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VIRTUAL AVATARS****Publication Classification**(71) Applicant: **Snap Inc.**, Venice, CA (US)(72) Inventors: **Daniel Amitay**, New York City, NY (US); **Jonathan Brody**, Marina Del Rey, CA (US); **Leonid Gorkin**, Chappaqua, NY (US); **Sheridan Kates**, New York, NY (US); **Andrew Lin**, Long Island City, NY (US); **Walton Lin**, New York, NY (US); **John Rauser**, Seattle, WA (US); **Amer Shahnawaz**, Venice, CA (US); **Evan Spiegel**, Venice, CA (US); **Marcel M. Yung**, New York, NY (US)(51) **Int. Cl.****G06Q 50/00** (2012.01)
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A63F 13/795 (2014.01)(52) **U.S. Cl.****CPC** **G06Q 50/01** (2013.01); **H04L 51/32** (2013.01); **G06N 3/006** (2013.01); **A63F 2300/5553** (2013.01); **A63F 13/79** (2014.09); **A63F 13/87** (2014.09); **A63F 13/795** (2014.09); **G06F 17/30041** (2013.01)(21) Appl. No.: **15/901,387**(22) Filed: **Feb. 21, 2018****Related U.S. Application Data**

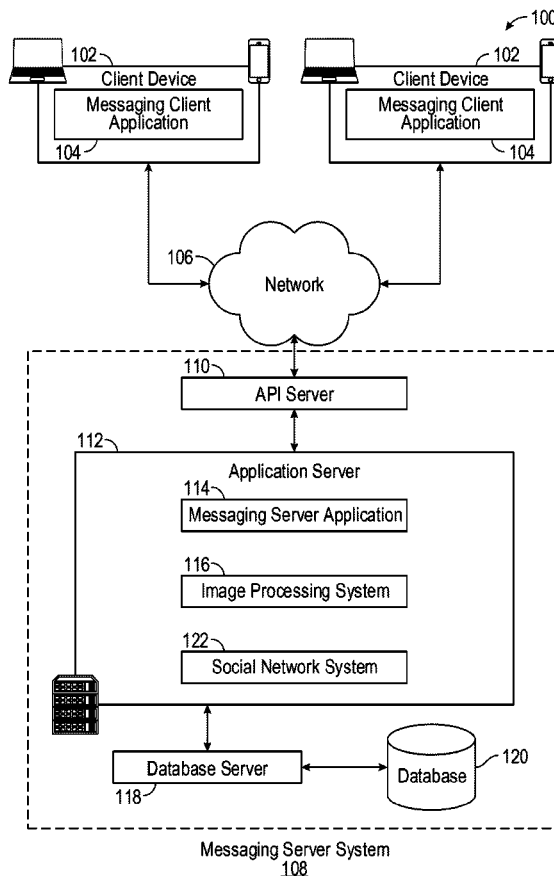
(63) Continuation of application No. 15/628,408, filed on Jun. 20, 2017.

(60) Provisional application No. 62/491,115, filed on Apr. 27, 2017.

(57)

ABSTRACT

Among other things, embodiments of the present disclosure improve the functionality of electronic messaging and imaging software and systems by generating customized media content items based on location sensor information from users' computing devices. The media content can be generated for a variety of topics and shared with other users. For example, media content (e.g., images or video) can be generated and displayed on a user's computing device, as well as transmitted to other users via electronic communications, such as short message service (SMS) or multimedia service (MMS) texts and emails.



