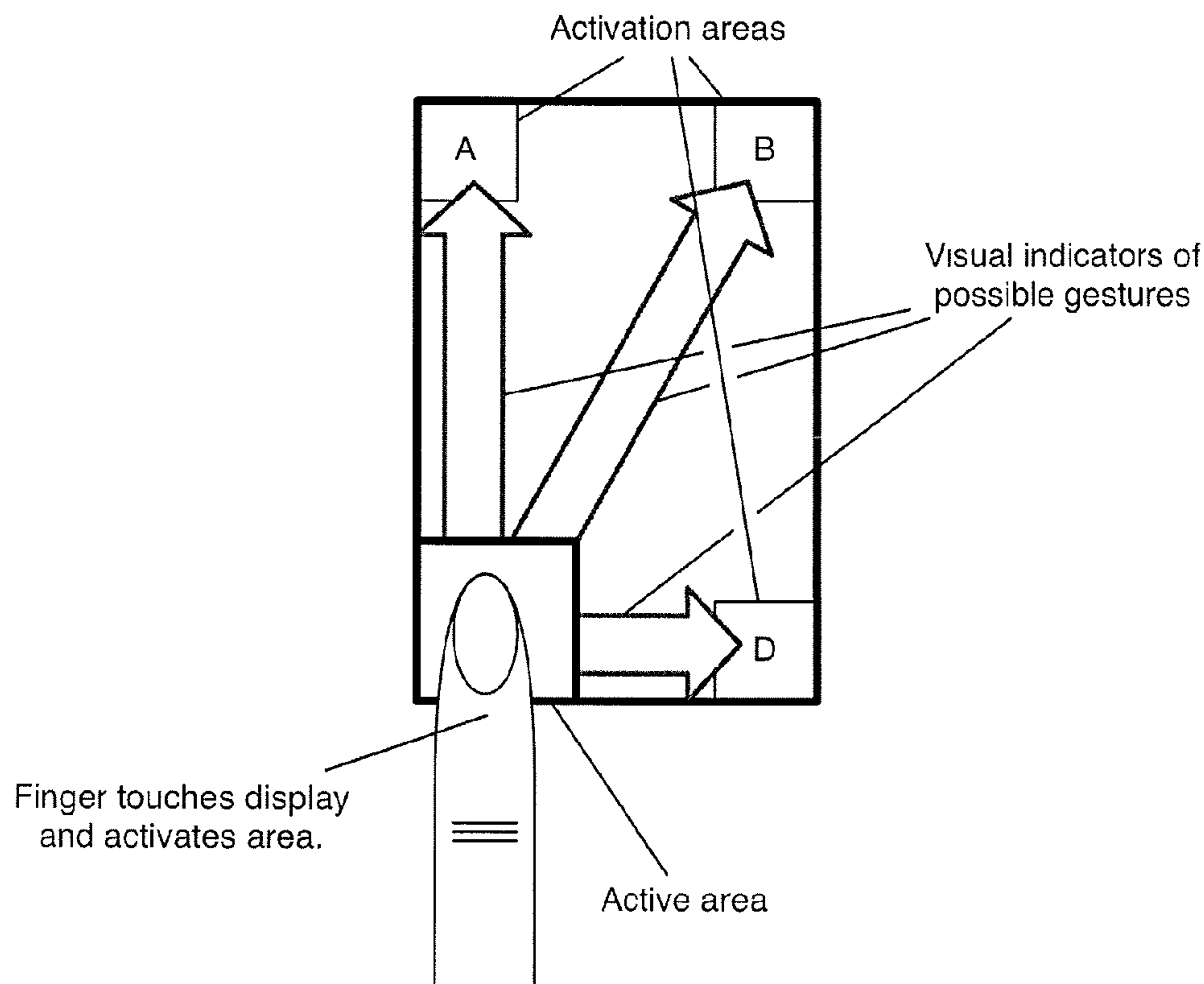




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(54) Title: METHOD FOR APPLICATION LAUNCH AND SYSTEM FUNCTION INVOCATION



(57) Abrégé/Abstract:

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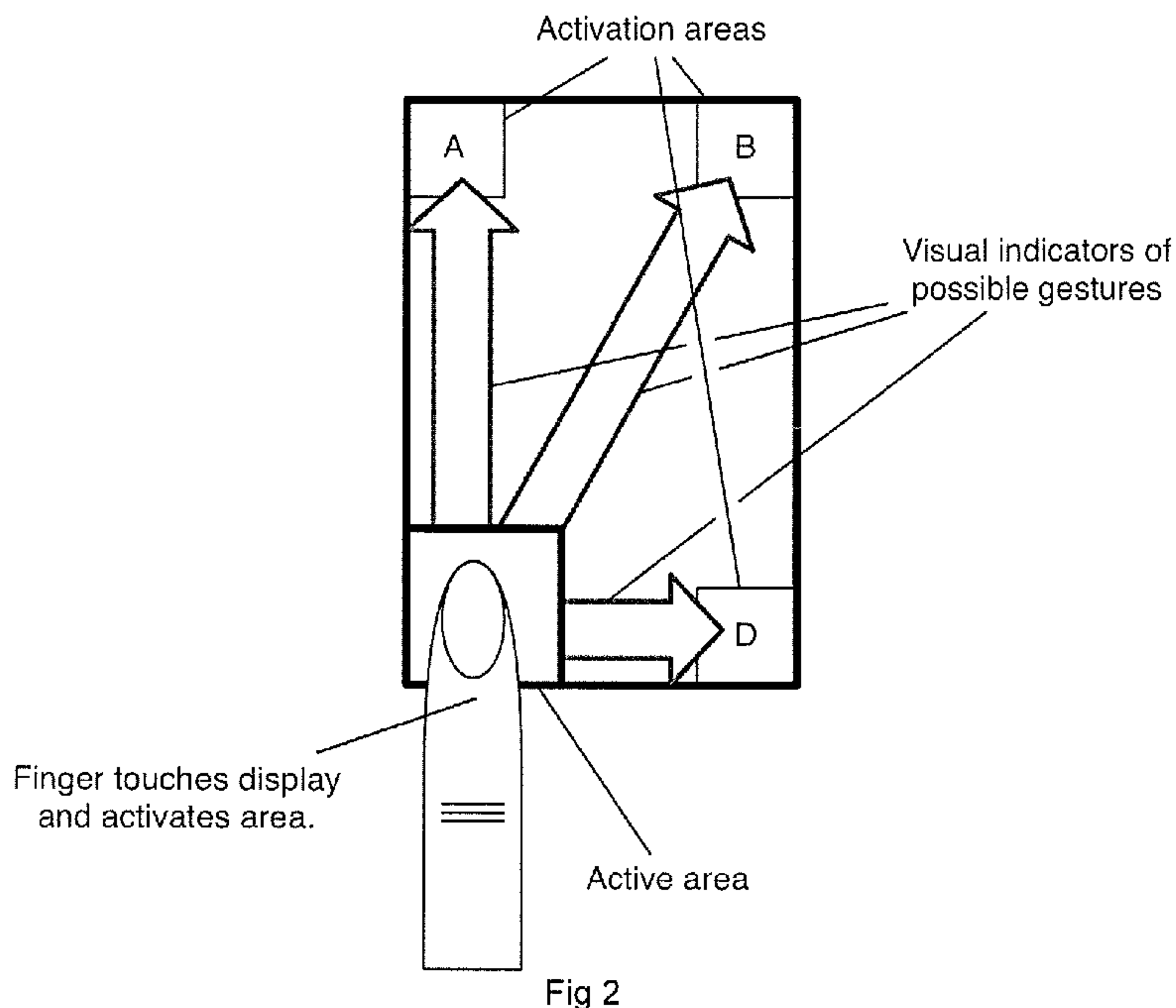
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METHOD FOR APPLICATION LAUNCH AND SYSTEM FUNCTION
INVOCATION

Background

10 This invention combines two previously unrelated areas, namely screen- and keyboard unlocking mechanisms and application launch systems, which are here described separately.

Traditionally and typically, screen- and keyboard unlocking mechanisms on mobile/handheld devices involve multiple key presses or a combination of key
15 presses and touch screen gestures to prevent spurious unlocks that would occur if only one action was necessary. Note that several devices on the market today actually a single key press on a special key to unlock the device (e.g. a Camera button). This special key can easily be pressed by mistake when the device is placed in a pocket or a bag.

20 These systems all suffer from the fact that extra actions are needed to start using the device and access the functionality and/or applications on the device if the user already knows what she wants to access.

Application launch and access to certain system functions sometimes need to be very quick. Typical ways of starting applications on a mobile/handheld
25 device involve navigating a menu system. The number of key presses or gestures vary immensely from device to device and from manufacturer to manufacturer, and in some cases the devices even have dedicated hardware buttons that trigger the start of certain applications. Note that the latter tend to suffer from the spurious device unlocks described in the paragraph above.

30 The fewest number of actions needed to start an application after the device has been safely unlocked is however in the best case 1 (one), and that is in

the case of having a direct shortcut to the application from the screen that is shown after the device is unlocked.

Many application launch systems – especially those running on devices with only touch sensitive screens as main input – require the user to look on the
5 screen when navigating the menu structure or using the direct shortcuts available. Even worse is the situation on devices where layout is dynamic and a certain application launch command is located on different positions on different occasions.

10 Brief list of figures

Fig 1. One possible embodiment of invention; a device with touch sensitive screen with four activation areas.

Fig 2. When touching an activation area, the available choices are shown in the other activation areas.

15 Fig 3. All possible single slide gestures available when the four corners are used as activation areas.

Fig 4a-d. Demonstrating a single slide gesture from activation zone C to D

Fig 5. All possible two-slide gestures available when the four corners are used as activation zones.

20 Fig 6.a-e Demonstrating a multi slide gesture from C to D to B

Fig 7a-d. Demonstrating unlocking the device and launching an application using a single slide gesture from activation zone C to D.

Fig 8a-d. Demonstrating a single slide gesture by example of launching the Calendar application.

25

Detailed description of the invention

The present invention combines the two previously unrelated areas of screen- and keyboard unlocking mechanisms and application launch systems.

Further, the invention utilizes the physically distinguishable areas, such as
30 corners of the screen, which is advantageous since these are easy to recognize by a user without looking at the screen. By utilizing the physically distinguishable areas it is possible for a user to rely on muscle memory which is positive from a user experience perspective. Therefore, the problem that

there is little or no possibility to “feel” where virtual buttons and selection areas are represented is solved.

Starting with application launch, the intention is to bring the simplicity and ease-of-use of non-touch screen devices to touch screen devices. As

5 described in the “background” section, touch screen devices typically suffer from not encouraging or allowing the user to learn how to start applications and access system functions using muscle memory.

The invention introduces a set of restricted gestures that allow the user to perform them without looking at the screen. This is achieved by designing
10 gestures that start, go through and end at certain activation areas on the screen that are easy to feel with the fingers. Throughout the text and figures of this document we use the four corners of the touch sensitive screen as activation areas for simplicity and clarity since these are especially easy to feel with the finger, but the technique is easily extendable to more or other
15 areas if the physical embodiment of the device encourage other areas of the screens to be used instead of or in addition to the corners.

Note that applications and system functions are activated through slides between different activation areas and not by simply touching/pressing the activation areas.

20 The simplest form of slide gesture is the Single Slide Gesture, which goes from one activation area to another. All possible Single Slide Gestures using four activation areas are shown in Fig 3. There are 12 possible Single Slide Gestures using four corners.

Fig 4 illustrates the use case of launching an application using a single slide
25 gesture. In Fig 4a the graphical representations of the activation areas prompt the user to touch one activation area. Fig 4b illustrate that when one of them is touched there is a visual prompt to slide the finger to another activation area. Fig 4c illustrate when the finger has reached the destination activation area where visual feedback is given informing the user that by releasing the
30 finger, the application will be launched [or system function invoked]. And finally in Fig 4d, the finger is released and visual feedback is given in the form of the launching application [or equivalent].

The Multi Slide Gesture is a gesture where more slides are used to describe the gesture. Still, only slides between activation areas are used. All possible slides using two slides ("Two Slide Gestures") using four activation areas are shown in Fig 5. There are 36 possible Two Slide Gestures using four
5 activation areas. The generic formula for calculating the number of N-Slide Gestures for M activation areas is $M*(M-1)^N$.

Fig 6 illustrates the use case of launching an application using a Two Slide Gesture. In Fig 6a the graphical representations of the activation areas prompt the user to touch one activation area. Fig 6b illustrate that when one
10 of them is touched there is a visual prompt to slide the finger to another activation area. Fig 6c illustrate that the gesture must be continued by sliding the finger to another activation area. Fig 6d illustrate having reached the destination activation area and visual feedback is given informing the user that by releasing the finger, the application will be launched [or system
15 function invoked]. And finally in Fig 6e, the finger is released and visual feedback is given in the form of the launching application [or equivalent]. This technique for identifying gestures is very robust from a system perspective and from an end user's perspective there are obvious gains in form of muscle memory utilization and implicit tactile feedback.

