ERIC GOULD BEAR

809 Jewell Street
Austin, TX 78704
U.S.A.

+1 (512) 743-7888
fax (512) 684-0900
eric@bear.co

Corporate Leadership in User Experience Strategy

Communication Arts has described Eric Gould Bear as "one of the most thoughtful and provocative interface and interaction designers working in the field." He has been leading the design of award winning human-computer interfaces since 1984, has published numerous articles on the subject, and has been granted a variety of patents for cutting-edge techniques. An enthusiastic and inspirational leader, Bear invites everyone to join in the work of creating easier-to-use technology and more engaging digital media. Key management outcomes include:

- Competitive customer experience strategy
- Integrated vision for products, services & brand
- Prioritized product requirements & specifications
- Maximized usability & customer satisfaction
- Confidence in solutions prior to public release
- Proven design management methodology
- Leadership of cross-functional collaboration *(technology, strategy, marketing, content, design, usability)*
- Engineering resource, schedule & cost optimization
- Protection of proprietary interaction technology

CAREER HIGHLIGHTS

Curb, Inc. – Austin, Texas 2015 to Present

Investor, Director, CXO & Corp. Secretary

CURB® is an award-winning energy tech startup that builds the world's most powerful and intelligent integrated hardware/software system for visualizing and managing energy in residential and commercial settings. It provides insight into energy usage, giving people knowledge and tools to make their homes and buildings safer, more energy efficient and more affordable. Responsible for end-to-end customer experience (including brand, product design, product management, software engineering, customer support), patent portfolio & legal.

Chief Experience Officer, Inc. – Austin, Texas 2005 to Present

Providing testifying expert witness services and executive consulting in corporate user experience strategy and design innovation. Performing "Virtual CXO" role on an as-needed basis to build in-house competencies, methods and teams. Advising business leaders in design management and intellectual property strategy. Guiding entrepreneurs and designers through concept ideation and creative development. Representative projects include:

Capital Factory (2013 to present) – *Partner & Angel Investor*
- Aceable, Inc. – mobile education start-up; *Advisor*
- Kenguru / KLD Energy, Inc. – electric wheelchair-accessible vehicle division; *Advisor*
- SubjectMatter, Inc. – expert network platform start-up; *Advisor*
- Weeva, Inc. – collaborative storytelling start-up; *Advisor*

FloSports, Inc. (2014 to 2015) – sports media network; *Advisor / Acting CXO*

Logitech International (2005 to 2009) – award-winning *MX Revolution* and *VX Revolution* mice and award-winning *Harmony One*, *Harmony 900* and *Harmony 1000* touch-screen universal remote controls

Tektronix, Inc. (2005 to 2009) – schematic and symbolic systems for protocol-based data analysis

projekt202, LLC (2005 to 2009) – *Chief Experience Officer & Strategic Innovation Advisor*
- Charles Schwab – *StreetSmart Edge* active trader desktop software suite
- e-MDs – electronic medical record and clinic management software suite
- Motorola – mobile phone user interfaces
- On-Q / Legrand – home automation LCD control panel interfaces
- Samsung – next generation mobile phone user experience strategy
- Thomson Reuters – *WestlawNext* legal research system

Representative expert witness matters:

Farney Daniels PC – *Testifying Expert Witness*
ITC 337-TA-994 Creative Technology Ltd. et al. v. ZTE, Sony, Samsung, LG, Lenovo, Motorola, HTC, Blackberry, et al.
Inter Partes Review 2016-01407 Sony Corp, et al. v. Creative Technology Ltd.

Finnegan, Henderson, Farabow, Garrett & Dunner, LLP – *Testifying Expert Witness*
CBM2015-00161; CBM2015-00172; CBM2015-00179; CBM2015-00181; CBM2015-00182; CBM2016-00031; CBM2016-00051; CBM2016-00054; CBM2016-00087; CBM2016-00090 Trading Technologies International, Inc. CBM Reviews

G2 Technology Law – *Testifying Expert Witness*
90/011,365 MONKEYmedia, Inc. *Ex Parte* Reexamination
95/001,504; 95/001,506; 95/001,630; 95/002,256 MONKEYmedia, Inc. *Inter Partes* Reexaminations

Hagens Berman Sobol & Shapiro, LLP – *Testifying Expert Witness*
1:12-cv-00804 Flatworld Interactives v. Samsung Electronics et al.
1:12-cv-00964 Flatworld Interactives v. LG Electronics et al.

McDonnell Boehnen Hulbert & Berghoff LLP – *Testifying Expert Witness*
1:10-cv-00715 Trading Technologies International, Inc. v. BGC Partners, Inc.
1:10-cv-00721 Trading Technologies International, Inc. v. IBG, LLC, et al.
1:10-cv-00884 Trading Technologies International, Inc. v. TradeStation Securities, et al.

McKool Smith Hennigan P.C. – *Testifying Expert Witness*
3:13-cv-02371 Mad Catz Interactive, Inc. v. Razer USA, Ltd.

Warner Norcross & Judd, LLP – *Testifying Expert Witness*
2:14-cv-00940 Tactile Feedback Technology v. Samsung Electronics America, Inc.
2:14-cv-00943 Tactile Feedback Technology v. ZTE (USA) Inc.

Whitmyer IP Group, LLP – *Testifying Expert Witness*
cv-14-00876 RS Karl Storz Endoscopy v. Stryker Corporation et al.

Blue Lapis Light, Inc. – Austin, Texas 2007 to Present

Director (Board Chair 2009-2016)

Blue Lapis Light is an innovative site-specific aerial dance company founded by Artistic Director Sally Jacques to explore movement through the air: extending boundaries, defying edges, suspending graceful athleticism for the risk of igniting ephemeral beauty, and connecting audiences to a sense of wonder, possibility and hope.

MONKEYmedia, Inc. – Austin, Texas 1994 to Present

Founder, President & CEO

Launched MONKEYmedia® in San Francisco in 1994 to provide the desktop computing, new media and consumer electronics industries a design and technology resource focused specifically on human-computer interaction. Moved business to Austin in 1996. