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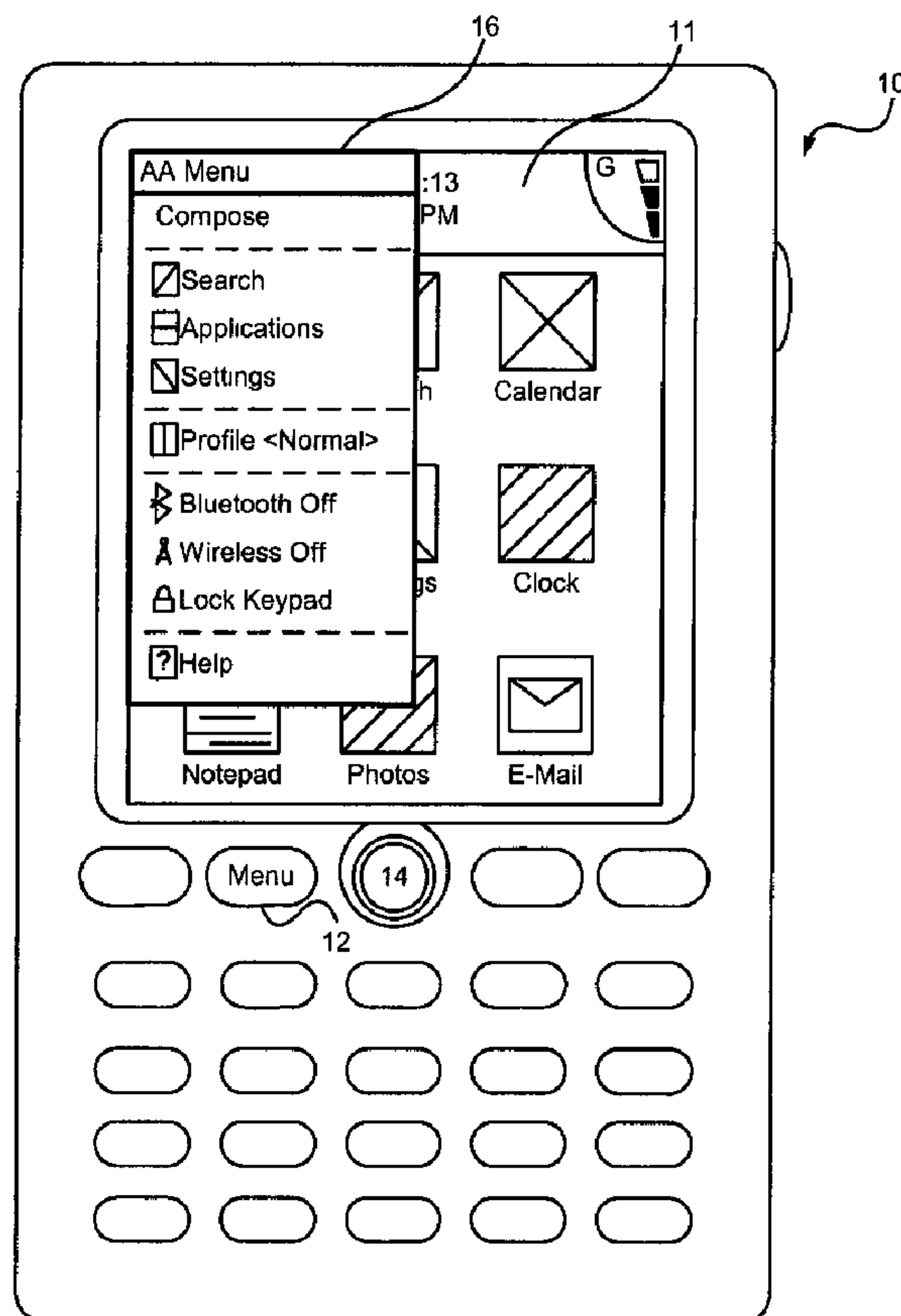
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(54) Titre : MENU D'ACTIVITES/APPLICATIONS POUR DISPOSITIF DE COMMUNICATION MOBILE

(54) Title: ACTIVITIES/APPLICATIONS MENU FOR A MOBILE COMMUNICATION DEVICE



(57) **Abrégé/Abstract:**

A mobile communication device having an interface for performing a function is provided. The interface comprises a reduced set of functions which are accessed by actuating one or more of the input devices, the reduced set of functions comprising a set of application-sensitive functions which are derived from a full-function set of functions associated with the application.

