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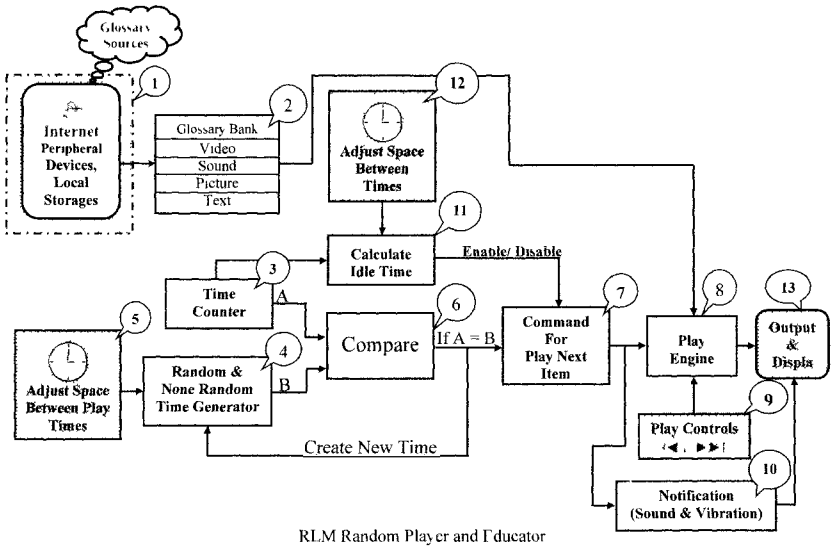
(54) **Title:** RANDOM LEARNING METHOD



RLM Random Player and Educator

(57) **Abstract:** RLM is based on the scientific fact of improving the learning abilities of user by the effect of subjunctive and randomly repeated times of learning materials which strengthens the brain memory.RLM invention provides means for random find of learning and entertainment items of sound, data, video and text, from pre-selected group of electronic media glossaries and play them by applying, setting-up and operation of a couple of unique search engines and sheduler programs, which can be loaded on electronic handheld & fixed devices, (Mobile phones, multi-media players etc..) available now or may invent in future. The RLM means is very simple and easy to use, importantly, it is a random learning feature in mobility, helping people of using millions of hrs of daily wasted time, while they are in move and travel, by listening and visualizing hundreds of interested learning & entertainment items in an unpredictable manner.

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DESCRIPTION

RANDOM LEARNING METHOD

BACKGROUND OF THE INVENTION:

For long time and now a days, for learning purposes, people are sitting behind a desk, with a computer, and start learning educational items, on a conventional and sequential basis. But when they are in move from place to place, every day, millions of hrs of many people are wasted while traveling and are in move, only, a few may read news papers or listen to a music play.

The Random Learning Method is a powerful tool helping people to make most advantages of the daily dead time wasted, while they are in move from place to place. This invention is based on the scientific proves of psychologists and scientists which specify that subjunctive and randomly repeated times of learning materials,presenting the subjects to learn, in an unsequential or random method, will have strong effect on improving the learning skills of people, and help them to build-up strong and long lasting memory power, by reminding them of specific but randomly selected learning items specially during free times of the day or night (such as traveling time durations to work place or home-or at rest).

Description of RLM:

I have invented, designed, developed and tested two sample demo programs to act together performing Random Learning and Entertainment process. By loading these programs on a cell phone hand set i.e: the one which is produced by Sony Ericsson (Model P800) that has the capability of using "Symbian" Operating System.

By deploying the invented method programs over handheld and fixed electronic devices, any user can randomly play learning programs, from a verv wide range of pre-selected glossaries down

loaded or installed on users of regular electronic device, such as :mobile phone,MP3 player, palm PC, pocket PC. Handy game consuls, Laptop and Desktop PCs, or any multi-media electronic device, presently available or may be developed or invented in future.

One of the two RLM programs is designed to play all kinds of educational, training and entertainment materials. This program randomly selects and operates items of data, music, text, video and sound from a Pre-selected glossary and has different controls for search, and play through items and setting up of timing intervals. The system is so designed and programmed to make it very simple and easy to operate for user.

Before playing of any item, a notification sound and vibration (For Conditioning Notification and Parallel Event), helps user to concentrate on playing item, which by randomly repetition of items of interest, learning of the subject items will be strong, productive and long lasting effect in mind.

This is a unique and very interesting method of learning, because the user may not predict what will be the next item to be played.

Imagine a student who is using his/her *i,pod* while heading towards school or college in the morning, and has pre-loaded a bunch of fresh items planned for learning during current week as well as favorite music hits ,she/he will intervally and randomly hear items needed to be learned followed by a very delighting music play.

The 2nd RLM software program works as a "scheduler" for every day activity plans and reminders, operating similar to a normal scheduler, but with an advantage of using an "Special Random Engine" which in addition to setting reminder time intervals, it also makes random reminders based on importance category set-up by user, so that as it reaches to the critical timing of a series of appointments , or work task schedules, the power of memorizing of reminding the item will be increased tremendously (This feature is of great importance for active business people to improve their habits of remembering important subjects and appointments).

The Application and Advantages of RLM

-The Random Learning Method can be used through a wide range of different electronic devices specially on handhelds such as: Cell Phones, MP3 Players, Pocket PCs, Palm PCs, Handy Game Consuls, Personal Organizers, as well as Laptop and Desktop PCs, and any electronic device of multi-media ..available now or may develop and invent in future.

-This invention is a smart way of making valuable times of people, greatly useful and pleasant for them, otherwise are almost wasted every day during their lifetime, when they are in move from place to place,

-Consider a normal person spends minimum 2 hrs in move during the day. Over two billion (2,000,000,000) people in the world are using mobile hand-sets, and so a great part of almost four billion hrs (4,000,000,000) of dead time in one day can be transformed by using such an invention into increasing people's learning abilities.

-Huge markets could be created for learning program developers and entertaining programmers all over the world.

-The learning subjects are unlimited and any item can be learned through and by RLM. Today almost all handheld electronic devices are capable of operating and play of multimedia contents. Even TV programs will soon could be watched on handheld devices, then, any thing can be learned with high interest through Random Learning Method.