20 Yet another important aspect of the invention remains though, which will become clear when observing Fig 7. In Fig 7a, the device's screen- and key lock is activated, meaning that the screen is turned off or in power save mode. However, the touch sensors are still active and looking for finger touches. In Fig 7b, a finger in an activation area has been detected, but no
25 visual or other feedback is given to the user. In Fig 7c the finger has entered another activation area and still no feedback is given to the user. Not until in Fig 7d does something happen, and that is unlocking the screen- and key lock as well as launching an application as the result of the Single Slide Gesture from activation area C to D. Note that this is the exact same gesture
30 as in the first example illustrated in Fig 4, and repeated here it gives the exact same result.

Note how the combination of the touch screen unlock mechanism and application launch system has reduced the number of actions on the end

user's part substantially. The time required for accessing applications and system functions can thus be drastically lowered, increasing the ease-of-use for the end user.

In Fig 8, a concrete use case is shown. In Fig 8a, the user touches an area
5 that brings up three sub-choices; Launch Calendar, launch Messaging and launch Contacts. Graphical objects (arrows) are shown to indicate where to slide fingers in order to make a choice. In Fig 8b, the user slides his finger through the intermediary area and the graphical indicator objects are updated to reflect in which directions the various choices are. In Fig 8c, the finger has
10 reached the target area and two things happen: 1) Another area is activated as a sub-choice (or sub-menu if you will) and 2) the current area is made to trigger on releasing the user's finger. In Fig 8d, the user releases his finger instead of sliding to the next area and thus the calendar application (the first choice) is launched. This example demonstrated that Single- and Multi Slide
15 Gestures are allowed to share a common start. The activation does not occur until the finger is released.

Claims

1. A method in an electronic device having a processor and touch screen displaying a lock screen, the method comprising:

receiving a start area user input actuation from a start area of a screen;

displaying plural target areas of said screen, wherein each target area is operatively connected to an application launchable in said electronic device;

receiving at least one intermediate area user input actuation from an intermediate area of said screen, said intermediate area being placed between said start area and a target area of said target areas of said screen;

receiving a target area user input actuation from said target area of said screen,

if said target area is associated with at least one sub-choice representing a specific action or operation within the application operatively connected to the target area, said method comprises:

introducing a new start area coinciding with said target area; and

for each associated sub-choice, introducing a new sub-choice target area associated with said sub-choice, each sub-choice target area coinciding with a target area and each sub-choice target area being operatively connected a specific action or operation within the application operatively connected to the target area; and

if a sub-choice target area user input actuation is received from a sub-choice target area of said screen, said method further comprises unlocking said screen and launching said application operatively connected to said target area and initiating said specific action or operation within the application operatively connected to the sub-choice target area; and

if said user input actuation is discontinued, said method further comprises unlocking said screen and launching said application operatively connected to said target area.

2. The method according to claim 1, further comprising switching screen mode from idle screen mode to active screen mode.

3. The method according to claim 2, wherein said idle screen mode is an energy saving screen mode in comparison with said active screen mode.

4. The method according to claim 1, further comprising in association with receiving said start area user input actuation from said start area of said screen, displaying at least one graphical object on said screen, each said graphical object indicating a placement of one of said target areas on said screen.

5. The method according to claim 4, further comprising determining a most recent user input actuation of said intermediate user input actuations, determining a most recent position based on said most recent user input actuation, and wherein said displaying a graphical object on said screen is made with respect to said most recent

position.

6. The method according to claim 1, wherein said start area is a physically distinguishable area of said screen.

7. The method according to claim 6, wherein said start area is a corner of said screen.

8. The method according to claim 1, wherein said target area is a physically distinguishable area of said screen.

9. The method according to claim 8, wherein said target area is a corner of said screen.

10. The method according to claim 1, wherein said application is any of a calendar application software, a messaging application software, a web browser application software, a contacts list application software, game application software, setting management application software, music player application software, a camera application software, communications settings application software or a video recording application software.

11. An apparatus comprising:

- a processing device;
- a memory operatively connected to said processing device; and
- a touch screen;

said screen being adapted to display graphical information; and

said screen being adapted to provide said processing device with information pertaining to a user input actuation input via said screen, said information being associated with a position of said touch actuation on screen and an input time;

said processing device being adapted to:

- receive a start area user input actuation from a start area of a screen;
- display plural target areas of said screen, wherein each target area is operatively connected to an application launchable in said electronic device;
- receive at least one intermediate area user input actuation from an intermediate area of said screen, said intermediate area being placed between said start area and a target area of said target areas of said screen;
- receive a target area user input actuation from said target area of said screen; and
- if said target area is associated with at least one sub-choice choice representing a specific action or operation within the application operatively connected to the target area, said processing device being further adapted to:
 - introduce a new start area coinciding with said target

area; and

for each associated sub-choice, introduce a new sub-choice target area associated with said sub-choice, each sub-choice target area coinciding with a target area and each sub-choice target area being operatively connected a specific action or operation within the application operatively connected to the target area; and

if a sub-choice target area user input actuation is received from a sub-choice target area of said screen, processing device being adapted to unlock said screen and launch said application operatively connected to said target area and initiating said specific action or operation within the application operatively connected to the sub-choice target area; and

if said user input actuation is discontinued, processing device being adapted to unlock said screen and launch said application operatively connected to said target area.

12. The apparatus according to claim 11, wherein said apparatus is a mobile communications terminal.

13. The apparatus according to claim 11, wherein said screen is a capacitive touch screen.

14. The apparatus according to claim 11, wherein said screen is a resistive touch screen.

15. A computer program product comprising computer program code stored on a non-transitory computer readable medium which, when executed on a processor of an electronic device having a touch screen displaying a lock screen, carries out the method of:

receiving a start area user input actuation from a start area of a screen;

displaying plural target areas of said screen, wherein each target area is operatively connected to an application launchable in said electronic device;

receiving at least one intermediate area user input actuation from an intermediate area of said screen, said intermediate area being placed between said start area and a target area of said target areas of said screen;

receiving a target area user input actuation from said target area of said screen; and

if said target area is associated with at least one sub-choice representing a specific action or operation within the application operatively connected to the target area, said method comprises:

introducing a new start area coinciding with said target area; and

for each associated sub-choice, introducing a new sub-choice target area associated with said sub-choice, each sub-choice target area coinciding with a target area and each sub-choice target area being operatively connected a specific action or operation within the application operatively connected to the target area; and

if a sub-choice target area user input actuation is received from a sub-choice target area of said

screen, said method further comprises unlocking said screen and launching said application operatively connected to said target area and initiating said specific action or operation within the application operatively connected to the sub-choice target area; and

if said user input actuation is discontinued, said method further comprises unlocking said screen and launching said application operatively connected to said target area.

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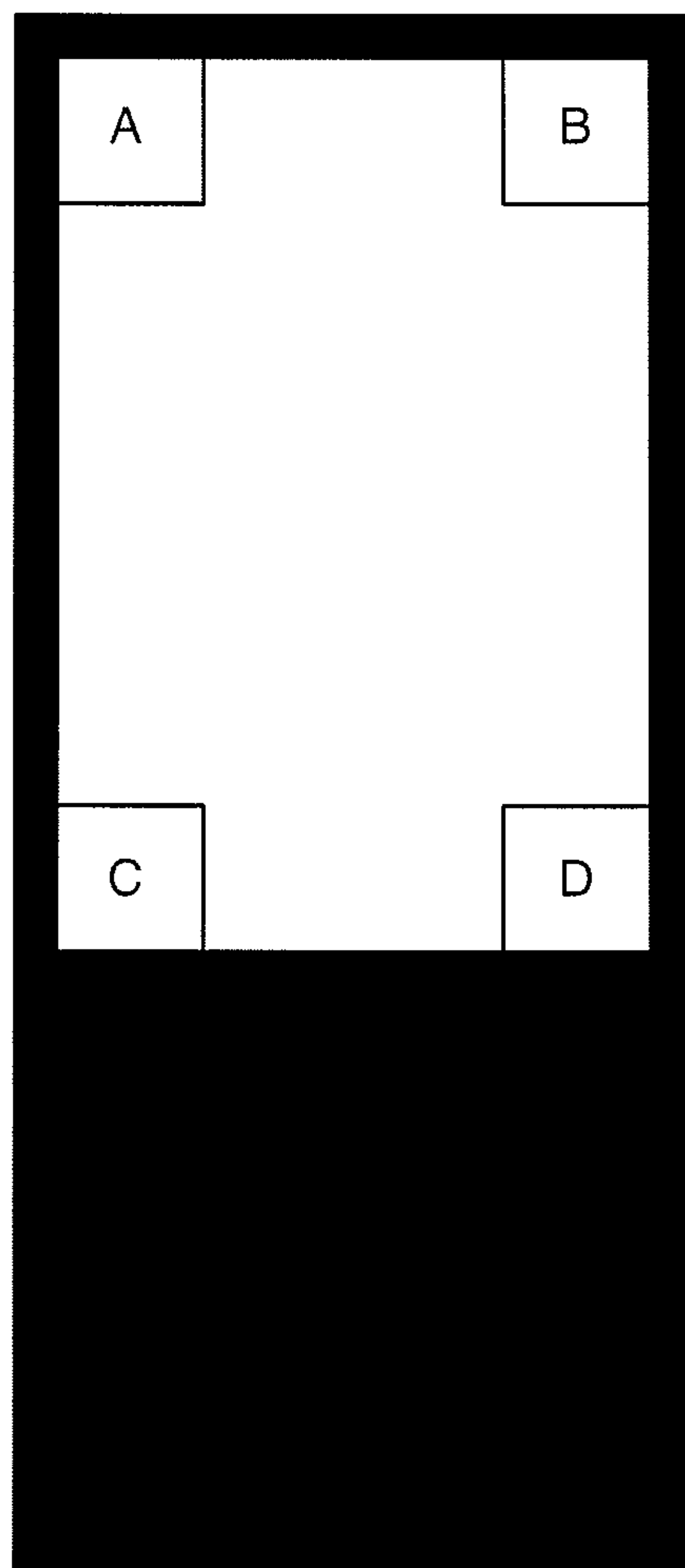
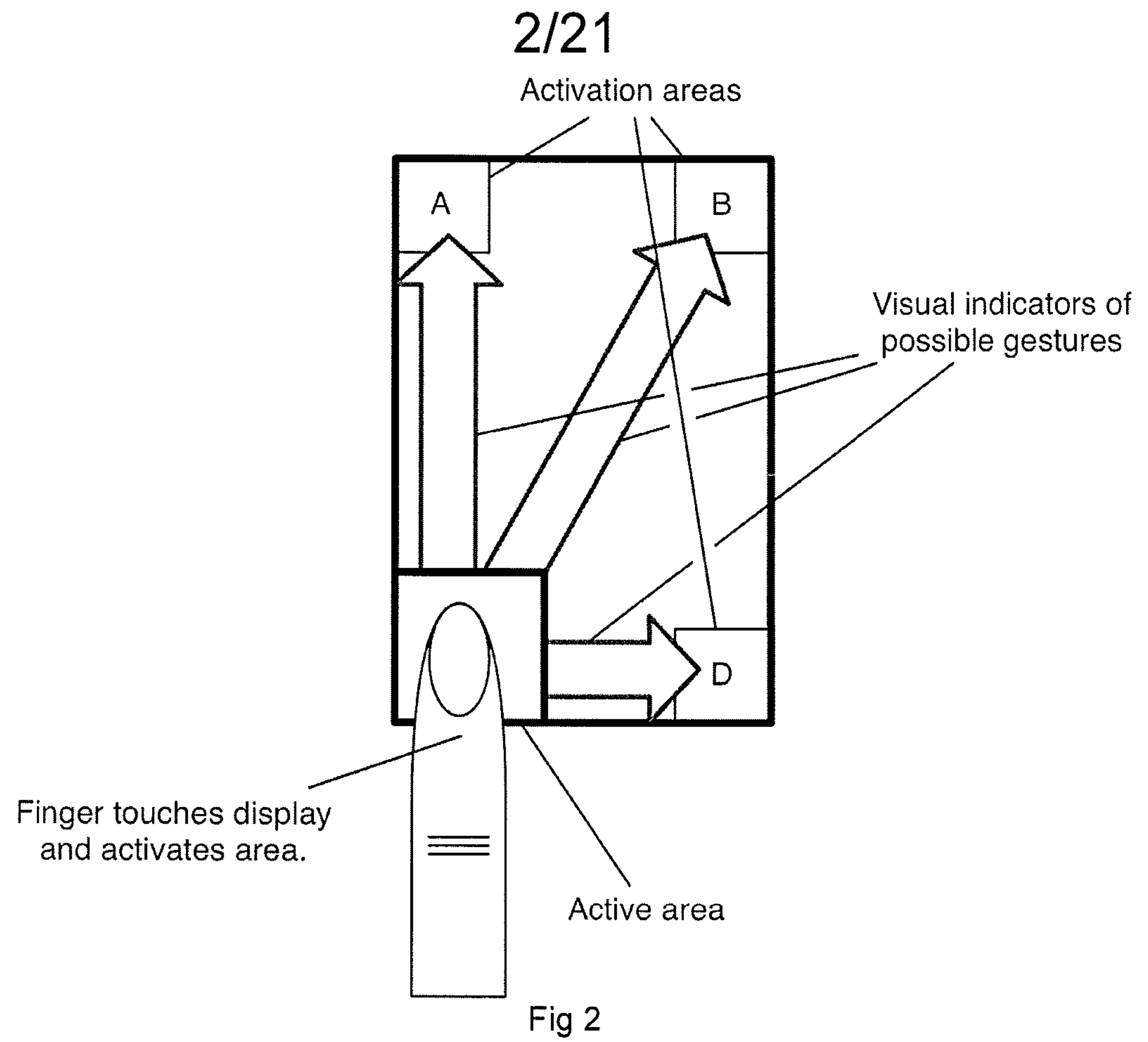