ABSTRACT

A mobile communication device having an interface for performing a function is provided. The interface comprises a reduced set of functions which are accessed by actuating one or more of the input devices, the reduced set of functions comprising a set of application-sensitive functions which are derived from a full-function set of functions associated with the application.

ACTIVITIES/APPLICATIONS MENU FOR A MOBILE COMMUNICATION DEVICE

The present invention relates generally to mobile communication devices. More particularly, the present invention relates to an interface and method for performing a function associated with an application on a mobile communication device.

Mobile communication devices are widely used for performing tasks such as sending and receiving e-mails, placing and receiving phone calls, editing and storing contact information, and scheduling. Users typically activate a desired application by engaging one or more input devices (e.g., real and virtual keys, touch screens, thumb wheels or switches) present on the device.

Mobile devices serve as a platform for a user to execute a large number of applications, each of which has numerous commands associated with each application. Conventionally, applications are executed in response to a selection in either a menu driven or icon driven application launcher. With large numbers of applications, both icon-driven application launchers and menu-driven application launchers can become unwieldy and menu-driven application launchers often require many nested layers. Often, a user will only make use of a small number of the applications, and in each application will make use of only a small selection of the available commands on a routine basis. Long menus that require scrolling through, or multiple menus required to navigate the functionality of the device result in the user consuming an undesirable amount of time for a routinely-performed task.

Another problem arising from conventional user interfaces on mobile devices relates to the selection of a particular command. Due to the small size of the device, the limited keypad and other input devices that are available to the user, it is often difficult to easily identify or select an application or menu option with a single hand, particularly from a long list of options. Several keystrokes may be required, typically requiring the use of both hands. The limited number of input devices has necessitated combining numerous, often unrelated commands to a single input device. This catch-all approach has often frustrated beginner- and advanced-level users alike, who may routinely perform only a select few of the commands offered. In addition, it is often necessary for the user to engage two or more input devices in rapid succession (e.g. a key on a keyboard to activate a menu and then a thumb wheel to scroll between the presented options) to access a

particular command from a menu. The use of different input devices can be awkward for a user who is performing other tasks that require relatively undivided attention.

Manipulating (e.g., editing) text can also be cumbersome and frustrating, particularly in a mobile setting, which can lead to unwanted input errors. A user performing text editing first selects the text to be edited, such as activating a select function from a menu, using a thumbwheel to select a block of text, then selecting one or more commands such as copy, cut and/or paste from another menu. Because of the limited space available on the screen of a device, a menu of editing options often obscures the text to be edited.

It is desirable, therefore, to provide an interface which provides greater ease of use and access to functions and commands which are more likely to be performed and invoked on a mobile communication device during a specific task.

BRIEF DESCRIPTION OF THE DRAWINGS

Embodiments of the present invention will now be described, by way of example only, with reference to the attached Figures, wherein:

Fig. 1 shows an applications/activities menu in an interface of a mobile communication device according to the present invention;

Fig. 2 shows a nested menu within the interface of menu of Fig. 1;

Fig. 3 shows a further embodiment of an applications/activities menu according to the present invention;

Fig. 4 shows an applications/activities menu according to the present invention for a messaging application;

Fig. 5 shows a command subset within the applications/activities menu of Fig. 4;

Fig. 6 shows a messaging interface;

Fig. 7 shows an opened message interface;

Fig. 8 shows a primary actions menu within the opened message interface of Fig. 7;

Fig. 9 shows a further embodiment of a primary actions menu according to the present invention;

Fig. 10 shows a memo interface;

Fig. 11 shows a context-sensitive edit menu within the memo interface of Fig. 10;