-At present time almost all learning software programs are using the classic method so that the user shall sit behind a PC and learn through items of software on a sequential teaching process. The classic method of learning is in contradictory with to days mobility basis which is exponentially on increase day by day. Every day a huge amount of valuable times of people, are wasted in moving, traveling from place to place, and nothing except music and games, or reading news papers are using by people. My invention provides the mobility feature for learning, Media and what I am presenting under the RLM invention is providing the ability for people to fulfill mobility time gaps in a very smart way, which is not available at this tune. People can take advantage of learning randomly played items in addition to randomly listen to their favorite musics, play a game, or watch a video play, thus saving and making efficient use of billions of hours of dead times, which are personally and commercially valuable.

-The RLM invention would not effect the development and production of existing softwares and the software producing companies would not face any extra burden by producing the traditional sequential learning products, they will only need to add RLM (Engine) to their software.

- Any handheld system, deploying RLM program, will help people learn and entertain while in mobility (or at rest), and so the glossary items for learning and entertaining will be widely produced and developed, which in its turn, will create large potential of related techniques and jobs in the societies all over the world.

-As most handheld systems have capability for direct connection to internet (By Wireless Application Protocol -WAP and other ways), then the sale of glossary items over internet will make a large market for this kind of businesses.

- One great advantage of RLM is unpredictability play of glossary items, which by itself brings a very pleasant feeling for the user. Imagine that you are sitting in a bus (or in sub-way) very tired and suddenly on your handset a soft nice voice announces you of some special interesting subject and fantastic music together with a video play showing an Spanish Gypsy music & dance. Compare this with the normal and classic sequential learning or entertainment systems which come to be boring after awhile, but the youngsters will be very satisfied with RLM at all the times.

-The learning effect of RLM specially on strengthening and increase of brain memory power is highly deep, powerful and long lasting, due to making a person as conditional thinker/learner, for example there is no one, that can claim, he/she reminds all of his/her daily works programs and schedule at a predefined time. So every one, "who can remember more is the one,who has good brain and remembering ability".

DETAILED ILLUSTRATIONS OF THE INVENTION

Fig. 1-Block Diagram: Showing the Random Learning Method Engine basic components and functions (Block number: 1 to 13)

fig.l- 1: illustrates the different RLM Glossary Resources [Internet-Peripheral Glossary contents-Local Storages].

fig.l- 2: is the Reformatting and binding Selected Glossaries for RLM engine [Glossary Bank-Video-Sound-Text…]

fig.l- 3: is a sequential time counter, (Operating System Clock) which includes standard *Hour: Minute,* format, taken from OS.

fig.l- 4: is a Random Number Generator, with standard *Hour: Minute:* format.

fig.l- 5: shows Adjusting sequence between Random Times by user.

fig.l- 6: if the time numbers of Sequential Counter and Random Number are equal, then sends a signal for equalization of sections 3 and 4 to 7.

fig.l- 7: Command for Play of Glossary Item [if A(3)=B(4)].

fig.l- 8: Is the Engine with ability for *Play; Stop; Pause; Last; Next,* and capable of opening Multi-Media formats, such as: Picture, Video, Sound, Text, etc.

fig.l- 9: Showing external commands for controlling the Engine by user, from GUI or auxiliary devices, such as: Keyboard, Mouse, Touchpad, etc.

fig.l- 10: Shows the function of Notification by, Sound, Vibration or other ways for applying the effect of Conditioning and Randomizing the User.

fig.l- 11: Disables RLM for Idle times (for example sleep time of user).

fig.l- 12: Adjusts the Idle time period by User.

fig.l- 13: Shows GUI (Graphic User Interface), and Audible Interface for Multi-Media relation with User.

Fig.2-Block Diagram: Describes the RLM Scheduler Flow Chart. (Block number: 14 to 27)

fig.2- 14: Is External Command feature for new task by user from Keyboard, Mouse, Touchpad, etc.

fig.2- 15: Getting new task time by user (Forced).

fig.2- 16: New task subject title (Forced).

fig.2- 17: New task subject (Forced).

fig.2- 18: Getting Voice Comment for task time and more explanation of task when it must remind (Optional).

fig.2- 19: Getting type of task for the user, There are three options: *Appointment; Reminder; AUday event.* (Optional, has default).

fig.2- 20: In task time, indicates number of Alarm Repeats to notify the user (Optional, has default).

fig.2- 21: Shows the sequence of task for information to user, when wants to inspect own tasks.

fig.2- 22: Task coloring, painting for task clarification , Maps, Details and Shapes (Optional).

fig.2- 23: Getting SMS/MMS and Email, (other technologies in future are supportable).for sending in task time to a friend or other phones or news groups (Optional).

fig.2- 24: Shows the Critical Fuzzy Remember Point function by user control.

fig.2- 25: Generating some random time, in time space between Task Time and Critical Point of Forget/Remembering (The Critical Point Graph of forgetting/remembering time is shown in figs 19,20,21 and 22 under How RLM Works).

fig.2- 26: Shows the Engine for running the Tasks and showing suitable messages in certain time of tasks, to user.

fig.2- 27: User Graphic and Audible Interface for managing and using the program.

How RLM works (figs.5)

By loading RLM program on a handheld electronic unit, (Le. cell phone model P800 of Sony Ericsson), the GUI (Graphic User Interface) as shown in the following figurers of program and windows will show how this system is set-up and works:

fig.5: shows the software general environment,

fig.5- A: The Top Bar: (A), Information referring to status such as: Idle time - stop - play and file menu.

fig.5- B: Up Scrollable bar, for some command to managing program.

fig.5- C: Shows the Picture in this box.

fig.5- D: Shows the text in this box.

fig.5- E: Down Scrollable bar, for some command to managing program.

fig.6: file menu.

fig.7: selection of glossary (download/install) from different sources.

fig.8: changing the visual skin of program.

fig.9: showing up scrollable bar: (B) [as shown in fig.5]

- Because handhelds have small space for functions, some of controls such as Setting - Exit, are located in this bar (B),

fig.10: by clicking, the animated scroll and some controls will show.

fig-11: Show Picture Box: (C) [as shown in fig.5]

You can see a picture or video in relation to selected glossary item.

fig.12: if you click on the screen, the picture shows as full screen.

fig,13: Text Box: (D) [as shown in fig.5]

You can see here, a text related to subject picture or video, and if click, the text shows as full screen.

fig.14: down scrollable bar: (E) [as shown in fig.5]

Controls related to play and search within glossary frames are located here (fig.14)

fig.14-A: *Previous item*

fig.14-B: *Play item*

fig.14-C: *Pause*

fig.14-D: *Findframe*

fig.14-E: *Next item.*

fig.15: The *Find* control

fig.16: Showing the control and adjustment of the random play time intervals. (The timing intervals are set between 1 minute up to 1 hour)

fig.17: Showing and adjustment of idle time (i.e.: midnight sleeping time) adjustment.

fig.18: showing type of notification sound and number of vibrations.