Fig 1



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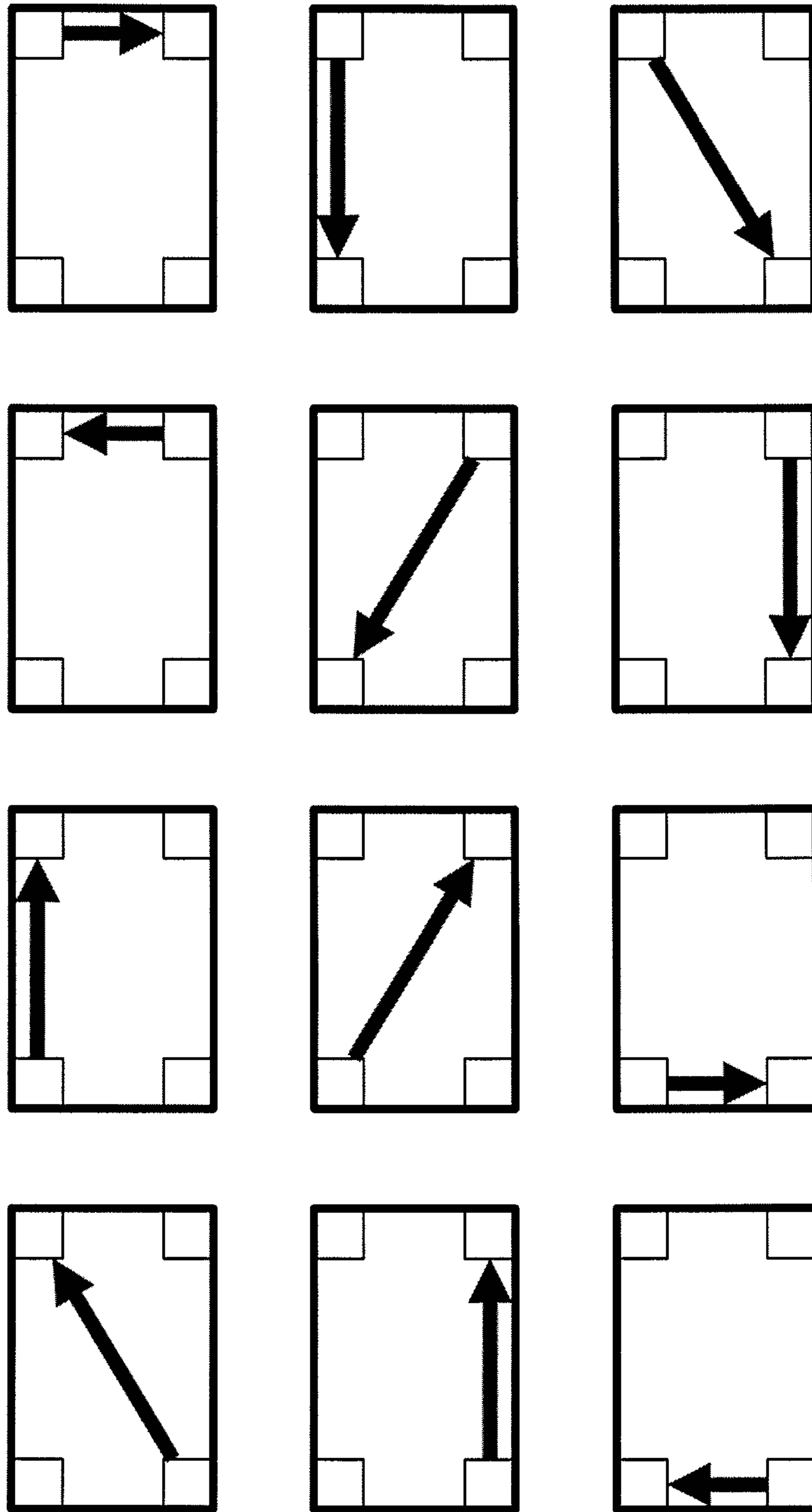


Fig 3

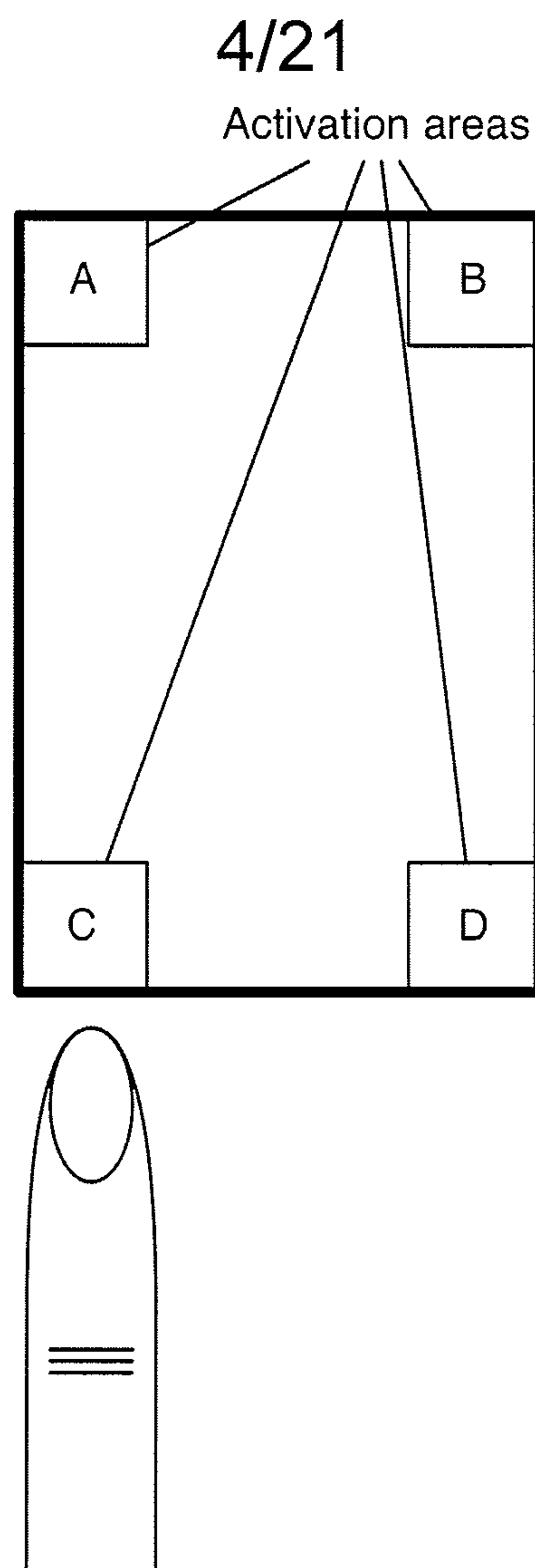
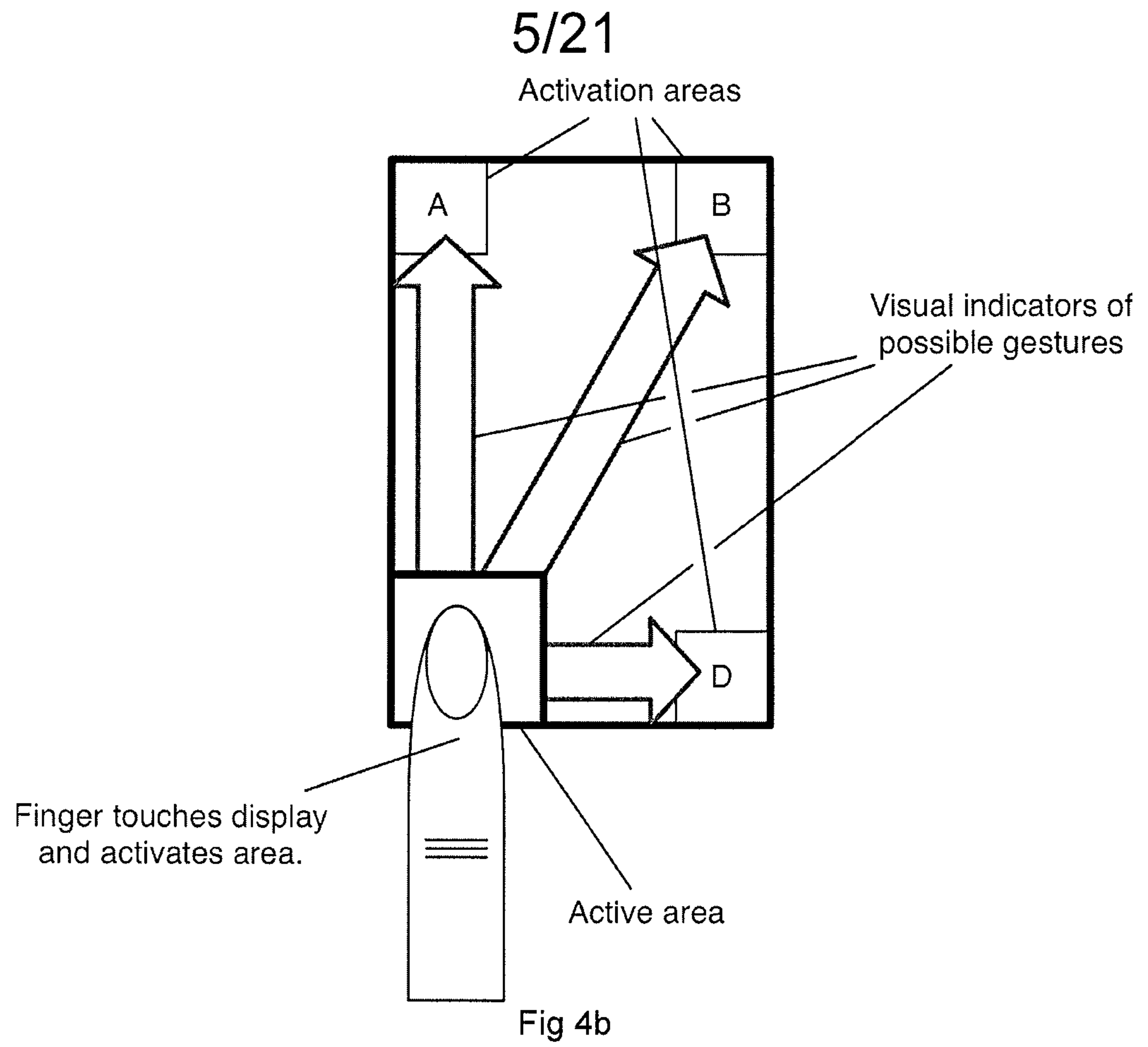