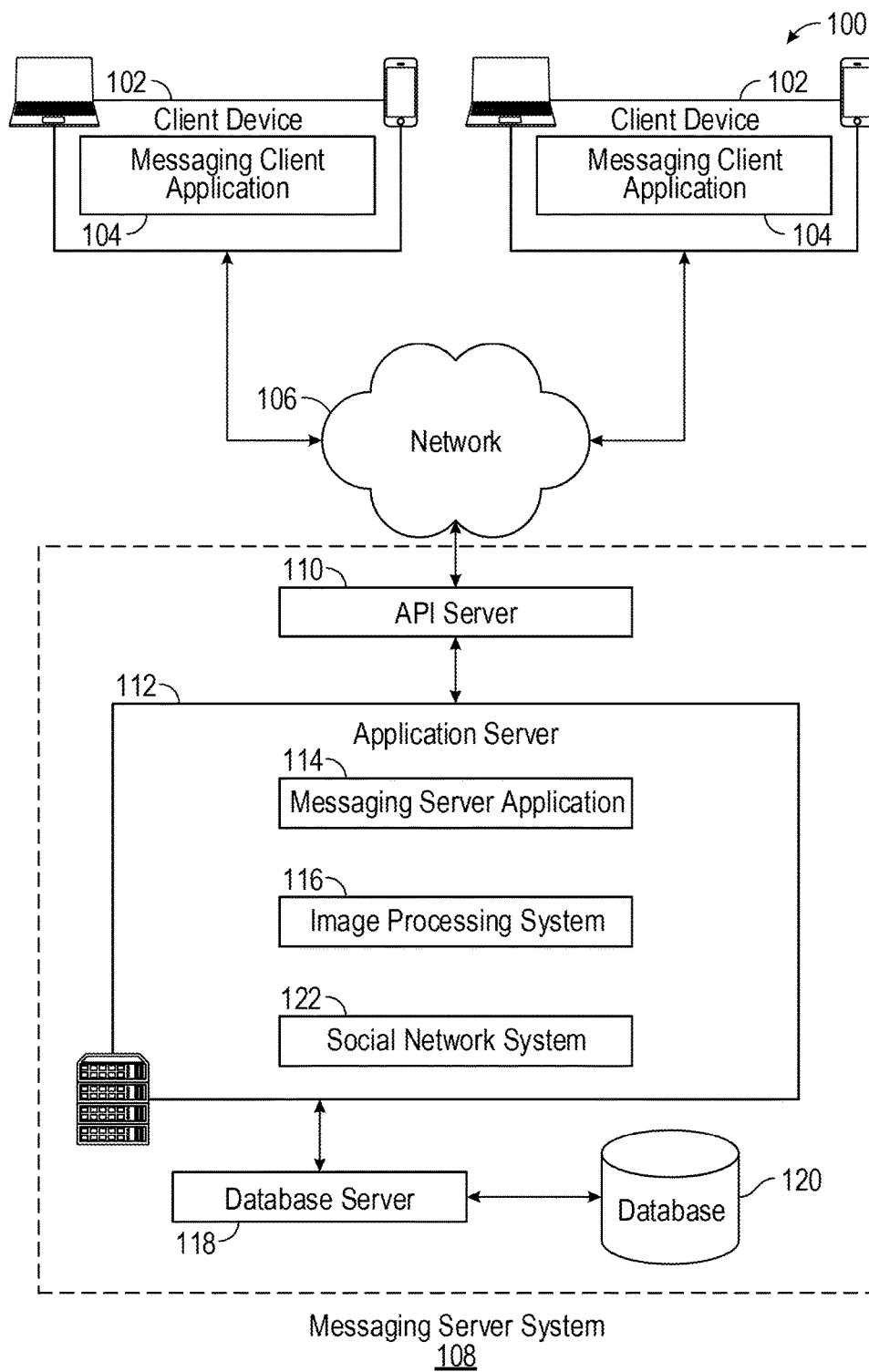


FIG. 1

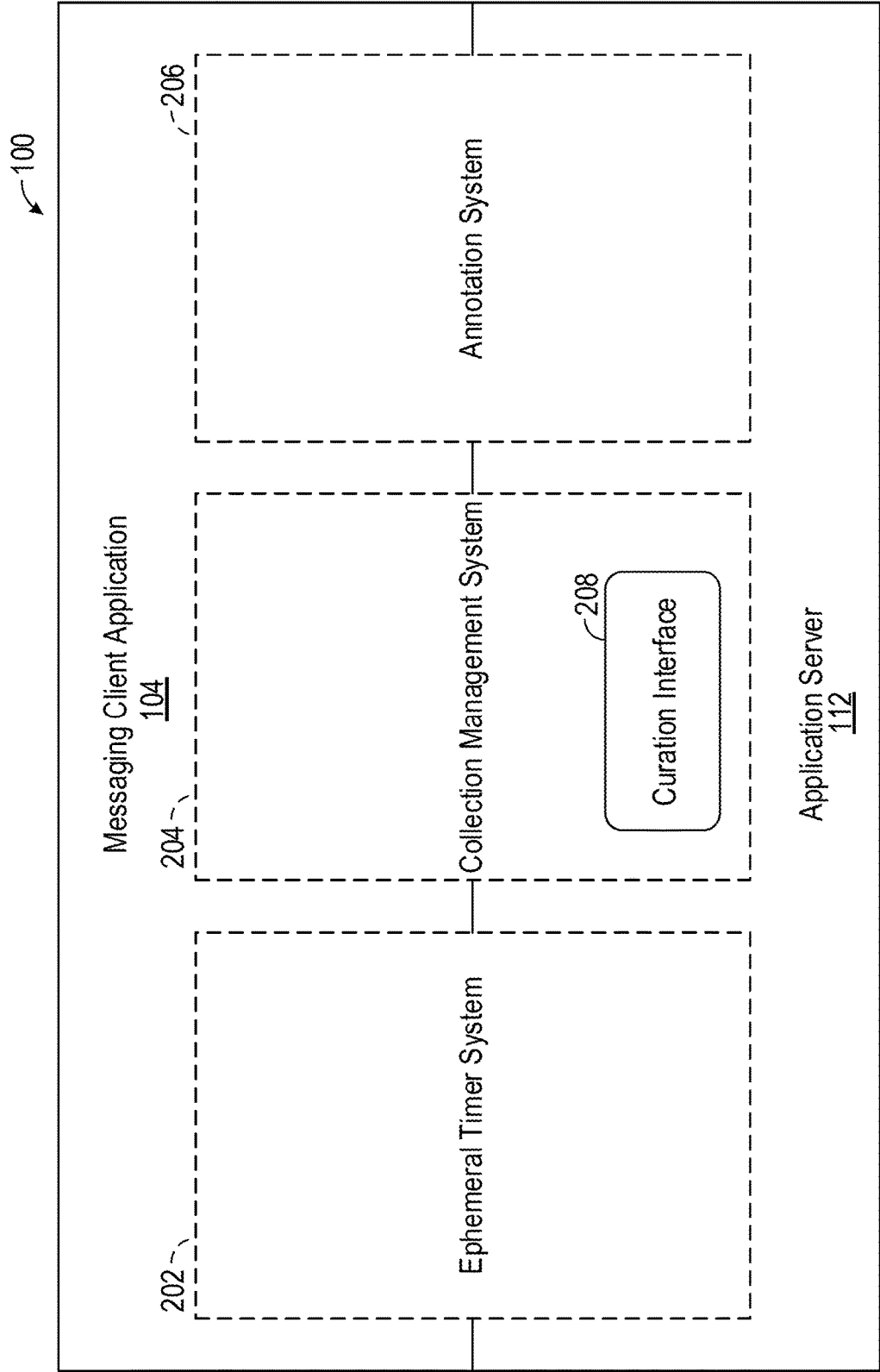


FIG. 2

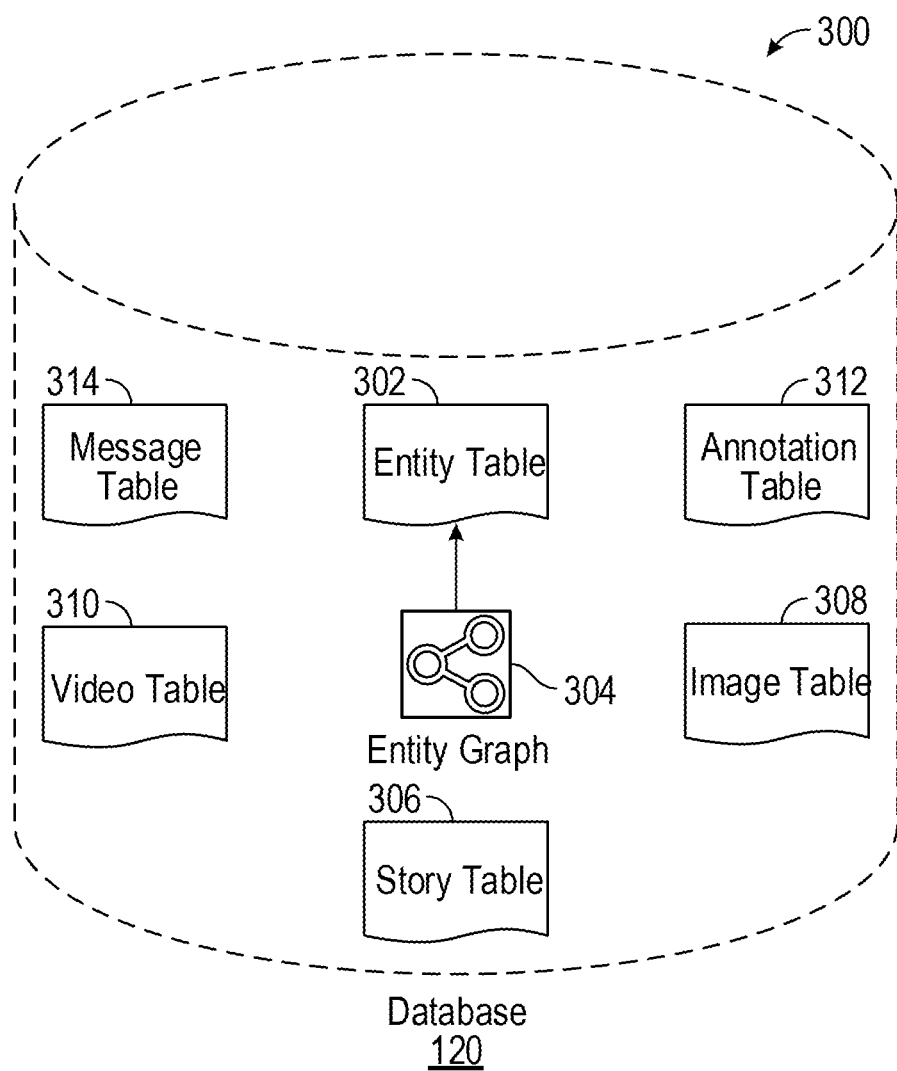


FIG. 3

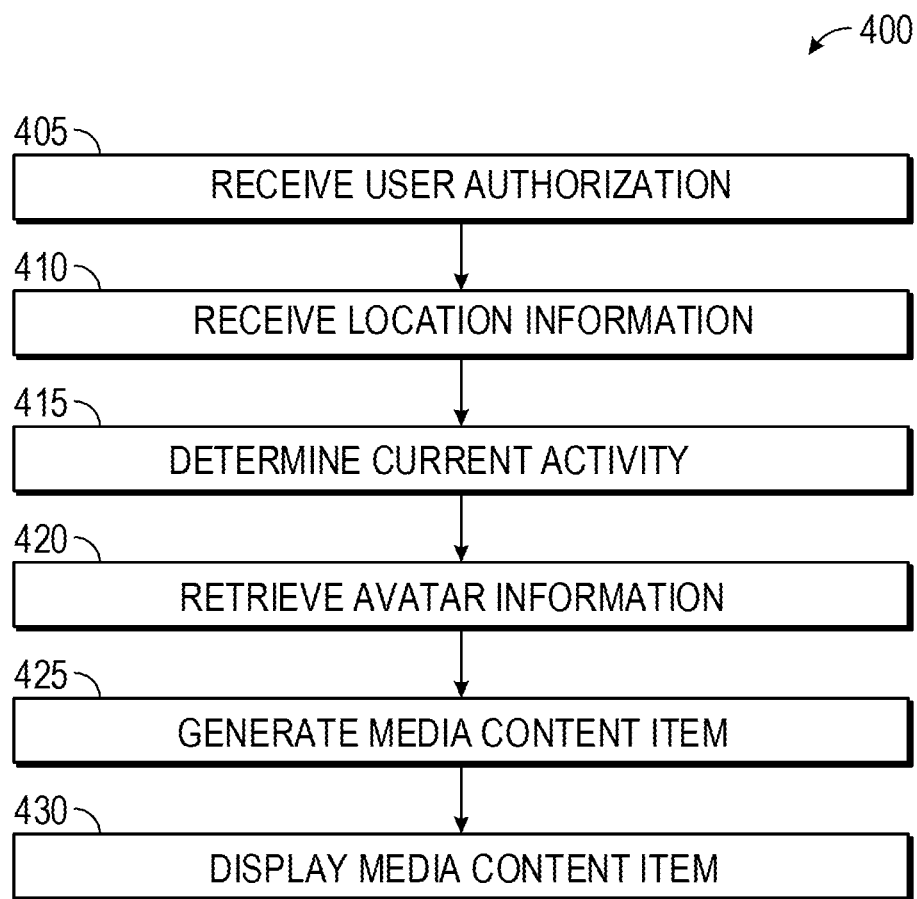


FIG. 4

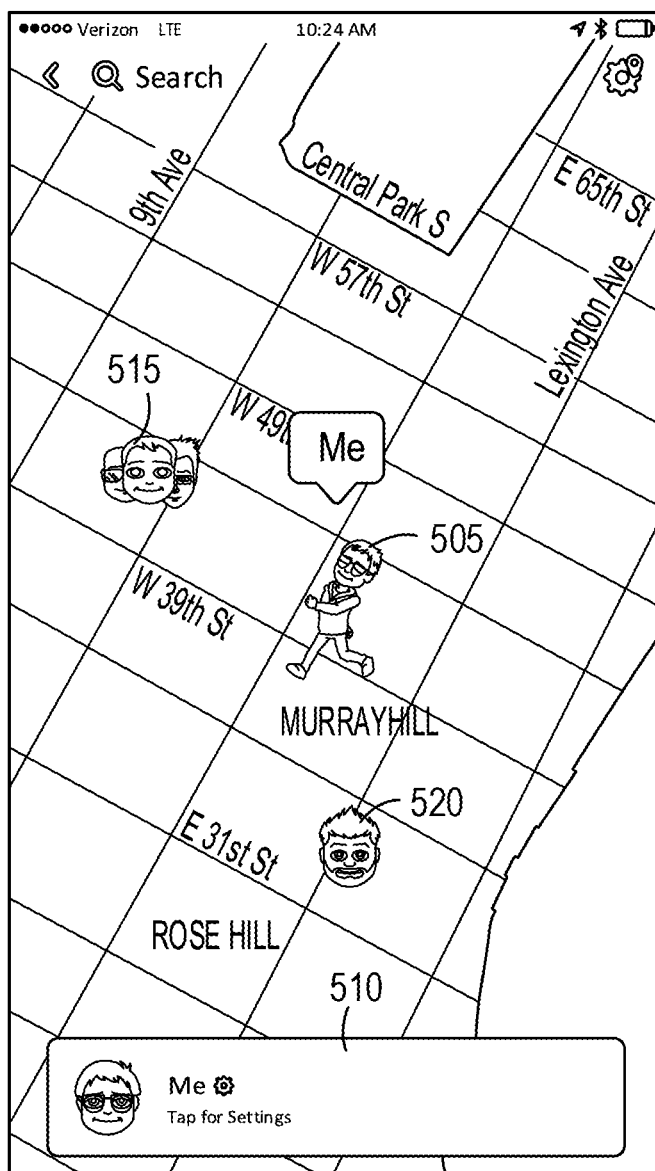


FIG. 5A

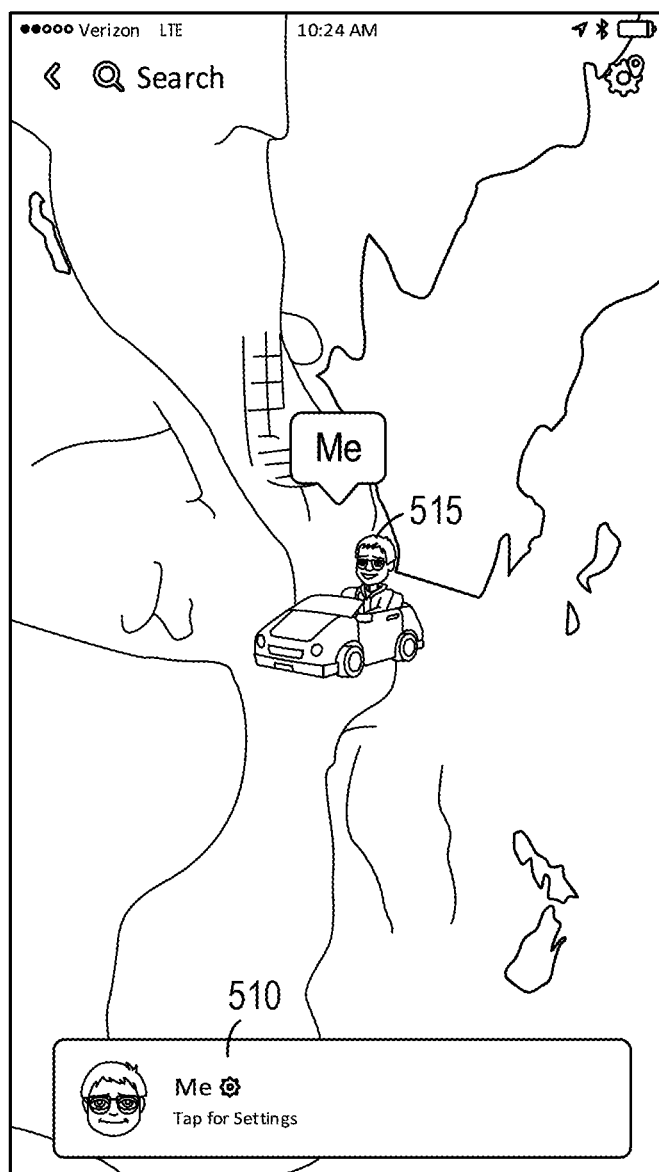


FIG. 5B

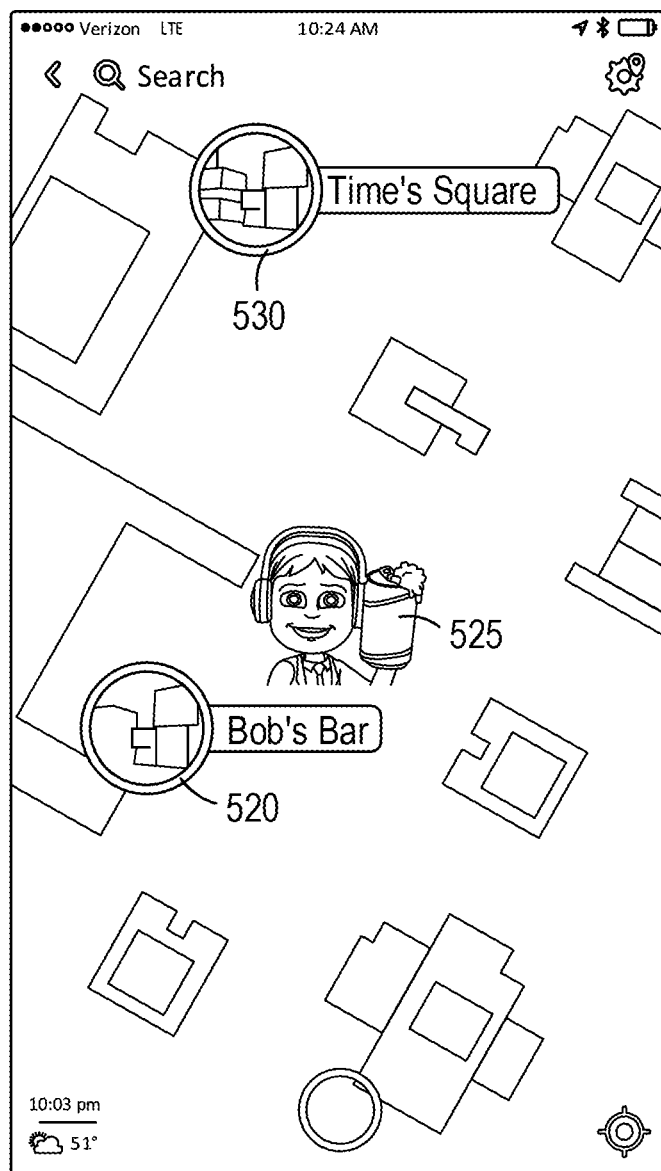


FIG. 5C

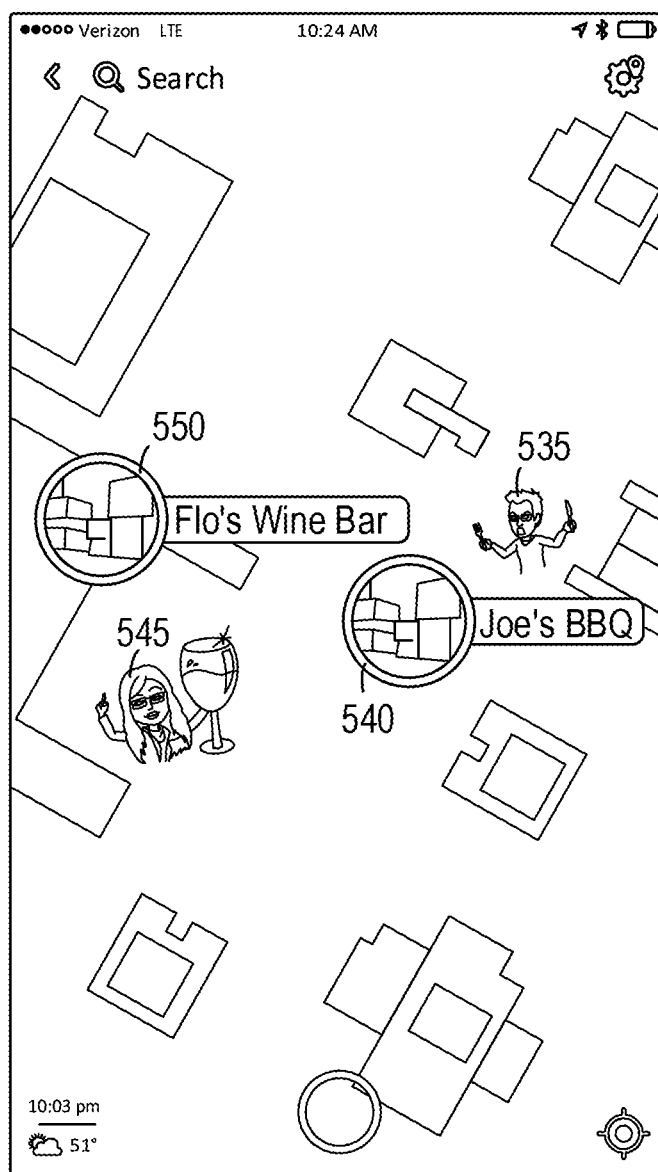


FIG. 5D

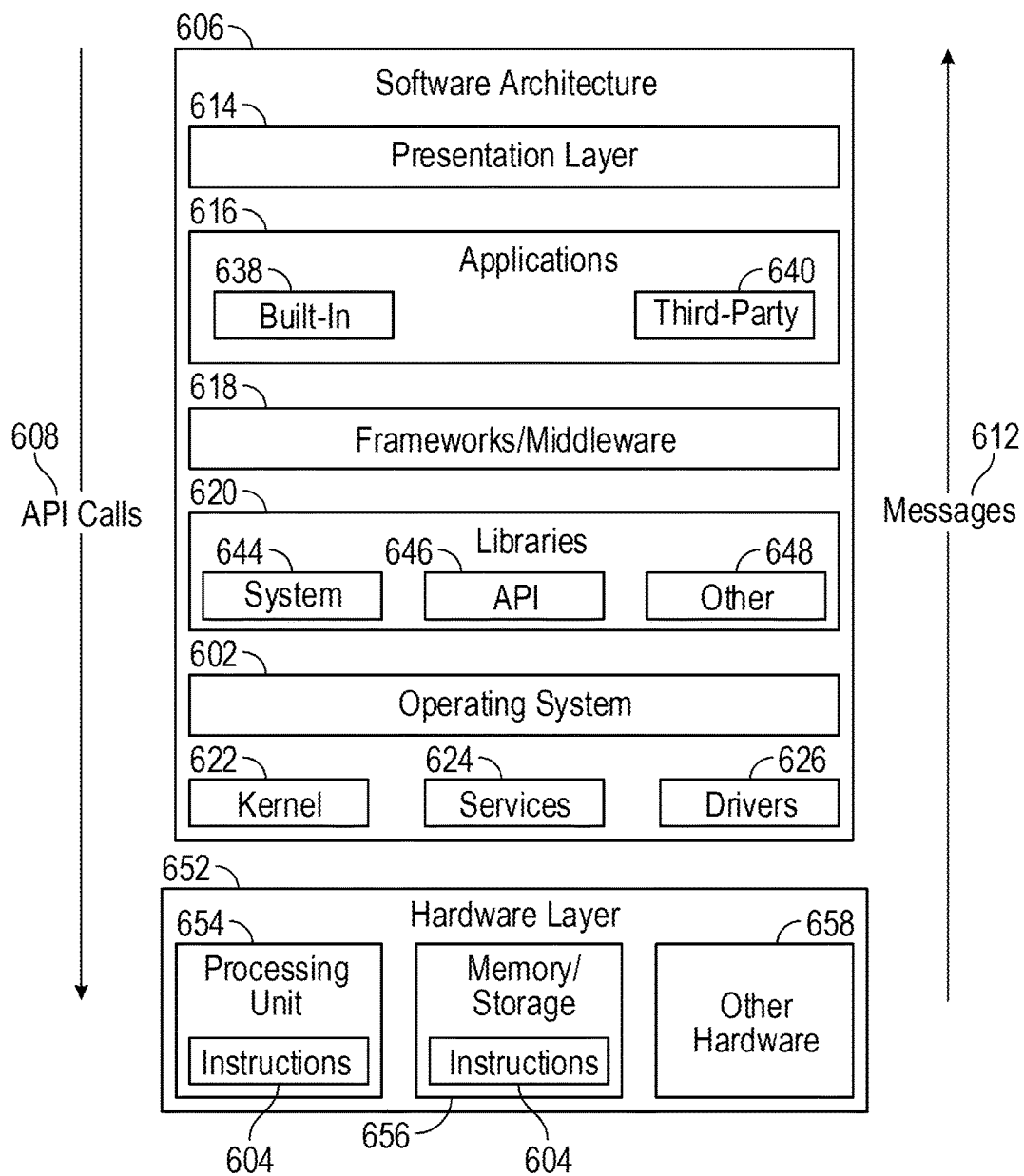


FIG. 6

