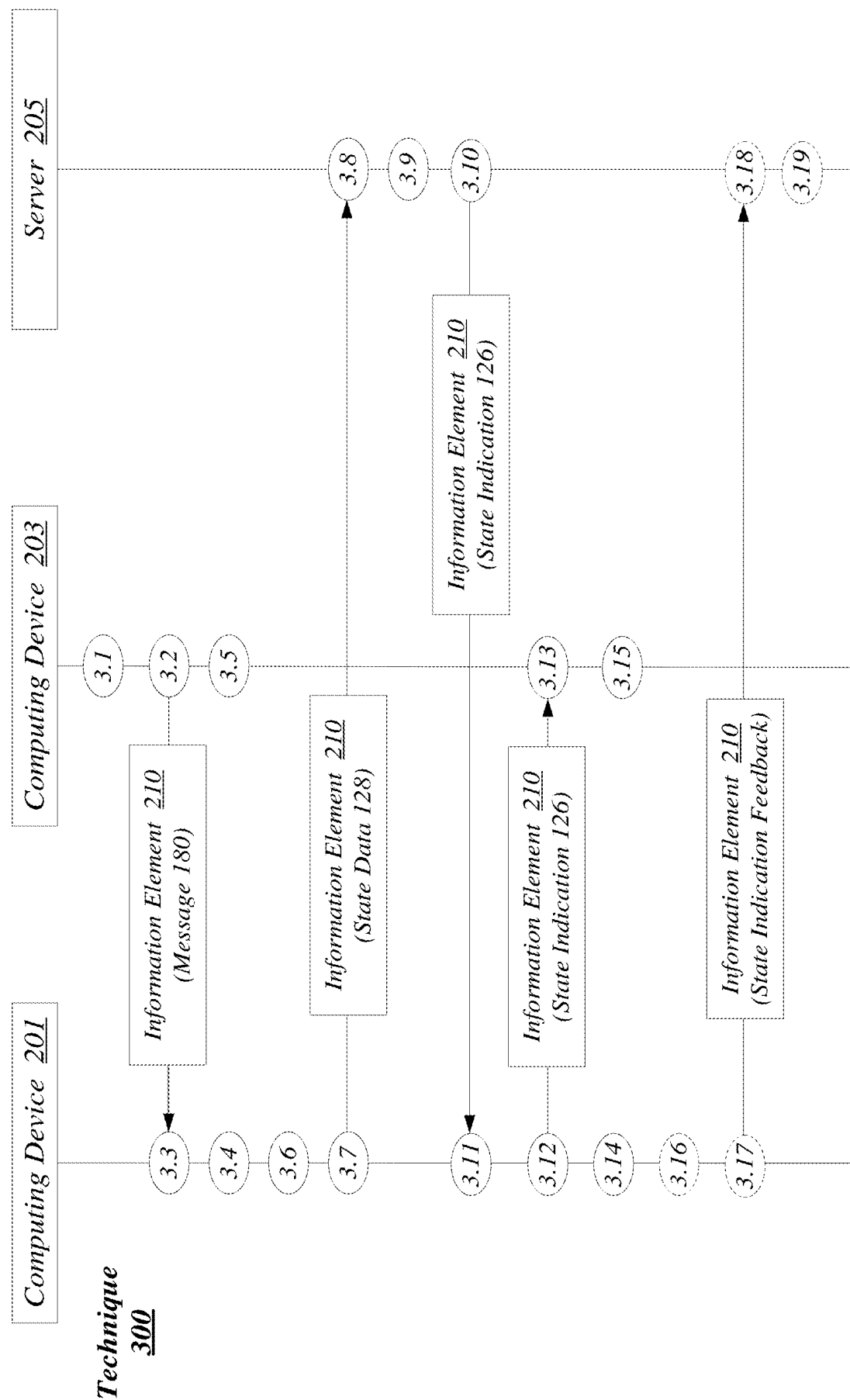


FIG. 3

System
400

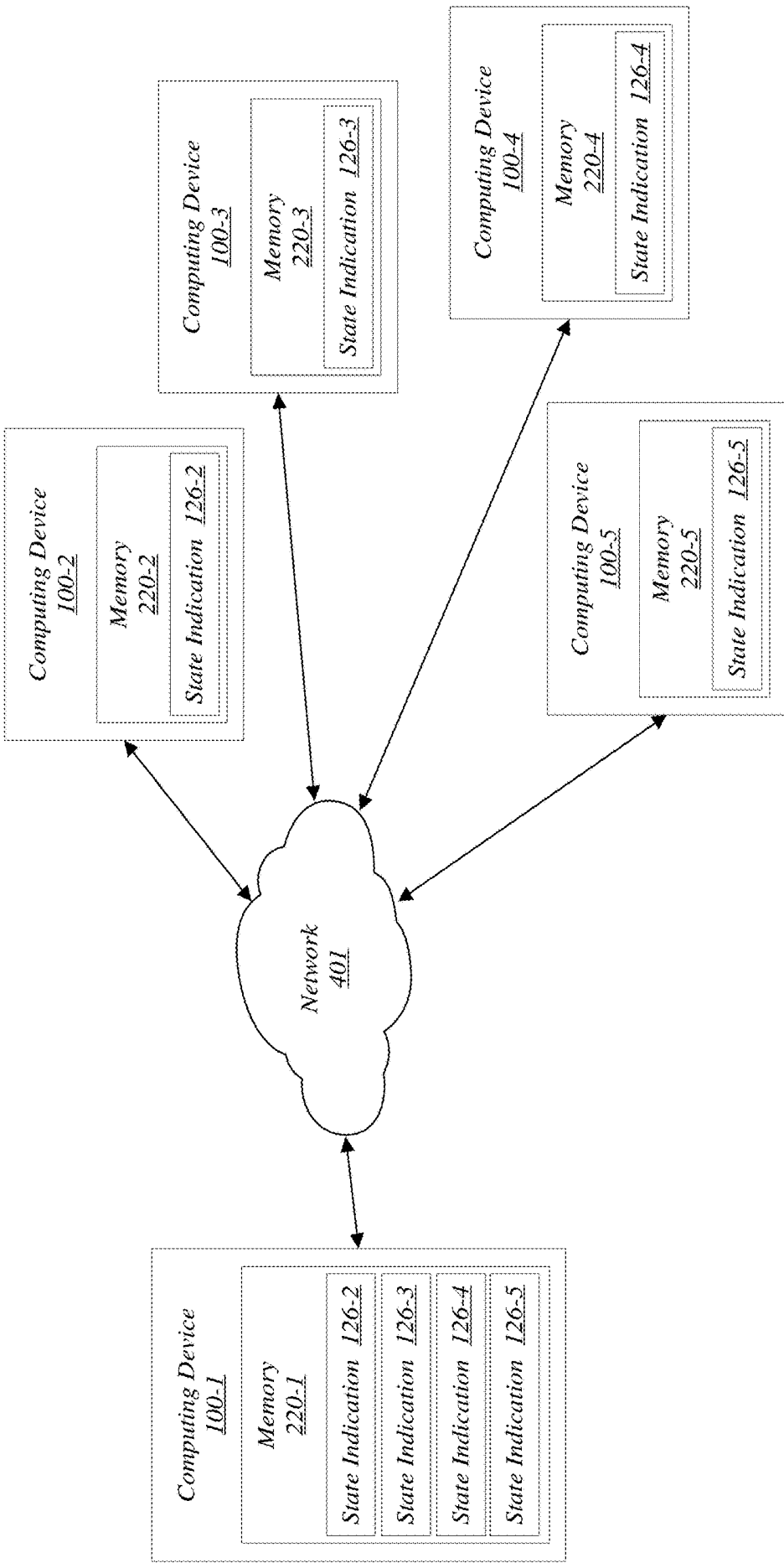


FIG. 4

