(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau

(43) International Publication Date
29 December 2016 (29.12.2016)

WIPO | PCT

(10) International Publication Number
WO 2016/207771 A1

(51) International Patent Classification:
H04M 3/42 (2006.01) *G06F 15/00* (2006.01)
G06F 3/048 (2013.01)

(21) International Application Number:
PCT/IB2016/053644

(22) International Filing Date:
19 June 2016 (19.06.2016)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
62/182,434 20 June 2015 (20.06.2015) US

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(81) Designated States *(unless otherwise indicated, for every kind of national protection available)*: AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, JP, KE, KG, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, SM, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) Designated States *(unless otherwise indicated, for every kind of regional protection available)*: ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

Declarations under Rule 4.17:

— *as to the identity of the inventor (Rule 4.17(i))*

— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii))*

— *of inventorship (Rule 4.17(iv))*

Published:

— *with international search report (Art. 21(3))*

(54) **Title**: METHOD FOR NON-INTRUSIVELY ESTABLISHING A LIVE VIDEO AND OR AUDIO CONVERSATION, AND FACILITATING THE EVALUATION OF THE PRIORITY OF THE CONVERSATION TOPIC PRIOR TO ENGAGING IN THE LIVE CONVERSATION

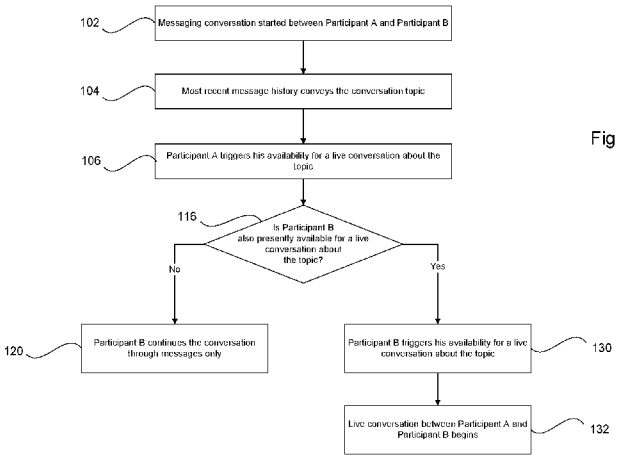

Fig 1

(57) **Abstract**: A method for non-intrusively establishing a live video and or audio conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation. The method comprises a messaging conversation started between participant A and participant B where the most recent message history or lack thereof, conveys a conversation topic; participant A triggers his availability for a live conversation about the conversation topic; participant A's availability for the live conversation is hidden from participant B; participant B triggers his availability for the live conversation about the conversation topic; and a live conversation between participant A and participant B begins. As a result of this method, the live conversation between participant A and participant B begins upon their mutual indication of availability for a live conversation about a known conversation topic (as conveyed by the most recent message history), and without the interruptive nature of a phone or video call (as participant B does not get made aware of participant A's availability until participant B also triggers his availability).

WO 2016/207771 A1

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Method for Non-Intrusively Establishing a Live Video and or Audio Conversation, and Facilitating the Evaluation of the Priority of the Conversation Topic Prior to Engaging in the Live Conversation

Background – Prior Art

Presently, to establish a live conversation over devices such as phones, smart phones, tablets, laptops, and or desktops, a "call" needs to be made. A call by nature is an interruption to the receiving person's present activity, and involves a continual and noticeable flashing of something visual, ringing audio, and or vibrating of the device being used to receive the call. The receiving person is then expected to answer the call relatively promptly, and following that, the video and or audio conversation would begin.

The problem with calling is that it interrupts the person receiving the call, and hence it is intrusive. Furthermore with calling, the caller is dictating that the call is important enough that the person receiving the call needs to respond immediately. A call does not consider whether the receiving person also deems the call's topic to be of equal importance, and so he may risk several minutes of his limited time on a topic that is not much of a priority for him.

There are other issues with calling. When a person receives a call, he may feel compelled to answer the call to be polite, even though he doesn't really want to. On the contrary, when a person calls somebody but it is not answered, he may feel a sense of rejection or being ignored. These two issues provide motivation to use calling even less.

One of the main reasons text messaging has become increasingly popular (compared to calling) in modern society is because messages allow people to glimpse or quickly discern what the conversation topic is about, before they commit their valuable time in responding. There is no obligation, and zero or very little expectation for people to respond immediately to messages (unlike a call). Hence, after a person discerns the importance or priority of the messages, he may choose to freely disengage from the conversation if he is presently too busy to respond to it, and respond to it at a later time.

Video and or audio conversations, which are "call" based in the present forms, do not inherently provide the advantages of messaging (whereby a person can get a glimpse of the conversation topic and then disengage if he wishes) as indicated earlier. For a video and or audio call, once a person commits to responding to the call, there is a certain obligation and expectation that he or she will remain engaged in the conversation. Thus it is harder to disengage from such conversations, even if the topic is of relatively lower importance.

On the contrary, messaging does not provide the advantages of video and or voice conversations. These include being able to see each other's facial expressions and hear each other's voices, and variations thereof, which all can convey much more meaning than words alone.

Thus it follows that there is need for a method to establish a live video and or audio conversation without the intrusiveness and negative feelings associated with a call; and allow conversation participants to evaluate the priority of the conversation topic before committing valuable time in engaging in it live.

Summary

The fore mentioned deficiencies present are reduced or overcome by the disclosed one or more embodiments of a method that allows conversation participants to engage in a message based conversation with one another, allow the participants to trigger their availability for a live video and or audio conversation, allow participants to ascertain the topic and hence priority of any eventual live conversation through their most recent text messaging history, and allow a live video and or audio conversation to begin only if both conversation participants trigger their availability for a live conversation.

Accordingly the advantages of one or more aspects of the method are: the establishment of a live video and or audio conversation is based on mutual availability among the respective conversation participants; and participants are able to ascertain the conversation topic and hence its priority before making themselves available and hence committing themselves for a live conversation.

Drawings

Fig 1 illustrates a flowchart of the method for non-intrusively establishing a live conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation, in accordance with some embodiments.

Fig 2a-d illustrates the screenshots of a user interface of a conversation within a mobile device application that implements the method, in accordance with some embodiments.

Fig 2a illustrates the screenshot of a first stage of the method, in accordance with some embodiments.

Fig 2b illustrates the screenshot of a second stage of the method, in accordance with some embodiments.

Fig 2c illustrates the screenshot of a third stage of the method, in accordance with some embodiments.

Fig 2d illustrates the screenshot of a fourth and final stage of the method, in accordance with some embodiments.

Fig 3a-b provides various illustrations of a system enabling non-intrusive establishment of a live conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation, in accordance with some embodiments.

Detailed Description

Referring to Fig 1, an illustration of a flowchart of the method for non-intrusively establishing a live conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation in accordance with some embodiments, is shown. The figure comprises of a series of steps **102-132**.

Participants A and B are engaging in a messaging conversation with one another (**102**). The conversation topic can be ascertained from the messages comprised within the message history (**104**).

Participant A triggers his availability for a live conversation about the topic (**106**). In this embodiment, participant B is not notified of participant A's availability, and participant A is aware that participant B is not notified. Not notifying participant B of participant A's availability has the advantage of non-intrusiveness, and not making participant B feel compelled to reciprocate and make himself available for a live conversation; and participant A does not feel a sense of rejection or being ignored (if participant B doesn't make himself available) because participant A knows that participant B was never notified of his availability. In some other embodiments, participant B is notified of participant A's availability.

There are two courses of action which may take place for participant B (**116**). He can either continue the conversation via messages only (**120**), or trigger his availability for a live conversation about the topic (**130**), or any topic deriving from or relating to that one.