The following figs. 19 to 27, illustrate the scheduler program parts, with unique feature of Fuzzy Adjustment System.

fig.19, Showing functional keys and display screens for data information, tasks information etc. as following descriptions:

fig.19-A: Shows all saved tasks and you can click on each one to see the details of data information of that task in windows (B) and (C).

fig.19-B: Shows the general information of each task, with different intensity regarding reminder time, notification, SMS feature etc. in comparison with other tasks.

fig.19-C: In window (C), you can see the daily task which is manageable, i.e. adding, deleting or disabling of the task.

fig.l9-D: Showing the date field which you can move within days of each week.

fig. 19- E: By clicking in this part, you can move one year forward or backward.

fig. 19- F: This key will move the date, one month forward or backward.

fig. 19- G: Shows the current date, *Month & Year.*

fig. 19- H: This key shows the detail calendar with all *Days, Months and Years.*

fig. 19- 1: This key allows you to add a new task as shown in figs.20,21,22.

fig. 19- J: This key allows you to change the selected task from the list.

fig. 19- K: This key is used to delete a task.

fig. 19- L: This window shows the current day of the month.

fig. 19- M: The setting menu for changing *Skin, font, color* of the task (As shown in fig.27).

fig.2O: Shows how to add /delete a task and date and Random Play Confirmation.

fig.21: Shows how to add, Voice note, task type, Alarm, Task sequence, sketching:

Note: "I" in below I,a to I,g is directedfrom fig. 19- 1 category.

fig.21-I. a: Add voice note.

fig.21-L b: Task Type (Reminder, Appointment, AU day events. ..)

fig.21-I, c: Alarm repeats,

fig.21-1, d: Sequence of task (monthly, daily. ..)

fig.21-L e: Sketching address locations etc. ..(as in fig.22)

fig.21-L f: Critical Reminder Point of Task (explaining the Fuzzy effect as shown in figs.23,24 ,25 and 26).

fig.21-L g: Shows SMS for sending to every one at task time.

fig.22: Shows how to make a simple sketch.

fig.23. 24. 25 and 26: shows the Fuzzy Effect (critical reminder point of task) by applying *Critical* key I,f(as in fig.21).

fig.27: Showing the menu in which the *Skin, font and Colors* of tasks in program can be changed.

Accompanying Drawings:

The objects, advantages, and features of this new invention will become more apparent from the following accompanying drawings:

Fig. 1-Block Diagram: Showing RLM Engine basic components and functions. (Blocks number 1 to 13)

Fig.2-Block Diagram: Showing RLM Scheduler Flow Chart. (Blocks number 14 to 27)

Fig.3 -Block Diagram: Showing Functions of RLM Core for Handhelds and Electronic Multi-Media Players (Search; Visual Effect; Multi-Media Performer; Storage Devices; Networking; Settings; Glossary functions; OS Time; Random Time; Calculating Idle Time; Performing Commands; OS Messages.)

Fig.4-Block Diagram: RLM Devices and Systems Family:
(Featuring: Handy music players; MP3 Players; Walkmans; Mobile & Cell Phones; Handy Organizers; I Pods; Pocket & Palm PCs; Handy Game Consuls; Laptop & Desktop PCs ; Internet &Web; All kinds of Multi-media devices & Systems).

The following figures referring to Random Learning Method Program Demo Sample of Settings and Functions:

fig.5: Illustrates the RLM general environment display.

fig.6. fie7 & fig8: Referring to status informations such as: Idle time, Play, Stop, and from File Menu select the Glossary download, skin change, etc.

fig.9 & fig.lO: Illustrates the Control Functions such as: Settings, Exit and animation display (by clicking).

fig.ll & fig.l2: Showing a picture or video in relation to selected Glossary.

fig,13: Illustrates a text related to a subject item of RLM and if click, it will be displayed as full screen.

fig.14: Shows the controls related to Search and Play, such as: previous item, play item, pause, find frame, next item.

fig. 15: Illustrates the find control feature.

fig.16, fig.17 & fig.18: Showing the control & adjustment of Random Play Time Intervals, Idle time and Notification Sound type as well as Vibration setting.

The following figures refer to Random Scheduler software environment:

fig. 19: Showing controls to produce new Tasks, Management, Changes and Deleting of existing Tasks.

fig.20, fig.21, fig.22: Showing task control features.

fig.23. fig.24. fig.25 & fig.26: Illustrates the Fuzzy Effect Graph of Critical Remembering/Forgetting point

You can also send SMS at specified time to specific person or address, as well as MMS (maps and details drawings).

Note: "I" in below I,a to I,g is directedfromfig. 19- 1 category.

fig.21-ï. a: Add voice note

fig.21-L b: Task Type (Reminder. Appointment, AU day event)

fig.21-L c: Alarm repeats

fig.21-1. d: Sequence of task (Monthly, Daily, ...)

fig.21-1, e: Painting locations, address, Etc (fig.22)

fig.21-I f: Critical reminding point of task (it does describe by a fuzzy point same as below fig.23, 24, 25 and 26.

fig.21-1, g: SMS for sending to everyone at task time.

fig.l9-J: By this key, the selected Task from the list can be changed.

f g.l9-K: This key is used to delete a Task.

fig,19-L: This key shows the current day of the month.

fig.l9-M: Is a menu in which the skin, font and the colors of Tasks in software can be changed (As shown in fig 27)

More detail about Fig. 19

fig.l9-A: Shows all saved tasks and you can click on each one to see the details of data information of that task in [B] and [C] windows.

fig.l9-B: Shows the general information of each task. In this software program, each task can have different intensity regarding reminder time, notification, SMS, etc. in comparison with other tasks.

fig.l9-C: In this window, you can see the daily task and is manageable i.e. adding or deleting, enabling or disabling them.

fig.l9-D: You can move within days of one week in date field.

fig.l9-E: By clicking in this area, you can move one year forward or backward.

fig.l9-F: This key will move date, one month forward or backward.

fig-19-G: The current date, month and year show here.

fig.l9-H: This key will show you a detail calendar with all days, months and years.

fig. 19-1: This key allows you to add a new task as per following details shown in figures: (fig *19,* fig 20, fig 21 and fig 22)

CLAIMS:

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1-Random Learning Method is a method of reproduction of un-even and Random(Unpredictable) playing times and conditioned reflection announcement from resource data bases transmitting multi¬ media glossary items.

2-The method of Claim l,and further comprising :a reproducing generator which it's out-put is in a format of Random Time Interval.These generated time intervals,over electronic devices,will be reproduced in the form of real time after playing of each multi-media item and create the random time interval for the next item to be plyed.

3-The generator in Claim2,is a program software which generates Random Number for Time Interval format.

4-The Time Interval Format of Claim2,is a Random and un-predictable number which is the format of second;hour and day.

5-The method of Claiml ,of Time Intervals,and further comprising:is the interval of playin two multi-media items with a computerized electronic device capable of playing multi-media items.

6-The method of Claim 1,and further comprising-.Random Play,which the Time Intervals generated as in Claim2,have un-even timing intervals due to Random Generation,and then the time interval for the next multi-media item is un-predictable.

7-The method of Claim 1,and further comprising:where in Conditional Reflection Announcement's a part of method which in advance to play of each multi-media item,produces a sencing announcement such as illumination;sound or touching sence(vibration),putting the user in Conditioned Reflex,the result of which will be maximum concentration of brain on played item.

8-The method of Claim 1 and further comprising: the Conditioned Reflection Theory is described by Russian Phycologist-Povlov-1849-1936.He proved by experiment with dogs,how the secretion of saliva can be stimulated not only by food, but also by the sound of a bell associated with presentation of food,and that this sound comes to elicit salivation when presented alone.Pavlov applied his findings to show the importance of effects of such Conditioned Reflexes in Human and Animal behaviour.

9-The Random Method of Claiml,and further comprising:is the numeric out-put of method of Claiml,generated by generator of Claim2,and it's format is time interval to support the Conditioned Reflex of Claim7.

10-The method of Claim 1,and further comprising:the Database,includes the Glossary Items,their sequencmg,the type and form of Conditioned Announcement preceding play of each item,as well as Database supplier's information and copywright details.

11-The method of Claiml,and further comprising:the Resource Data Supplier,can be local storage devïce(Hard Disk or Flush Memorïes,Etectronïc and Computer devices of Claim!) or External Data Suppliers,such as databases and glossarirs available over internet,which can be used to Supply Resource the method of Claim 1.

12-The method of Claiml,and further comprisingrGIossary Item ïs:picture;vïdeo cKp;text;sound and/or any electronic multi-media content.

13-The RLM of Claiml ,can be used as a Software Engine in all computer- based systems to play multi-media glossaries of items Randomly at un-predictable timing intervals.These multi-media items even at Task Interval Times on other Computer Operating Systems.This method can be used for Learning and Entertainment programs in all computer based systems capable of playing Multi¬ media items.