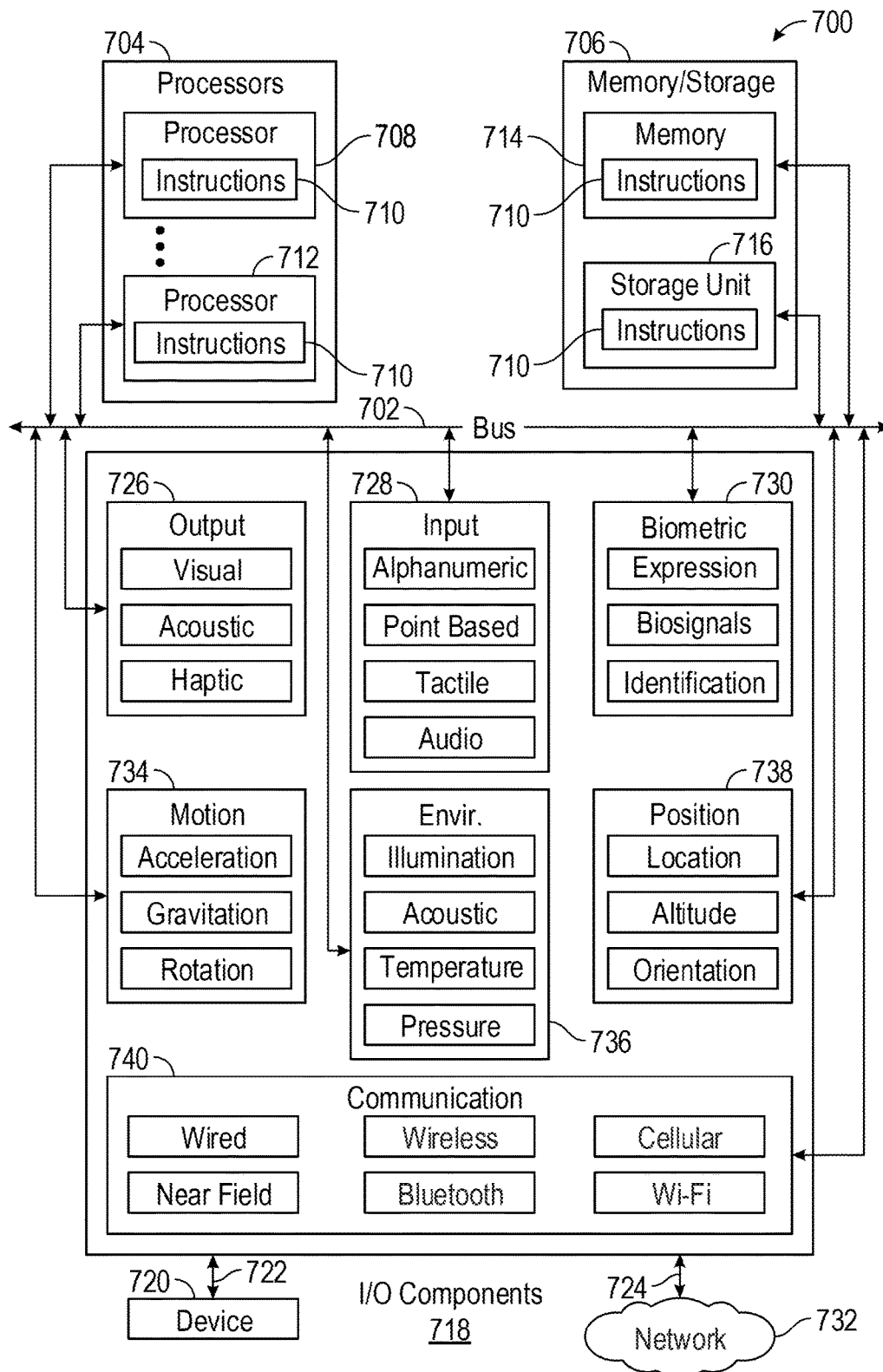


FIG. 7

LIVE LOCATION SHARING USING VIRTUAL AVATARS

PRIORITY

[0001] This patent application is a continuation of, and claims the benefit of priority to, U.S. patent application Ser. No. 15/628,408, filed Jun. 20, 2017, which in turn claims the benefit of priority to U.S. Provisional Patent Application Ser. No. 62/491,115, filed on Apr. 27, 2017, each of which are hereby incorporated by reference herein in their entirety.