Fig 4a



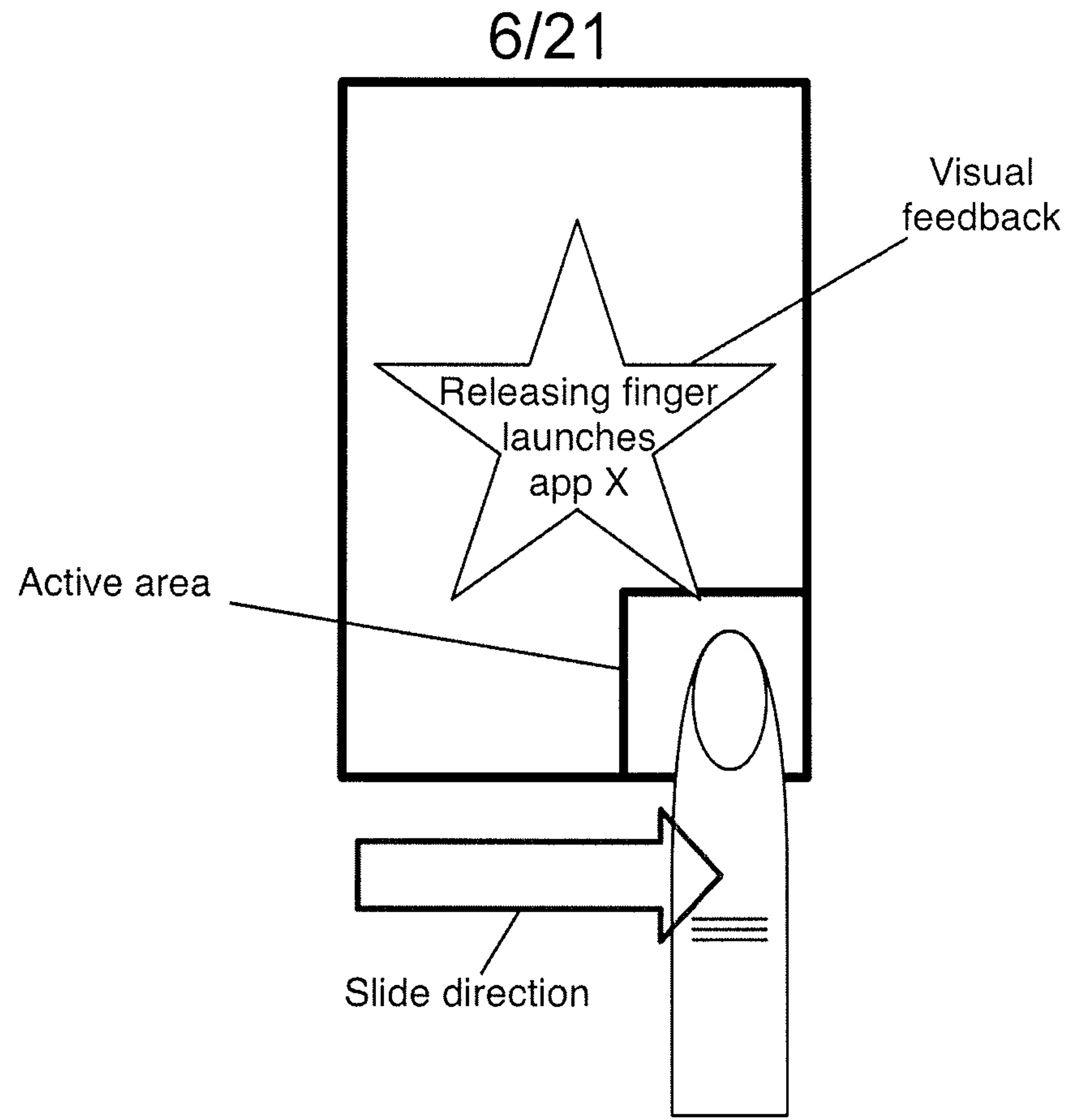


Fig 4c

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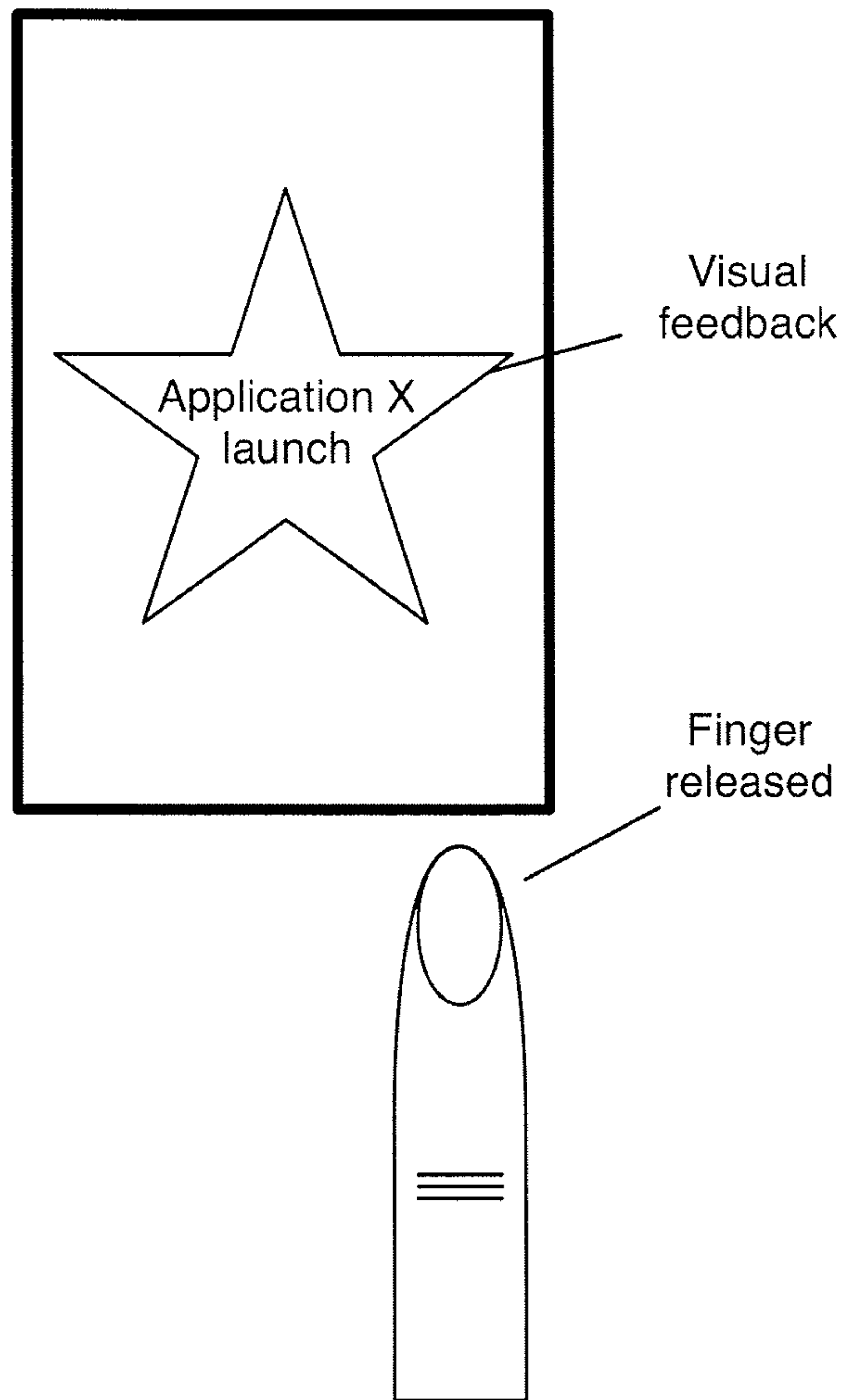


Fig 4d

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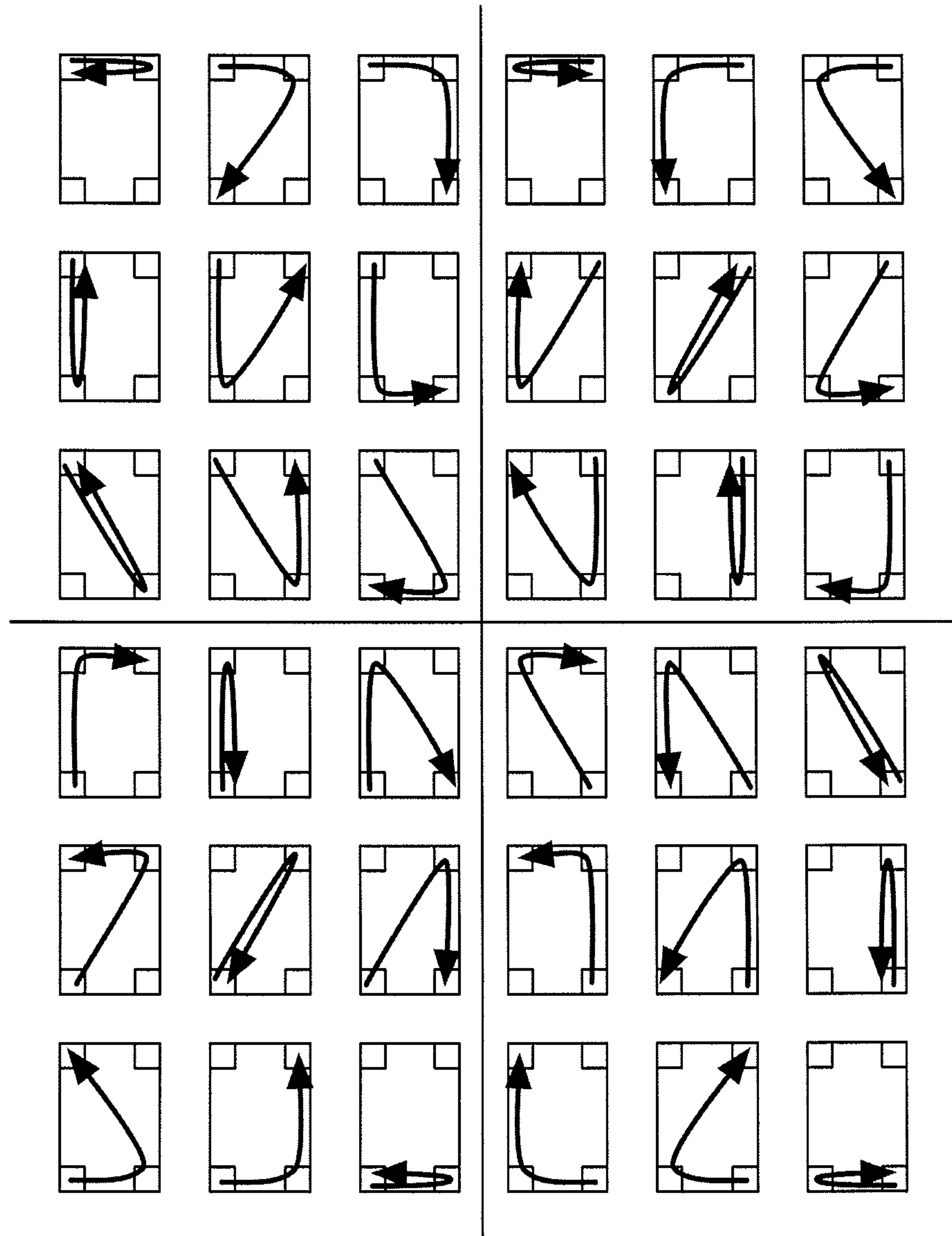