If participant B also makes himself available for a live conversation (**130**), after a variable amount of time, a live conversation between participant A and participant B begins (**132**). In some embodiments, the variable amount of time may be zero seconds.

In some embodiments, the live conversation between participant A and B can be terminated by either participant via an arbitrary trigger such as a button.

In some embodiments, when a live conversation starts at step **132**, participant A and B may continue a messaging conversation that takes place simultaneously with the live conversation. For example, while the live conversation is taking place, a participant may want to leave a textual note about something discussed in the live conversation, which can be quickly and easily referred back to when needed.

Referring now to Fig 2a-d, illustrations of the screenshots of a user interface of a conversation, between participant A and participant B, within a mobile device communication application that implements the method in accordance with some embodiments, is shown. Fig 2a-d shows what participant A sees on his or her device.

Fig 2a occurs after step **102** – "Messaging conversation started between participant A and participant B". Fig 2a comprises a client device **200**, display screen **201**, a header **202**, a front-facing camera **203**, a back button **204**, participant A's name **206**, participant A's profile picture **208**, a message history section **209**, a message of participant A **212**, a message of a participant B **214**, a text input box **216**, an audio message button **218**, a video message button **220**, a footer **230**, a live conversation availability trigger element **240a**.

The client device **200** may be a mobile phone, smart phone, personal digital assistance, tablet, laptop, or any other computer-like system or device.

The device **200** comprises a display screen **201**, which may be a touch screen (such as from a modern mobile smart phone). Alternatively, the display screen may be a computer screen with a cursor controlled by a pointer device such as a mouse or track-pad.

The device **200** has a front-facing camera **203** (ie. on the same side of the device as the display screen **201**). This camera **203** may be used to record or capture a video stream of participant A's face. The device **200** also has networking capability such that one device can communicate (over a local area and or wide area network) with another device that has the same communication application installed. The screen **201** comprises or displays all the user interface elements shown in Fig 2a.

The header **202** comprises other user interface elements. The back button **204** may be used to leave the conversation. The participant's name **206** and profile picture **208** are shown in the header **202**.

The message history **209** displays participant A's message **212**, and participant B's message **214**. This history **209** conveys the conversation topic to the participants, thus enabling participants to evaluate the conversation topic prior to engaging in a live conversation about it.

The text input box **216** is where participant A can enter new messages using a keyboard. Participant A may also use the audio message button **218** to send audio messages, and the video message button **220** to send video messages. In some embodiments, when participant A taps the input box **216**, the input box **216** elongates such that audio message button **218** becomes hidden, and a send message button may appear in place of the video message button **220**.

The footer **230** comprises other user interface elements including text input box **216**, audio message button **218** and video message button **220**.

The element **240a** is a trigger – that can be tapped, double tapped, clicked, double clicked, or interacted with via another action, wherein each of such actions will herein be collectively referred to as a "tap" for convenience – which results in the participant being made available. For example, the trigger **240a** can be tapped by participant A, on his respective display screen **201**, to trigger his availability for a live conversation in video and or audio. The element **240a** may then change visually, on participant A's display screen **201**, to indicate to or remind participant A that he has made himself available for a live conversation. The element **240a**'s trigger functionality facilitates the trigger in step **106** as described for Fig 1.

Referring now to Fig 2b, which occurs after step **106** – "participant A triggers his availability for a live conversation about the topic". The effect of participant A tapping the element **240a** leads it to change to the element **240b**. Element **240b** serves as a visual reminder or indicator to participant A that he made himself available. The element **240b** is seen by participant A on his respective display screen. In some embodiments, the participant A can tap the element **240b** to withdraw his availability to have a live conversation, and this would cause the element **240b** to change back to element **240a** as in Fig 2a.

Referring now to Fig 2c, which occurs after step **130** – "participant B triggers his availability for a live conversation about the topic". Although not shown, at this stage, the element **240a** is visible on participant B's respective display screen (similar to participant A's display screen **201**). If participant B taps the trigger element **240a** on his respective display screen, and hence triggers his availability, the element **240a** becomes element **240c**. On participant A's display screen **201**, the element **240b** changes to the element **240c** also. It should be noted that if participant A had not triggered his availability (and hence caused the element **240a** to change to **240b** as described in the prior paragraph), then when participant B taps the element **240a** on his respective display screen to trigger his availability, the element **240a** would become element **240b** (instead of **240c**) and this element **240b** would be visible to participant B only (and there would be no change on participant A's display screen **201**).

Referring now to Fig 2d, which occurs at step **132** - "Live conversation between participant A and participant B begins". After a variable time from when element **240c** is displayed, a live conversation between participants A and B is established. The display screen **201** changes to reflect this. The element **240c** changes to element **240d**, which is visible to both participants A and B. In some embodiments, the element **240d** is omitted and not shown. In some embodiments, the element **240d** is shown immediately after **240c** or in place of **240c**.

The display screen **201** comprises the header **202a**, and footer **230a**. The header **202a** comprises video containers **250** and **260**. The footer **230a** comprises a longer text input box **216a**, and also a send text message button **224**.

In some embodiments, the header **202a** may have a larger height to accommodate the dimensions of the video containers **250** and **260**. The video container **250** comprises and displays a video stream sourced from participant A's device camera **203**, and may be of participant A's face. The video container **260** comprises and displays a video stream sourced from the co-participant's or participant B's device camera (not shown), and may be of participant B's face.

There is also the video container's **260** imaginary vertical centre axis **261**, which is not visible anywhere on the display screen **201**, but indicates within this specification how the video container **260** has its vertical centre axis **261** positioned as close as possible to, and aligned as much as possible with, the centre of the front-facing camera **203**. This positioning and alignment may herein be referred to as "Optimally Positioned" (and similar variations thereof such as "optimally positioning") for convenience. When a participant looks at an optimally positioned video container (and hence the co-participant's face), they will approximately be looking into the camera. This leads to the appearance and hence the benefit of direct eye-to-eye contact.

So on participant A's device **200**, the video container **260** showing participant B's video stream would be optimally positioned under participant A's front-facing camera **203** (the vertical centre axis **261** approximately or completely intersects the centre of the camera **203**). On participant B's device, the video container showing participant A's video stream would be optimally positioned under participant B's device camera (not shown). Consequently, when participant A and B look at each other's video container shown on the display screens of their respective devices, they will approximately be looking into the camera. This leads to the appearance and hence benefit of participant A and B maintaining direct eye-contact with each other whilst they are looking at each other's video container.

It should be noted that although Fig 2d shows both video containers **250** and **260**, in some embodiments, only the container for the co-participant is shown. For example, on participant A's device **200**, he would only see the video container showing participant B's face **260**, and the container with participant A's face **250** is not shown; and vice versa on participant B's device.

In some embodiments, the footer **230a** comprises different elements with respect to footer **230**. In some embodiments, the text input box **216a** is longer than the input box **216** but has the same functionality. The send message button **224** allows the participant A to send text entered into the input box **216a**.

In some embodiments, the element **240d** may be tapped by participant A or B on their respective display screens, which would cause the termination of the live conversation between the participants.

While the live conversation is taking place between participant A and B, text messages may still be sent between them.

In one or more alternate embodiments, the header **204**, message history **209**, and footer **230** may be of different heights and or widths to those shown in Fig 2a-d. They may also be of different colours or shadings. The elements comprised within the header **204**, the message history **209**, and footer **230** may also be positioned differently, be sized differently, and or be of any quantity of the same or different text, images, graphics, shapes, and or colours to those shown in Fig 2a-d. Further any text shown in Fig 2a-d may be substituted with a graphic, image, logo, icon, and so forth; and any graphic, image, logo, and icon shown in Fig 2a-d may be substituted with text instead.