BACKGROUND

[0002] The popularity of electronic messaging, particularly instant messaging, continues to grow. Users increasingly share media content items such as electronic images and videos with each other, reflecting a global demand to communicate more visually. Similarly, users increasingly seek to customize the media content items they share with others, providing challenges to social networking systems seeking to generate custom media content for their members. Embodiments of the present disclosure address these and other issues.

BRIEF DESCRIPTION OF THE DRAWINGS

[0003] In the drawings, which are not necessarily drawn to scale, like numerals may describe similar components in different views. Like numerals having different letter suffixes may represent different instances of similar components. Some embodiments are illustrated by way of example, and not limitation, in the figures of the accompanying drawings in which:

[0004] FIG. 1 is a block diagram showing an example messaging system for exchanging data (e.g., messages and associated content) over a network.

[0005] FIG. 2 is block diagram illustrating further details regarding a messaging system, according to exemplary embodiments.

[0006] FIG. 3 is a schematic diagram illustrating data which may be stored in the database of the messaging server system, according to various exemplary embodiments.

[0007] FIG. 4 is a flow diagram of an exemplary process according to various aspects of the disclosure.

[0008] FIGS. 5A-5D are screenshots illustrating the aspects of the method described in FIG. 4.

[0009] FIG. 6 is a block diagram illustrating a representative software architecture, which may be used in conjunction with various hardware architectures herein described.

[0010] FIG. 7 is a block diagram illustrating components of a machine, according to some exemplary embodiments, able to read instructions from a machine-readable medium (e.g., a machine-readable storage medium) and perform any one or more of the methodologies discussed herein.

DETAILED DESCRIPTION

[0011] The description that follows includes systems, methods, techniques, instruction sequences, and computing machine program products that embody illustrative embodiments of the disclosure. In the following description, for the purposes of explanation, numerous specific details are set forth in order to provide an understanding of various embodiments of the inventive subject matter. It will be evident, however, to those skilled in the art, that embodiments of the inventive subject matter may be practiced

without these specific details. In general, well-known instruction instances, protocols, structures, and techniques are not necessarily shown in detail.

[0012] Among other things, embodiments of the present disclosure improve the functionality of electronic messaging and imaging software and systems by generating customized media content items based on location sensor information from users' computing devices. The media content can be generated for a variety of topics and shared with other users. For example, media content (e.g., images or video) can be generated and displayed on a user's computing device, as well as transmitted to other users via electronic communications, such as short message service (SMS) or multimedia service (MMS) texts and emails.

[0013] FIG. 1 is a block diagram showing an example of a messaging system 100 for exchanging data (e.g., messages and associated content) over a network. The messaging system 100 includes multiple client devices 102, each of which hosts a number of applications including a messaging client application 104. Each messaging client application 104 is communicatively coupled to other instances of the messaging client application 104 and a messaging server system 108 via a network 106 (e.g., the Internet). As used herein, the term "client device" may refer to any machine that interfaces to a communications network (such as network 106) to obtain resources from one or more server systems or other client devices. A client device may be, but is not limited to, a mobile phone, desktop computer, laptop, portable digital assistants (PDAs), smart phones, tablets, ultra books, netbooks, laptops, multi-processor systems, microprocessor-based or programmable consumer electronics, game consoles, set-top boxes, or any other communication device that a user may use to access a network.

[0014] In the example shown in FIG. 1, each messaging client application 104 is able to communicate and exchange data with another messaging client application 104 and with the messaging server system 108 via the network 106. The data exchanged between messaging client applications 104, and between a messaging client application 104 and the messaging server system 108, includes functions (e.g., commands to invoke functions) as well as payload data (e.g., text, audio, video or other multimedia data).

[0015] The network 106 may include, or operate in conjunction with, an ad hoc network, an intranet, an extranet, a virtual private network (VPN), a local area network (LAN), a wireless LAN (WLAN), a wide area network (WAN), a wireless WAN (WWAN), a metropolitan area network (MAN), the Internet, a portion of the Internet, a portion of the Public Switched Telephone Network (PSTN), a plain old telephone service (POTS) network, a cellular telephone network, a wireless network, a Wi-Fi® network, another type of network, or a combination of two or more such networks. For example, a network or a portion of a network may include a wireless or cellular network and the coupling may be a Code Division Multiple Access (CDMA) connection, a Global System for Mobile communications (GSM) connection, or other type of cellular or wireless coupling. In this example, the coupling may implement any of a variety of types of data transfer technology, such as Single Carrier Radio Transmission Technology (1xRTT), Evolution-Data Optimized (EVDO) technology, General Packet Radio Service (GPRS) technology, Enhanced Data rates for GSM Evolution (EDGE) technology, third Generation Partnership Project (3GPP) including 3G, fourth generation wireless

(4G) networks, Universal Mobile Telecommunications System (UMTS), High Speed Packet Access (HSPA), Worldwide Interoperability for Microwave Access (WiMAX), Long Term Evolution (LTE) standard, others defined by various standard setting organizations, other long range protocols, or other data transfer technology.

[0016] The messaging server system **108** provides server-side functionality via the network **106** to a particular messaging client application **104**. While certain functions of the messaging system **100** are described herein as being performed by either a messaging client application **104** or by the messaging server system **108**, it will be appreciated that the location of certain functionality either within the messaging client application **104** or the messaging server system **108** is a design choice. For example, it may be technically preferable to initially deploy certain technology and functionality within the messaging server system **108**, but to later migrate this technology and functionality to the messaging client application **104** where a client device **102** has a sufficient processing capacity.

[0017] The messaging server system **108** supports various services and operations that are provided to the messaging client application **104**. Such operations include transmitting data to, receiving data from, and processing data generated by the messaging client application **104**. This data may include, message content, client device information, geolocation information, media annotation and overlays, message content persistence conditions, social network information, and live event information, as examples. Data exchanges within the messaging system **100** are invoked and controlled through functions available via user interfaces (UIs) of the messaging client application **104**.

[0018] Turning now specifically to the messaging server system **108**, an Application Program Interface (API) server **110** is coupled to, and provides a programmatic interface to, an application server **112**. The application server **112** is communicatively coupled to a database server **118**, which facilitates access to a database **120** in which is stored data associated with messages processed by the application server **112**.

[0019] Dealing specifically with the Application Program Interface (API) server **110**, this server receives and transmits message data (e.g., commands and message payloads) between the client device **102** and the application server **112**. Specifically, the Application Program Interface (API) server **110** provides a set of interfaces (e.g., routines and protocols) that can be called or queried by the messaging client application **104** in order to invoke functionality of the application server **112**. The Application Program Interface (API) server **110** exposes various functions supported by the application server **112**, including account registration, login functionality, the sending of messages, via the application server **112**, from a particular messaging client application **104** to another messaging client application **104**, the sending of electronic media files (e.g., electronic images or video) from a messaging client application **104** to the messaging server application **114**, and for possible access by another messaging client application **104**, the setting of a collection of media data (e.g., story), the retrieval of a list of friends of a user of a client device **102**, the retrieval of such collections, the retrieval of messages and content, the adding and deletion of friends to a social graph, the location of friends within a social graph, opening and application event (e.g., relating to the messaging client application **104**).

[0020] The application server **112** hosts a number of applications and subsystems, including a messaging server application **114**, an image processing system **116** and a social network system **122**. The messaging server application **114** implements a number of message processing technologies and functions, particularly related to the aggregation and other processing of content (e.g., textual and multimedia content including images and video clips) included in messages received from multiple instances of the messaging client application **104**. As will be described in further detail, the text and media content from multiple sources may be aggregated into collections of content (e.g., called stories or galleries). These collections are then made available, by the messaging server application **114**, to the messaging client application **104**. Other processor and memory intensive processing of data may also be performed server-side by the messaging server application **114**, in view of the hardware requirements for such processing.

[0021] The application server **112** also includes an image processing system **116** that is dedicated to performing various image processing operations, typically with respect to electronic images or video received within the payload of a message at the messaging server application **114**.

[0022] The social network system **122** supports various social networking functions services, and makes these functions and services available to the messaging server application **114**. To this end, the social network system **122** maintains and accesses an entity graph **304** within the database **120**. Examples of functions and services supported by the social network system **122** include the identification of other users of the messaging system **100** with which a particular user has relationships or is “following”, and also the identification of other entities and interests of a particular user.

[0023] The application server **112** is communicatively coupled to a database server **118**, which facilitates access to a database **120** in which is stored data associated with messages processed by the messaging server application **114**.

[0024] Some embodiments may include one or more wearable devices, such as a pendant with an integrated camera that is integrated with, in communication with, or coupled to, a client device **102**. Any desired wearable device may be used in conjunction with the embodiments of the present disclosure, such as a watch, eyeglasses, goggles, a headset, a wristband, earbuds, clothing (such as a hat or jacket with integrated electronics), a clip-on electronic device, or any other wearable devices.

[0025] FIG. 2 is block diagram illustrating further details regarding the messaging system **100**, according to exemplary embodiments. Specifically, the messaging system **100** is shown to comprise the messaging client application **104** and the application server **112**, which in turn embody a number of some subsystems, namely an ephemeral timer system **202**, a collection management system **204** and an annotation system **206**.

[0026] The ephemeral timer system **202** is responsible for enforcing the temporary access to content permitted by the messaging client application **104** and the messaging server application **114**. To this end, the ephemeral timer system **202** incorporates a number of timers that, based on duration and display parameters associated with a message, or collection of messages (e.g., a SNAPCHAT® story), selectively dis-

play and enable access to messages and associated content via the messaging client application **104**.

[0027] The collection management system **204** is responsible for managing collections of media (e.g., collections of text, image, video and audio data). In some examples, a collection of content (e.g., messages, including images, video, text, and audio) may be organized into an “event gallery” or an “event story.” Such a collection may be made available for a specified time period, such as the duration of an event to which the content relates. For example, content relating to a music concert may be made available as a “story” for the duration of that music concert. The collection management system **204** may also be responsible for publishing an icon that provides notification of the existence of a particular collection to the user interface of the messaging client application **104**.

[0028] The collection management system **204** furthermore includes a curation interface **208** that allows a collection manager to manage and curate a particular collection of content. For example, the curation interface **208** enables an event organizer to curate a collection of content relating to a specific event (e.g., delete inappropriate content or redundant messages). Additionally, the collection management system **204** employs machine vision (or image recognition technology) and content rules to automatically curate a content collection. In certain embodiments, compensation may be paid to a user for inclusion of user generated content into a collection. In such cases, the curation interface **208** operates to automatically make payments to such users for the use of their content.