Fig 5

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Activation areas

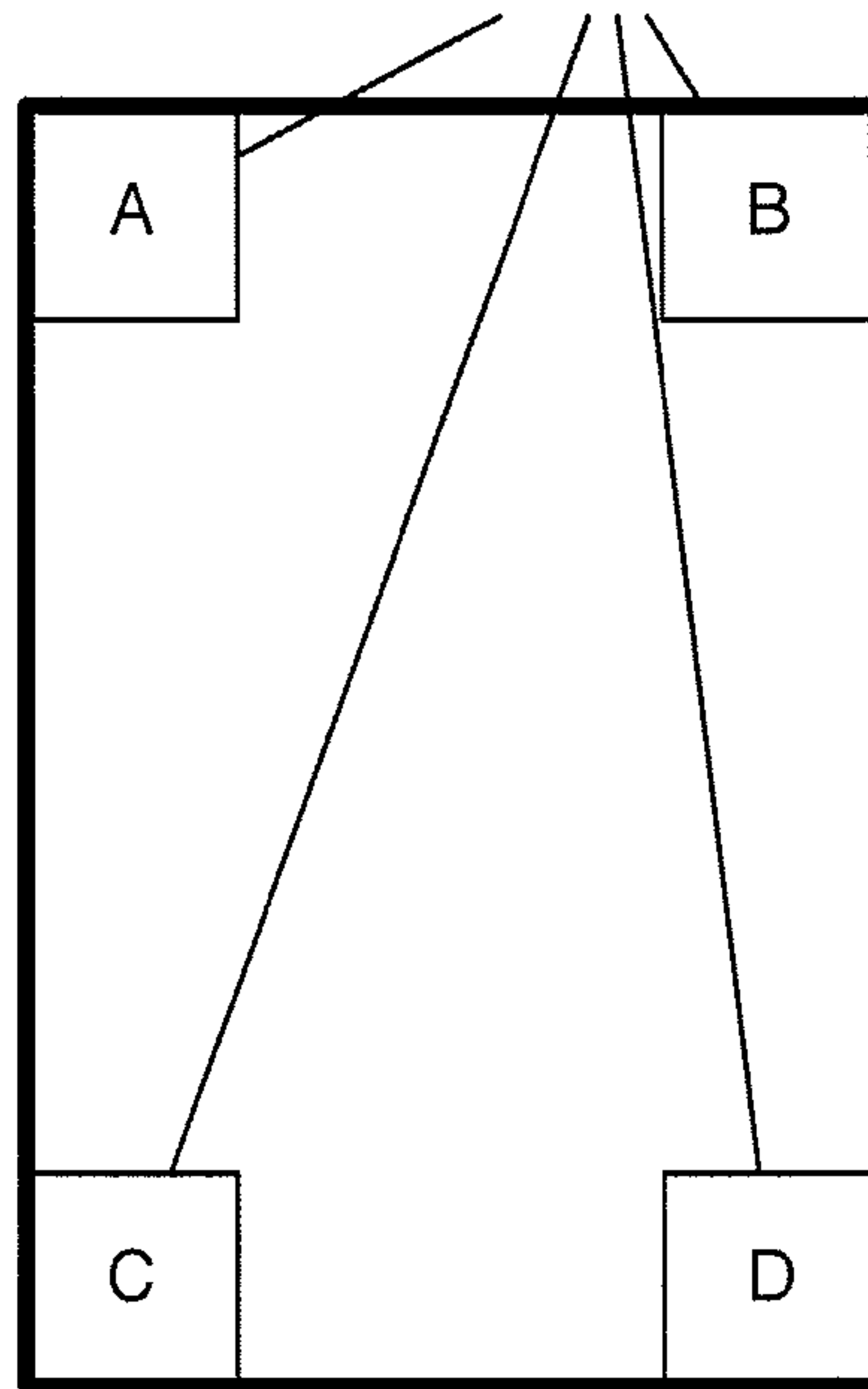
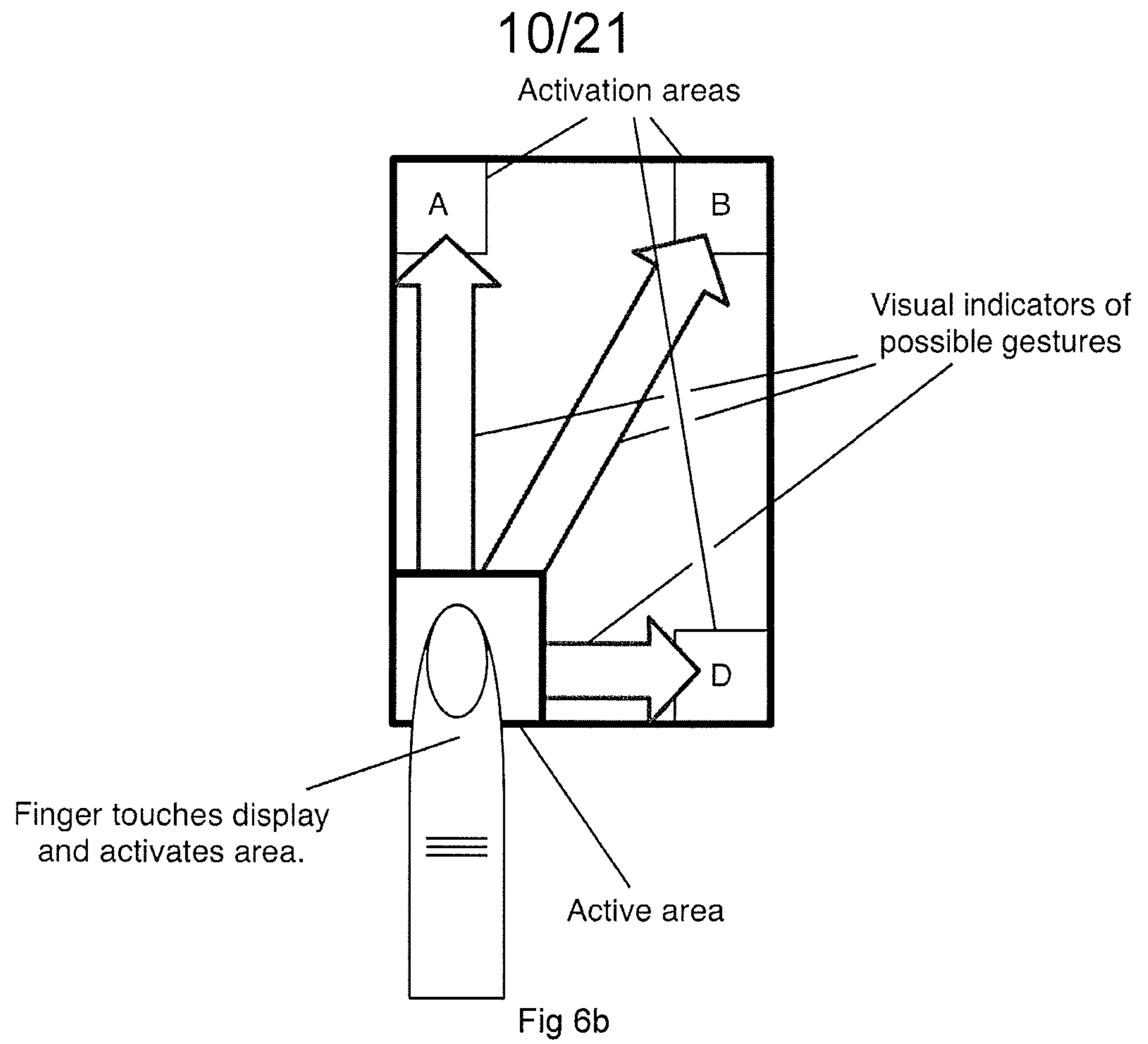


Fig 6a



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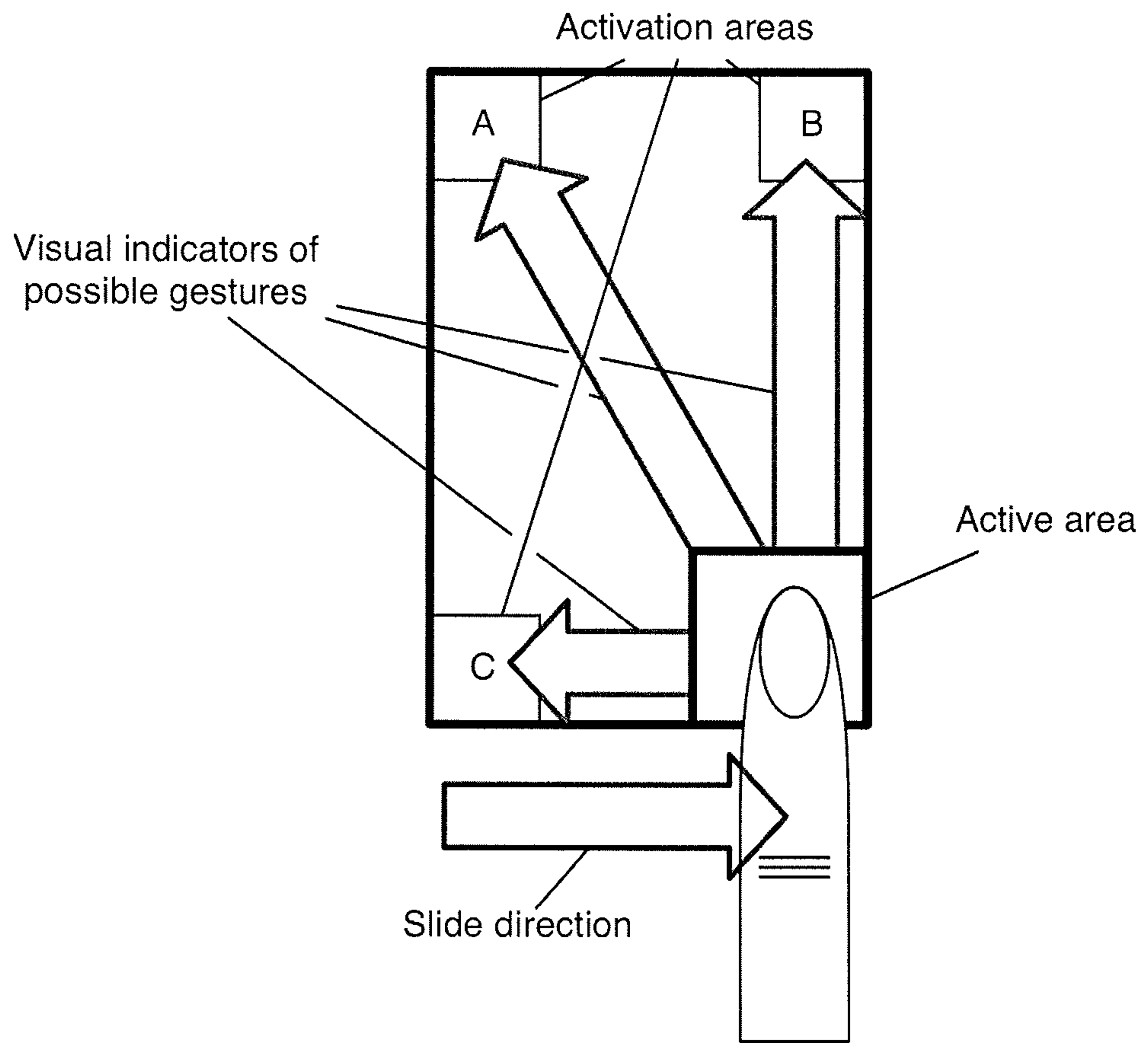
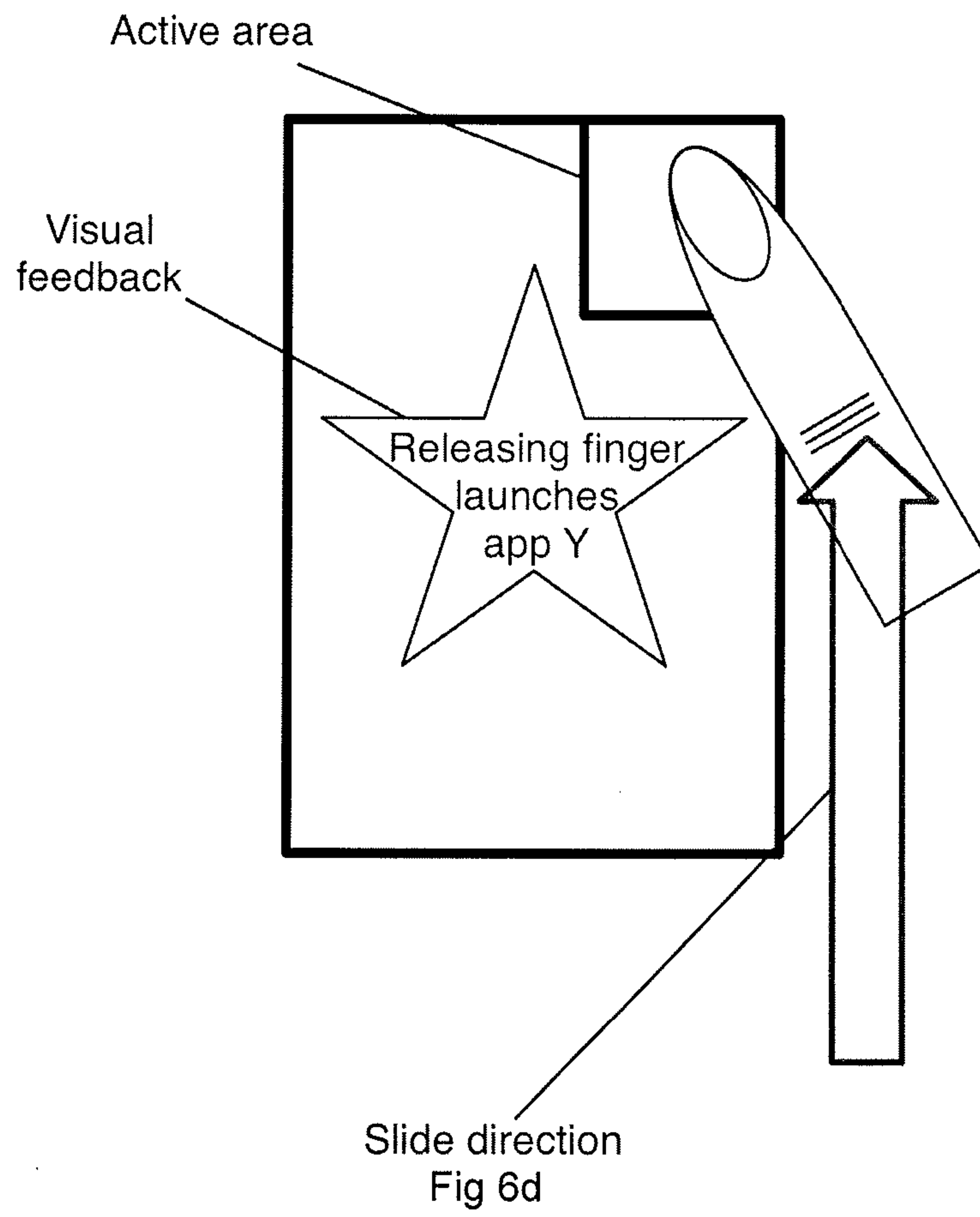