14-The method part of CIaïml3,Software engïne,of Claim 1

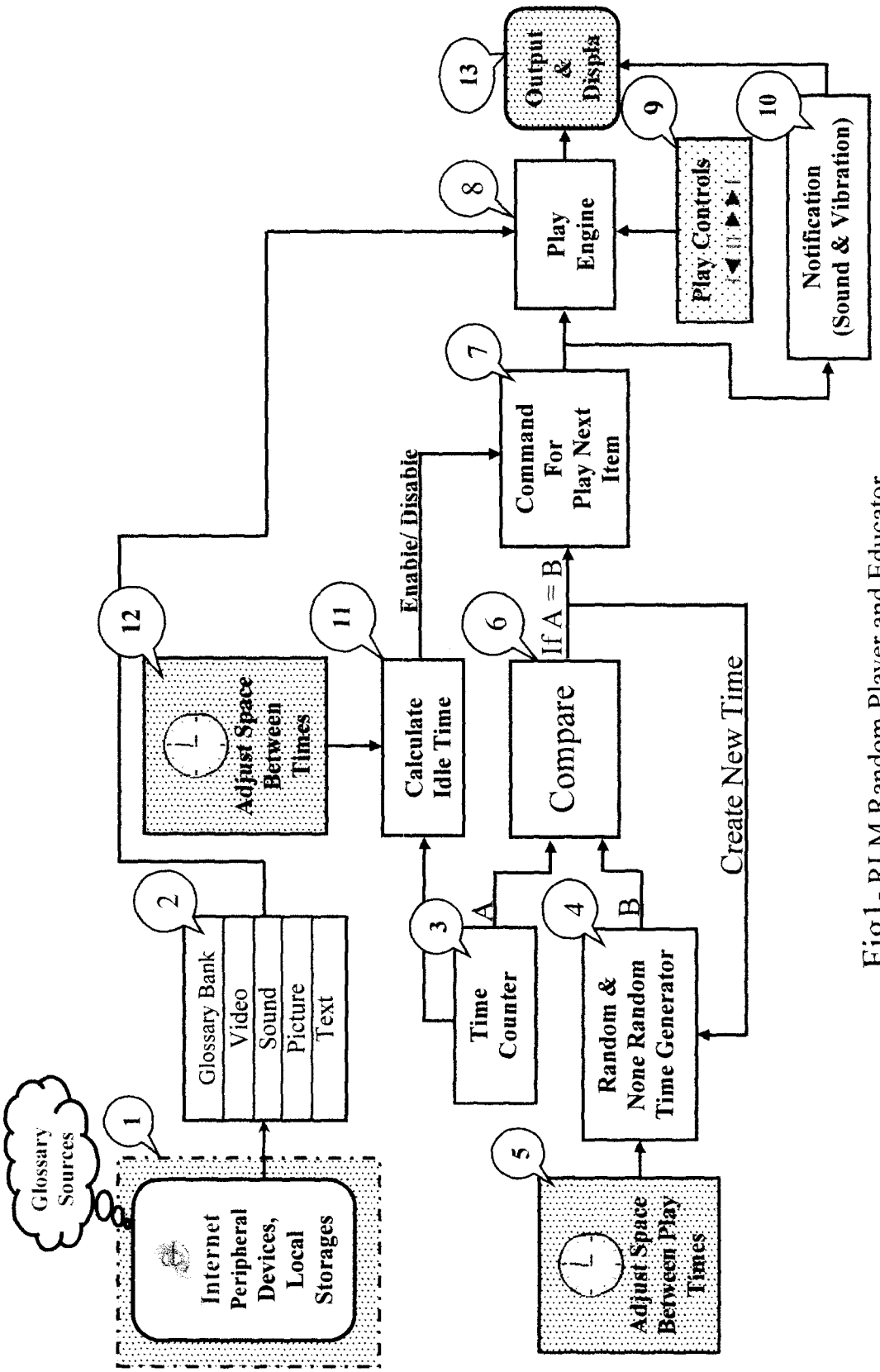


Fig1- RLM Random Player and Educator

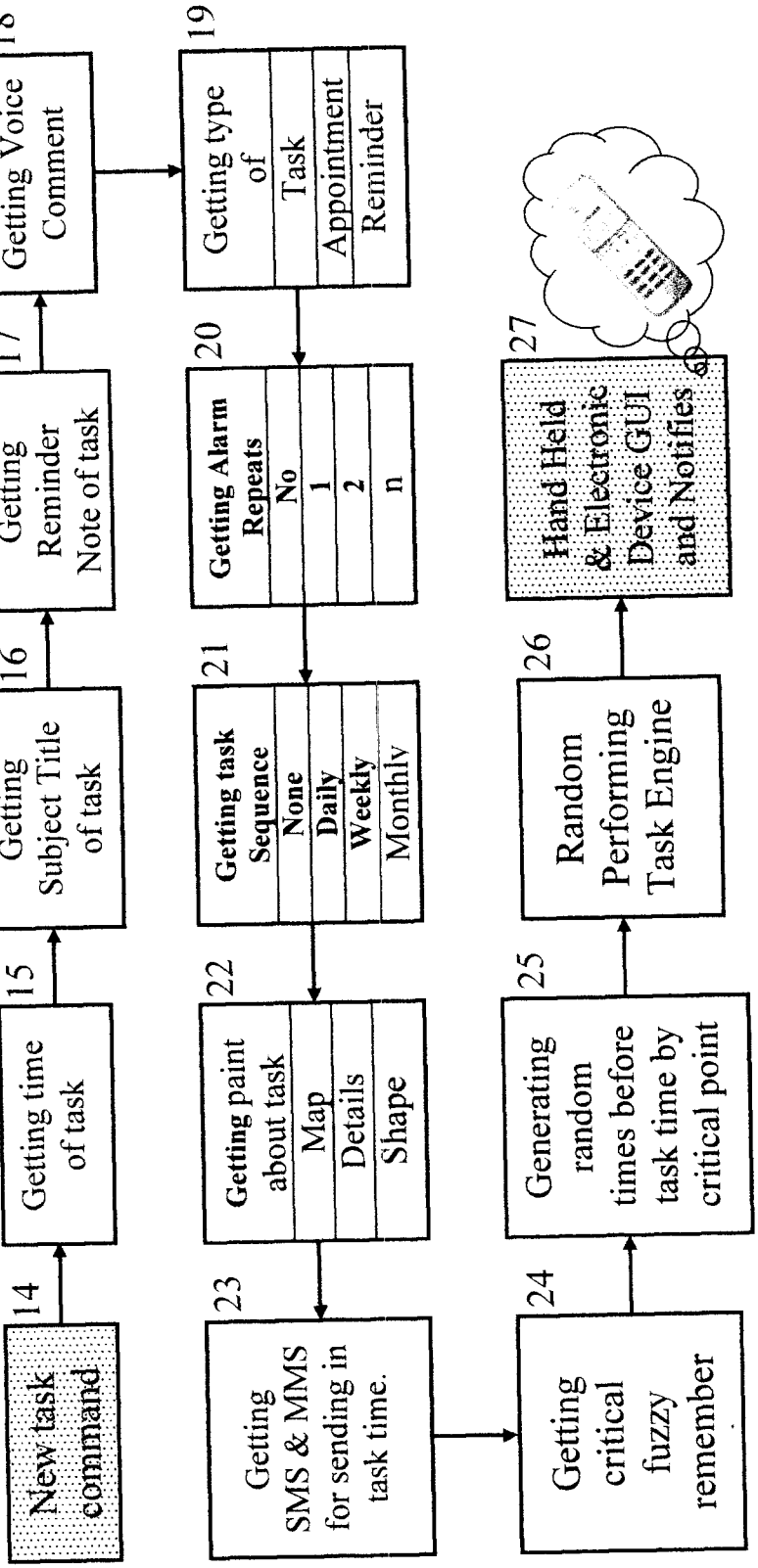


Fig2: RLM Random Scheduler Flow Chart

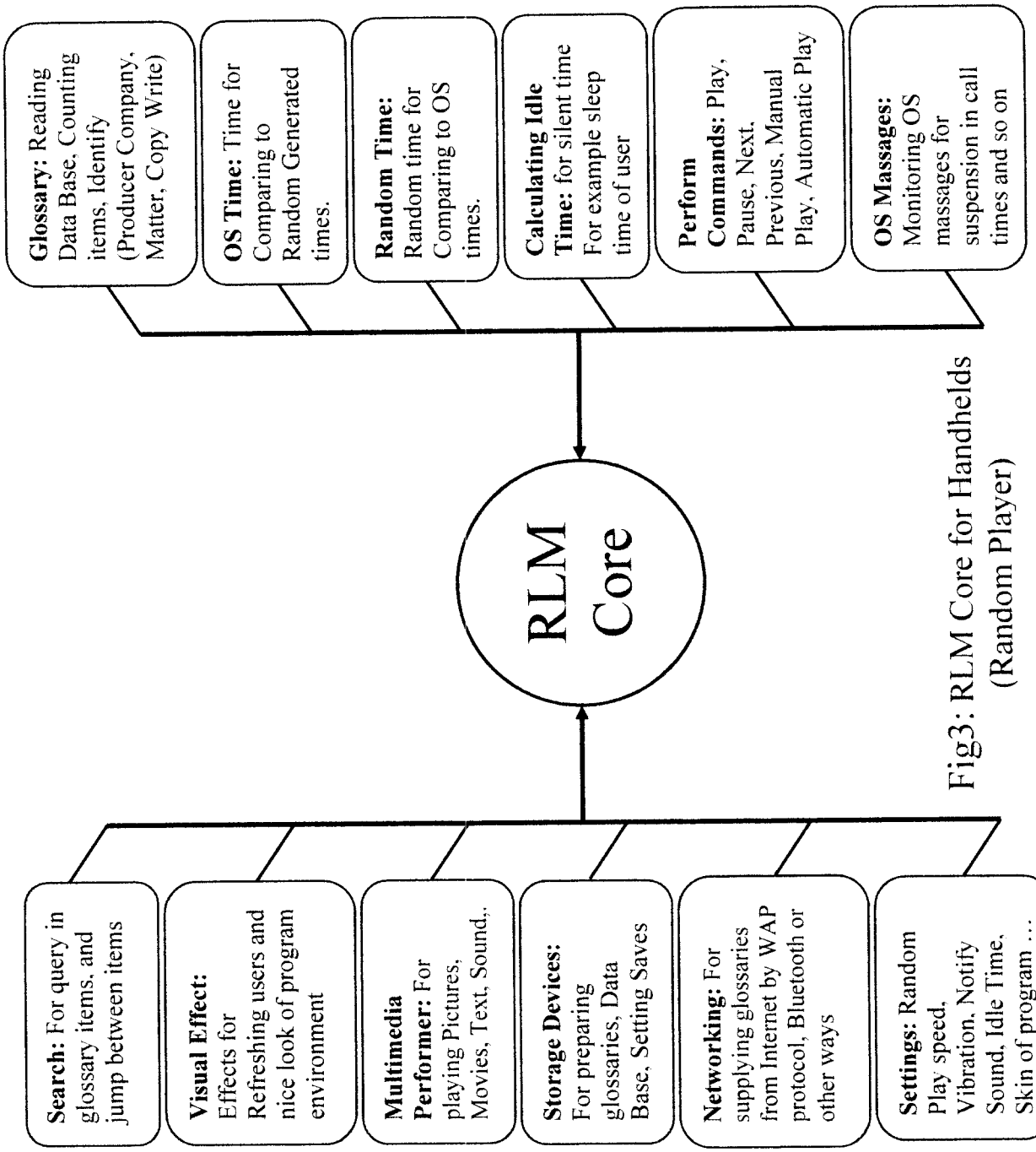


Fig3: RLM Core for Handhelds (Random Player)

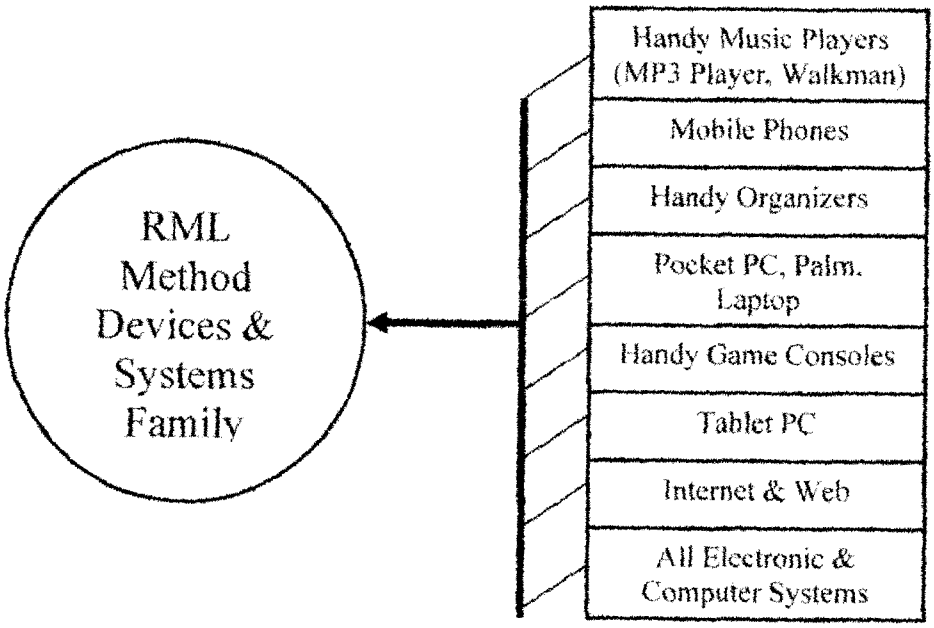

RML
Method
Devices &
Systems