[0029] The annotation system **206** provides various functions that enable a user to annotate or otherwise modify or edit media content associated with a message. For example, the annotation system **206** provides functions related to the generation and publishing of media overlays for messages processed by the messaging system **100**. The annotation system **206** operatively supplies a media overlay (e.g., a SNAPCHAT® filter) to the messaging client application **104** based on a geolocation of the client device **102**. In another example, the annotation system **206** operatively supplies a media overlay to the messaging client application **104** based on other information, such as, social network information of the user of the client device **102**. A media overlay may include audio and visual content and visual effects. Examples of audio and visual content include pictures, texts, logos, animations, and sound effects. An example of a visual effect includes color overlaying. The audio and visual content or the visual effects can be applied to a media content item (e.g., an image or video) at the client device **102**. For example, the media overlay including text that can be overlaid on top of a photograph/electronic image generated by the client device **102**. In another example, the media overlay includes an identification of a location overlay (e.g., Venice beach), a name of a live event, or a name of a merchant overlay (e.g., Beach Coffee House). In another example, the annotation system **206** uses the geolocation of the client device **102** to identify a media overlay that includes the name of a merchant at the geolocation of the client device **102**. The media overlay may include other indicia associated with the merchant. The media overlays may be stored in the database **120** and accessed through the database server **118**.

[0030] In some exemplary embodiments, as discussed in more detail below, embodiments of the present disclosure

may generate, display, distribute, and apply media overlays to media content items. For example, embodiments may utilize media content items generated by a client device **102** (e.g., an image or video captured using a digital camera coupled to the client device **102**) to generate media overlays that can be applied to other media content items.

[0031] FIG. **3** is a schematic diagram **300** illustrating data **300** that is stored in the database **120** of the messaging server system **108**, according to certain exemplary embodiments. While the content of the database **120** is shown to comprise a number of tables, the data could be stored in other types of data structures (e.g., as an object-oriented database).

[0032] The database **120** includes message data stored within a message table **314**. The entity table **302** stores entity data, including an entity graph **304**. Entities for which records are maintained within the entity table **302** may include individuals, corporate entities, organizations, objects, places, events etc. Regardless of type, any entity regarding which the messaging server system **108** stores data may be a recognized entity. Each entity is provided with a unique identifier, as well as an entity type identifier (not shown).

[0033] The entity graph **304** furthermore stores information regarding relationships and associations between entities. Such relationships may be social, professional (e.g., work at a common corporation or organization) interested-based or activity-based, merely for example.

[0034] The database **120** also stores annotation data, in the example form of filters, in an annotation table **312**. Filters for which data is stored within the annotation table **312** are associated with and applied to videos (for which data is stored in a video table **310**) or images (for which data is stored in an image table **308**). Filters, in one example, are overlays that are displayed as overlaid on an image or video during presentation to a recipient user. Filters may be of various types, including a user-selected filters from a gallery of filters presented to a sending user by the messaging client application **104** when the sending user is composing a message.

[0035] Other types of filters include geolocation filters (also known as Geofilters) which may be presented to a sending user based on geographic location. For example, geolocation filters specific to a neighborhood or special location may be presented within a user interface by the messaging client application **104**, based on geolocation information determined by a GPS unit of the client device **102**. Another type of filter is a data filter, which may be selectively presented to a sending user by the messaging client application **104**, based on other inputs or information gathered by the client device **102** during the message creation process. Example of data filters include current temperature at a specific location, a current speed at which a sending user is traveling, battery life for a client device **102** or the current time. Other annotation data that may be stored within the image table **308** is so-called “Lens” data. A “Lens” may be a real-time special effect and sound that may be added to an image or a video.

[0036] As mentioned above, the video table **310** stores video data which, in one embodiment, is associated with messages for which records are maintained within the message table **314**. Similarly, the image table **308** stores image data associated with messages for which message data is stored in the entity table **302**. The entity table **302** may

associate various annotations from the annotation table 312 with various images and videos stored in the image table 308 and the video table 310.

[0037] A story table 306 stores data regarding collections of messages and associated image, video or audio data, which are compiled into a collection (e.g., a SNAPCHAT® story or a gallery). The creation of a particular collection may be initiated by a particular user (e.g., each user for which a record is maintained in the entity table 302). A user may create a “personal story” in the form of a collection of content that has been created and sent/broadcast by that user. To this end, the user interface of the messaging client application 104 may include an icon that is user selectable to enable a sending user to add specific content to his or her personal story.

[0038] A collection may also constitute a “live story,” which is a collection of content from multiple users that is created manually, automatically or using a combination of manual and automatic techniques. For example, a “live story” may constitute a curated stream of user-submitted content from various locations and events. Users, whose client devices have location services enabled and are at a common location event at a particular time may, for example, be presented with an option, via a user interface of the messaging client application 104, to contribute content to a particular live story. The live story may be identified to the user by the messaging client application 104, based on his or her location. The end result is a “live story” told from a community perspective.

[0039] A further type of content collection is known as a “location story,” which enables a user whose client device 102 is located within a specific geographic location (e.g., on a college or university campus) to contribute to a particular collection. In some embodiments, a contribution to a location story may require a second degree of authentication to verify that the end user belongs to a specific organization or other entity (e.g., is a student on the university campus).

[0040] Embodiments of the present disclosure may generate and present customized images for use within electronic messages/communications such as short message service (SMS) or multimedia message service (MMS) texts and emails. The customized images may also be utilized in conjunction with the SNAPCHAT stories, SNAPCHAT filters, and ephemeral messaging functionality discussed herein.

[0041] FIG. 4 depicts an exemplary process according to various aspects of the present disclosure. In this example, method 400 includes receiving authorization from a user (405) to use location information from the user's computing device, receiving location information from the user's computing device (410), determining a current activity for the user based on the location information (415), retrieving avatar information for the user (420), generating a media content item (425) based on the location information and the retrieved avatar information, and displaying the media content item (430). The steps of method 400 may be performed in whole or in part, may be performed in conjunction each other as well as with some or all of the steps in other methods, and may be performed by any number of different systems, such as the systems described in FIGS. 1 and 7.

[0042] Embodiments of the present disclosure may be used to create customized media content items (such as images) displaying maps and other backgrounds. The customized media content items may include avatars of users

engaged in (or associated with) various activities, such as walking, eating, playing a sport, sleeping, etc. In method 400, the system receives authorization (405) from a user to utilize location information from the user's computing device and/or to display the user's avatar or location in media content items prior to performing the remaining steps of method 400. Such authorization may be obtained via acceptance of a terms of service for utilizing an online social network or other service provided by the system, by acceptance on a case-by-case basis by the user (e.g., via popups displayed on the user's computing device) or using any other suitable method for obtaining authorization by the user(s).

[0043] The system (e.g., messaging server system 108 in FIG. 1) may receive (410) an electronic communication transmitted from a client computing device of a user (e.g., client device 102 in FIG. 1) over a network such as the Internet (e.g., network 106 in FIG. 1) containing location information from a location sensor (e.g., position components 738 in system 700 of FIG. 7—discussed below) coupled to the user's computing device. In some embodiments, the location sensor may include a global positioning sensor (GPS) component integrated in the user's computing device, as well as other types of location sensors. The system may receive (410) location information on a periodic basis and may request information from the user's computing device and/or receive such information from the user's device without such a request. In one exemplary embodiment, for instance, the user's client computing device contains software that monitors the location sensor information from the user's device and transmits updates to the system in response to the location changing. In some cases the user's device may update the system with a new location only after the location changes by at least a predetermined distance to allow a user to move about a building or other location without triggering updates.

[0044] The system analyzes the received location information and determines a current activity (415) of the user. The system may use any number of different location measurements to determine a user's activity. In some embodiments, for example, the system may determine a speed of the user's client computing device (e.g., in real-time or near-real-time) based on first location information from the location sensor on the user's device at a first time, and second location information from the location sensor at a second (subsequent) time. The speed and location information can be analyzed together to help determine the user's activity.

[0045] The system further retrieves avatar information for the user (420) and generates (425), based on the avatar information for the user and/or the current activity, a media content item containing an avatar of the user (e.g., engaged in the current activity). As used herein, an “avatar” of a user is any visual representation of user. The avatar of a user may be based on information (e.g., characteristics) derived from images of the user in conjunction with the avatar characteristics identified from the user's relationships with other users. Alternatively or additionally, the user may select and customize characteristics of the user's avatar via the user's computing device. Such avatar characteristics may include, for example, the user's bodily features (e.g., muscular, thin, etc.), facial features, clothing and accessories, text displayed in conjunction with the avatar, and images displayed in conjunction with the avatar. The avatar information may be retrieved (420) from a variety of sources, such as the local

memory of a device performing the steps of method 400 (e.g., messaging server system 108 in FIG. 1) as well as from other systems and devices.

[0046] For example, if the system determines the user (carrying his/her computing device) is moving along a sidewalk at a rate of three miles per hour, the system may determine (based on the user's speed and the limits of the sidewalk to accommodate vehicles) that the user is walking, and generate (425) a corresponding avatar showing the user walking. If, on the other hand, the user is moving at six miles per hour along the sidewalk, the system may determine the user is running and generate an avatar of the user running. The system may likewise identify other activities for the user, such as biking, driving, flying, traveling on a train, and traveling on a boat.

[0047] As shown in the exemplary screenshots depicted in FIGS. 5A-5D, the system may present the avatars of different users in conjunction with a media content item such as an image of a map. The media content item may include a still image, animated image, video, or other content. In some embodiments, the system updates the image of the map as the location of a user's computing device changes. For example, FIG. 5A depicts a media content item (an image in this example) with the avatar of a user walking 505 along a street. The system may present the avatar 505 of the user at a first position in the image at a first time, and then modifying the image to remove the user's avatar from the first position and present the avatar 505 at a second position at a second (subsequent) time. In this manner, the system visually tracks the location of the walking user's avatar 505, while the positions of the cluster of avatars 515 and solo avatar 520 may remain static. The user may share the media content item (e.g., via social media, text, or other electronic communication) with the respective users corresponding with avatars 515 and 520, as well as with others.

[0048] As introduced above, the media content item generated by embodiments of the present disclosure may include, as shown in FIGS. 5A-5D, a geographically-based graphical user interface (GUI). This interface may be referred to herein as a "map GUI," and may be used in conjunction with a social media application. In some embodiments, the map GUI may include representations of at least approximate respective positions of a user and a user's friends in a social network graph accessed by the social media application using avatars for each respective user. In this manner, the social media application helps enables users to explore areas around their location and/or their friends' locations. Embodiments of the present disclosure may also allow users to access a variety of media content items, including uploaded social media content (e.g., images, video, etc.), as well as social media galleries (e.g., such as stories comprising respective collections of photos, messages, or other content).

[0049] In some embodiments, the generated media content item (e.g., the map GUI) may include user-selectable icons or UI elements that indicate different geographically-based content or information. For example, in addition to avatars representing various users, the system may include a story icon (e.g., a circular thumbnail for a geographically located story). In some embodiments, such story thumbnails may be positioned on the map corresponding to the location/venue at which the corresponding media content was generated.

FIG. 5C includes examples of icons associated with a geographical location ("Times Square" 530) and a particular venue ("Bob's Bar" 520).

[0050] In some embodiments, icons associated with a geographical location or venue are selectable to trigger the display of a media content item or a collection of media content items associated with the location or venue. In such cases, content may be grouped together based on associated geographical information. Additionally, such media content may comprise ephemeral content available for access/viewing (e.g., via the map GUI) for a predetermined limited time period. The system allows access to the media content (e.g., via a user's client computing device) for a predetermined period of time and prevents access to the content thereafter. In such cases, each ephemeral media content item may have a separate associated timer.