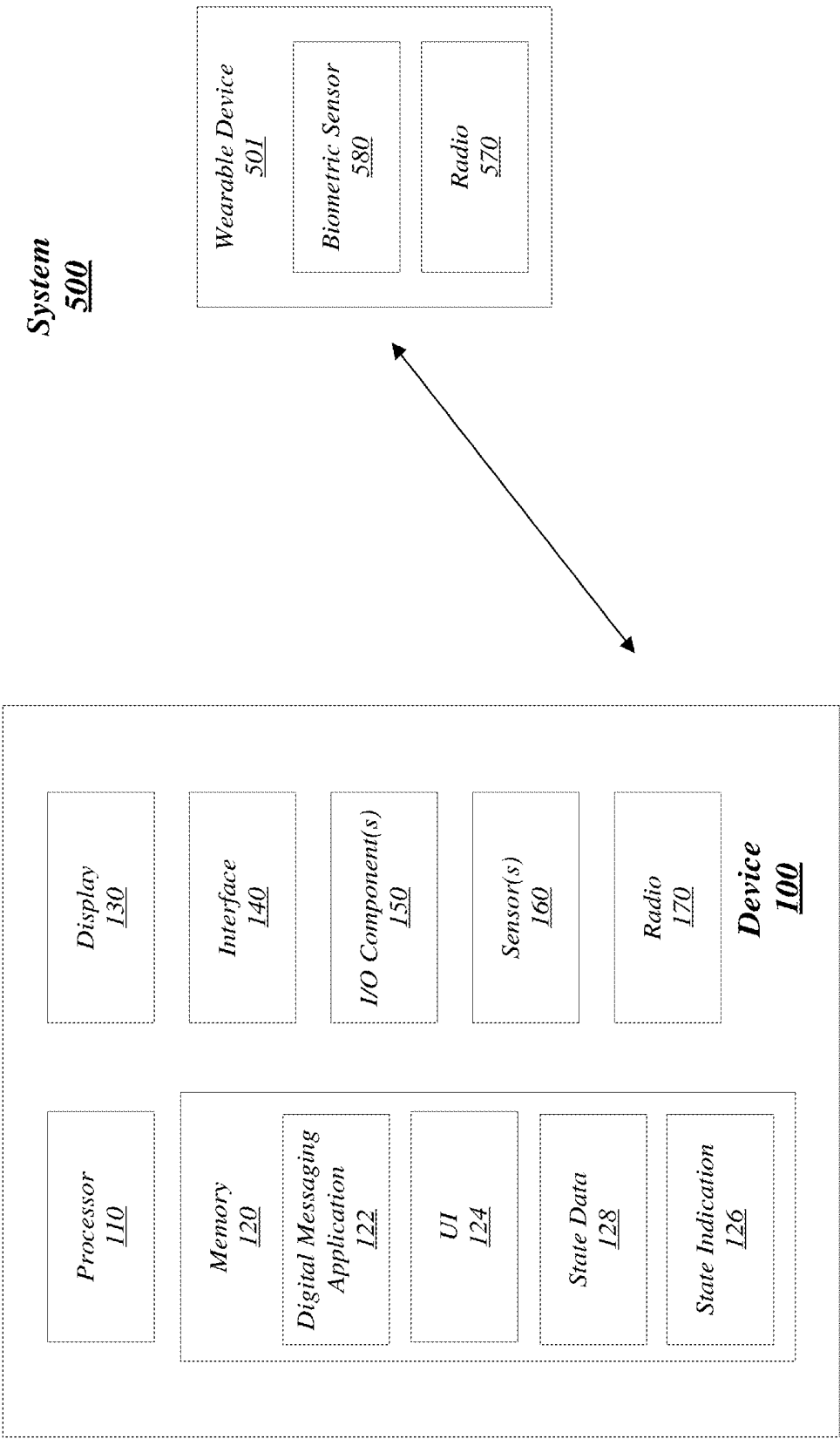


FIG. 5

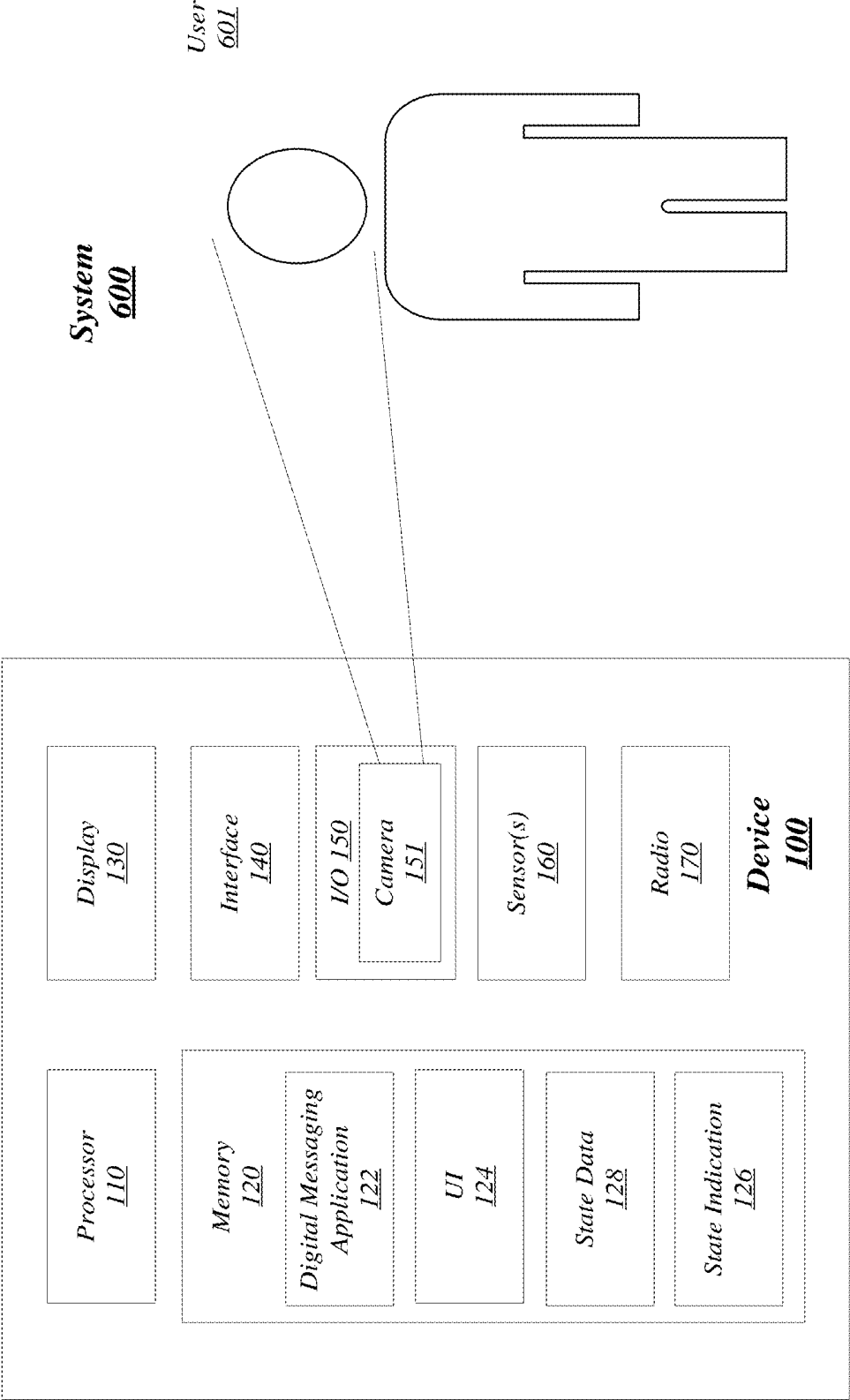
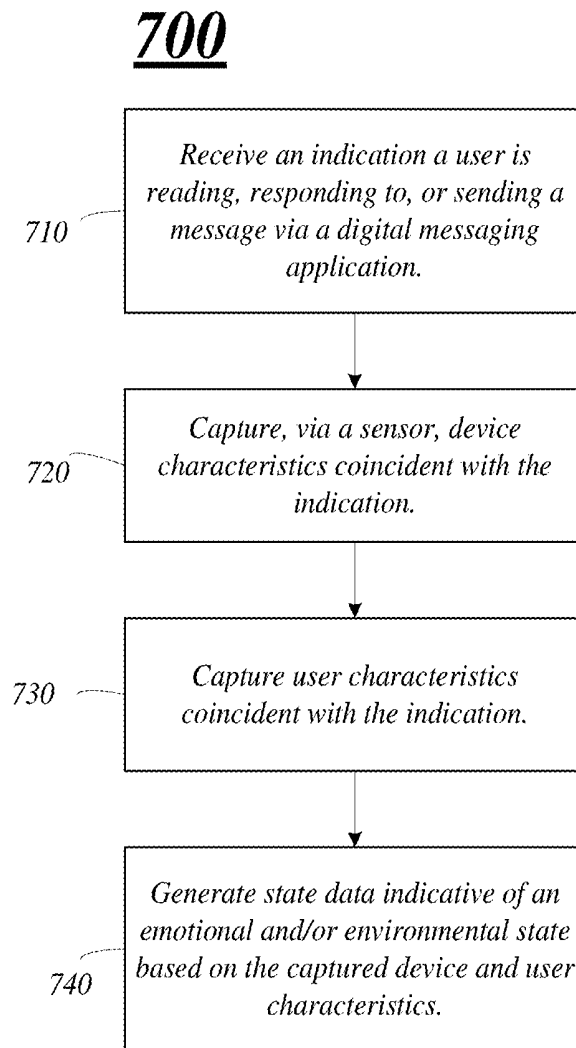