Fig 6c

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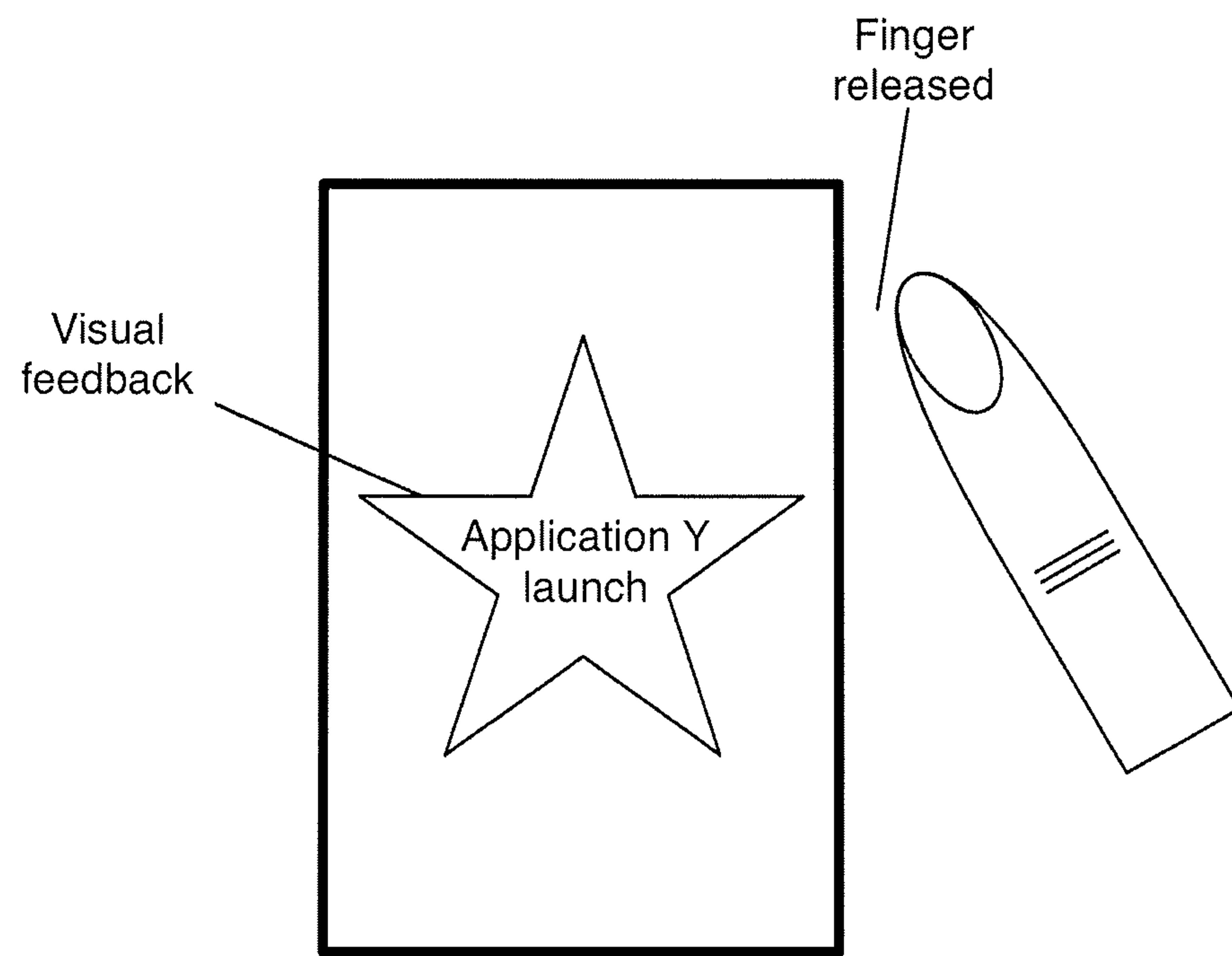
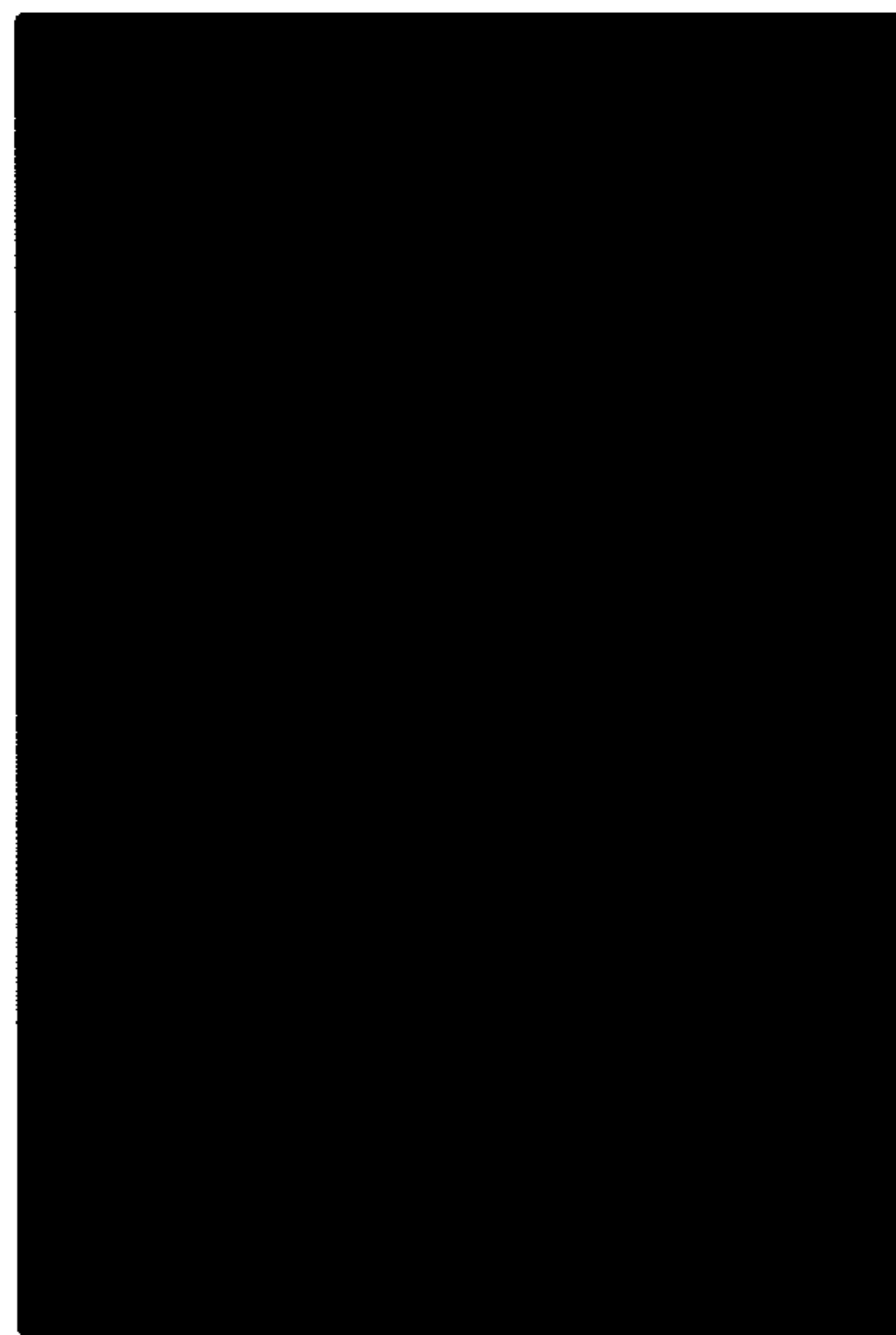


Fig 6e

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Screen and key lock
active (display turned off)

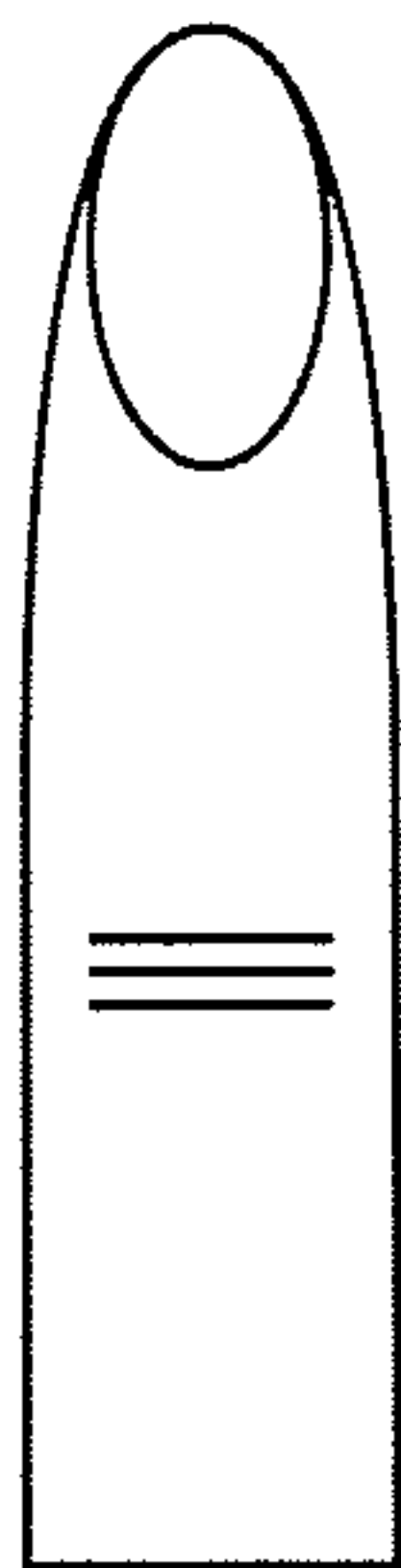


Fig 7a

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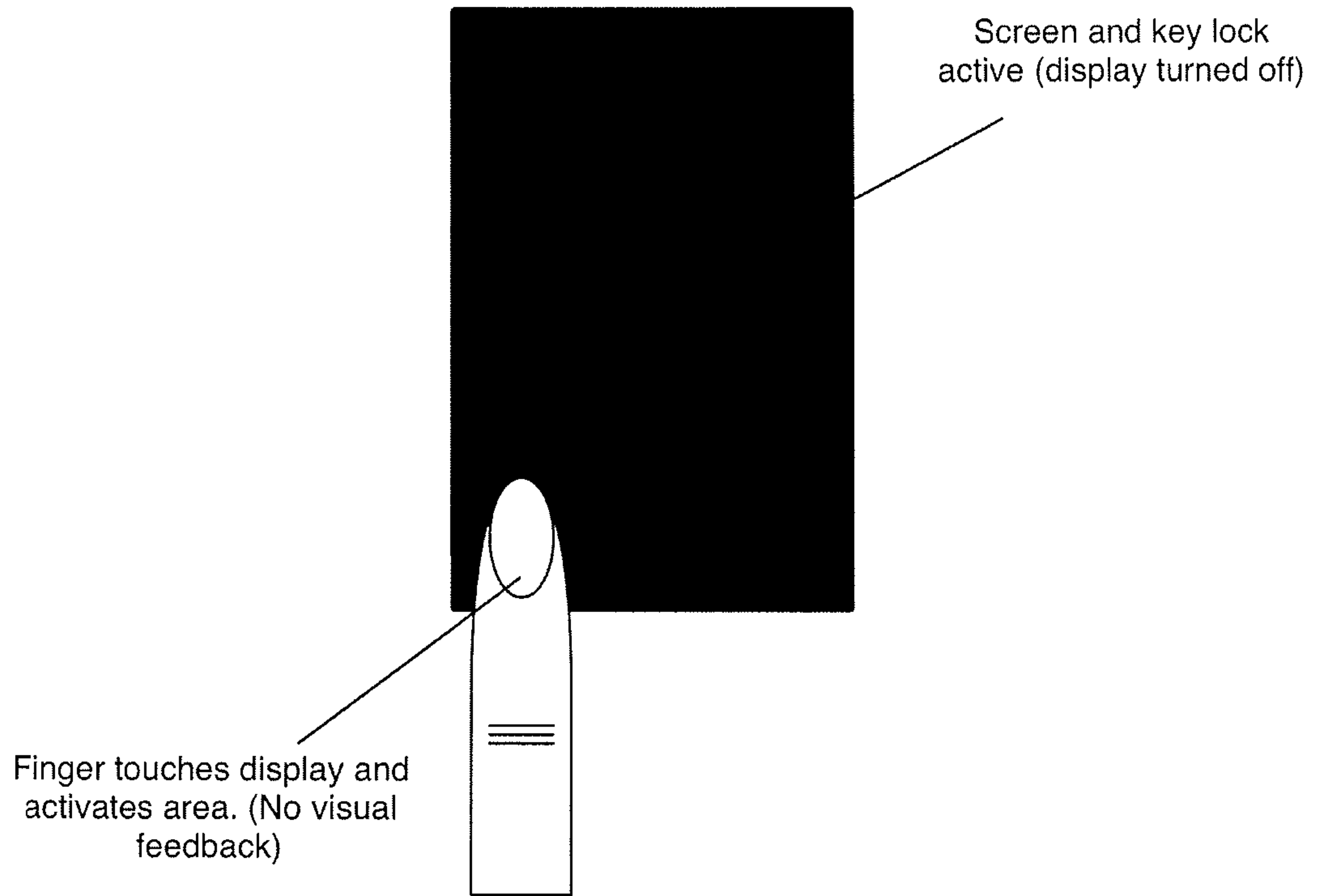