Family
Handy Music Players
(MP3 Player, Walkman)
Mobile Phones
Handy Organizers
Pocket PC, Palm,
Laptop
Handy Game Consoles
Tablet PC
Internet & Web
All Electronic &
Computer Systems

Fig4

Fig 5

Fig 6

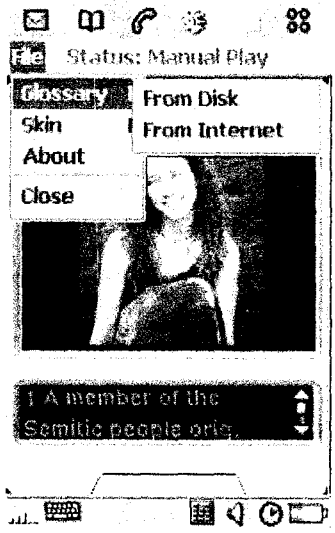


Fig 7

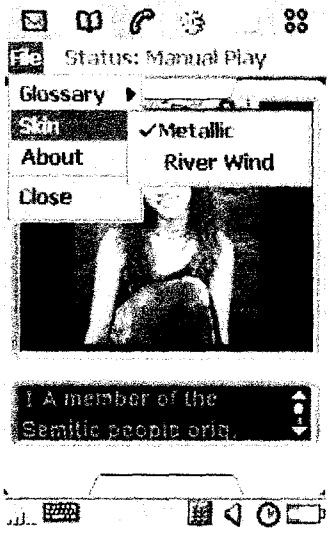


Fig 8

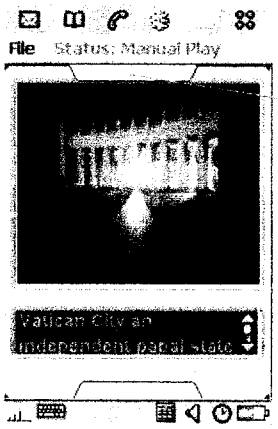
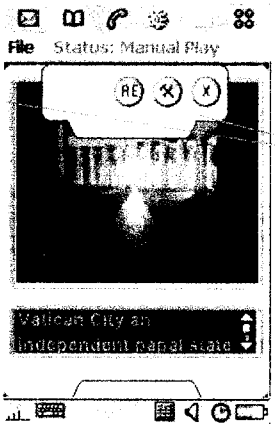


