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January 23, 2015

GAMES IN CHAT WINDOW

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Recommended Citation

Clarke, Daniel and Downing, Zoe, "GAMES IN CHAT WINDOW", Technical Disclosure Commons, (January 23, 2015)
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GAMES IN CHAT WINDOW

ABSTRACT

A gaming system provides a game in a chat window. The system receives a request from a user to play a game in the chat window. The user may request for playing the game with one or more other participants of a chat. On receiving the request, the system provides the game in the chat window.

PROBLEM STATEMENT

Use of instant messaging services for communicating online with others has become popular. The instant messaging services enable participants to exchange messages using various chatting applications and interfaces. Chatting applications are synchronous in nature in that participants converse with one another in real-time, by composing and transmitting messages to one another when the participants are online and able to respond. Presently, chatting applications try to spice up the chat among participants by introducing smileys and icons that make the chat sessions interesting and interactive. However, the traditional implementation of the chatting applications does not provide an opportunity for the user to combine chat interactions with entertainment services, e.g., online games or fun activities. A method and system that allows users to play games in a chat window is disclosed.

GAMING SYSTEM

The system and techniques described in this disclosure relate to a gaming system for providing a game in a chat window. The gaming system can be implemented for use in an

Internet, an intranet, or another client and server environment. The gaming system can be program instructions implemented locally on a client device or implemented across a client device and server environment. The client device can be any electronic communication device, e.g., a laptop, mobile television, phone, computer, tablet, wearable, etc.

Fig. 1 illustrates an example method 100 for providing a game in a chat window. Method 100 can be performed by a system that allows users to play games in the chat window, e.g., the gaming system.

One or more users may be in a conversation using a messaging application or service. The conversation can involve instant messages, multimedia messages, or online pings, etc. The one or more users may have a chat window opened at their respective display screens through which they can type and send/receive messages. The chat window can be a part of a tab of a web browser, a standalone window, or embedded in a mobile chatting application, etc. The one or more users may be in a one to one conversation that includes two participants or in a group conversation that includes multiple participants. A user may want to play a game in the chat window of either an ongoing conversation or by starting a new conversation with one or more participants. The user requests the system to provide a game in the chat window. The system receives the request from the user to play the game in the chat window (block 110).

The system may have one or more gaming options stored in a database. Alternatively, the system may retrieve games from a server. The system may provide options to the user to select different games in the chat window or anywhere else in the chatting application. The system can even provide pop-up suggestions for one or more games in the chat window. The suggestions may be based on most trending games, games with the greatest rating or “likes,” user’s favourite

games, user's previous history, e.g., games played among the participating users, etc. The one or more games may include online games, e.g., turn based games such as chess or draughts, etc., that can interweave with a message thread, real-time takeover games like pong, or multiplayer games like card games, board games, or risk, etc. The user may request to play a single player game in a personal chat window or a multi player game in a group chat window. The database can be updated regularly based on addition of new games.

On receiving the request, the system provides the game in the chat window (block 120). The participating users can start playing the game once the system displays the game in the chat window. The system may customize type of interfaces for the one or more games based on the size, style, etc of the chat window. The system can place the game interface in a fixed location in the chat window or the user can scroll in the chat window to see the game interface provided by the system.

While playing the game, the system can receive user's input for a move in the game through a touch interface, a mouse, a keyboard, or the user may write down the move in the chat window in order to take the turn. The system may provide notification to the user when the other participant makes a move in the game. The system may temporarily store the scores in database and display the winner of the game when the game ends. The system can even store the game that is in progress so that the participating users may resume the game in future from where they left.

Fig. 2 illustrates an example graphical user interface (GUI) of an implemented gaming system. In Fig. 2, a client device displays a GUI, which presents to "User A" a web interface of the gaming system in a web browser 200. User A opens an e-mail website in a tab of the web

browser 200. The e-mail website can have an instant messaging service for the users to communicate with each other. The web browser 200 provides the user A with an option to chat with “User B” in a chat window 210. While chatting with user B or otherwise, the user A decides to play a game of chess with user B in the chat window 210. User A requests the system to provide the game of chess in the chat window 210. The system provides the game in the chat window 210. In the GUI of Fig. 2, the system provides the gaming interface 220 of chess added to the chat window 210. User A and user B can play chess in the chat dialog box 210 using the game interface 220. This allows user A to play chess with user B without interrupting conversation flow or switching to other apps.