In some embodiments, messaging conversations may comprise more than two participants, which may herein be referred to as group messaging conversations. In such group messaging conversations, a live conversation begins after two of the total number of participants follows the steps in Fig 1 (steps **102**, **104**, **106**, **116**, **130**, **132**). Participants other than those two may subsequently join into the live conversation by tapping an element on their respective display screen **201**, where such element may be similar to elements **240a-d**. Those participants who do not join the live conversation would not see the video containers of those who have joined. However, participants who have joined the live conversation, and those who have not, may still be able to communicate with each other through sending messages. For example, those participants in the live conversation may use the sending of

messages to capture highlights or notes of the live conversation for those who have not joined. In some other embodiments, there may be a limit of a maximum of two participants who may engage in a live conversation, in a group messaging conversation, at any one time.

In some embodiments, when a live conversation (with video and/or audio) between two or more participants begins, in addition or alternative to a messaging conversation that takes place simultaneous to the live conversation, various content (including photos, pictures, drawings, video, and the like) can be shared and be experienced together. For example, a photo album or set of photos can be browsed together and discussed.

In some embodiments, an external video such as from YouTube can be watched by two or more participants at the same time, while a messaging conversation takes place.

Referring to Fig 3a-b, various illustrative views of a system enabling non-intrusive establishment of a live conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation in accordance with some embodiments, is shown.

Fig 3a comprises of a user A **302a**, user B **302b**, client device A **310a**, client device B **310b**, and a network **350**.

Fig 3b comprises the same elements as Fig 3a, but with a more detailed illustration of the client devices (**310a** and **310b**). In particular, Fig 3b further comprises a device front view A **312ai**, device front view B **312bi**, device internal view A **312aii**, device internal view **312bii**, a front-facing camera **313a**, a front-facing camera **313b**, touch display screen A **314a**, touch display screen B **314b**, communication application A **316a**, communication application B **316b**, trigger A **318a**, trigger B **318b**, video container A **319a**, video container B **319b**, imaginary vertical centre axis **320a**, imaginary vertical centre axis **320b**, messaging conversation A **321a**, messaging conversation B **321b**, display unit A **332a**, display unit B **332b**, network unit A **334a**, network unit B **334b**, storage unit A **336a**, storage unit B **336b**, other units A **336a**, and other units B **336b**.

User A **302a** is a user of client device **310a**, which may be a mobile phone, smart phone, personal digital assistance, tablet, laptop, or any other computer-like system or device. The user A **302a** uses or interacts with the device **310a** to engage in a conversation with user B **302b** via his own device **310b**. Voice, video, text, and any other data associated with the conversation may be transmitted over the network **350**, which may be a local area network, and or wide area network (such as the internet).

For convenience, the user A and user B (**302a** and **302b**), may herein be respectively referred to as the conversation participant A and B (**302a** and **302b**), or participant A and B (**302a** and **302b**).

Device A **310a** is visually described using two views in Fig 3b – device front view **312ai** and internal view **312aii**. The same applies for device B **310b** with its corresponding front view **312bi** and internal view **312bii**.

Device A's front view **312ai** shows what visual elements may be seen by participant A **302a** when viewing the device **310a** from the front. The front view **312ai** comprises a front-facing camera **313a**, which can capture video, such as of participant A's **302a** face. The front view **312ai** also comprises a display screen **314a**, which displays communication application **316a** and its associated elements on the device **310a**. In other embodiments, the touch display screen **314a** may be replaced with a non-touch display screen.

The communication application **316a** is participant A's **302a** view or instance of the communication application **316**, which executes on participant A's device **310a**. The application **316a** comprises of various elements including trigger A **318a**, which may be a button, touch screen button, sensor, or a similar element. This trigger **318a** may be initiated or tapped by participant A **302a** to indicate his availability for a live conversation with participant B **302b**.

The application **316a** further comprises a video container A **319a** that may be displayed on the screen **314a**. When a live conversation is initiated with participant B **302b**, a video stream of participant B's **302b** face (captured via his device camera **313b**) may be shown in the video container **319a**. The diagram also depicts the video container A **319a** with an imaginary vertical centre axis **320a** (which is not visible in the application **316a**) to show (within the context of this specification) how the container **319a** is 'optimally positioned' under the front-facing camera **313a** (such that the axis **320a** intersects the centre of the camera **313a**).

The application **316a** also comprises and displays a messaging conversation A **321a**, which conveys the conversation topic to the participants, thus enabling them to evaluate the priority of the topic prior to engaging in a live conversation about it. Messaging conversation A **321a** is participant A's **302a** view or instance of the messaging conversation **321**.

Device A's internal view **312aii** shows a simplified block diagram of the components within device A **310a**.

The internal view **312aii** comprises a display unit **332a** connected to the display screen **314a**. The display unit **332a** and screen **314a** combine to enable applications (such as the communication application **316a**) to be displayed on the screen **314a**. There is also a network unit **334a** which facilitates the transmission and receiving of data via the network **350** to one or more other destinations such as client device **310b**. The storage unit **336a**, such as a hard disk, memory card, RAM, or the like, can store the communication application **316a** and data associated with it. There are also other units **338a** in the device **310a** that have not been explicitly drawn and described (such as video/audio capturing, audio/speaker component, vibration component, memory, CPU, etc) so as to not add unnecessary complexity to the diagram.

The descriptions above for elements **302a**-**338a** can be used to describe the elements **302b**-**338b**, and so won't be repeated to maintain conciseness in this specification. It should still be noted however, that the communication application **316b** is participant B's **302b** view or instance of the application **316**, which executes on participant B's device **310b**; and also

messaging conversation B **321b** is participant B's **302b** view or instance of the messaging conversation **321**, which is displayed by the communication application **316b**.

The elements as described (i.e. **302a**-**338a** and **302b**-**338b**) enable the following process, in accordance with some embodiments. In a messaging conversation **321** between participant A **302a** and participant B **302b**, the conversation (**321a**, **321b**) is displayed respectively on their screens (**314a**, **314b**) just like a typical messaging application. The messaging conversation (**321a**, **321b**) enables the participants (**302a**, **302b**) to evaluate the priority of the conversation topic prior to engaging in a live conversation (**104**).

When participant A **302a** taps the trigger **318a** on his device **310a** (**106**), the application **316a** checks the device's storage unit **336a** and detects that participant B **302b** has not tapped his trigger **318b**. The application **316a** stores this action of tapping the trigger **318a** in the storage unit **336a**, and sends or transmits this action to participant B's device **310b** via the networking parts (**334a**, **350**, **334b**).

On participant B's device **310b**, after receiving participant A's **302a** trigger action via the networking unit **334b**, the application **316b** executes a set of instructions that stores the triggering action in the storage unit **336b**; and detects that participant B **302b** has not tapped his trigger **318b**. As a result, the application **316b** does not forward the action or any representation thereof to the device's **310b** display unit **332b** and hence it is not displayed on participant B's display screen **314b**. In other words, participant B is deliberately not notified of participant A's **302a** action of tapping his trigger **318a**. This facilitates the non-interruptive and non-intrusive manner through which live conversations are established in this system.

When participant B **302b** taps his trigger **318b** on his device **310b** (**130**), through a set of computer instructions, the application **316b** checks the storage unit **336b** on participant B's device **310b** and detects that participant A **302a** had already tapped his trigger **318a**. The application **316b** also sends participant B's **302b** trigger action to participant A's device **310a** via the networking parts (**334b**, **350**, **334a**). The application **316b** directs the display unit **332b** to represent and display on the screen **314b** that both participants (**302a**, **302b**) have tapped their respective triggers (**318a**, **318b**), and hence are both available for a live conversation. Additionally or alternatively, the application **316b** may use other notification means to represent that the participants (**302a**, **302b**) had tapped their respective triggers (**318a**, **318b**), such as through vibrations and or audio.

On participant A's device **310a**, participant B's **302b** triggering action is received via networking unit **334a**, and then through a set of computer instructions, the application **316a**:

1. Stores participant B's **302b** triggering action in the storage unit **336a**.
2. Detects that participant A **302a** has already tapped his trigger **318a**, which had already been stored in the storage unit **336a**.
3. Directs the display unit **332a** to represent and display on the screen **314a** that both participants (**302a**, **302b**) have tapped their respective triggers (**318a**, **318b**).

4. Additionally or alternatively, the application **316a** may use other notification means to represent that the participants (**302a**, **302b**) had tapped their respective triggers (**318a**, **318b**), such as through vibrations and or audio.

In accordance with some embodiments, after both participants (**302a**, **302b**) have tapped their respective triggers (**318a**, **318b**) and the fore-mentioned process completes, and after a variable amount of time, a live conversation between both participants (**302a**, **302b**) begins (**132**).

The live conversation may include video of each participant's face being sent to the other participant via the network **350**. For instance, participant A's **302a** face is captured by his device's front-facing camera **313a**, and sent to participant B's device **310b** so that it is displayed in participant B's video container **319b**; and participant B's face **302b** is captured by his device's front-facing camera **313b**, and sent to participant A's device **310a** so that it is displayed in participant A's video container **319a**.

The video containers **319** are optimally positioned under the respective front-facing cameras **313**. As discussed earlier, this enables the appearance and hence benefit of direct eye-to-eye contact between participant A **302a** and participant B **302b** whilst engaging in a live conversation with each other.

In some other embodiments, instead of the triggering actions of participant A **302a** and participant B **302b** being stored in the storage unit (**336a**, **336b**) on their respective devices (**310a**, **310b**), they are stored in the storage unit of an intermediary server (this involves the devices **310** firstly transmitting the triggering actions to the intermediary server via the network **350**). When the intermediary server detects that it has received and stored both participants' (**302a**, **302b**) triggering actions, it transmits a notification to their respective devices (**310a**, **310b**) via the network **350** and respective network units (**334a**, **334b**). This causes the respective applications (**316a**, **316b**) to represent that both participants (**302a**, **302b**) have tapped their respective triggers (**318a**, **318b**), where such representation may be in the form of visual changes shown on the display screens (**314a**, **314b**) or other notification means; and subsequently, initiate the live conversation.

What is claimed is:

1. A method for non-intrusively establishing a live video and or audio conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation, comprising:

   a messaging conversation started between participant A and participant B where the most recent message history or lack thereof, conveys a conversation topic, and:

   a. participant A triggers his availability for a live conversation about the conversation topic,

   b. participant A's availability for the live conversation is hidden from participant B,

   c. participant B triggers his availability for the live conversation about the conversation topic,

   d. live conversation between participant A and participant B begins

   whereby the live conversation between participant A and participant B begins upon their mutual indication of availability for a live conversation about a known conversation topic (as conveyed by the most recent message history), and without the interruptive nature of a phone or video call (as participant B does not get made aware of participant A's availability until participant B also triggers his availability).

2. The method of claim **1**, wherein the method is implemented on a device with a display screen and a front-facing camera; and further comprising a co-participant's video container that's optimally positioned under the front-facing camera.

3. The method of claim **1**, further comprising various content being shareable between participant A and participant B after a live conversation begins.

4. The method of claim **1**, further comprising group messaging conversations.

5. A system enabling the non-intrusive establishment of a live video and or audio conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation, comprising:

   a. a participant A interacting with a client device A, and a participant B interacting with a client device B,

   b. the client device A comprises a display screen A, and client device B comprises a display screen B, which enable a communication application to be displayed for participant A and B respectively,

   c. the communication application has a communication application instance A being executed on client device A, and a communication application instance B being executed on client device B,

d. the communication application comprises a messaging conversation, which enables participant A and participant B respectively, to evaluate the priority of the conversation topic prior to any engagement in a live conversation with each other,

e. the messaging conversation has a messaging conversation instance A being displayed on client device A, and a messaging conversation instance B being displayed on client device B,

f. the communication application instance A comprises a trigger A for client device A, which can be tapped by participant A, to indicate his availability for a live conversation with participant B,

g. the communication application instance B comprises a trigger B for client device B, which can be tapped by participant B, to indicate his availability for a live conversation with participant A,

h. the client device A further comprises a storage unit A to store the action of tapping trigger A by participant A,

i. the client device B further comprises a storage unit B to store the action of tapping trigger B by participant B,

j. the client device A further comprises a network unit A to transmit the action of tapping trigger A to the client device B via a network,

k. the client device B further comprises a network unit B to transmit the action of tapping trigger B to the client device A via the network,

l. the network unit A further receives the action of tapping trigger B from client device B via the network,

m. the network unit B further receives the action of tapping trigger A from client device A via the network,

n. the storage unit A further stores the action of tapping trigger B by participant B,

o. the storage unit B further stores the action of tapping trigger A by participant A,

p. the communication application instance A further comprises a set of instructions to: detect that the storage unit A has stored both the actions of tapping trigger A and trigger B; represent the availability of both participant A and B via the display screen A, and or other notification means; and initiate the live conversation with participant B,

q. the communication application instance B further comprises a set of instructions to: detect that the storage unit B has stored both the actions of tapping trigger A and trigger B; represent the availability of both participant A and B via the display screen B, and or other notification means; and initiate the live conversation with participant A

whereby participant A and participant B engage in a live conversation when they have tapped their respective triggers A and B (after becoming aware of and or after evaluating the priority of the conversation topic), and when their respective instances of the communication application have received the other participants' action of tapping their trigger.

6. The system of claim **5**, wherein each of the client device A and client device B comprise a display screen and a front-facing camera; and each of communication application A and communication application B comprises and displays a video container that's optimally positioned under the client device A and client device B's front-facing camera respectively.

7. A system enabling the non-intrusive establishment of a live video and or audio conversation, and facilitating the evaluation of the priority of the conversation topic prior to engaging in the live conversation, comprising:

a. a participant A interacting with a client device A, and a participant B interacting with a client device B,

b. the client device A comprises a display screen A, and client device B comprises a display screen B, which enable a communication application to be displayed for participant A and B respectively,

c. the communication application has a communication application instance A being executed on client device A, and a communication application instance B being executed on client device B,

d. the communication application comprises a messaging conversation, which enables participant A and participant B respectively, to evaluate the priority of the conversation topic prior to any engagement in a live conversation with each other,

e. the messaging conversation has a messaging conversation instance A being displayed on client device A, and a messaging conversation instance B being displayed on client device B,

f. the communication application instance A comprises a trigger A for client device A, which can be tapped by participant A, to indicate his availability for a live conversation with participant B,

g. the communication application instance B comprises a trigger B for client device B, which can be tapped by participant B, to indicate his availability for a live conversation with participant A,

h. the client device A further comprises a network unit A to transmit the action of tapping trigger A to an intermediary server via a network,

i. the client device B further comprises a network unit B to transmit the action of tapping trigger B to the intermediary server via the network,

j. the intermediary server comprises a storage unit that stores the actions of tapping trigger A by participant A, and trigger B by participant B,

k. the intermediary server further comprises a set of instructions to: detect that the storage unit has stored both the actions of tapping trigger A and trigger B; and transmit a notification to the client device A and client device B, via the network,

l. the network unit A further receives the notification from the intermediary server via the network,

m. the network unit B further receives the notification from the intermediary server via the network,

n. the communication application instance A further comprises a set of instructions to: represent the availability of both participant A and B via the display screen A, and or other notification means; and initiate the live conversation with participant B,

o. the communication application instance B further comprises a set of instructions to: represent the availability of both participant A and B via the display screen B, and or other notification means; and initiate the live conversation with participant A

whereby participant A and participant B engage in a live conversation when they have tapped their respective triggers A and B (after becoming aware of and or after evaluating the priority of the conversation topic), and when their respective instances of the communication application have received the other participants' action of tapping their trigger.