FIG. 6

**FIG. 7**

State Indication
800

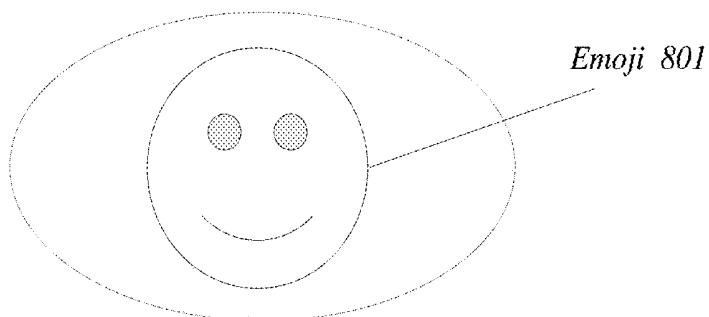


FIG. 8

State Indication
900

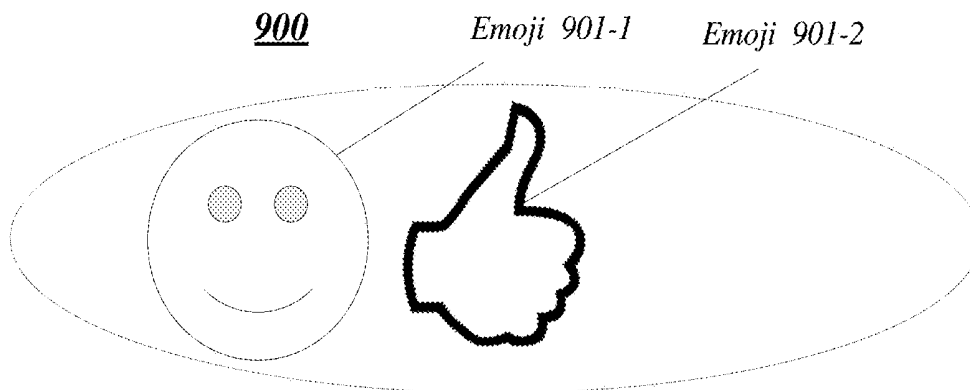


FIG. 9

State Indication
1000

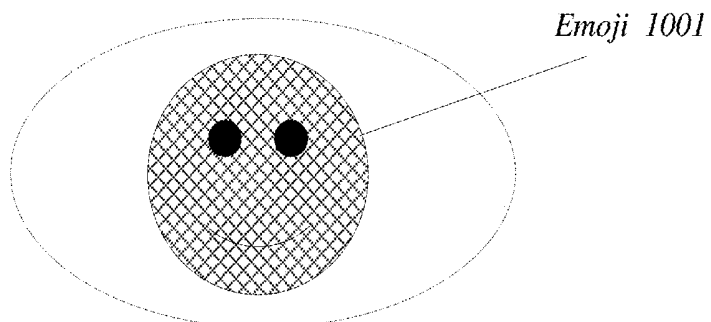


FIG. 10

Transient Indication

1100

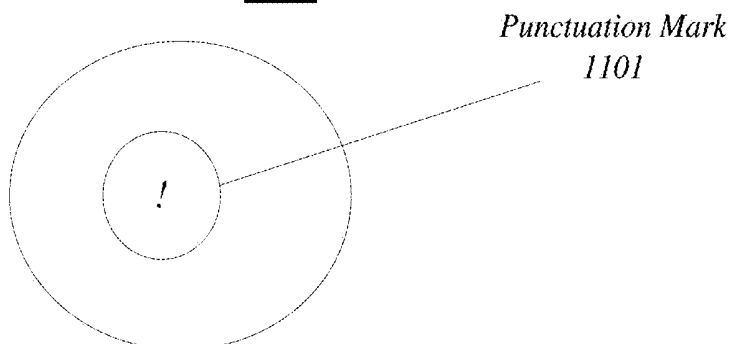


FIG. 11

Transient Indication

1200

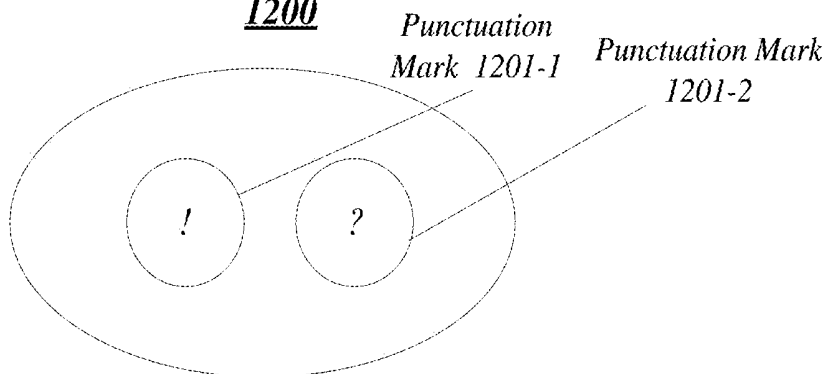


FIG. 12

Transient Indication

1300

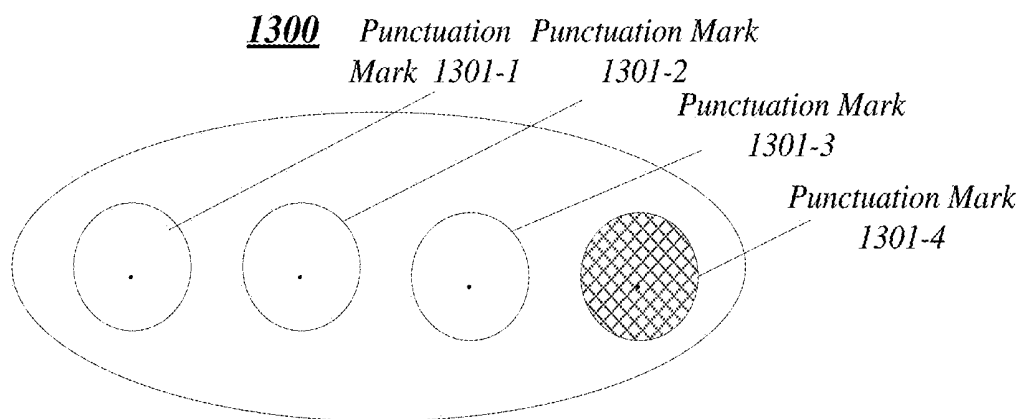


FIG. 13

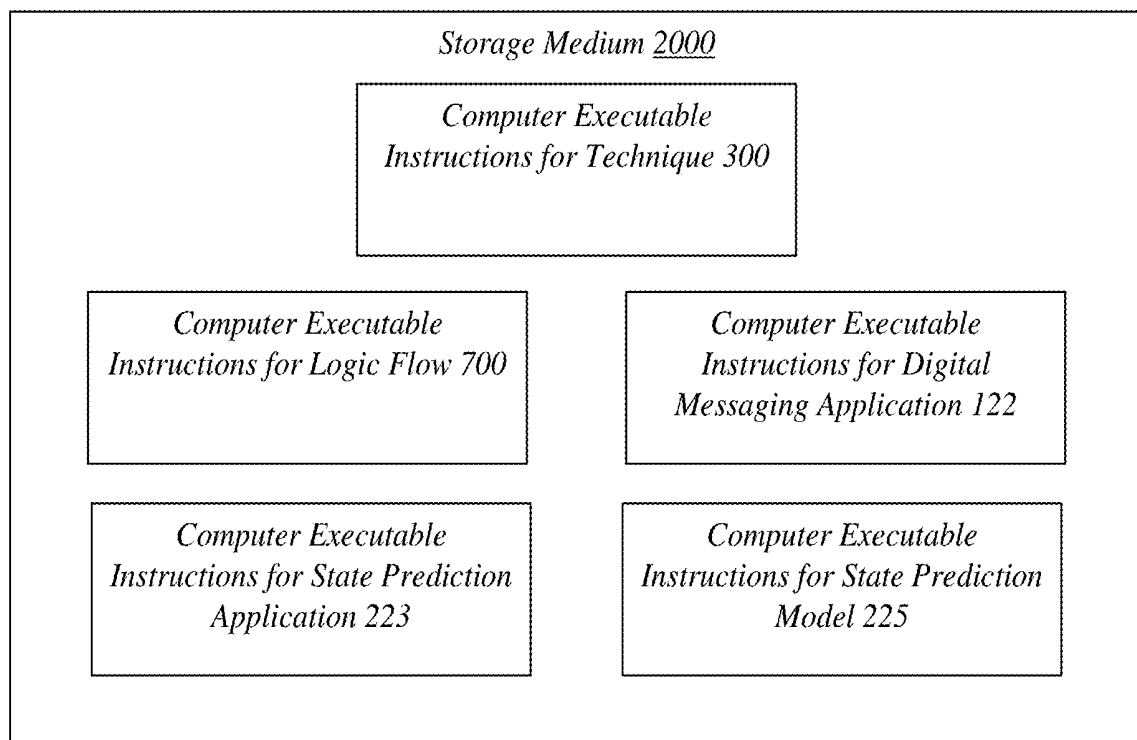


FIG. 14

3000

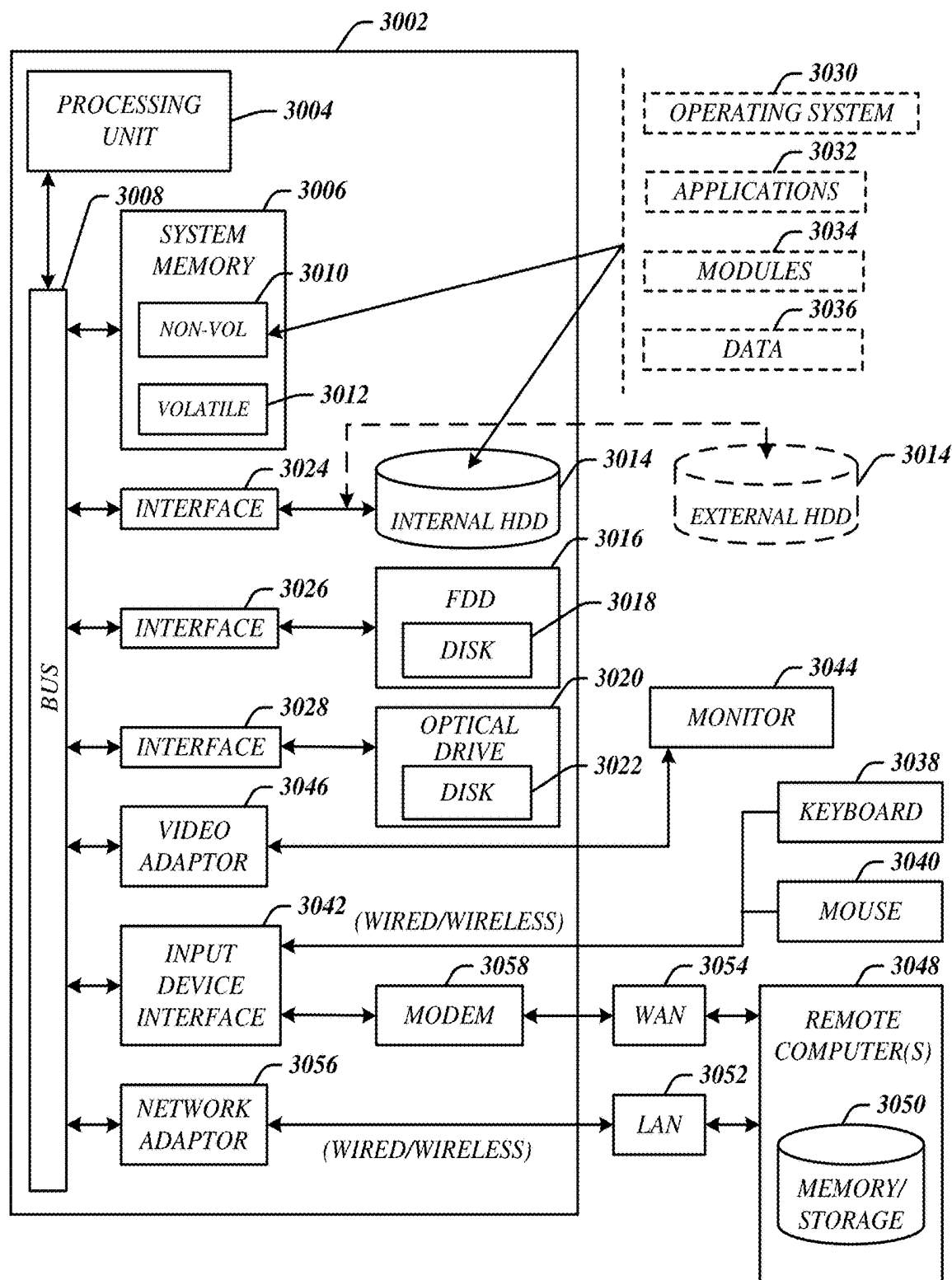


FIG. 15

TYPIFYING EMOTIONAL INDICATORS FOR DIGITAL MESSAGING

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a Continuation of U.S. patent application Ser. No. 16/153,096, filed Oct. 5, 2018, the disclosure of which is incorporated herein by reference in its entirety.

TECHNICAL FIELD

[0002] Examples described herein are generally related to digital messaging and particularly to conveying an emotional state along with a message or while a message is being composed.

BACKGROUND

[0003] Modern communication devices typically include digital messaging capabilities. For example, computers, tablets, mobile phones, etc. all include the ability to execute digital messaging applications, where users can send and receive messages from other users of such devices. Some digital messaging applications provide indicators (e.g., three dots) that another user is typing a message. However, such digital messaging applications do not currently provide an ability to indicate an emotional and/or environmental state. The present disclosure is directed towards providing an indication of an emotional and/or environmental state.

BRIEF DESCRIPTION OF THE DRAWINGS

- [0004] FIG. 1A illustrates an example computing device.
- [0005] FIG. 1B illustrates a first example user interface, displayed on the computing device of FIG. 1A.
- [0006] FIG. 2 illustrates a first example system.
- [0007] FIG. 3 illustrates an example technique to provide an indication of emotional and/or environmental state in a digital messaging application.
- [0008] FIG. 4 illustrates a second example system.
- [0009] FIG. 5 illustrates a third example system.
- [0010] FIG. 6 illustrates a fourth example system.
- [0011] FIG. 7 illustrates an example logic flow.
- [0012] FIG. 8 illustrates a first example state indication.
- [0013] FIG. 9 illustrates a second example state indication.
- [0014] FIG. 10 illustrates a third example state indication.
- [0015] FIG. 11 illustrates a fourth example state indication.
- [0016] FIG. 12 illustrates a fifth example state indication.
- [0017] FIG. 13 illustrates a sixth example state indication.
- [0018] FIG. 14 illustrates an example storage medium.
- [0019] FIG. 15 illustrates an computer architecture.

DETAILED DESCRIPTION

[0020] As contemplated in the present disclosure, an indication of an emotional and/or environmental state of a user can be provided to another user. Such an indication can be presented, for example, transiently, to convey the emotional and/or environmental state of the user. It is noted, the present disclosure enables providing indications of emotional and/or environmental states faster than the user could convey the information manually. Furthermore, the present disclosure

enables providing the indications of emotional and/or environmental states in a manner than may be seamless to the end user.

[0021] More particularly, the disclosure can be implemented to provide indications of emotional and/or environmental state during a messaging transaction. For example, the indication can be provided to a message sender in response to a message receiver receiving a message from the sender and for a transient period associated with when the message receiver is responding to and/or reviewing the received message. Once a response message is sent to the sender by the receiver, the indication can be withdrawn, removed, or for example, replaced with the response message.

[0022] In some examples, a first user interacting with a first computing device can receive a message from a second user interacting with a second computing device, via the first computing devices. The first computing device can determine an emotional and/or environmental state of the first user responsive to reading and/or responding to the message and can convey the determined emotional and/or environmental state to the second computing device, to be transiently presented by the second computing device.

[0023] With some implementations, an emotional state can be determined based on biometric data, for example, captured by a wearable device coupled to the computing device with which the first user is interacting. In some implementations, an emotional state can be determined based on one or more characteristics of how the first user is interacting with the computing device (e.g., typing speed, typing pressure, etc.).

[0024] In some implementations, an environmental state can be determined based on various factors, such as, an application (e.g., map application, internet browsing application, office application, telephone application, or the like) being actively used by the first user. With some implementations, an environmental state can be determined based on whether the computing device is in movement, whether the computing device is coupled to a vehicle, or the like. Furthermore, environmental state can be determined based on location data for the computing device (e.g., at home, in bed, at an office, in a conference room of an office, or the like).