[0051] As described above, the system may receive user authorization (405) to use, or refrain from using, the user's location information. In some embodiments, the system may likewise opt to share or not share the user's location with others via the map GUI. In some cases, the user's avatar may be displayed to the user on the display screen of the user's computing device regardless of whether the user is sharing his or her location with other users.

[0052] In some embodiments, the location sharing for a user can be turned off or on by the user from within the map GUI (e.g., via a setting accessed by a menu presented in conjunction with the map GUI). In some embodiments, the system may still present the user's avatar at the user's current location on the map GUI on the user's own device after the user turns off location sharing. This mode is referred to herein as "ghost mode." In some embodiments, the system may present an icon on the display screen of the user's computing device to indicate the user's location is not currently being shared with others.

[0053] Note that the ghost mode functionality described herein may be distinguished from turning off location services on a mobile user device. Accordingly, in some embodiments when ghost mode is turned on, the device location services are still functioning, so that the user's location can still be determined and displayed on the map GUI, with social media content capture in ghost mode still being geo-tagged.

[0054] In some embodiments, when the user turns on ghost mode after previously sharing his or her location, and the user's avatar being displayed on the map, the user's avatar disappears from other users' maps. In some embodiments, when in ghost mode, the user may still see anyone on the map who has chosen to share their location with the user. In some embodiments the user may also be provided the option of specifying who will get to see their location, and at what granularity. Examples of granularity options that may be selected by a user include a "precise" option (e.g., the user's location will be presented on the map as accurately as the location information from the user's computing device can provide); and a random location within a predetermined area (e.g. a city) based on the location information from the user's computing device.

[0055] In some embodiments, when the user (or group of users) selects the random location granularity option, the user's avatar will be shown in the map GUI within a predetermined distance of the user's current location (e.g., within the predetermined area such as a city the user is in), and the position of the user's avatar will not change if the

user does not leave that area. In some embodiments, the user's avatar may include a label specifying the geographic area in which the user is located (e.g., "New York City").

[0056] In some embodiments, a user can select groups of other users to which his/her location will be displayed, and may in specify different display attributes for the different respective groups or for different respective individuals. In one example, audience options include: "Best Friends," "Friends," and "Custom" (which is an individual-level whitelist of people). In this example, if "Friends" are selected, all new people added to the user's friends list will automatically be able to see their location. If they are already sharing with the user, their avatars will appear on the user's map.

[0057] In some embodiments, location sharing may be based on two-way relationships. For example, if Daniel is sharing his location with Walt, Walt will not see Daniel on his map unless he has added him as a friend. In some cases, the system prevents a user from adding anyone who is not already a "Friend" to the Custom section. The user can furthermore define more specialized permissions for specific people, which override the default setting

[0058] In some embodiments, when viewing the map GUI, the user is able to see the location of all his/her friends that have shared their location with the user on the map, each friend represented by their respective avatar. In some embodiments, if the friend does not have an avatar, the friend may be represented using a profile picture or a default icon displayed at the corresponding location for the friend.

[0059] In some embodiments, the user can select between friends on the map via a menu, such as a carousel. In some embodiments, selecting a particular friend automatically centers the map view on the avatar of that friend. Embodiments of the present disclosure may also allow the user to take a variety of actions with the user's friends from within the map GUI. For example, the system may allow the user to chat with the user's friends without leaving the map. In one particular example, the user may select a chat icon from a menu presented in conjunction with the map GUI to initiate a chat session.

[0060] In some embodiments, multiple media content items may be managed collectively, for example by including a plurality of media content items in an ephemeral gallery/connection, referred to herein (and described above) as "stories." In such instances, each story may have an associated availability the expiration of which terminates access to the story. In some embodiments, the availability timer of a story may be determined based on availability timers of one or more of the media content items included in the story. For example, a story timer may expire when a timer associated with the last uploaded item within the story expires.

[0061] In some embodiments, location-based or venue-based icons on the map GUI may be associated with media content based on the amount of activity associated with the venue or location (e.g., the number of uploaded media content captured at that location). Instead of round icons as depicted in FIG. 5C, other shapes may be used to represent high-activity venues or locations, such as rectangular thumbnails or icons. Among other things, this helps users identify locations/venues on the map that experience high activity in generating media content. Similarly, a user's avatar (e.g., avatar 525 in FIG. 5C) may be selected to display media content associated with the user.

[0062] FIG. 5D, for example, illustrates a media content item comprising a map GUI with two different user avatars (535 and 545) at two different venues on the map (540 and 550, respectively). This media content item may, as described further below, be displayed on the display screen of a user's client computing device (e.g., in communication with the system over a network), such as the client computing devices of the users associated with avatars 535 and/or 545. In this example, either avatar (535, 545) may be selectable via either or both the display screen of the second user's client computing device, and selection of an avatar causes the system to display a media content item associated with the user associated with the avatar on the respective display screen.

[0063] In some embodiments, the avatars of users in a generated media content item may be displayed based on the user's determined location in conjunction with a determined activity (415) for the user. For example, when the user is located on a lake, the corresponding avatar for the user may be displayed as having a sailing theme or include a sailboat. Likewise, when the user is determined to be cycling, the user's avatar may have a cycling theme or include a bicycle.

[0064] Additionally or alternatively to the information from the location sensor, the system may utilize information from other types of sensors and sources to help determine (415) the activity of the user. For example, the system may utilize information from an altimeter to determine that the user is flying, or data from an accelerometer (e.g., showing repeated sudden jolts to the user's movement) to determine a user is mountain biking. Such sensors may not necessarily be integrated into a user's computing device, and simply in communication with the user's device (e.g., via a wireless connection).

[0065] In some exemplary embodiments, the system may identify a computing device in communication with the user's computing device to help generate the media content item. For example, the system may collect data from a sensor in communication with the user's computing device and integrated with a vehicle or other device operated or used by the user. In one example, the system may determine the make and model of an automobile that the user is riding in based on information gathered about the vehicle via a wireless connection between the user's device and the automobile. As shown in FIG. 5B, for example, the system may generate a media content item containing an avatar of the user 515 sitting in a representation of an automobile of the same make and model.

[0066] Similarly, the system may identify one or more wearable devices or other systems with which the user's device is in communication. In FIG. 5C, for example, the system detects that the user's device is in communication with a set of wireless headphones, and generates (425) a media content item depicting a map with the location of the user (i.e., Bob's Bar at reference 520) along with the avatar of the user 525 wearing the headphones.

[0067] The system may also analyze information from an online social network (e.g., where the user has an account or is mentioned) to help determine the user's activity. For example, the system may connect to the online social network and analyze posts by the user and/or the user's connections to determine an upcoming or current activity. In other cases, the system may analyze electronic communications transmitted from, or received by, the user's computing device. In a particular example, the user may post on a

Friday (e.g., in a text message and/or to the user's online social network feed) "sure looking forward to skydiving this weekend." The system may identify the key word "skydiving" and the temporal aspect "this weekend" from the user's post, and use this information along with data from an accelerometer and/or altimeter the following day to determine when the user is in the act of skydiving. The system may then generate a media content item displaying an avatar of the user skydiving at the same time the user is actually skydiving. The system may share the media content item to the user's contacts (e.g., via the online social network, text message, or other electronic communication) automatically and without input from the user. In this manner, the system can automatically share the user's activities with the user's friends and other contacts, even when it would be difficult or impossible for the user to do so himself/herself (e.g., when the user is busy falling from a plane).

[0068] The system may analyze periods of inactivity (or relative inactivity) by the user and adjust the generation of the media content item accordingly. For example, the system may determine, based on the location information from a user's computing device, that the user's device (carried by the user) has not moved beyond a predetermined distance from a location for a predetermined period of time. In response to such inactivity, the system may modify a media content item to remove the avatar of the user, gray out the user's avatar, make the user's avatar translucent, display an avatar of the user sleeping, or provide another visual indicator that the user is inactive.

[0069] In some embodiments, the inactivity of a user may be analyzed with other information used to determine that the user is sleeping. For example, the system may determine that the user is sleeping based on a lack of movement by the user's computing device for a predetermined period of time, the time of day at the user's current location, and/or the user's current location being the user's residence. The system may also infer inactivity/sleeping by the user based on a lack of interaction with the user's computing device by the user for a predetermined period of time.

[0070] The system may determine the current activity of a user based on identifying a venue associated with the user's current location and one or more activities associated with the venue. For example, referring now to FIG. 5C, the system determines, based on location information from the user's mobile computing device that the user is carrying, that the user is at a bar (Bob's Bar 520). The system identifies drinking spirits as an activity associated with the bar venue, and generates (425) a media content item showing the user's avatar 525 holding a beer. As noted above, the system may use other information (such as from the user's social media posts and/or electronic communications) to determine the user is drinking a beer. For example, the user depicted in FIG. 5C might post to his social media feed that he's "enjoying a beer at Bob's Bar."

[0071] The system may identify other venues, such as restaurants, theaters, sporting events, sports fields, and transportation hubs to help identify the user's activity. In FIG. 5D, for example, a media content item comprising a map with an avatar of a first user 535 is depicted at "Joe's BBQ" restaurant (with an image of the front of the restaurant shown in bubble 540). In this case, the system identifies Joe's BBQ as a restaurant and depicts the user's avatar holding a knife and fork. A second user's avatar 545 is depicted nearby at a wine bar ("Flo's Wine Bar" 550). The system identifies

this location as a wine bar and customizes the user's avatar to show her holding an oversized glass of wine. In this manner, the system can generate customized avatars of users holding items, wearing apparel and accessories, sitting in vehicles, and the like that illustrates the activities they are engaged in. Media content items containing such avatar images can be shared with the user's friends and other contacts for a deeper, more interactive experience than provided by conventional messaging and social media systems.

[0072] The system may cause the user's computing device to display (430) the media content item (e.g., on the device's display screen). A variety of media content items may be generated (425) and displayed (430) in conjunction with embodiments of the present disclosure. In this context, a "media content item" may include any type of electronic media in any format. For example, a media content item may include an image in JPG format, an image in PNG format, a video in FLV format, a video in AVI format, etc. In some exemplary embodiments, a media content item may include content that is captured using an image capture device or component (such as a digital camera) coupled to, or in communication with, a system performing the functionality of method 400. In the exemplary system 700 depicted in FIG. 7 may include a digital camera as one of input components 728. Additionally or alternatively, the media content item may be received from another system or device. In FIG. 1, for example, Media content items may also include audio and combinations of different media formats (e.g., still images and video).

[0073] In some embodiments, the media content item generated (425) by the system may be included in a media overlay such as a "sticker" (i.e., an image that can be overlaid onto other images), filter (discussed above), or another media overlay. Such overlays may include static (i.e., non-moving) features as well as dynamic (i.e., moving) features.

[0074] Generation of the media content item (425) may include the generation of one or more data structure fields containing information regarding the content item. For example, the system may generate a name field in a data structure for the media overlay that includes a name for the media content item received from the content provider.

[0075] Embodiments of the present disclosure may transmit and receive electronic communications containing media content items, media overlays, or other content any form of electronic communication, such as SMS texts, MMS texts, emails, and other communications. Media content items included in such communications may be provided as attachments, displayed inline in the message, within media overlays, or conveyed in any other suitable manner.