Fig 7b

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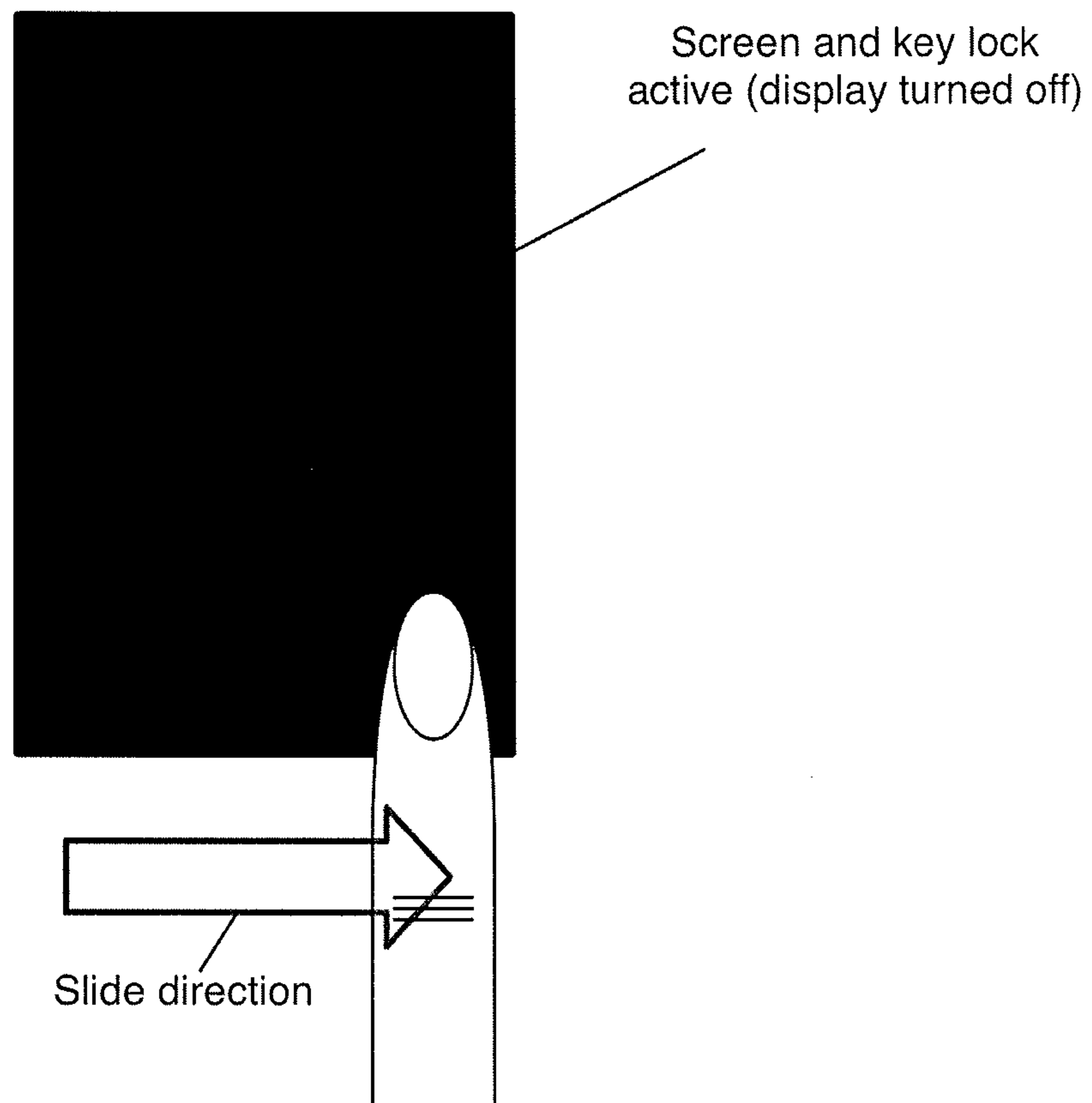


Fig 7c

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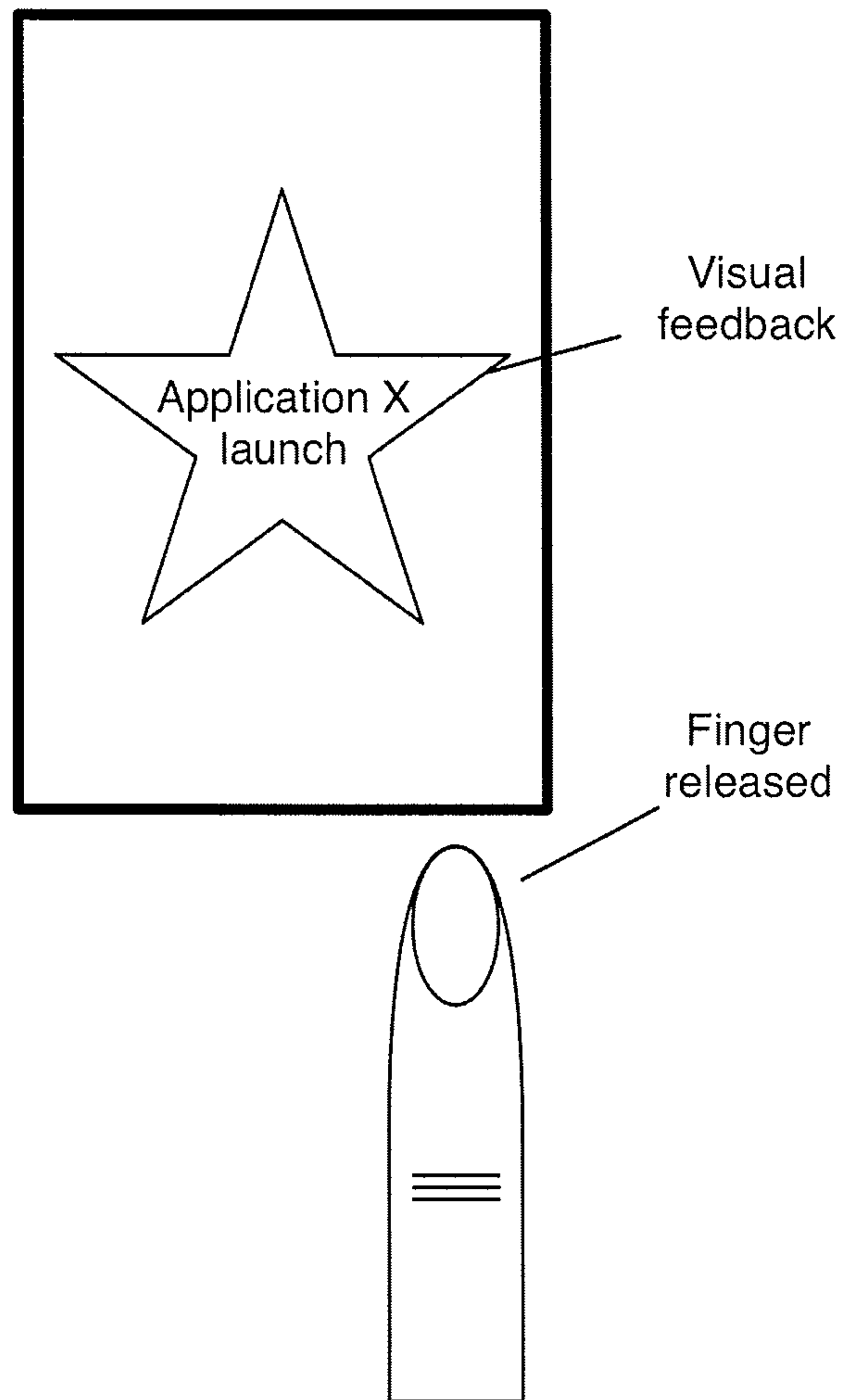
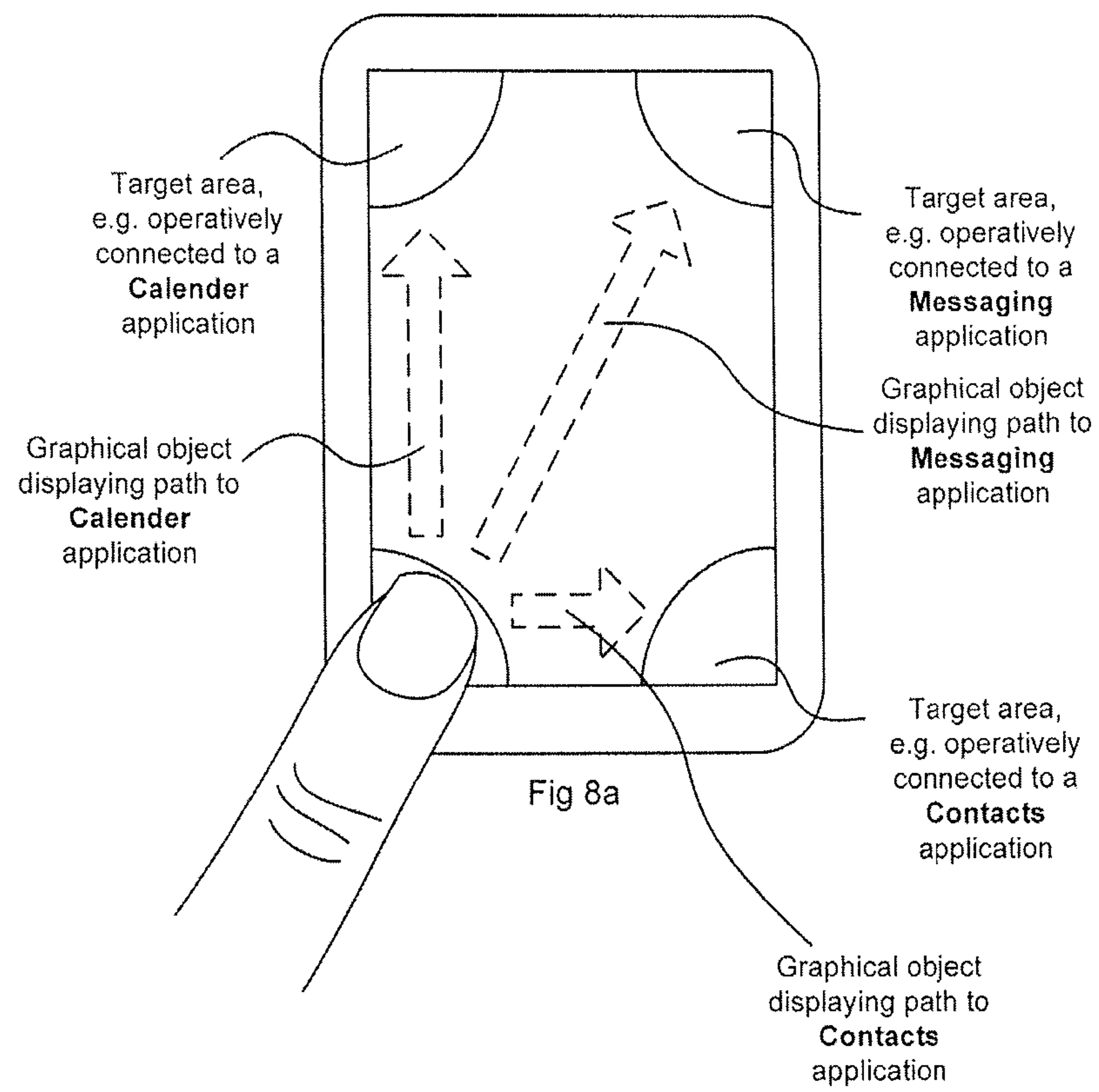
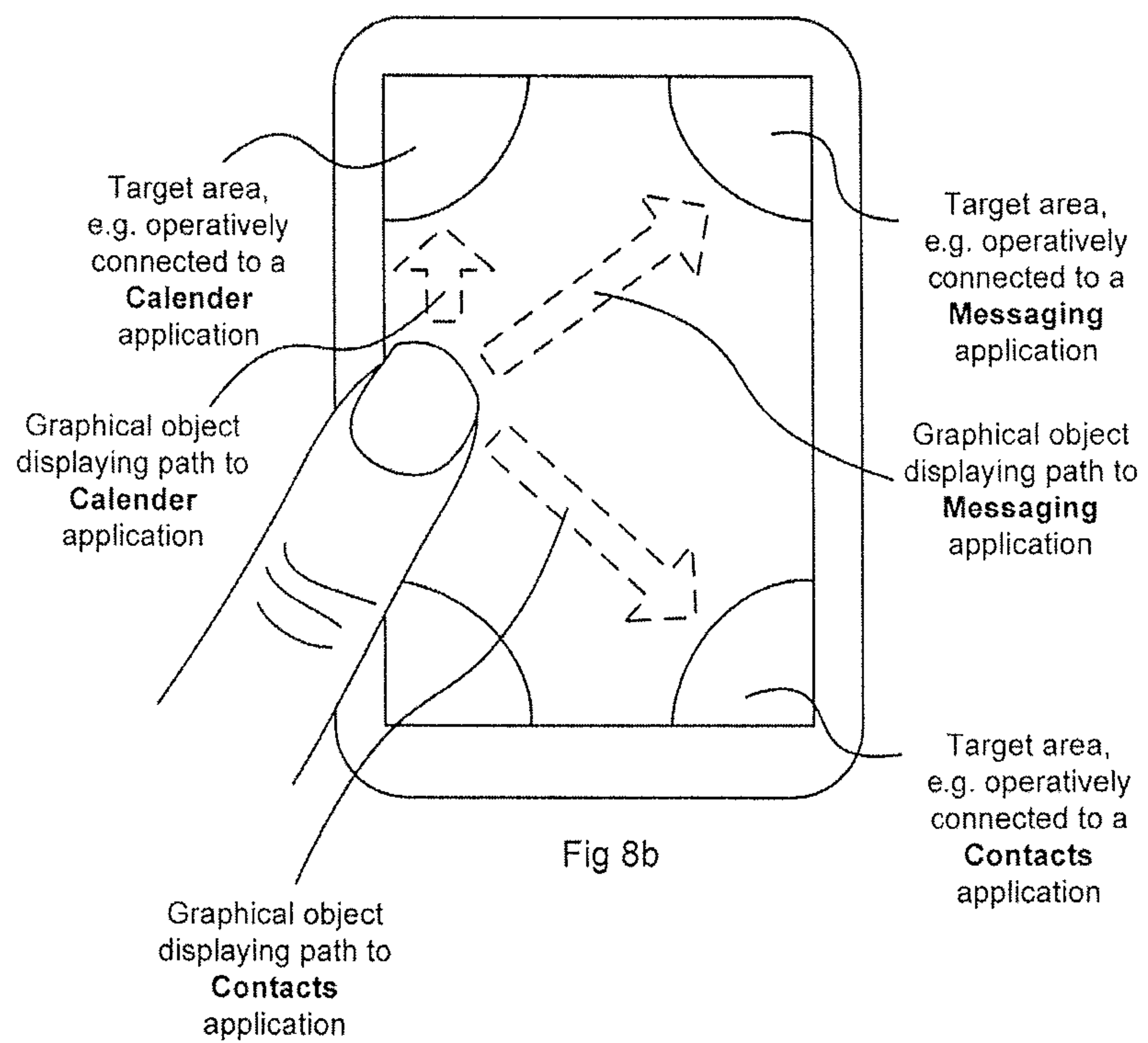