[0025] The computing device can generate an indicator of the emotional state, the environmental state, or a combination of the emotional and environmental state. With some implementations, the indicator can be an emoji, a combination of emojis, a punctuation mark, a combination of punctuation marks, or coloring of an emoji and/or punctuation mark. This indicator can be conveyed to the second computing device for presentation in a user interface to indicate, to the second user, the emotional and/or environmental state of the first user.

[0026] FIGS. 1A and 1B illustrate an example computing device 100 and a user interface (UI) 124 for a digital messaging application 122. More specifically, FIG. 1 depicts the device 100 and associated components of the device 100 while FIG. 1B depicts the UI 124 displayed on a display 130 of the device.

[0027] The computing device 100 can include, at least in part, a processor 110, a memory 120, a display 130, an interface 140, input/output (I/O) component(s) 150, sensor(s) 160, and a radio 170. The memory 120 may store the digital messaging application 122, the UI 124, state indica-

tion 126, and state data 128. In general, responsive to executing the digital messaging application 122 on the computing device 100; the computing device 100 can send and receive messages with another computing device (see FIG. 2) and can generate the UI 124 including indications of the sent and received messages. Computing device 100, in executing digital messaging application 122 can capture state data 128, responsive to a user receiving message(s), reading the messages, or replying to the messages; and can determine an emotional and/or environmental state of the user of the computing device 100 based on the state data 128. Computing device 100, in executing digital messaging application 122 can generate an indication (state indication 126) of the determined emotional and/or environmental state, as further discussed herein. Furthermore, computing device 100, in executing digital messaging application 122, can send the state indication 126 to the other computing device and can present the state indication 126 in the UI 124.

[0028] With some examples, the processor 110 may include circuitry or processor logic, such as, for example, any of a variety of commercial processors. In some examples, the processor 110 may include multiple processors, a multi-threaded processor, a multi-core processor (whether the multiple cores coexist on the same or separate dies), and/or a multi-processor architecture of some other variety by which multiple physically separate processors are in some way linked. Additionally, in some examples, the processor 110 may include graphics processing portions and may include dedicated memory, multiple-threaded processing and/or some other parallel processing capability.

[0029] The memory 120 may include logic, a portion of which includes arrays of integrated circuits, forming non-volatile memory to persistently store data or a combination of non-volatile memory and volatile memory. It is to be appreciated, that the memory 120 may be based on any of a variety of technologies. In particular, the arrays of integrated circuits included in memory 120 may be arranged to form one or more types of memory, such as, for example, dynamic random access memory (DRAM), NAND memory, NOR memory, or the like.

[0030] Display 130 can be based on any of a variety of display technologies, such as, for example, a cathode ray tube (CRT), a liquid crystal display (LCD), plasma display, light emitting diode (LED) display, or an organic light emitting diode (OLED) display. With some examples, display 130 can be a touch sensitive display. It is noted, display 130 may be external to the computing device 100, such as, for example, embodied as a computer monitor or television and coupled to the computing device 100 via any of a variety of display data interfaces.

[0031] Interface 140 may include logic and/or features to support a communication interface. For example, the interface 140 may include one or more interfaces that operate according to various communication protocols or standards to communicate over direct or network communication links. Direct communications may occur via use of communication protocols or standards described in one or more industry standards (including progenies and variants). For example, the interface 140 may facilitate communication over a bus, such as, for example, peripheral component interconnect express (PCIe), non-volatile memory express (NVMe), universal serial bus (USB), system management bus (SMBus), SAS (e.g., serial attached small computer

system interface (SCSI)) interfaces, serial AT attachment (SATA) interfaces, or the like.

[0032] The I/O component(s) 150 may include one or more components to provide input to or to provide output from the computing device 100. For example, the I/O component(s) 150 may be a keyboard (hardware, virtual, etc.), mouse, joystick, microphone, track pad, button, touch layers of a display, haptic feedback device, camera, microphone, speaker, or the like.