8. The system of claim **7**, wherein each of the client device A and client device B comprise a display screen and a front-facing camera; and each of communication application A and communication application B comprises and displays a video container that's optimally positioned under the client device A and client device B's front-facing camera respectively.

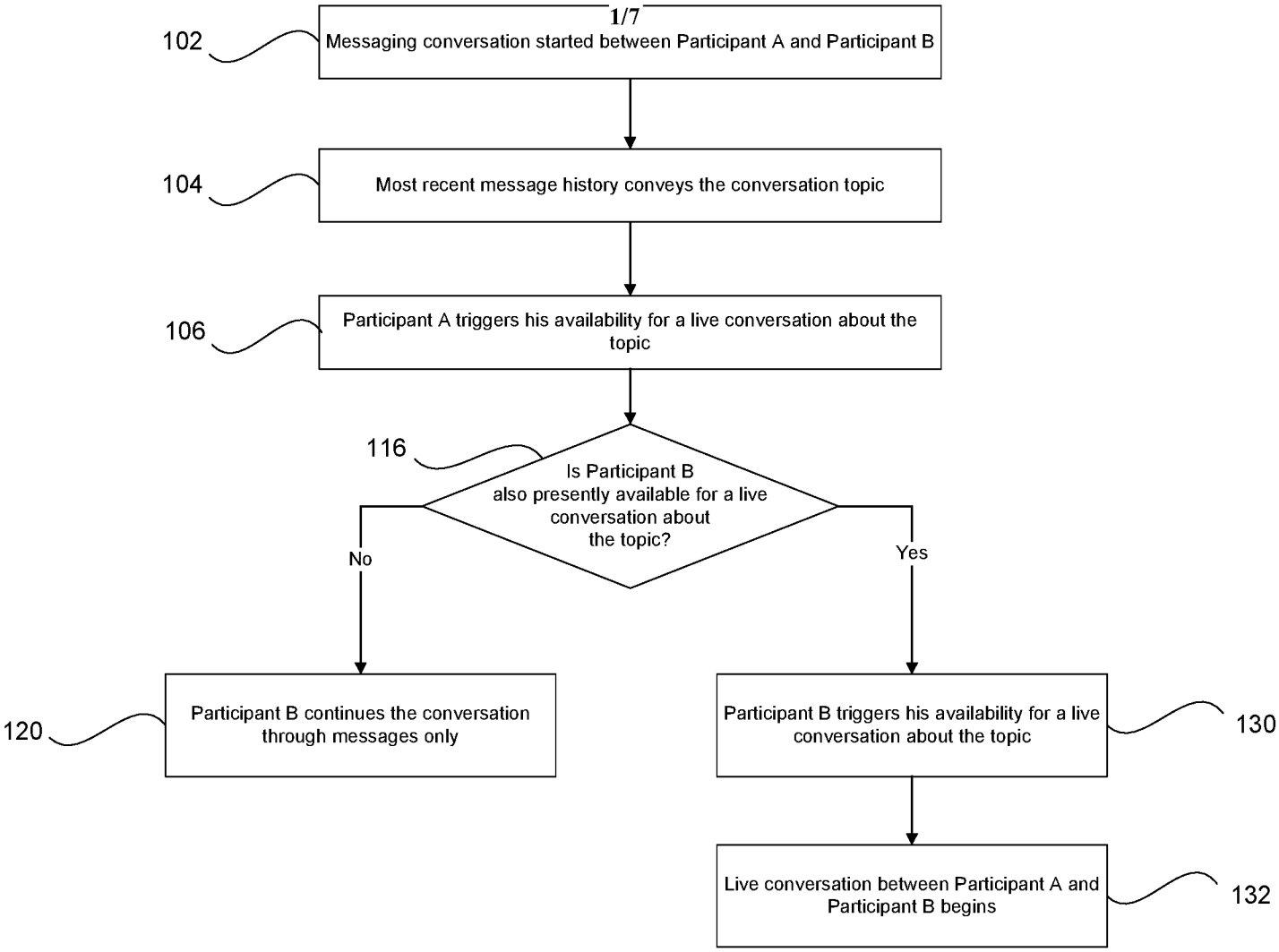
102
Messaging conversation started between Participant A and Participant B
104
Most recent message history conveys the conversation topic
106
Participant A triggers his availability for a live conversation about the topic
116
Is Participant B also presently available for a live conversation about the topic?
No
Yes
120
Participant B continues the conversation through messages only
Participant B triggers his availability for a live conversation about the topic
130
Live conversation between Participant A and Participant B begins
132

Fig 1

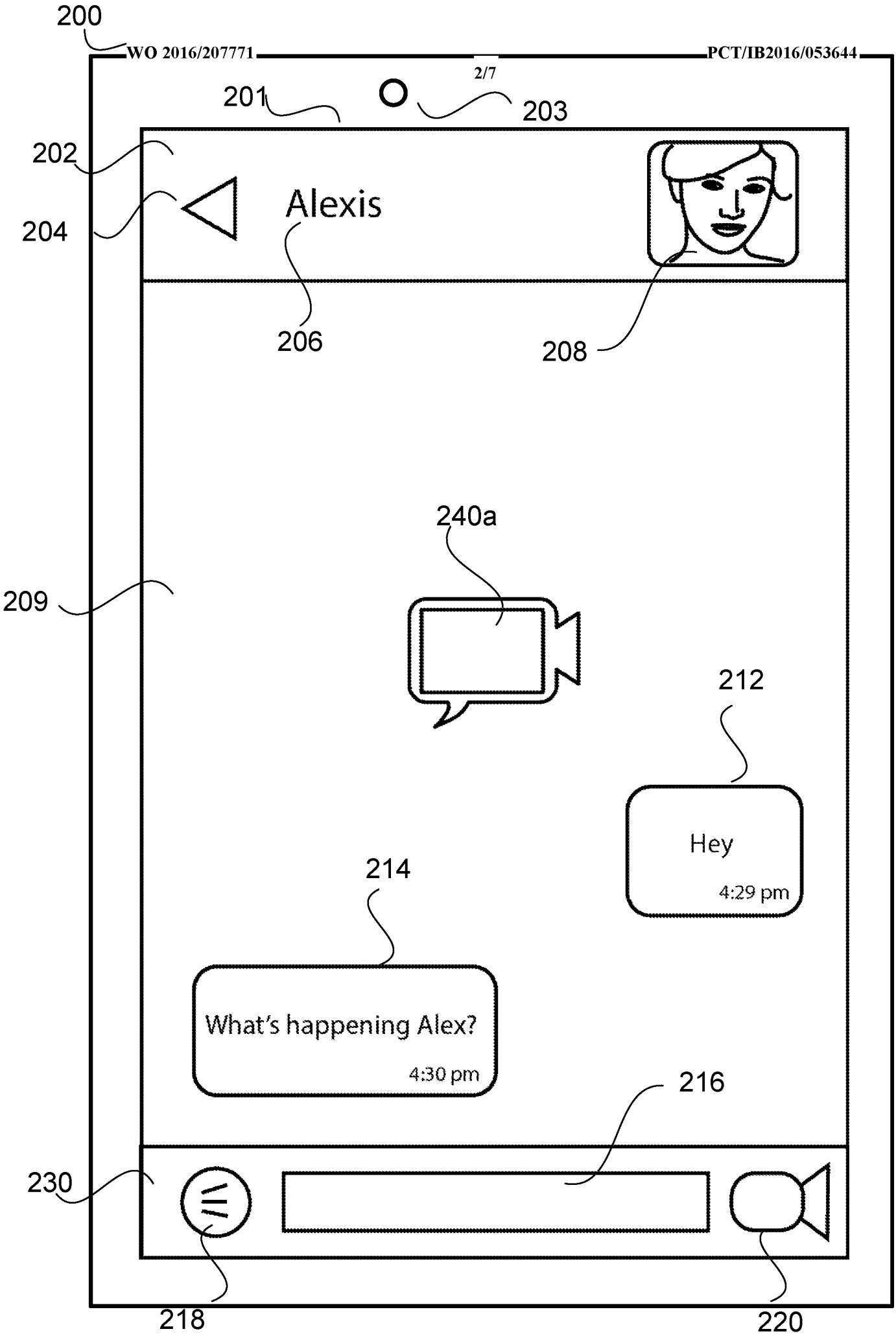
200
201
203
202
204
Alexis
206
208
240a
209
212
Hey
4:29 pm
214
What's happening Alex?
4:30 pm
216
230
218
220