Fig 7d

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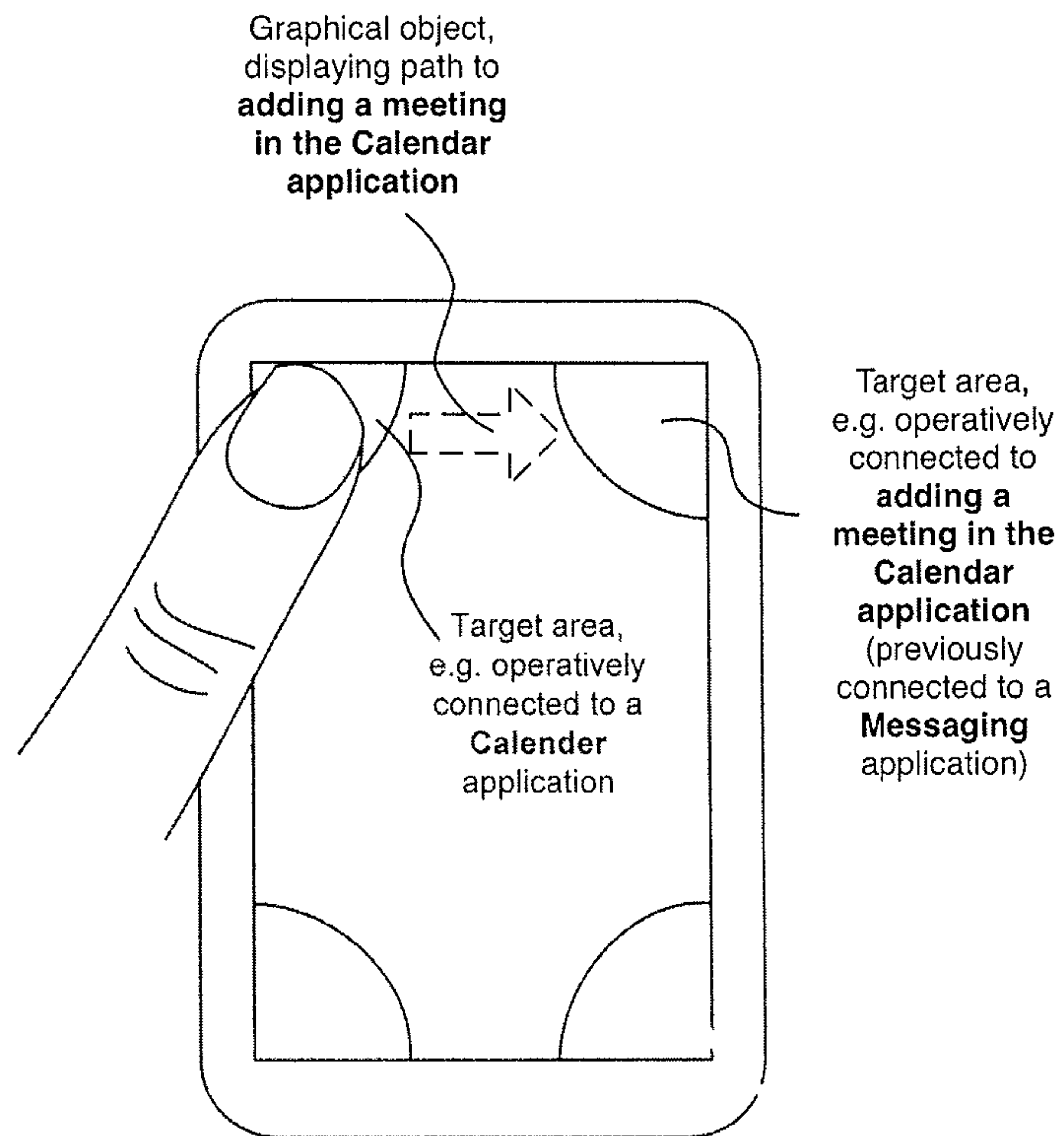


Fig 8c

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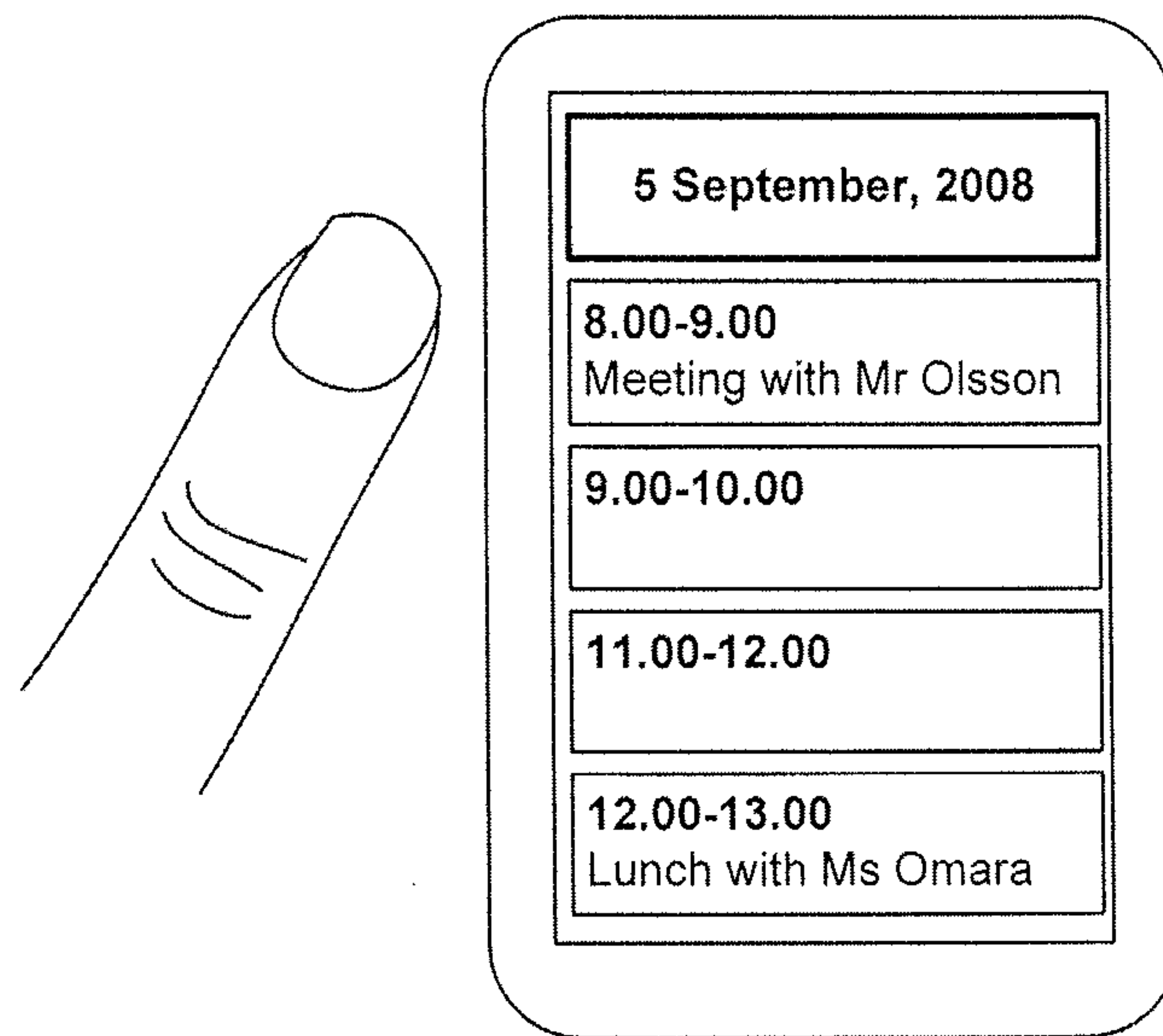
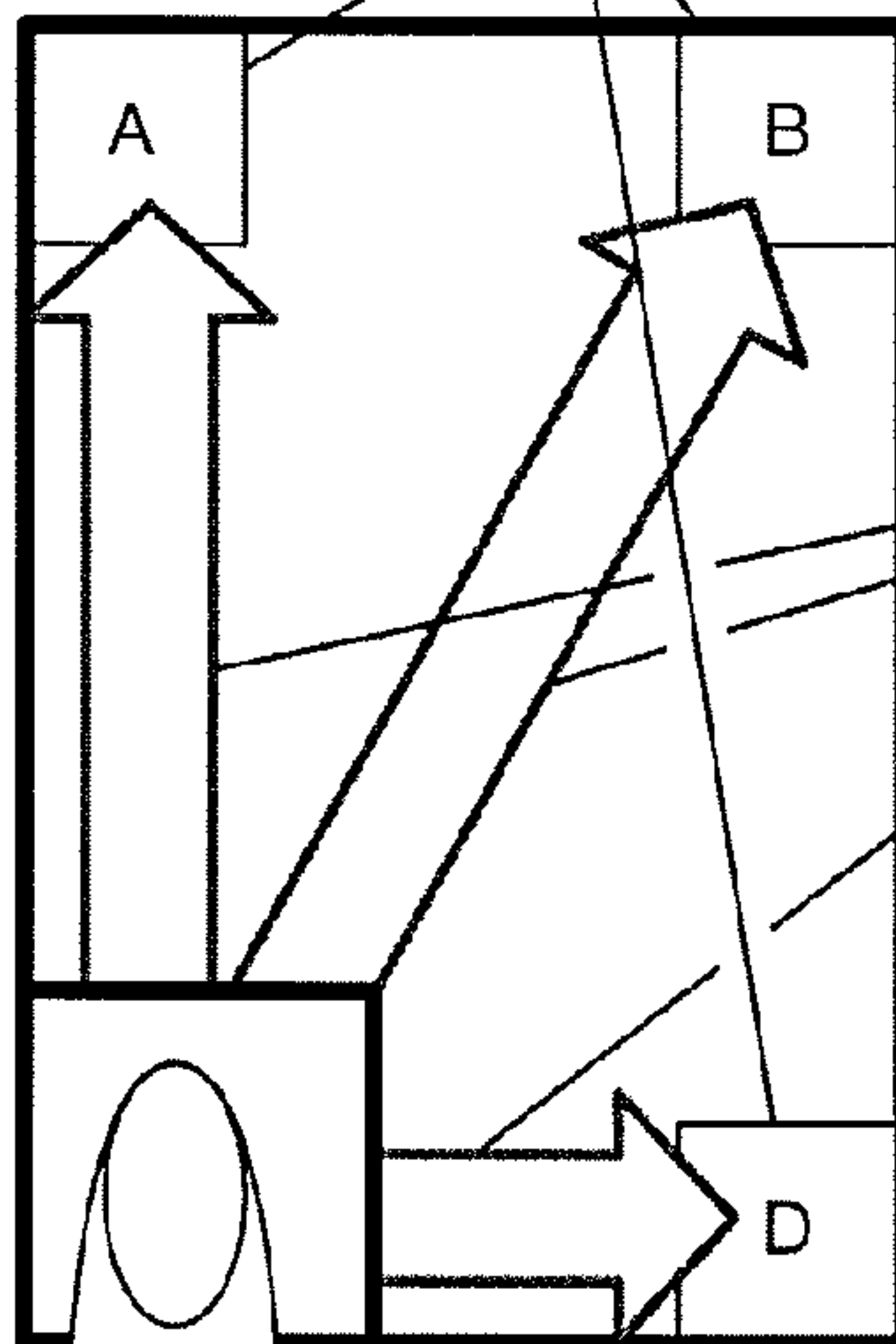


Fig 8d

Activation areas



Visual indicators of possible gestures

Finger touches display and activates area.

Active area