Fig 9



Up Scrollable Bar

Fig 10

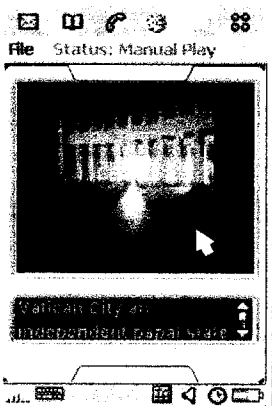


Fig 11

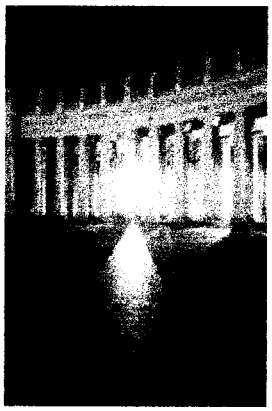


Fig 12

Fig 13

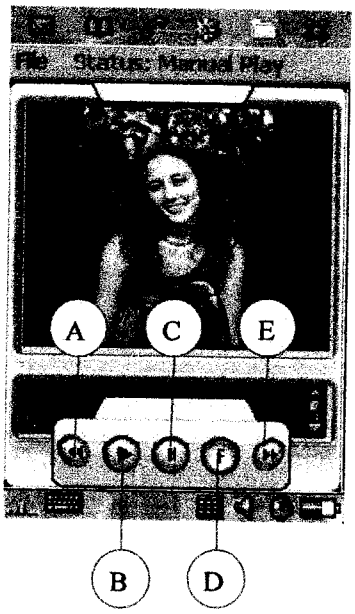


Fig 14

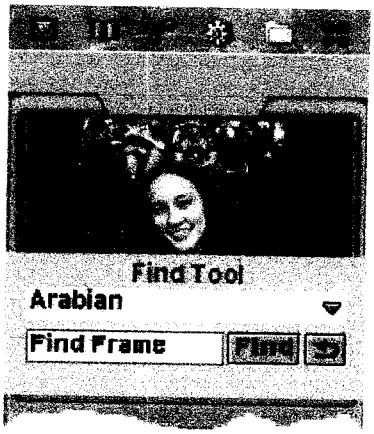


Fig 15

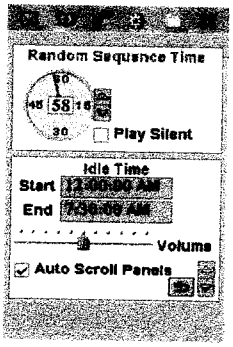


Fig 16

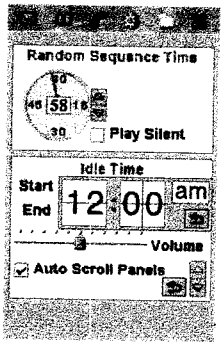


Fig 17

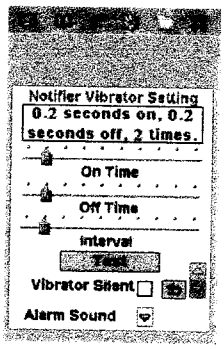


Fig 18

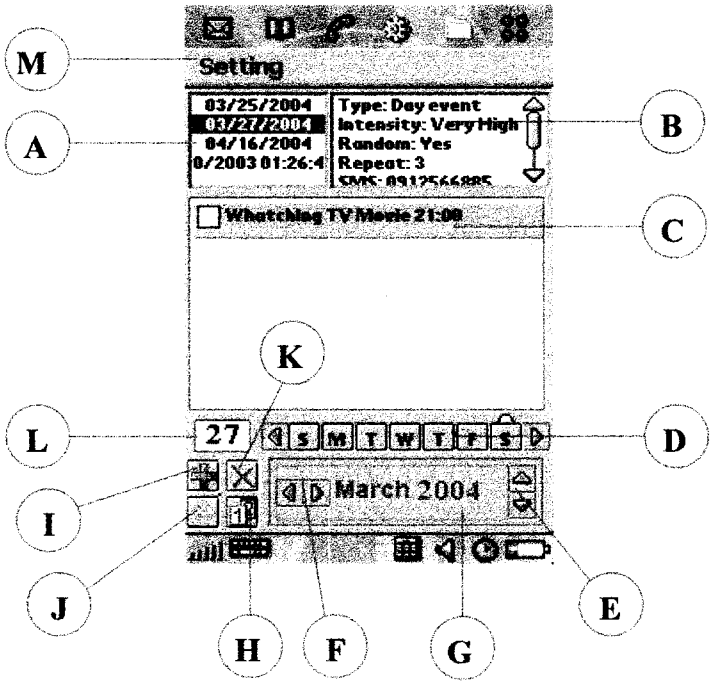

M
Setting
A
03/25/2004
03/27/2004
04/16/2004
0/2003 01:26:4
Type: Day event
Intensity: Very High
Random: Yes
Repeat: 3
B
C
K
L
27
S M T W T F S
D
March 2004
I
J
H
F
G
E

Fig 19

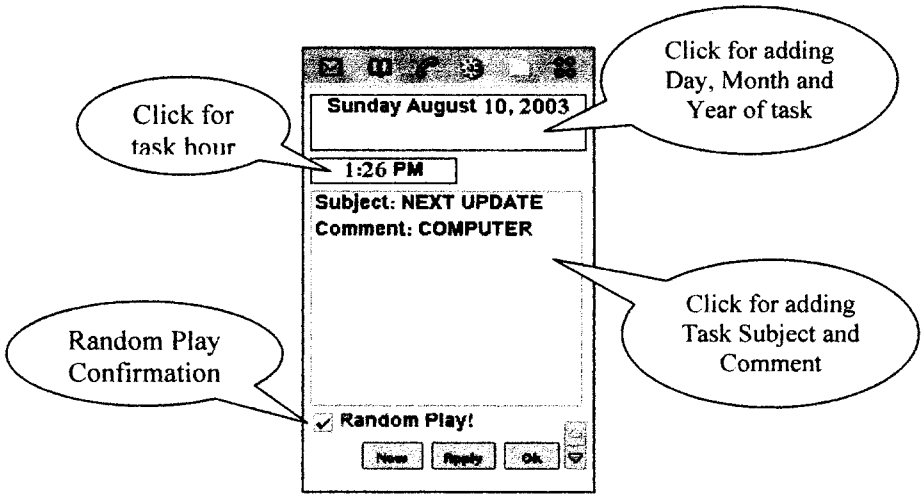

Click for adding Day, Month and Year of task
Click for task hour
Sunday August 10, 2003
1:26 PM
Subject: NEXT UPDATE
Comment: COMPUTER
Click for adding Task Subject and Comment
Random Play Confirmation
Random Play!
New
Apply
Ok