Fig. 3 is a block diagram of an exemplary environment that shows components of a system for implementing the techniques described in this disclosure. The environment includes client devices 310, servers 330, and network 340. Network 340 connects client devices 310 to servers 330. Client device 310 is an electronic device. Client device 310 may be capable of requesting and receiving data/communications over network 340. Example client devices 310 are personal computers (e.g., laptops), mobile communication devices, (e.g. smartphones, tablet computing devices), set-top boxes, game-consoles, embedded systems, and other devices 310’ that can send and receive data/communications over network 340. Client device 310 may execute an application, such as a web browser 312 or 314 or a native application 316. Web applications 313 and 315 may be displayed via a web browser 312 or 314. Server 330 may be a web server capable of sending, receiving and storing web pages 332. Web page(s) 332 may be stored on or accessible via server 330. Web page(s) 332 may be associated with web application 313 or 315 and accessed using a web browser, e.g., 312. When accessed, webpage(s) 332 may be

transmitted and displayed on a client device, e.g., 310 or 310'. Resources 318 and 318' are resources available to the client device 310 and/or applications thereon, or server(s) 330 and/or web pages(s) accessible therefrom, respectively. Resources 318' may be, for example, memory or storage resources; a text, image, video, audio, JavaScript, CSS, or other file or object; or other relevant resources. Network 340 may be any network or combination of networks that can carry data communication.

The subject matter described in this disclosure can be implemented in software and/or hardware (for example, computers, circuits, or processors). The subject matter can be implemented on a single device or across multiple devices (for example, a client device and a server device). Devices implementing the subject matter can be connected through a wired and/or wireless network. Such devices can receive inputs from a user (for example, from a mouse, keyboard, or touchscreen) and produce an output to a user (for example, through a display). Specific examples disclosed are provided for illustrative purposes and do not limit the scope of the disclosure.