Software Architecture

[0076] FIG. 6 is a block diagram illustrating an exemplary software architecture 606, which may be used in conjunction with various hardware architectures herein described. FIG. 6 is a non-limiting example of a software architecture and it will be appreciated that many other architectures may be implemented to facilitate the functionality described herein. The software architecture 606 may execute on hardware such as machine 700 of FIG. 7 that includes, among other things, processors 704, memory 714, and I/O components 718. A representative hardware layer 652 is illustrated and can represent, for example, the machine 700 of FIG. 7. The

representative hardware layer 652 includes a processing unit 654 having associated executable instructions 604. Executable instructions 604 represent the executable instructions of the software architecture 606, including implementation of the methods, components and so forth described herein. The hardware layer 652 also includes memory or storage modules memory/storage 656, which also have executable instructions 604. The hardware layer 652 may also comprise other hardware 658.

[0077] As used herein, the term “component” may refer to a device, physical entity or logic having boundaries defined by function or subroutine calls, branch points, application program interfaces (APIs), or other technologies that provide for the partitioning or modularization of particular processing or control functions. Components may be combined via their interfaces with other components to carry out a machine process. A component may be a packaged functional hardware unit designed for use with other components and a part of a program that usually performs a particular function of related functions.

[0078] Components may constitute either software components (e.g., code embodied on a machine-readable medium) or hardware components. A “hardware component” is a tangible unit capable of performing certain operations and may be configured or arranged in a certain physical manner. In various exemplary embodiments, one or more computer systems (e.g., a standalone computer system, a client computer system, or a server computer system) or one or more hardware components of a computer system (e.g., a processor or a group of processors) may be configured by software (e.g., an application or application portion) as a hardware component that operates to perform certain operations as described herein. A hardware component may also be implemented mechanically, electronically, or any suitable combination thereof. For example, a hardware component may include dedicated circuitry or logic that is permanently configured to perform certain operations.

[0079] A hardware component may be a special-purpose processor, such as a Field-Programmable Gate Array (FPGA) or an Application Specific Integrated Circuit (ASIC). A hardware component may also include programmable logic or circuitry that is temporarily configured by software to perform certain operations. For example, a hardware component may include software executed by a general-purpose processor or other programmable processor. Once configured by such software, hardware components become specific machines (or specific components of a machine) uniquely tailored to perform the configured functions and are no longer general-purpose processors. It will be appreciated that the decision to implement a hardware component mechanically, in dedicated and permanently configured circuitry, or in temporarily configured circuitry (e.g., configured by software) may be driven by cost and time considerations.

[0080] A processor may be, or include, any circuit or virtual circuit (a physical circuit emulated by logic executing on an actual processor) that manipulates data values according to control signals (e.g., “commands”, “op codes”, “machine code”, etc.) and which produces corresponding output signals that are applied to operate a machine. A processor may, for example, be a Central Processing Unit (CPU), a Reduced Instruction Set Computing (RISC) processor, a Complex Instruction Set Computing (CISC) processor, a Graphics Processing Unit (GPU), a Digital Signal

Processor (DSP), an Application Specific Integrated Circuit (ASIC), a Radio-Frequency Integrated Circuit (RFIC) or any combination thereof. A processor may further be a multi-core processor having two or more independent processors (sometimes referred to as “cores”) that may execute instructions contemporaneously.

[0081] Accordingly, the phrase “hardware component” (or “hardware-implemented component”) should be understood to encompass a tangible entity, be that an entity that is physically constructed, permanently configured (e.g., hardwired), or temporarily configured (e.g., programmed) to operate in a certain manner or to perform certain operations described herein. Considering embodiments in which hardware components are temporarily configured (e.g., programmed), each of the hardware components need not be configured or instantiated at any one instance in time. For example, where a hardware component comprises a general-purpose processor configured by software to become a special-purpose processor, the general-purpose processor may be configured as respectively different special-purpose processors (e.g., comprising different hardware components) at different times. Software accordingly configures a particular processor or processors, for example, to constitute a particular hardware component at one instance of time and to constitute a different hardware component at a different instance of time. Hardware components can provide information to, and receive information from, other hardware components. Accordingly, the described hardware components may be regarded as being communicatively coupled. Where multiple hardware components exist contemporaneously, communications may be achieved through signal transmission (e.g., over appropriate circuits and buses) between or among two or more of the hardware components. In embodiments in which multiple hardware components are configured or instantiated at different times, communications between such hardware components may be achieved, for example, through the storage and retrieval of information in memory structures to which the multiple hardware components have access.

[0082] For example, one hardware component may perform an operation and store the output of that operation in a memory device to which it is communicatively coupled. A further hardware component may then, at a later time, access the memory device to retrieve and process the stored output. Hardware components may also initiate communications with input or output devices, and can operate on a resource (e.g., a collection of information). The various operations of example methods described herein may be performed, at least partially, by one or more processors that are temporarily configured (e.g., by software) or permanently configured to perform the relevant operations. Whether temporarily or permanently configured, such processors may constitute processor-implemented components that operate to perform one or more operations or functions described herein. As used herein, “processor-implemented component” refers to a hardware component implemented using one or more processors. Similarly, the methods described herein may be at least partially processor-implemented, with a particular processor or processors being an example of hardware. For example, at least some of the operations of a method may be performed by one or more processors or processor-implemented components.

[0083] Moreover, the one or more processors may also operate to support performance of the relevant operations in

a “cloud computing” environment or as a “software as a service” (SaaS). For example, at least some of the operations may be performed by a group of computers (as examples of machines including processors), with these operations being accessible via a network (e.g., the Internet) and via one or more appropriate interfaces (e.g., an Application Program Interface (API)). The performance of certain of the operations may be distributed among the processors, not only residing within a single machine, but deployed across a number of machines. In some exemplary embodiments, the processors or processor-implemented components may be located in a single geographic location (e.g., within a home environment, an office environment, or a server farm). In other exemplary embodiments, the processors or processor-implemented components may be distributed across a number of geographic locations.

[0084] In the exemplary architecture of FIG. 6, the software architecture 606 may be conceptualized as a stack of layers where each layer provides particular functionality. For example, the software architecture 606 may include layers such as an operating system 602, libraries 620, applications 616 and a presentation layer 614. Operationally, the applications 616 or other components within the layers may invoke application programming interface (API) API calls 608 through the software stack and receive messages 612 in response to the API calls 608. The layers illustrated are representative in nature and not all software architectures have all layers. For example, some mobile or special purpose operating systems may not provide a frameworks/middleware 618, while others may provide such a layer. Other software architectures may include additional or different layers.

[0085] The operating system 602 may manage hardware resources and provide common services. The operating system 602 may include, for example, a kernel 622, services 624 and drivers 626. The kernel 622 may act as an abstraction layer between the hardware and the other software layers. For example, the kernel 622 may be responsible for memory management, processor management (e.g., scheduling), component management, networking, security settings, and so on. The services 624 may provide other common services for the other software layers. The drivers 626 are responsible for controlling or interfacing with the underlying hardware. For instance, the drivers 626 include display drivers, camera drivers, Bluetooth® drivers, flash memory drivers, serial communication drivers (e.g., Universal Serial Bus (USB) drivers), Wi-Fi® drivers, audio drivers, power management drivers, and so forth depending on the hardware configuration.

[0086] The libraries 620 provide a common infrastructure that is used by the applications 616 or other components or layers. The libraries 620 provide functionality that allows other software components to perform tasks in an easier fashion than to interface directly with the underlying operating system 602 functionality (e.g., kernel 622, services 624 or drivers 626). The libraries 620 may include system libraries 644 (e.g., C standard library) that may provide functions such as memory allocation functions, string manipulation functions, mathematical functions, and the like. In addition, the libraries 620 may include API libraries 646 such as media libraries (e.g., libraries to support presentation and manipulation of various media format such as MPREG4, H.264, MP3, AAC, AMR, JPG, PNG), graphics libraries (e.g., an OpenGL framework that may be used to

render 2D and 3D in a graphic content on a display), database libraries (e.g., SQLite that may provide various relational database functions), web libraries (e.g., WebKit that may provide web browsing functionality), and the like. The libraries 620 may also include a wide variety of other libraries 648 to provide many other APIs to the applications 616 and other software components/modules.

[0087] The frameworks/middleware 618 (also sometimes referred to as middleware) provide a higher-level common infrastructure that may be used by the applications 616 or other software components/modules. For example, the frameworks/middleware 618 may provide various graphic user interface (GUI) functions, high-level resource management, high-level location services, and so forth. The frameworks/middleware 618 may provide a broad spectrum of other APIs that may be utilized by the applications 616 or other software components/modules, some of which may be specific to a particular operating system 602 or platform.

[0088] The applications 616 include built-in applications 638 or third-party applications 640. Examples of representative built-in applications 638 may include, but are not limited to, a contacts application, a browser application, a book reader application, a location application, a media application, a messaging application, or a game application. Third-party applications 640 may include an application developed using the ANDROID™ or IOS™ software development kit (SDK) by an entity other than the vendor of the particular platform, and may be mobile software running on a mobile operating system such as IOS™, ANDROID™, WINDOWS® Phone, or other mobile operating systems. The third-party applications 640 may invoke the API calls 608 provided by the mobile operating system (such as operating system 602) to facilitate functionality described herein.

[0089] The applications 616 may use built in operating system functions (e.g., kernel 622, services 624 or drivers 626), libraries 620, and frameworks/middleware 618 to create user interfaces to interact with users of the system. Alternatively, or additionally, in some systems interactions with a user may occur through a presentation layer, such as presentation layer 614. In these systems, the application/component “logic” can be separated from the aspects of the application/component that interact with a user.

[0090] FIG. 7 is a block diagram illustrating components (also referred to herein as “modules”) of a machine 700, according to some exemplary embodiments, able to read instructions from a machine-readable medium (e.g., a machine-readable storage medium) and perform any one or more of the methodologies discussed herein. Specifically, FIG. 7 shows a diagrammatic representation of the machine 700 in the example form of a computer system, within which instructions 710 (e.g., software, a program, an application, an applet, an app, or other executable code) for causing the machine 700 to perform any one or more of the methodologies discussed herein may be executed. As such, the instructions 710 may be used to implement modules or components described herein. The instructions 710 transform the general, non-programmed machine 700 into a particular machine 700 programmed to carry out the described and illustrated functions in the manner described. In alternative embodiments, the machine 700 operates as a standalone device or may be coupled (e.g., networked) to other machines. In a networked deployment, the machine 700 may operate in the capacity of a server machine or a

client machine in a server-client network environment, or as a peer machine in a peer-to-peer (or distributed) network environment. The machine **700** may comprise, but not be limited to, a server computer, a client computer, a personal computer (PC), a tablet computer, a laptop computer, a netbook, a set-top box (STB), a personal digital assistant (PDA), an entertainment media system, a cellular telephone, a smart phone, a mobile device, a wearable device (e.g., a smart watch), a smart home device (e.g., a smart appliance), other smart devices, a web appliance, a network router, a network switch, a network bridge, or any machine capable of executing the instructions **710**, sequentially or otherwise, that specify actions to be taken by machine **700**. Further, while only a single machine **700** is illustrated, the term “machine” shall also be taken to include a collection of machines that individually or jointly execute the instructions **710** to perform any one or more of the methodologies discussed herein.

[0091] The machine **700** may include processors **704**, memory **706**, and I/O components **718**, which may be configured to communicate with each other such as via a bus **702**. The memory **706** may include a memory **714**, such as a main memory, or other memory storage, and a storage unit **716**, both accessible to the processors **704** such as via the bus **702**. The storage unit **716** and memory **714** store the instructions **710** embodying any one or more of the methodologies or functions described herein. The instructions **710** may also reside, completely or partially, within the memory **714**, within the storage unit **716**, within at least one of the processors **704** (e.g., within the processor's cache memory), or any suitable combination thereof, during execution thereof by the machine **700**. Accordingly, the memory **714**, the storage unit **716**, and the memory of processors **704** are examples of machine-readable media.