Fig 20

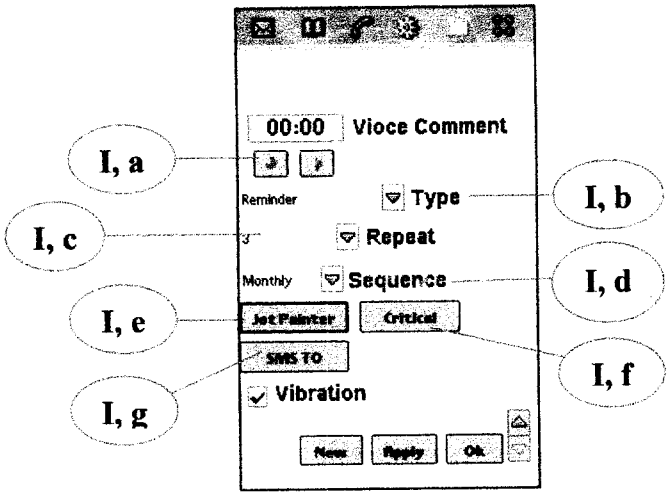


Fig 21

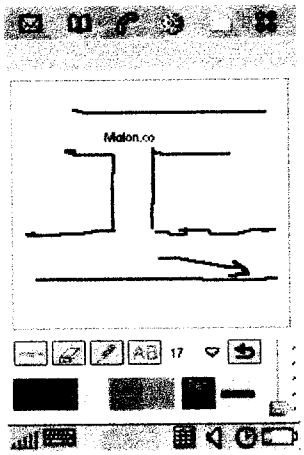


Fig 22

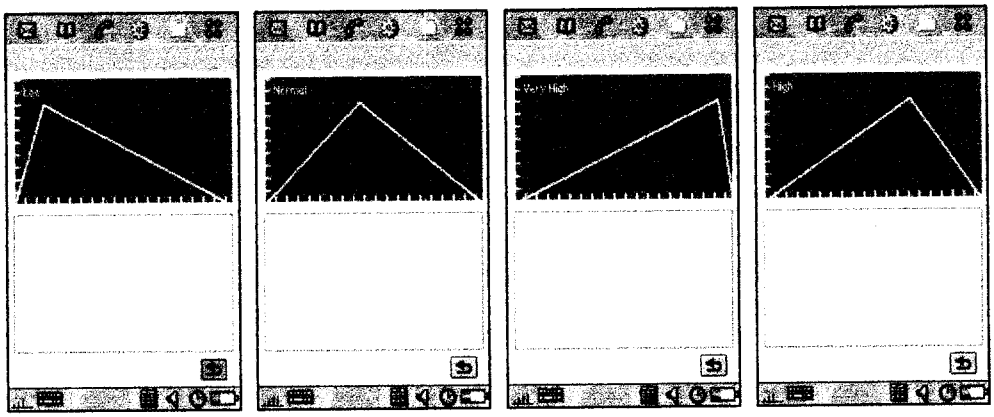


Fig 23, 24, 25, 26

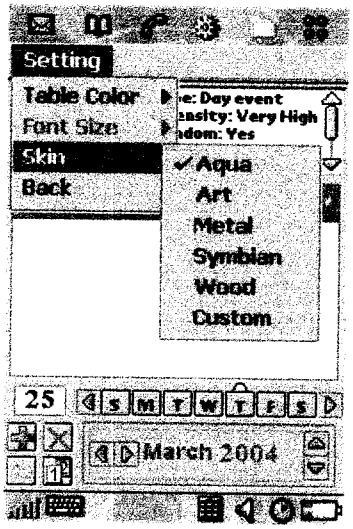

Setting
Table Color
Font Sizes
Skin
Back
Aqua
Art
Metal
Symbian
Wood
Custom
25
March 2004

Fig 27

INTERNATIONAL SEARCH REPORT

International application No.
PCT/CA2006/001413

A. CLASSIFICATION OF SUBJECT MATTER
IPC: *G09B 19/00* (2006.01) **, *G09B 5/00*** (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)
IPC(7): G09B, G06F, H04M
USPC: 345, 361, 455, 707, 717

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

Electronic database(s) consulted during the international search (name of database(s) and, where practicable, search terms used)
Delphion, Esp@cenet, USPTO, Canadian Patents Database, Internet
Keywords: software, program, random, display, shuffle, transmit*, interval

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US2005/0043060 A1 (BRANDENBERG, C et al.) 24 February 2005 (24-02-2005) *pages 2-41 *	N/A
A	US4853854 (BEHAR, A et al.) 1 August 1989 (01-08-1989) *whole document*	N/A

[ ] 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 m 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 m 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
22 November 2006 (22-1 1-2006)	13 December 2006 (13-12-2006)

Name and mailing address of the ISA/CA	Authorized officer
Canadian Intellectual Property Office Place du Portage I, C1 14 - 1st Floor, Box PCT 50 Victoria Street Gatineau, Quebec KlA 0C9 Facsimile No.: 001(819)953-2476	Chau Tran 819- 934-3421

INTERNATIONAL SEARCH REPORT

International application No.
PCT/CA2006/001413

Box No. II Observations where certain claims were found unsearchable (Continuation of item 2 of the first sheet)

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons :

1. [X] Claim Nos 1-14

because they relate to subject matter not required to be searched by this Authority, namely

Computer programs/software which cannot be searched In addition, claims 1-14 are considered to be directed to schemes, rules or methods of doing business, which the International Search Authority is not required to search The scheme is not a manual or productive art as it belongs to the category of professional skill, not producing an essentially economic result in relation to trade, commerce or industry

2 [ ] Claim Nos

because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically

3 [ ] Claim Nos

because they are dependant claims and are not drafted in accordance with the second and third sentences of Rule 6 4(a)

Box No. Ill Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows

1 [ ] As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims

2 [ ] As all searchable claims could be searched without effort justifying additional fees, this Authority did not invite payment of additional fees

3 [ ] As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claim Nos

4 [ ] No required additional search fees were timely paid by the applicant Consequently, this international search report is restricted to the invention first mentioned in the claims, it is covered by claim Nos

Remark on Protest

[ ] The additional search fees were accompanied by the applicant's protest and, where applicable, the payment of a protest fee

[ ] The additional search fees were accompanied by the applicant's protest but the applicable protest fee was not paid within the time limit specified in the invitation

[ ] No protest accompanied the payment of additional search fees

Patent Document Cited in Search Report	Publication Date	Patent Family Member(s)	Publication Date
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		US2006227500 A1	12-10-2006
		US2006232921 A1	19-10-2006
		WO0176120 A2	11-10-2001