Fig 2A

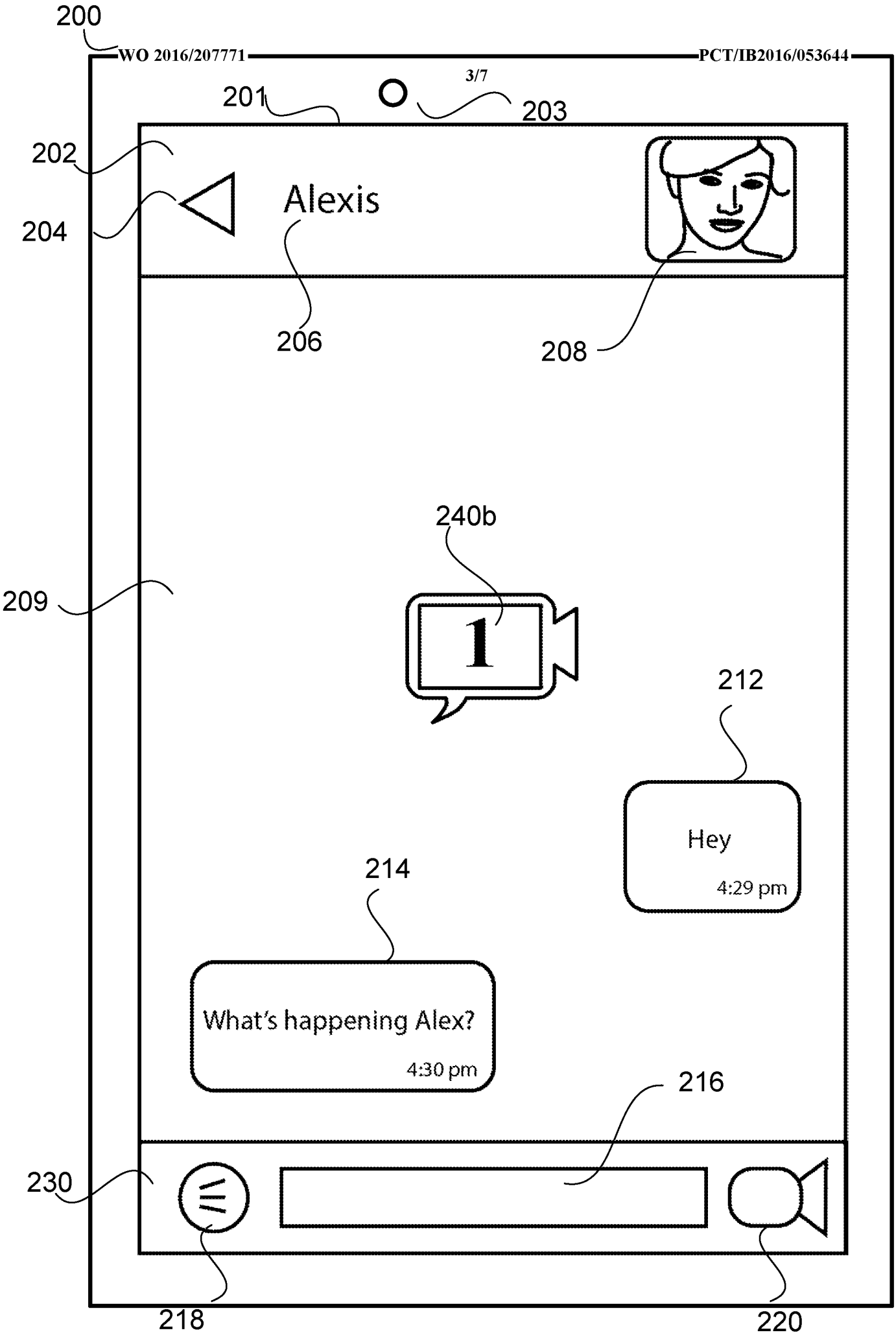
200
201
203
202
204
Alexis
206
208
240b
209
1
212
Hey
4:29 pm
214
What's happening Alex?
4:30 pm
216
230
218
220

Fig 2B

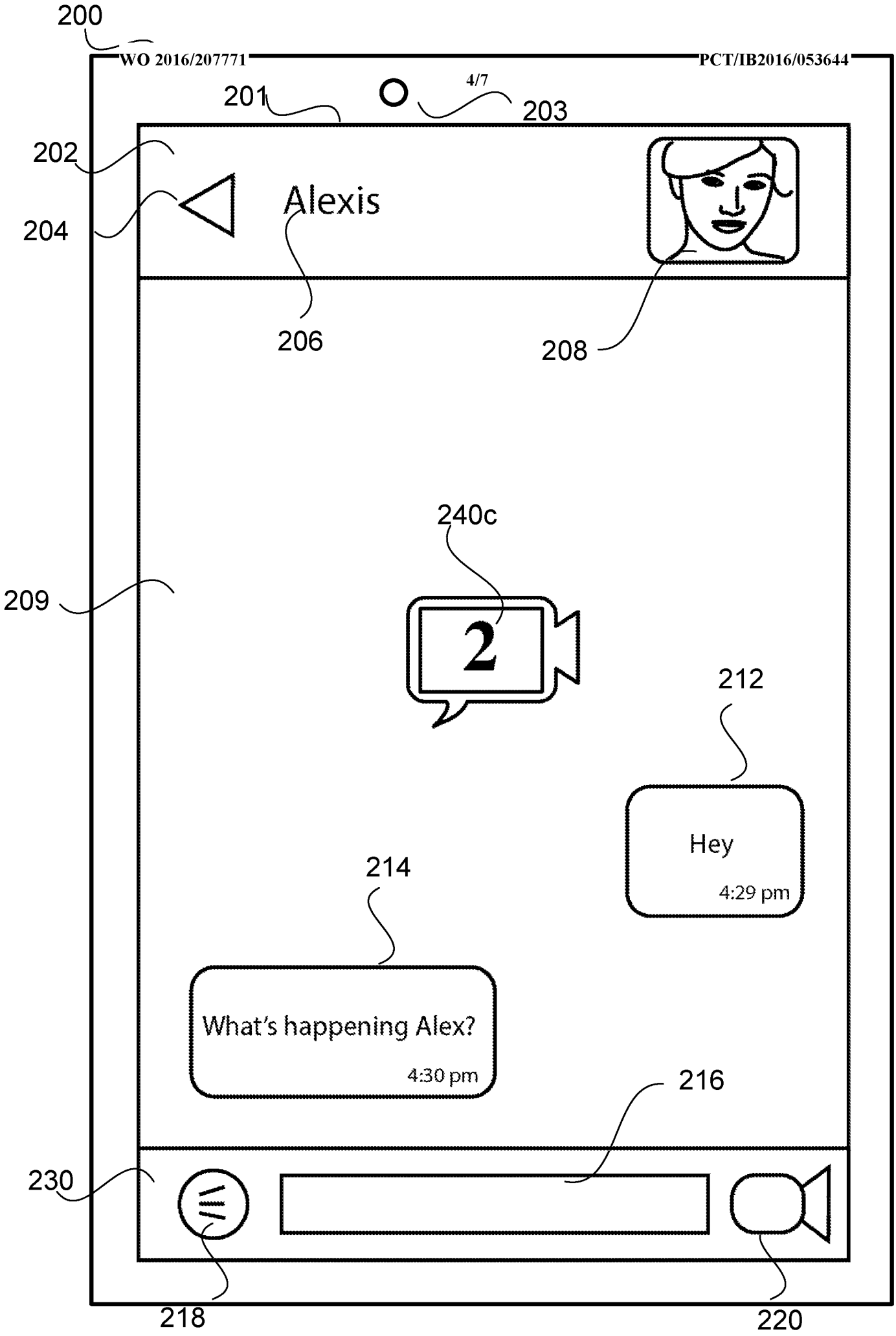
200
201
203
202
204
Alexis
206
208
240c
209
2
212
Hey
4:29 pm
214
What's happening Alex?
4:30 pm
216
230
218
220