[0092] As used herein, the term “machine-readable medium,” “computer-readable medium,” or the like may refer to any component, device or other tangible media able to store instructions and data temporarily or permanently. Examples of such media may include, but is not limited to, random-access memory (RAM), read-only memory (ROM), buffer memory, flash memory, optical media, magnetic media, cache memory, other types of storage (e.g., Erasable Programmable Read-Only Memory (EEPROM)) or any suitable combination thereof. The term “machine-readable medium” should be taken to include a single medium or multiple media (e.g., a centralized or distributed database, or associated caches and servers) able to store instructions. The term “machine-readable medium” may also be taken to include any medium, or combination of multiple media, that is capable of storing instructions (e.g., code) for execution by a machine, such that the instructions, when executed by one or more processors of the machine, cause the machine to perform any one or more of the methodologies described herein. Accordingly, a “machine-readable medium” may refer to a single storage apparatus or device, as well as “cloud-based” storage systems or storage networks that include multiple storage apparatus or devices. The term “machine-readable medium” excludes signals per se.

[0093] The I/O components **718** may include a wide variety of components to provide a user interface for receiving input, providing output, producing output, transmitting information, exchanging information, capturing measurements, and so on. The specific I/O components **718** that are

included in the user interface of a particular machine **700** will depend on the type of machine. For example, portable machines such as mobile phones will likely include a touch input device or other such input mechanisms, while a headless server machine will likely not include such a touch input device. It will be appreciated that the I/O components **718** may include many other components that are not shown in FIG. 7. The I/O components **718** are grouped according to functionality merely for simplifying the following discussion and the grouping is in no way limiting. In various exemplary embodiments, the I/O components **718** may include output components **726** and input components **728**. The output components **726** may include visual components (e.g., a display such as a plasma display panel (PDP), a light emitting diode (LED) display, a liquid crystal display (LCD), a projector, or a cathode ray tube (CRT)), acoustic components (e.g., speakers), haptic components (e.g., a vibratory motor, resistance mechanisms), other signal generators, and so forth. The input components **728** may include alphanumeric input components (e.g., a keyboard, a touch screen configured to receive alphanumeric input, a photo-optical keyboard, or other alphanumeric input components), point based input components (e.g., a mouse, a touchpad, a trackball, a joystick, a motion sensor, or other pointing instrument), tactile input components (e.g., a physical button, a touch screen that provides location or force of touches or touch gestures, or other tactile input components), audio input components (e.g., a microphone), and the like. The input components **728** may also include one or more image-capturing devices, such as a digital camera for generating digital images or video.

[0094] In further exemplary embodiments, the I/O components **718** may include biometric components **730**, motion components **734**, environmental environment components **736**, or position components **738**, as well as a wide array of other components. One or more of such components (or portions thereof) may collectively be referred to herein as a “sensor component” or “sensor” for collecting various data related to the machine **700**, the environment of the machine **700**, a user of the machine **700**, or a combinations thereof.

[0095] For example, the biometric components **730** may include components to detect expressions (e.g., hand expressions, facial expressions, vocal expressions, body gestures, or eye tracking), measure biosignals (e.g., blood pressure, heart rate, body temperature, perspiration, or brain waves), identify a person (e.g., voice identification, retinal identification, facial identification, fingerprint identification, or electroencephalogram based identification), and the like. The motion components **734** may include acceleration sensor components (e.g., accelerometer), gravitation sensor components, velocity sensor components (e.g., speedometer), rotation sensor components (e.g., gyroscope), and so forth. The environment components **736** may include, for example, illumination sensor components (e.g., photometer), temperature sensor components (e.g., one or more thermometer that detect ambient temperature), humidity sensor components, pressure sensor components (e.g., barometer), acoustic sensor components (e.g., one or more microphones that detect background noise), proximity sensor components (e.g., infrared sensors that detect nearby objects), gas sensors (e.g., gas detection sensors to detection concentrations of hazardous gases for safety or to measure pollutants in the atmosphere), or other components that may provide indications, measurements, or signals corresponding

to a surrounding physical environment. The position components **738** may include location sensor components (e.g., a Global Position system (GPS) receiver component), altitude sensor components (e.g., altimeters or barometers that detect air pressure from which altitude may be derived), orientation sensor components (e.g., magnetometers), and the like. For example, the location sensor component may provide location information associated with the system **700**, such as the system's **700** GPS coordinates or information regarding a location the system **700** is at currently (e.g., the name of a restaurant or other business).

[0096] Communication may be implemented using a wide variety of technologies. The I/O components **718** may include communication components **740** operable to couple the machine **700** to a network **732** or devices **720** via coupling **722** and coupling **724** respectively. For example, the communication components **740** may include a network interface component or other suitable device to interface with the network **732**. In further examples, communication components **740** may include wired communication components, wireless communication components, cellular communication components, Near Field Communication (NFC) components, Bluetooth® components (e.g., Bluetooth® Low Energy), Wi-Fi® components, and other communication components to provide communication via other modalities. The devices **720** may be another machine or any of a wide variety of peripheral devices (e.g., a peripheral device coupled via a Universal Serial Bus (USB)).

[0097] Moreover, the communication components **740** may detect identifiers or include components operable to detect identifiers. For example, the communication components **740** may include Radio Frequency Identification (RFID) tag reader components, NFC smart tag detection components, optical reader components (e.g., an optical sensor to detect one-dimensional bar codes such as Universal Product Code (UPC) bar code, multi-dimensional bar codes such as Quick Response (QR) code, Aztec code, Data Matrix, Dataglyph, MaxiCode, PDF417, Ultra Code, UCC RSS-2D bar code, and other optical codes), or acoustic detection components (e.g., microphones to identify tagged audio signals). In addition, a variety of information may be derived via the communication components **740**, such as, location via Internet Protocol (IP) geo-location, location via Wi-Fi® signal triangulation, location via detecting a NFC beacon signal that may indicate a particular location, and so forth.

[0098] Where a phrase similar to “at least one of A, B, or C,” “at least one of A, B, and C,” “one or more A, B, or C,” or “one or more of A, B, and C” is used, it is intended that the phrase be interpreted to mean that A alone may be present in an embodiment, B alone may be present in an embodiment, C alone may be present in an embodiment, or that any combination of the elements A, B and C may be present in a single embodiment; for example, A and B, A and C, B and C, or A and B and C.

[0099] Changes and modifications may be made to the disclosed embodiments without departing from the scope of the present disclosure. These and other changes or modifications are intended to be included within the scope of the present disclosure, as expressed in the following claims.

What is claimed is:

1. A system comprising:

a processor; and

memory coupled to the processor and storing instructions that, when executed by the processor, cause the system to perform operations comprising:

receiving, from a first user's client computing device in communication with the system over a network, an electronic communication containing location information associated with a current location of the first user from a location sensor coupled to the first user's client computing device;

retrieving, from a database, avatar information for the first user; and

generating, based on the avatar information for the first user and the current location of the first user, a media content item comprising a map depicting an avatar of the first user at the first user's current location.

2. The system of claim 1, wherein the memory further stores instructions for causing the system to perform operations comprising: causing the media content item to display on a display screen of the first user's client computing device.

3. The system of claim 2, wherein the memory further stores instructions for causing the system to perform operations comprising: causing the media content item to display on a display screen of a second user's client computing device in communication with the system over the network.

4. The system of claim 3, wherein the avatar of the first user is selectable via one or more of the display screen of the first user's client computing device and the display screen of the second user's client computing device, and wherein selection of the avatar of the first user via a respective display screen causes the system to display a media content item associated with the first user on the respective display screen.

5. The system of claim 3, wherein generating the media content item includes identifying a venue associated with the first user's current location and displaying an icon on the map associated with the venue.

6. The system of claim 5, wherein the icon associated with the venue is selectable via one or more of the display screen of the first user's client computing device and the display screen of the second user's client computing device, and wherein selection of the icon associated with the venue via a respective display screen causes the system to display a media content item associated with the venue on the respective display screen.

7. The system of claim 3, wherein the system allows access to the media content item by the second user's computing device for a predetermined period of time.

8. The system of claim 3, wherein the system ceases displaying the avatar of the first user on the map on the display screen of the second computing device in response to one or more of: expiration of a predetermined period of time, and input from the first user, via the first computing device, to turn off sharing of the first user's location.

9. The system of claim 8, wherein the avatar of the first user remains displayed on the map displayed on the display screen of the first user's computing device subsequent to the input from the first user to turn off sharing of the first user's location.

10. The system of claim 9, wherein the system presents an icon on the display screen of the first user's computing device to indicate the first user's location is not being shared.

11. The system of claim 8, wherein the memory further stores instructions for causing the system to perform operations comprising:

receiving, from the client computing device of the second user, an electronic communication containing location information associated with a current location of the second user from a location sensor coupled to the second user's client computing device; and

retrieving, from the database, avatar information for the second user, wherein generating the media content item includes generating an avatar of the second user at the second user's current location on the map.

12. The system of claim 1, wherein generating the media content item includes:

receiving, from the computing device of the first user, a granularity option; and

generating the avatar of the first user on the map within a predetermined distance of the current location of the first user based on the received granularity option.

13. The system of claim 12, wherein the predetermined distance of the current location of the first user is one of: a precise location of the first user based on the location information, and a random location within a predetermined area based on the location information.

14. The system of claim 1, wherein the memory further stores instructions for causing the system to receive, from the first user's client computing device over the network, authorization from the first user to utilize the location information.

15. The system of claim 1, wherein the memory further stores instructions for causing the system to perform operations comprising: determining a current activity of the first user based on the location information, wherein generating the media content item includes depicting the avatar of the first user engaged in the current activity.

16. The system of claim 15, wherein determining the current activity of the first user includes determining a speed of the first user's client computing device based on first location information from the location sensor at a first time and second location information from the location sensor at a second time, the second time subsequent to the first time.

17. The system of claim 16, wherein generating the media content item includes:

presenting the avatar of the first user at a first position in the media content item at the first time; and

modifying the media content item to remove the avatar of the first user in the first position in the media content item and presenting the avatar of the first user at a second position in the media content item at the second time.

18. The system of claim 1, wherein generating the media content item includes:

determining, based on the location information, that the client computing device of the first user has not moved beyond a predetermined distance from a location for a predetermined period of time; and

in response to determining the client computing device of the first user has not moved beyond the predetermined distance from the location, modifying the media content item to remove the avatar of the first user.

19. A computer-implemented method comprising:

receiving, by a computer system from a first user's client computing device in communication with the computer system over a network, an electronic communication containing location information associated with a current location of the first user from a location sensor coupled to the first user's client computing device;

retrieving, by the computer system from a database, avatar information for the first user; and

generating, by the computer system based on the avatar information for the first user and the current location of the first user, a media content item comprising a map depicting an avatar of the first user at the first user's current location.

20. A non-transitory computer-readable medium storing instructions that, when executed by a computer system, cause the computer system to perform operations comprising:

receiving, from a first user's client computing device in communication with the computer system over a network, an electronic communication containing location information associated with a current location of the first user from a location sensor coupled to the first user's client computing device;

retrieving, from a database, avatar information for the first user; and

generating, based on the avatar information for the first user and the current location of the first user, a media content item comprising a map depicting an avatar of the first user at the first user's current location.

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