[0033] The sensor(s) 160 may include a number of any of a variety of sensors arranged to detect information, such as, physical surrounding information, geo-information, biometric information, or the like. For example, sensor(s) 160 can include a radar sensor, infrared sensors, light sensors, RFID sensors, gyroscopes, a global positioning sensors (GPS), a heart rate sensor, a temperature sensor, or the like. Signals from sensor(s) 160 can be used to an emotional and/or environmental state of a user of the computing device 100, as discussed in greater detail below. It is noted, that some of the sensor(s) 160 could be located externally to the computing device 100, such as, for example, on a wearable device (e.g., see FIG. 11).

[0034] The radio 170 may include circuitry arranged to communicate data with one or more other devices (see FIG. 2) via any of a variety of communication protocols. Such communication may involve communication across one or more networks, such a wireless local area networks (WLAN) or cellular network. In some examples, radio 170 can be arranged to communicate via Wi-Fi, Bluetooth, Zigbee, LTE, 5G, or the like.

[0035] During operation of computing device 100, processor 110 can execute the digital messaging application to 122 to send, receive, or both send and receive messages 180 from another computing device. Often, the messages 180 are relayed between the computing device via the radio 170 and a network (e.g., cellular network, the Internet, etc.). For example, the computing device 100 can send and receive information elements to another computing device including indications of the messages 180.

[0036] The processor 110, in executing the digital messaging application 122, can generate the UI 124 to present the messages to a user. For example, UI 124 can include message blocks 182 to present the messages to a user. UI 124 is depicted including message blocks 182-1, 182-2, and 182-3. Specifically, message blocks 182-1 and 182-2 are depicted displaying messages 180-1 and 180-2. The UI 124 can further include an input block 184 arranged to receive input from a user. For example, the user can provide content for a message 180 via the input block 184.

[0037] It is to be appreciated that a variety of techniques for indicating a sender or receiver of a message 180 exist. For example, as depicted in UI 124, messages 180 received by a user of computing device 100 on which UI 124 is displayed are aligned on the left side of the screen while messages sent by the user, via computing device 100, are aligned on the right side of the screen. Accordingly, messages 180-1 and 180-2 displayed in message blocks 182-1 and 182-2 were received by the user of the computing device 100. Message block 182-3 corresponds to a message to be sent, via computing device 100, by the user.

[0038] Message block 182-3 is used to depict, often transiently, the state indication 126. The state indication 126 can be determined by computing device 100 (as discussed further herein) and can be provided to indicate an emotional state of

the user (e.g., the user of computing device **100**), an environmental state of the user, or both an emotional and environmental state of the user. In general, the state indication **126** can comprise any number of indicators (e.g., emojis, colored emojis, punctuation marks, colored punctuation marks, or the like). A number of examples of a state indication **126** are given in FIGS. 7-12.

[0039] FIG. 2 illustrates an example system **200** including computing device **201**, another computing device **203**, and a server **205**. In general, the computing devices **201** and **203** can be like the computing device **100** of FIGS. 1A and 1B. However, for purposes of clarity of presentation, the computing device **201** and **203** are only depicted including a memory. Specifically, computing device **201** is depicted including memory **220-1** and computing device **203** is depicted including memory **220-2**. However, the computing devices **201** and **203** will also typically include other components depicted in FIG. 1A, for example, processor **110**, display **130**, radio **170**, etc.

[0040] The server **205** can include, at least in part, a processor **211**, a memory **221**, and an interface **241**. The memory **221** may store a state prediction application **223**, a state prediction model **225**, information element(s) **210**, state data **128** and state indication **126**.

[0041] With some examples, the processor **211** may include circuitry or processor logic, such as, for example, any of a variety of commercial processors. In some examples, the processor **211** may include multiple processors, a multi-threaded processor, a multi-core processor (whether the multiple cores coexist on the same or separate dies), and/or a multi-processor architecture of some other variety by which multiple physically separate processors are in some way linked. Additionally, in some examples, the processor **211** may include graphics processing portions and may include dedicated memory, multiple-threaded processing and/or some other parallel processing capability.

[0042] The memory **221** may include logic, a portion of which includes arrays of integrated circuits, forming non-volatile memory to persistently store data or a combination of non-volatile memory and volatile memory. It is to be appreciated, that the memory **221** may be based on any of a variety of technologies. In particular, the arrays of integrated circuits included in memory **221** may be arranged to form one or more types of memory, such as, for example, dynamic random access memory (DRAM), NAND memory, NOR memory, or the like.

[0043] Interface **241** may include logic and/or features to support a communication interface. For example, the interface **241** may include one or more interfaces that operate according to various communication protocols or standards to communicate over direct or network communication links. Direct communications may occur via use of communication protocols or standards described in one or more industry standards (including progenies and variants). For example, the interface **241** may facilitate communication over a bus, such as, for example, peripheral component interconnect express (PCIe), non-volatile memory express (NVMe), universal serial bus (USB), system management bus (SMBus), SAS (e.g., serial attached small computer system interface (SCSI)) interfaces, serial AT attachment (SATA) interfaces, or the like.

[0044] Computing device **201** can be communicatively coupled with both the computing device **203** and the server **205**. For example, computing device **201** can be communi-

catively coupled to computing device **203** and server **205** via a network (e.g., cellular, Wi-Fi, the Internet, or the like). An example operation of the system **200** is described with reference to the technique **300** of FIG. 3. In general, FIG. 3 depicts a technique to provide an indication of an emotional and/or environmental state in a digital messaging application (e.g., digital messaging application **122**, or the like). It is noted, technique **300** is described with reference to the system **200** of FIG. 2 and the computing device **100** and UI **124** of FIGS. 1A and 1B. This is done for purposes of convenience and clarity, as opposed to limitation. For example, technique **300** could be implemented by a system having a different arrangement or entities from that of the system **200** of FIG. 2. Additionally, it is noted that although server **205** and operations of server **205** are discussed separately and distinct from that of operations of computing device **201** and/or **203**; in some implementations features described with respect to server **205** can be embodied by either or both of computing device **201** and **203**. For example, computing device **201** and **203** can include state prediction application **223** and state prediction model **225**. Examples are not limited in this context.

[0045] Turning now to FIG. 3, technique **300** can begin at circle **3.1**. At circle **3.1**, computing device **203** can generate an information element **201** including an indication of a message (or messages) for computing device **201**. For example, a processor (e.g., processor **110**, or the like) of computing device **203**, in executing a digital messaging application (e.g., digital messaging application **122**, or the like) can generate information element **210** including an indication of messages **180** for a user associated with computing device **201**. With some implementations, computing device **203** can generate the information element responsive to receiving input from a user indicating the contents of messages **180**.

[0046] Continuing to circle **3.2**, computing device **203** can send the information element **210** to computing device **201**. For example, a processor of computing device **203**, in executing the digital messaging application, can send the information element **210** including indications of the message **180** to computing device **201** (e.g., via radio **170**, or the like). At circle **3.3**, computing device **201** can receive the information element **210** including the indication of message **180**. For example, a processor (e.g., processor **110**, or the like) of computing device **201**, in executing a digital messaging application (e.g., digital messaging application **122**, or the like) can receive (e.g., via radio **170**, or the like) the information element **210** including an indication of the messages **180** from a user associated with computing device **203**.

[0047] Continuing to circle **3.4** and circle **3.5**, computing devices **201** and **203**, respectively, can present the message **180** in a UI displayed on a display associated with the respective computing device. For example, a processor of computing device **201**, in executing the digital messaging application can present the message **180** (e.g., in a message block **182**, or the like) in a UI (e.g., UI **124**, or the like) displayed on a display (e.g., display **130**, or the like) of computing device **201**. Likewise, a processor of computing device **203**, in executing the digital messaging application can present the message **180** (e.g., in a message block **182**, or the like) in a UI (e.g., UI **124**, or the like) displayed on a display (e.g., display **130**, or the like) of computing device **203**.

[0048] Continuing to circle 3.6. At circle 3.6, computing device 201 can capture, determine, or otherwise generate state data 128. In general, state data 128 can comprise indications of characteristics of computing device 201 and/or characteristics of a user of computing device 201, responsive to receiving message 180, reading message 180, or replying to message 180. Said differently, at circle 3.6, computing device 201 can capture characteristics of computing device 201 and/or of a user of computing device 201 at the time the user interacts with the message 180 (e.g., via a UI, or the like). This is described in greater detail below, for example, with respect to FIG. 4-6. However, in general, state data 128 can comprise characteristics of computing device 201, such as, for example, a currently actively used application, current state of movement (e.g. in motion, not in motion, velocity, etc.), state of connection of accessories (e.g., a vehicle, or the like), location data, etc. Furthermore, state data 128 can comprise biometric data of a user of the device, an image captured of the user, or characteristics of how the user is interacting with the computing device (e.g., typing speed, typing pressure, etc.). Also, at circle 3.6, computing device 201 can generate an information element 210 including indications of the state data 128.

[0049] Continuing to circle 3.7, computing device 201 can send the information element 210 to server 205. For example, a processor of computing device 201, in executing the digital messaging application, can send the information element 210 including indications of the state data 128 to server 205. At circle 3.8, server 205 can receive the information element 210 including the indication of state data 128. For example, processor 211 of server 205, in executing state prediction application 223, can receive (e.g., via interface 241, or the like) the information element 210 including an indication of the state data 128 from computing device 201.