DRAWINGS

100

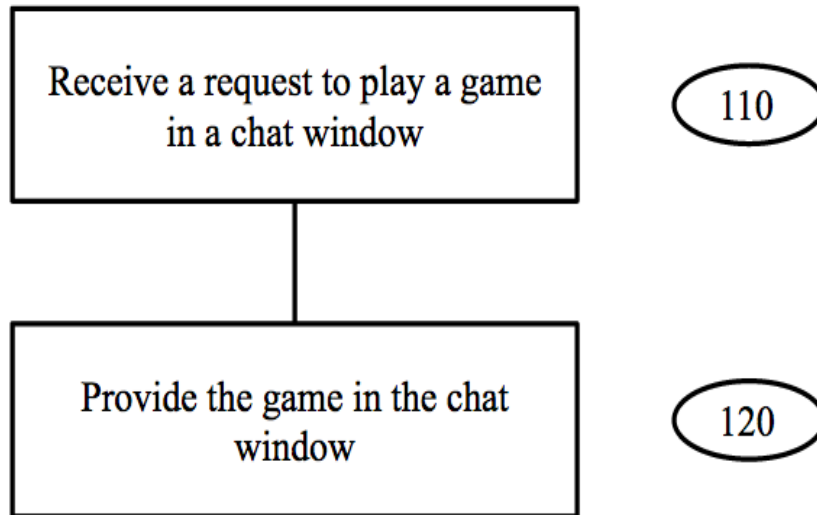


Fig. 1

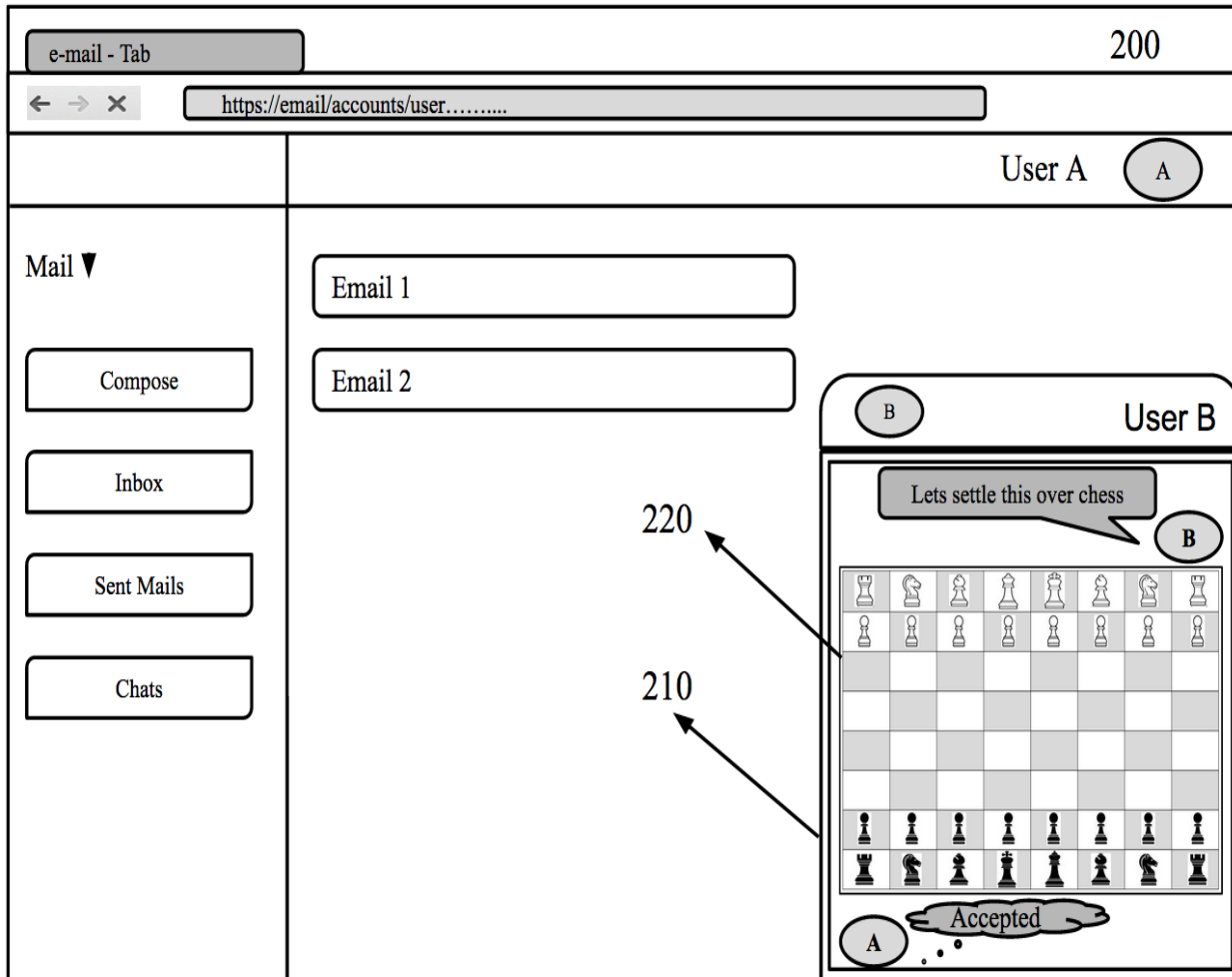


Fig. 2

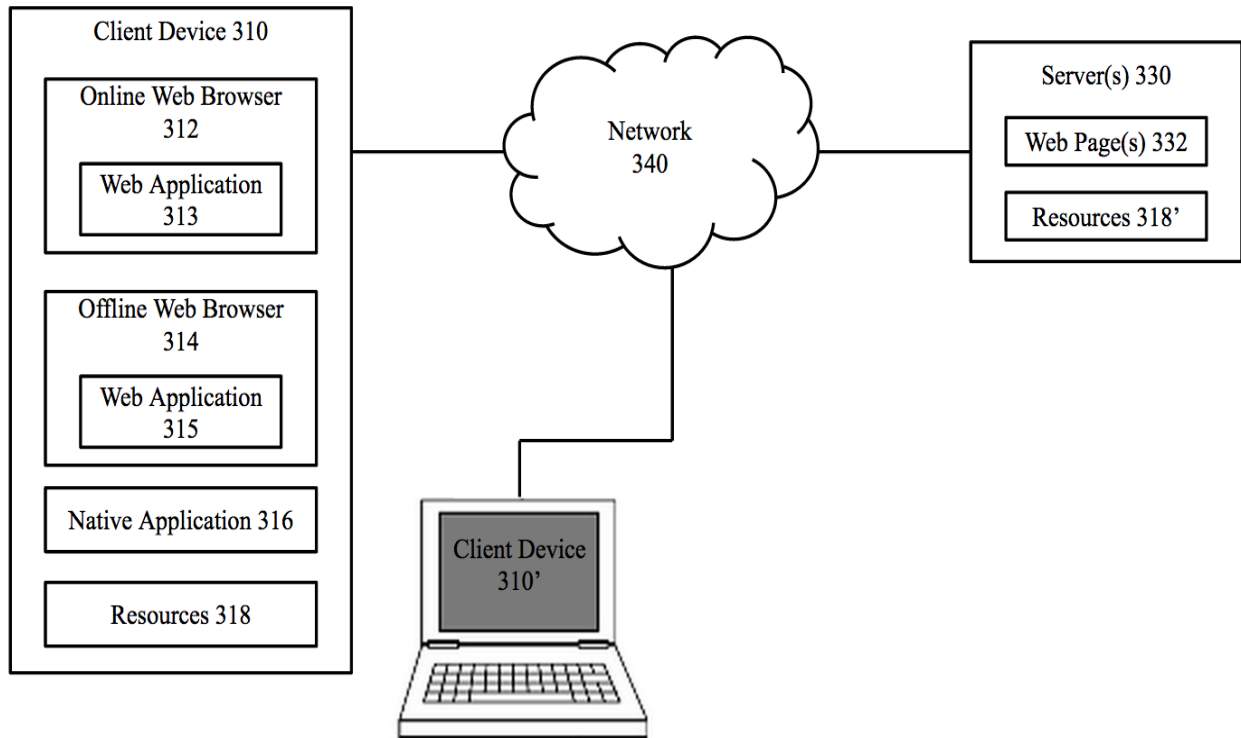


Fig. 3