Fig 2C

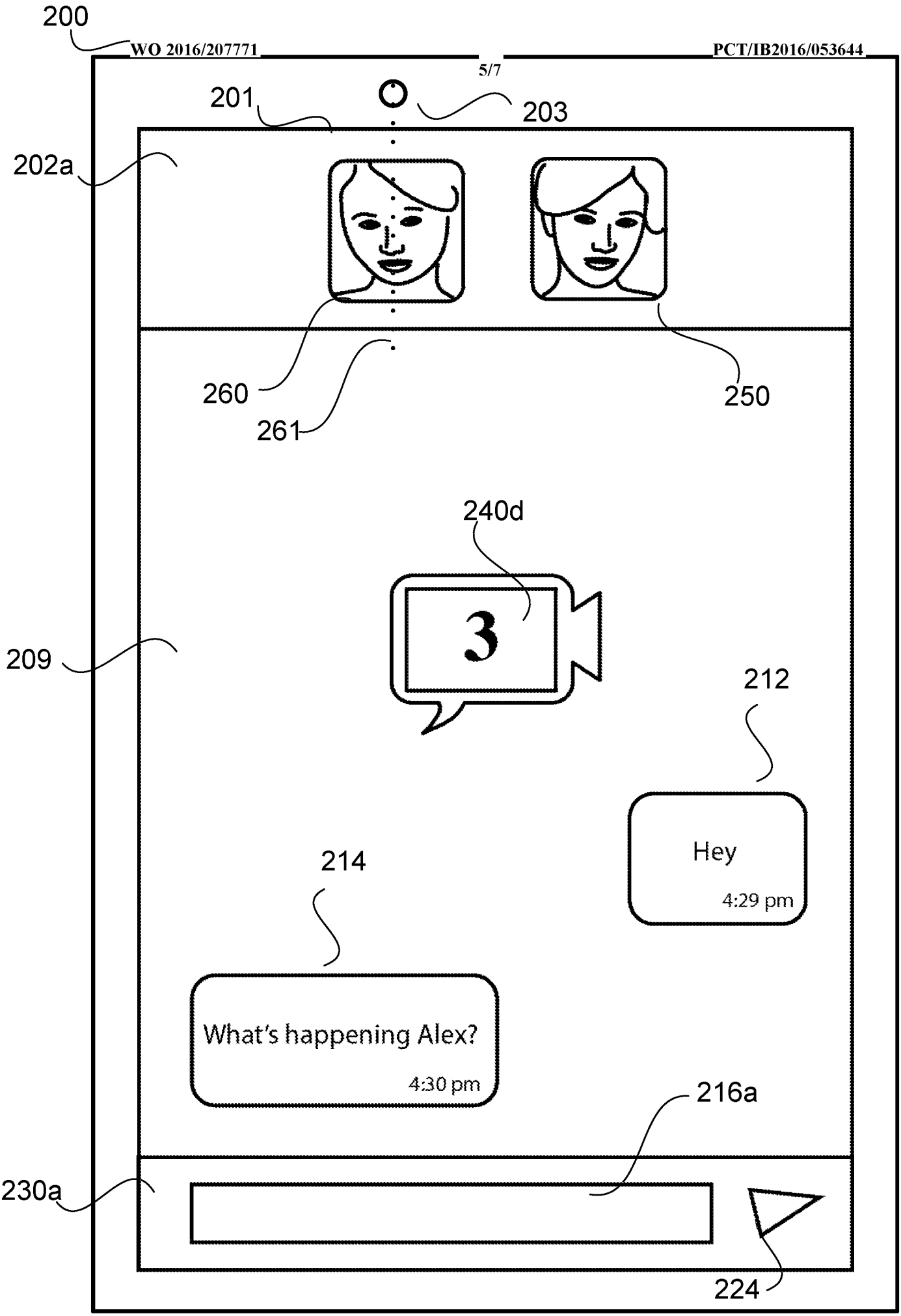
200
201
203
202a
260
261
250
240d
3
209
212
Hey
4:29 pm
214
What's happening Alex?
4:30 pm
216a
230a
224

Fig 2D

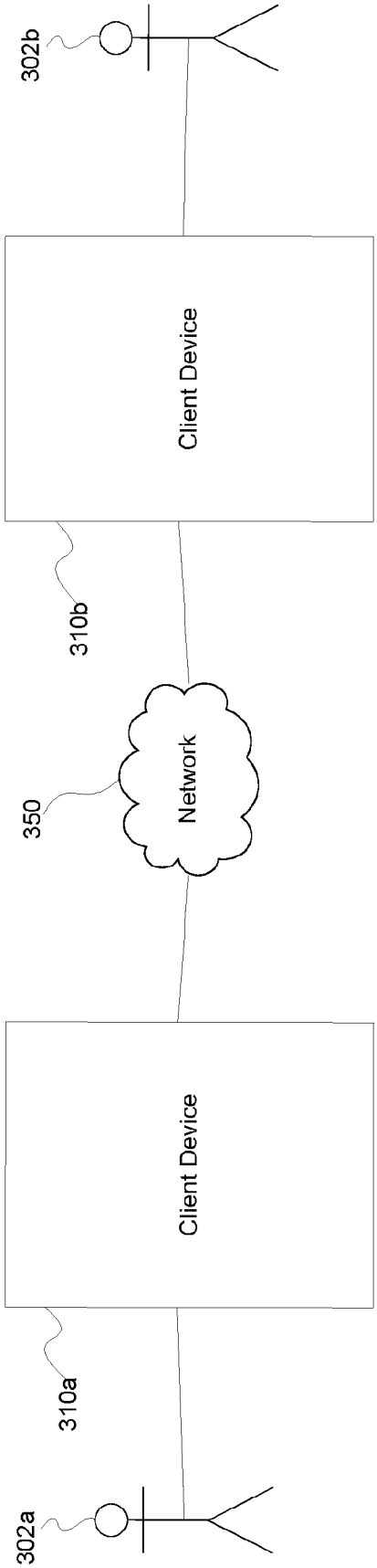
302b
Client Device
310b
350
Network
Client Device
310a
302a