[0050] Continuing to circle 3.9. At circle 3.9, server 205 can generate a state indication 126 based in part on the state data 128. For example, server 205 can generate state indication 126 from state data 128 and state prediction model 225. Said differently, processor 211, in executing state prediction application 223 can generate state indication 126 via at least providing state data 128 as inputs to state prediction model 225. In some examples, state prediction model 225 can be a machine learning model (e.g., a neural network, or the like). Server 205 (or processor 211 in executing state prediction application 223) can use state prediction model 225 to generate indications of an emotional and/or environmental state of a user of computing device 201 based on state data 128. Also, at circle 3.9, server 205 can generate an information element 210 including indications of the state indication 126.

[0051] Continuing to circle 3.10, server 205 can send the information element 210 to computing device 201. For example, a processor of server 205, in executing the state prediction application, can send the information element 210 including indications of the state indication 126 to computing device 201. At circle 3.11, computing device 201 can receive the information element 210 including the indication of state indication 126. For example, a processor of computing device 201, in executing a digital messaging application, can receive (e.g., via radio 170, or the like) the information element 210 including an indication of the state indication 126 from server 205.

[0052] Continuing to circle 3.12, computing device 201 can send an information element 210 including an indication of state indication 126 to computing device 203. With some examples, computing device 201 relays the information element 210 received from the server 205. In other example, computing device 201 generates a new information element 210 including an indication of state data 126 and send this information element 210 to computing device 203. In some examples, computing device 201 generates a custom state indication 126 based on user preferences associated with the digital messaging application executed on computing device 201. This is described in greater detail below, for example, with respect to FIGS. 7-12.

[0053] At circle 3.13, computing device 203 can receive the information element 210 including the indication of state indication 126. For example, a processor of computing device 203, in executing a digital messaging application, can receive (e.g., via radio 170, or the like) the information element 210 including an indication of the state indication 126 from computing device 201.

[0054] Continuing to circle 3.14 and circle 3.15, computing devices 201 and 203, respectively, can present the state indication 126 in a UI displayed on a display associated with the respective computing device. For example, a processor of computing device 201, in executing the digital messaging application can present the state indication 126 (e.g., in a message block 182, or the like) in a UI (e.g., UI 124, or the like) displayed on a display (e.g., display 130, or the like) of computing device 201. Likewise, a processor of computing device 203, in executing the digital messaging application can present the state indication 126 (e.g., in a message block 182, or the like) in a UI (e.g., UI 124, or the like) displayed on a display (e.g., display 130, or the like) of computing device 203. In some examples, computing devices 201 and 203 can transiently present the state indication 126. In some examples, only computing device 203 can present the state indication 126.

[0055] Technique 300 can optionally, include circles 3.16 to 3.19. At circle 3.16, computing device 201 can generate feedback respective to state indication 126. For example, a user of computing device 201 can select an alternative state indication to present and to send to computing device 201. The alternative state indication can be sent to server 205 in an information element 210 at circle 3.17 as state indication feedback. At circle 3.18, server 205 can receive the information element with state indication feedback and at circle 3.19, server 205 can update state prediction model 225 based on the state indication feedback. For example, processor 211 in executing state prediction application 223 can further train state prediction model 225 using state indication feedback.

[0056] It is noted, that the above example discusses providing indications of emotional and/or environmental states between two users (e.g., user of computing device 201 and 203). However, in practice, the present disclosure can be implemented to enable providing indications of emotional and/or environmental states of multiple users, for example, users engaged in a conference, group discussion, or the like. FIG. 4 illustrates an example system 400 including a number of computing devices 100, coupled via network 401. Network 401 could be, for example, a local area network (LAN), a wide area network (WAN), or a cellular network (e.g., LTE, 3GPP, or the like). In some embodiments, network 401 could include the Internet.

[0057] System 400 is depicted including computing devices 100-1, 100-2, 100-3, 100-4 and 100-5. It is noted that the number of computing devices is given for purposes of clarity of presentation and not to be limiting. Embodiments can be provided with more or less computing devices than depicted in this figure. During operation, ones of the computing devices 100 can provide state indications to another one of the computing devices 100. For example, during a group discussion, a single user may be presenting, talking, or otherwise communicating with a group, or audience. Computing devices associated with members of the group of audience can provide state indications 126 to a computing device associated with the user presenting, talking, or otherwise communicating. For example, computing devices 100-2 to 100-5 are depicted with memory 220-2 to 220-5 and state indications 126-2 to 126-5, respectively.

[0058] During operation, computing devices 100-2 to 100-5 can determine a state indication 126 as described herein. Furthermore, computing device 100-2 to 100-5 can provide the respective state indications 126 to computing device 100-1. Computing device 100-1 is depicted including memory 220-1 and state indications 126-2 to 126-5, corresponding to emotional and/or environmental state determined by respective computing device 100-2 to 100-5. Computing device 100-1 can be configured to present the state indications 126-2 to 126-5 as described herein to convey an indication of the emotional and/or environmental state of the “audience” to which the user of computing device 100 is communicating. In this manner, of the “presenter” can gauge the response of the audience to recent communications and could adapt or adjust the message accordingly.

[0059] FIG. 5 illustrates an example system 500 including computing device 100 of FIG. 1 coupled to a wearable device 501. The wearable device 501 can include, at least in part, a biometric sensor 480 and a radio 470.

[0060] With some examples, the biometric sensor 480 may include circuitry or processor logic arranged to capture any of a number of biometric indications. For example, biometric sensor 480 may be a heart rate sensor, a skin temperature sensor, an blood oxygen sensor, or the like.

[0061] Radio 470 can include circuitry arranged to communicate data with one or more other devices, such as computing device 100, via any of a variety of communication protocols. Such communication may involve communication across one or more networks, such a wireless local area networks (WLAN) or cellular network. In some examples, radio 470 can be arranged to communicate via Wi-Fi, Bluetooth, Zigbee, LTE, 5G, or the like.

[0062] During operation, wearable device 501 can capture indications of a biometric characteristics (e.g., heart rate) of a user or wearer of wearable device 501. Processor 110 of computing device 100, in executing digital messaging application 122, can receive indications of the biometric characteristic from wearable device 501. In particular, computing device 100 can receive indications of the biometric characteristic at a time or period coincident with presentation of message 180 via UI 124, or coincident with receipt of a response (or partial response) to message 180 or another message 180 from the user of computing device 100. State data 128 can include indications of the biometric characteristic received from wearable device 501.

[0063] FIG. 6 illustrates an example system 600 including computing device 100 of FIG. 1 and a user 601 of computing

device 100. During operation, processor 110 of computing device 100, in executing digital messaging application 122, can cause an image of user 601 to be captured via a camera 151. In particular, computing device 100 can capture an image of user 601, via camera 151, at a time or period coincident with presentation of message 180 via UI 124, or coincident with receipt of a response (or partial response) to message 180 or another message 180 from the user of computing device 100. State data 128 can include indications of the image of the user captured via camera 151.

[0064] FIG. 7 illustrates a logic flow 700 to generate state data. A computing device executing a digital messaging application can generate state data using logic flow 700. For example, computing device 100 of FIG. 1A can generate state data 128 using logic flow 700. In some implementations, a computing device (e.g., computing device 201) as part of technique 300 can use logic flow 700 to generate state data 128.

[0065] Logic flow 700 may begin at block 710. At block 710 “receive an indication a user is reading, responding to, or sending a message via a digital message application” computing device 100 can receive an indication that a user is reading and/or responding to a message. For example, processor 110 in executing digital messaging application 122 can receiving an indication that a user has read message 180-2 presented in message block 182-2. As another example, processor 110 in executing digital messaging application 122 can receive an indication that a user is responding to or sending a message. More specifically, processor 110 in executing digital messaging application 122 can receive input via input block 184.

[0066] Continuing to block 720 “capture, via a sensor, device characteristics coincident with the indication” computing device 100 can capture, via sensor(s) 180 device characteristics coincident with the indication from block 710. For example, processor 110 in executing digital messaging application can capture velocity and location information for computing device 100 via sensor(s) 180 (e.g., GPS sensor, or the like) at a time or period associated with when the indication at block 710 is received.

[0067] Continuing to block 730 “capture user characteristics coincident with the indication” computing device 100 can capture user characteristics coincident with the indication from block 710. For example, processor 110 in executing digital messaging application can capture biometric characteristics for a user of computing device 100 (e.g., via a connected wearable device 501, or the like) at a time or period associated with when the indication at block 710 is received. As another example, processor 110 in executing digital messaging application can capture an image of a user of computing device 100 (e.g., via camera 151, or the like) at a time or period associated with when the indication at block 710 is received. For another example, processor 110 in executing digital messaging application can capture characteristics of a user of computing device 100, such as, typing speed, typing pressure, or the like at a time or period associated with when the indication at block 710 is received.

[0068] It is important to note, that logic flow 700 can include either or both of blocks 720 and 730. For example, logic flow 700 could only include block 720 or block 730. Continuing to block 740 “generate state data indicative of an emotional and/or environmental state based on the captured device and user characteristics” computing device 100 can generate state data 128 indicative of an emotional and/or

environmental state of the user of computing device **100** based on the captured device and user characteristics. For example, processor **110** in executing digital messaging application can generate state data **128** from device characteristics captured at block **720**. As another example, processor **110** in executing digital messaging application can generate state data **128** from user characteristics captured at block **730**. In still another example, processor **110** in executing digital messaging application can generate state data **128** from device characteristics captured at block **720** and from user characteristics captured at block **730**.

[0069] FIGS. 7-12 illustrate example state indications. Such example state indications can be presented in a UI of a digital messaging application to provide an indication of an emotional and/or environmental state of a user. In some implementations, elements of system **200** of FIG. 2 can generate and present state indication **126** using technique **300**.

[0070] Turning more particularly to FIG. 8, state indication **800** is depicted. State indication **800** can include an emoji **801**. For example, the smiley face emoji is depicted as emoji **801**. It is to be appreciated that a variety of emojis indicative of emotion and environment could be selected, for example, based on state data **128**. As a specific example, the smiley face emoji could be selected as emoji **801** based on state data **128** indicative of a happy emotion. As another example, the car emoji could be selected as emoji **801** based on state data **128** indicative of the user being in a vehicle. As a further example, the angry face emoji could be selected as emoji **801** based on state data **128** indicative of the user being angry or agitated.

[0071] Turning more particularly to FIG. 9, state indication **900** is depicted. State indication **900** can include multiple emojis **901**. For example, state indication **900** includes emojis **901-1** and **901-2**. Specifically, the state indication **900** includes smiley face emoji as emoji **901-1** and the thumbs up emoji as emoji **901-2**. It is to be appreciated that a variety of emojis indicative of emotion and environment could be selected, for example, based on state data **128**.

[0072] Turning more particularly to FIG. 10, state indication **1000** is depicted. State indication **1000** can include a number of **1001** of a selected color or shading. For example, state indication **1000** includes emoji **1001** with dark shading. In some examples, a color or shading for the state indication can be selected based on state data **128**. Coloring can be selected to further indicate an emotional or environmental state. As a specific example, the color red could be applied to indicators of the state indication **1000** to indicate an angry emotion.

[0073] Turning more particularly to FIG. 11, state indication **1100** is depicted. State indication **1100** can include a punctuation mark **1101**. For example, the exclamation point punctuation mark is depicted as punctuation mark **1101**. It is to be appreciated that a variety of punctuation marks indicative of emotion and/or environment could be selected, for example, based on state data **128**. As a specific example, the punctuation exclamation point punctuation mark could be selected as punctuation mark **1101** based on state data **128** indicative of an excited emotion. As another example, the question mark punctuation mark could be selected as punctuation mark **1101** based on state data **128** indicative of the user being in a state of questioning or disbelief.

[0074] Turning more particularly to FIG. 12, state indication **1200** is depicted. State indication **1200** can include

multiple punctuation marks **1201**. For example, state indication **1200** includes punctuation marks **1201-1** and **1201-2**. Specifically, the state indication **1200** includes the exclamation point punctuation mark as punctuation mark **1201-1** and the question mark punctuation mark as punctuation mark **1201-2**. It is to be appreciated that a variety of punctuation marks indicative of emotion and/or environment could be selected, for example, based on state data **128**.

[0075] Turning more particularly to FIG. 13, state indication **1300** is depicted. State indication **1300** can include one or more punctuation marks **1301**. For example, state indication **1300** includes punctuation marks **1301-1**, **1301-2**, **1301-3**, and **1301-4** all as periods. It is noted, that the punctuation marks **1301** could be any number or combination of punctuation marks, such as, for example, exclamation points, question marks, pound symbols, periods, etc. Furthermore, one of the punctuation marks **1301** is colored. For example, punctuation mark **1301-4** is depicted as colored or shaded. In some examples, a color or shading for the state indication can be selected based on state data **128**. Coloring can be selected to further indicate an emotional or environmental state. As a specific example, the color red could be applied to indicators of the state indication **1300** to indicate an angry emotion.

[0076] FIG. 14 illustrates an embodiment of a storage medium **2000**. Storage medium **2000** may comprise any non-transitory computer-readable storage medium or machine-readable storage medium, such as an optical, magnetic or semiconductor storage medium. In various embodiments, storage medium **2000** may comprise an article of manufacture. In some embodiments, storage medium **2000** may store computer-executable instructions, such as computer-executable instructions to implement one or more of logic flows or operations described herein, such as with respect to **300** and/or **700** of FIGS. 3 and/or 7. The storage medium **2000** may further store computer-executable instructions for the digital messaging application **122**, the state prediction application **223**, and the state prediction model **225**. Examples of a computer-readable storage medium or machine-readable storage medium may include any tangible media capable of storing electronic data, including volatile memory or non-volatile memory, removable or non-removable memory, erasable or non-erasable memory, writeable or re-writable memory, and so forth. Examples of computer-executable instructions may include any suitable type of code, such as source code, compiled code, interpreted code, executable code, static code, dynamic code, object-oriented code, visual code, and the like. The embodiments are not limited in this context.

[0077] FIG. 15 illustrates an embodiment of an exemplary computing architecture **3000** that may be suitable for implementing various embodiments as previously described. In various embodiments, the computing architecture **3000** may comprise or be implemented as part of an electronic device. In some embodiments, the computing architecture **3000** may be representative, for example, of a processor server that implements one or more components of the computing device **100**, **201**, **203** or the server **205**. The embodiments are not limited in this context.

[0078] As used in this application, the terms “system” and “component” and “module” are intended to refer to a computer-related entity, either hardware, a combination of hardware and software, software, or software in execution, examples of which are provided by the exemplary comput-

ing architecture **3000**. For example, a component can be, but is not limited to being, a process running on a processor, a processor, a hard disk drive, multiple storage drives (of optical and/or magnetic storage medium), an object, an executable, a thread of execution, a program, and/or a computer. By way of illustration, both an application running on a server and the server can be a component. One or more components can reside within a process and/or thread of execution, and a component can be localized on one computer and/or distributed between two or more computers. Further, components may be communicatively coupled to each other by various types of communications media to coordinate operations. The coordination may involve the uni-directional or bi-directional exchange of information. For instance, the components may communicate information in the form of signals communicated over the communications media. The information can be implemented as signals allocated to various signal lines. In such allocations, each message is a signal. Further embodiments, however, may alternatively employ data messages. Such data messages may be sent across various connections. Exemplary connections include parallel interfaces, serial interfaces, and bus interfaces.

[0079] The computing architecture **3000** includes various common computing elements, such as one or more processors, multi-core processors, co-processors, memory units, chipsets, controllers, peripherals, interfaces, oscillators, timing devices, video cards, audio cards, multimedia input/output (I/O) components, power supplies, and so forth. The embodiments, however, are not limited to implementation by the computing architecture **3000**.

[0080] As shown in this figure, the computing architecture **3000** comprises a processing unit **3004**, a system memory **3006** and a system bus **3008**. The processing unit **3004** can be any of various commercially available processors, including without limitation an AMD® Athlon®, Duron® and Opteron® processors; ARM® application, embedded and secure processors; IBM® and Motorola® DragonBall® and PowerPC® processors; IBM and Sony® Cell processors; Intel® Celeron®, Core (2) Duo®, Itanium®, Pentium®, Xeon®, and XScale® processors; and similar processors. Dual microprocessors, multi-core processors, and other multi-processor architectures may also be employed as the processing unit **3004**.

[0081] The system bus **3008** provides an interface for system components including, but not limited to, the system memory **3006** to the processing unit **3004**. The system bus **3008** can be any of several types of bus structure that may further interconnect to a memory bus (with or without a memory controller), a peripheral bus, and a local bus using any of a variety of commercially available bus architectures. Interface adapters may connect to the system bus **3008** via a slot architecture. Example slot architectures may include without limitation Accelerated Graphics Port (AGP), Card Bus, (Extended) Industry Standard Architecture ((E)ISA), Micro Channel Architecture (MCA), NuBus, Peripheral Component Interconnect (Extended) (PCI(X)), PCI Express, Personal Computer Memory Card International Association (PCMCIA), and the like.

[0082] The system memory **3006** may include various types of computer-readable storage media in the form of one or more higher speed memory units, such as read-only memory (ROM), random-access memory (RAM), dynamic RAM (DRAM), Double-Data-Rate DRAM (DDRAM), syn-

chronous DRAM (SDRAM), static RAM (SRAM), programmable ROM (PROM), erasable programmable ROM (EPROM), electrically erasable programmable ROM (EEPROM), flash memory (e.g., one or more flash arrays), polymer memory such as ferroelectric polymer memory, ovonic memory, phase change or ferroelectric memory, silicon-oxide-nitride-oxide-silicon (SONOS) memory, magnetic or optical cards, an array of devices such as Redundant Array of Independent Disks (RAID) drives, solid state memory devices (e.g., USB memory, solid state drives (SSD) and any other type of storage media suitable for storing information. In the illustrated embodiment shown in this figure, the system memory **3006** can include non-volatile memory **3010** and/or volatile memory **3012**. A basic input/output system (BIOS) can be stored in the non-volatile memory **3010**.

[0083] The computer **3002** may include various types of computer-readable storage media in the form of one or more lower speed memory units, including an internal (or external) hard disk drive (HDD) **3014**, a magnetic floppy disk drive (FDD) **3016** to read from or write to a removable magnetic disk **3018**, and an optical disk drive **3020** to read from or write to a removable optical disk **3022** (e.g., a CD-ROM or DVD). The HDD **3014**, FDD **3016** and optical disk drive **3020** can be connected to the system bus **3008** by a HDD interface **3024**, an FDD interface **3026** and an optical drive interface **3028**, respectively. The HDD interface **3024** for external drive implementations can include at least one or both of Universal Serial Bus (USB) and IEEE interface technologies.

[0084] The drives and associated computer-readable media provide volatile and/or nonvolatile storage of data, data structures, computer-executable instructions, and so forth. For example, a number of program modules can be stored in the drives and memory units **3010**, **3012**, including an operating system **3030**, one or more application programs **3032**, other program modules **3034**, and program data **3036**. In one embodiment, the one or more application programs **3032**, other program modules **3034**, and program data **3036** can include, for example, the various applications and/or components of the wire-free charging system **100**.