Fig 3A

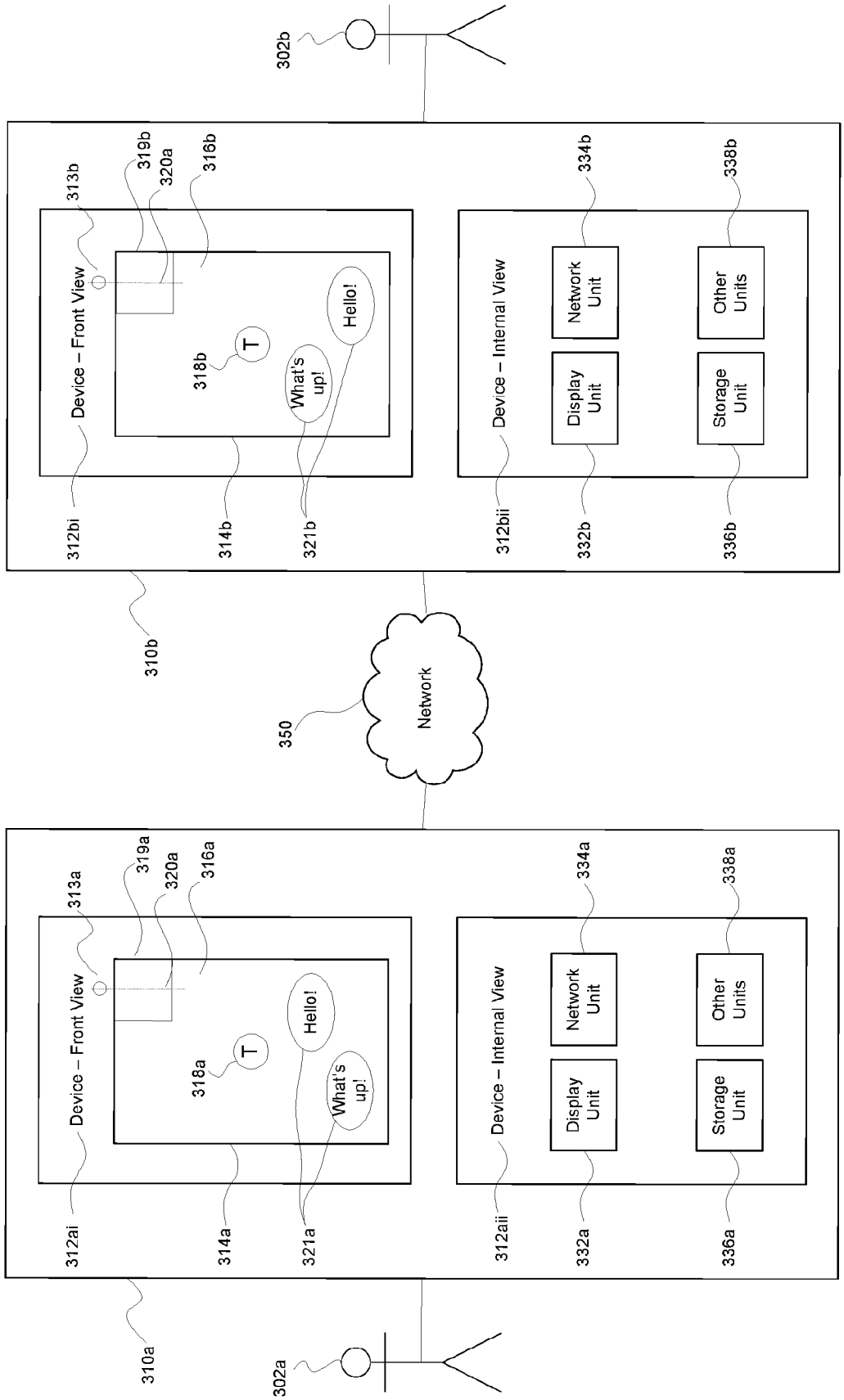
302b
313b
319b
320a
316b
Device – Front View
318b
T
What's up!
Hello!
312bi
314b
321b
Device – Internal View
334b
338b
Network Unit
Other Units
Display Unit
Storage Unit
312bii
332b
336b
310b
350
Network
313a
319a
320a
316a
Device – Front View
318a
T
Hello!
What's up!
312ai
314a
321a
Device – Internal View
334a
338a
Network Unit
Other Units
Display Unit
Storage Unit
312aii
332a
336a
310a
302a

Fig 3B

INTERNATIONAL SEARCH REPORT

International application No.
PCT/IB2016/053644

A. CLASSIFICATION OF SUBJECT MATTER

H04M 3/42 (2006.01) G06F 3/048 (2013.01) G06F 15/00 (2006.01)

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

Database: EPODOC, WPIAP, TXPEA, TXPEB, TXPEC, TXPEE, TXPEF, TXPEH, TXPEI, TXPEP, TXPES: Keywords (MESSAGE, TEXT, SMS, INDICATE, REQUEST, TRIGGER, VIDEO, CALL, AVAILABE, INTEREST, PRESENCE, STATUS, HIDE, INVISIBLE, CONCEAL, UNSEEN, KEPT, TOPIC, SUBJECT, THEME, PHONE, VOICE, MOBILE PHONE, CELL PHONE, & like terms); Database GOOGLE PATENTS (Prior Art Finder) & The Lens: Keywords INSTANT, MESSAGE, TEXT, SMS, MMS, INDICATE, REQUEST, TRIGGER, VIDEO, CALL, AVAILABILITY, INTEREST, PRESENCE, WILLINGNESS, STATUS, HIDE, INVISIBLE, CONCEAL, UNSEEN, KEPT, TOPIC, SUBJECT, THEME, PHONE, VOICE, MOBILED, CELL, CONFERENCE, & like terms); Applicant and Inventors names searched in AusPat, The Lens, AND internal databases provided by IP Australia.

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
	Documents are listed in the continuation of Box C	

[X] Further documents are listed in the continuation of Box C [X] See patent family annex

* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier application or patent but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
6 September 2016	06 September 2016
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA Email address: pct@ipaustralia.gov.au	**Authorised officer** Hendrik Liebenberg AUSTRALIAN PATENT OFFICE (ISO 9001 Quality Certified Service) Telephone No. 0262256177

INTERNATIONAL SEARCH REPORT C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		International application No. **PCT/IB2016/053644**
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X Y	US 2013/0111365 A1 (RESEARCH IN MOTION LIMITED) 02 May 2013 Paragraphs 0074, 0087, 0092, 0093, 0094-0098, 100-104, and Figures 1, 8, 9, 24 to 33, 66. Paragraphs 0077-0083, 0092 to 0094 to 0098, 0100 to 0107.	5, 6, 7, 8, 1-4
Y	US 2012/0239757 A1 (FIRSTENBERG et al.) 20 September 2012 Paragraph 0005.	1-4
A	US 2012/0121077 A1 (GABAY et al.) 17 May 2012 Whole document.	1-8

INTERNATIONAL SEARCH REPORT Information on patent family members	International application No. **PCT/IB2016/053644**

This Annex lists known patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document/s Cited in Search Report		**Patent Family Member/s**	
Publication Number	**Publication Date**	**Publication Number**	**Publication Date**
US 2013/0111365 A1	02 May 2013	US 2013111365 A1	02 May 2013
		EP 2590371 A1	08 May 2013
		WO 2013063697 A1	10 May 2013
US 2012/0239757 A1	20 September 2012	US 2012239757 A1	20 Sep 2012
		US 9137191 B2	15 Sep 2015
		AU 2012229435 A1	12 Sep 2013
		CA 2830200 A1	20 Sep 2012
		CN 102685028 A	19 Sep 2012
		EP 2686824 A2	22 Jan 2014
		JP 2014515132 A	26 Jun 2014
		KR 20140004757 A	13 Jan 2014
		MX 2013010582 A	03 Oct 2013
		RU 2013142272 A	27 Mar 2015
		US 2015195239 A1	09 Jul 2015
		WO 2012125351 A2	20 Sep 2012
US 2012/0121077 A1	17 May 2012	US 2012121077 A1	17 May 2012
		WO 2011004305 A1	13 Jan 2011

End of Annex

Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.