[0085] A user can enter commands and information into the computer **3002** through one or more wire/wireless input devices, for example, a keyboard **3038** and a pointing device, such as a mouse **3040**. Other input devices may include microphones, infra-red (IR) remote controls, radio-frequency (RF) remote controls, game pads, stylus pens, card readers, dongles, finger print readers, gloves, graphics tablets, joysticks, keyboards, retina readers, touch screens (e.g., capacitive, resistive, etc.), trackballs, trackpads, sensors, styluses, and the like. These and other input devices are often connected to the processing unit **3004** through an input device interface **3042** that is coupled to the system bus **3008** but can be connected by other interfaces such as a parallel port, IEEE 994 serial port, a game port, a USB port, an IR interface, and so forth.

[0086] A monitor **3044** or other type of display device is also connected to the system bus **3008** via an interface, such as a video adaptor **3046**. The monitor **3044** may be internal or external to the computer **3002**. In addition to the monitor **3044**, a computer typically includes other peripheral output devices, such as speakers, printers, and so forth.

[0087] The computer **3002** may operate in a networked environment using logical connections via wire and/or wire-

less communications to one or more remote computers, such as a remote computer 3048. The remote computer 3048 can be a workstation, a server computer, a router, a personal computer, portable computer, microprocessor-based entertainment appliance, a peer device or other common network node, and typically includes many or all of the elements described relative to the computer 3002, although, for purposes of brevity, only a memory/storage device 3050 is illustrated. The logical connections depicted include wire/wireless connectivity to a local area network (LAN) 3052 and/or larger networks, for example, a wide area network (WAN) 3054. Such LAN and WAN networking environments are commonplace in offices and companies, and facilitate enterprise-wide computer networks, such as intranets, all of which may connect to a global communications network, for example, the Internet.

[0088] When used in a LAN networking environment, the computer 3002 is connected to the LAN 3052 through a wire and/or wireless communication network interface or adaptor 3056. The adaptor 3056 can facilitate wire and/or wireless communications to the LAN 3052, which may also include a wireless access point disposed thereon for communicating with the wireless functionality of the adaptor 3056.

[0089] When used in a WAN networking environment, the computer 3002 can include a modem 3058, or is connected to a communications server on the WAN 3054, or has other means for establishing communications over the WAN 3054, such as by way of the Internet. The modem 3058, which can be internal or external and a wire and/or wireless device, connects to the system bus 3008 via the input device interface 3042. In a networked environment, program modules depicted relative to the computer 3002, or portions thereof, can be stored in the remote memory/storage device 3050. It will be appreciated that the network connections shown are exemplary and other means of establishing a communications link between the computers can be used.

[0090] The computer 3002 is operable to communicate with wire and wireless devices or entities using the IEEE 802 family of standards, such as wireless devices operatively disposed in wireless communication (e.g., IEEE 802.16 over-the-air modulation techniques). This includes at least Wi-Fi (or Wireless Fidelity), WiMax, and Bluetooth™ wireless technologies, among others. Thus, the communication can be a predefined structure as with a conventional network or simply an ad hoc communication between at least two devices. Wi-Fi networks use radio technologies called IEEE 802.11x (a, b, g, n, etc.) to provide secure, reliable, fast wireless connectivity. A Wi-Fi network can be used to connect computers to each other, to the Internet, and to wire networks (which use IEEE 802.3-related media and functions).

What is claimed is:

1. At least one non-transitory machine-readable storage medium comprising instructions that when executed by a processor at an apparatus, cause the processor to:

- receive, from a messaging device, a first information element including an indication of message content;
- determine a current usage of the apparatus;
- determine an emotional state based at least in part on the current usage of the apparatus;
- determine an environmental state, responsive in part, to receiving a message including the message content;
- generate a second information element, the second information element to include an indication of the deter-

- mined emotional state, an indication of the determined environmental state, and an indication to transiently present the indications of the determined emotional and environmental states; and

- send the second information element to the messaging device.

2. The at least one non-transitory machine-readable storage medium of claim 1, comprising instructions that further cause the processor to:

- receive, from a biometric sensor, an indication of a biometric state of a receiver of the message; and
- determine the emotional state based at least in part on the indication of the biometric state.

3. The at least one non-transitory machine-readable storage medium of claim 1, comprising instructions that further cause the processor to:

- receive, from a camera, an image of a receiver of the message; and
- determine the emotional state based at least in part on the image.

4. The at least one non-transitory machine-readable storage medium of claim 1, comprising instructions that further cause the processor to:

- receive, from a sensor, an environmental characteristic associated with the apparatus; and
- determine the environmental state based at least in part on the environmental characteristic.

5. The at least one non-transitory machine-readable storage medium of claim 4, wherein the environmental characteristic comprises at least one of velocity, location, or a currently used application.

6. The at least one non-transitory machine-readable storage medium of claim 1, wherein the indication of the determined emotional state comprises at least one emoji or a plurality of punctuation marks.

7. The at least one non-transitory machine-readable storage medium of claim 1, wherein the indications of the determined emotional and environmental states comprises a plurality of emojis, a first one of the plurality of emojis indicative of a first emotional or environmental state and a second one of the plurality of emojis indicative of a second, different, emotional or environmental state.

8. The at least one non-transitory machine-readable storage medium of claim 1, wherein the indications of the determined emotional and environmental states comprises a plurality of punctuation marks are periods and wherein the second information element comprises an indication of a color in which to present at least one of the punctuation marks.

9. The at least one non-transitory machine-readable storage medium of claim 1, wherein the second information element includes an indication that the receiver of the message is in a process of responding to the message.

10. The at least one non-transitory machine-readable storage medium of claim 1, comprising instructions that further cause the processor to:

- generate a third information element including an indication of a response message; and
- send, to the messaging device, the third information element along with an indication to replace the transiently presented indications of the determined emotional and environmental states with the response message.

- 11.** An apparatus comprising:
a processor;
a radio; and
a memory coupled to the processor, the memory comprising instructions that when executed by the processor cause the processor to:
receive, via the from a messaging device, a first information element including an indication of a message;
determine, based on a machine learning model, an emotional state of a user responding to the message;
generate a second information element including an indication of the determined emotional state and an indication to transiently present the indication of the determined emotional state; and
send, via the radio, the second information element to the messaging device.
- 12.** The apparatus of claim **11**, the memory further comprising instructions that when executed by the processor cause the processor to:
determine, based on the machine learning model, a plurality of possible emotional states of the user; and
generate a request to select a one of the plurality of possible emotional states to designate as the emotional state.
- 13.** The apparatus of claim **12**, the memory further comprising instructions that when executed by the processor cause the processor to:
receive a response comprising an indication of the one of the plurality of possible emotional states to designate as the emotional state; and
update the machine learning model based on the response.
- 14.** The apparatus of claim **11**, the memory further comprising instructions that when executed by the processor cause the processor to:
receive an indication of a biometric characteristic of the user; and
determine the emotional state based on the machine learning model and the indication of the biometric characteristic.
- 15.** The apparatus of claim **14**, wherein the biometric characteristic is a ratio of a current heart rate to a resting heart rate or a variability of a current heart rate.
- 16.** The apparatus of claim **11**, wherein the indication of the emotional state comprises a plurality of punctuation marks.
- 17.** A method, comprising:
receiving, from a messaging device, a first information element including an indication of a message;
determining, based on a machine learning model, an emotional state of a user responding to the message;
generating a second information element including an indication of the determined emotional state and an indication to transiently present the indication of the determined emotional state; and
sending the second information element to the messaging device.
- 18.** The method of claim **17**, further comprising:
determining, based on the machine learning model, a plurality of possible emotional states of the user; and
generating a request to select a one of the plurality of possible emotional states to designate as the emotional state.
- 19.** The method of claim **18**, further comprising:
receiving a response comprising an indication of the one of the plurality of possible emotional states to designate as the emotional state; and
updating the machine learning model based on the response.
- 20.** The method of claim **17**, further comprising:
receiving an indication of a biometric characteristic of the user; and
determining the emotional state based on the machine learning model and the indication of the biometric characteristic.

* * * * *

专利名称(译)	代表数字消息传递的情感指标		
公开(公告)号	US20200110804A1	公开(公告)日	2020-04-09
申请号	US16/410042	申请日	2019-05-13
申请(专利权)人(译)	CAPITAL ONE服务有限责任公司		
当前申请(专利权)人(译)	CAPITAL ONE服务有限责任公司		
[标]发明人	PHILLIPS JEREMY		
发明人	PHILLIPS, JEREMY BEANE, ANDREW		
IPC分类号	G06F17/27 A61B5/16 A61B5/021 A61B5/00 A61B5/01 G06K9/00 G08B21/18 G06F3/0481 G06F3/0484		
CPC分类号	G06F3/04817 A61B5/021 A61B5/165 A61B5/6898 G08B21/18 G06F40/253 A61B5/01 A61B5/0077 G06F3/0484 G06K9/00302 G06F40/30 A61B5/7264 G06F3/011 G06F2203/011 H04L51/04 H04L51/063		
外部链接	Espacenet USPTO		

摘要(译)

本公开提供了用于在数字消息接发应用中指示用户的情绪和/或环境状态的计算系统和技术。计算设备可以响应于对消息的读取或响应来确定第一用户的情绪和/或环境状态，并且可以将确定的情绪和/或环境状态传达给第二计算设备，以由第二计算设备瞬时呈现。。

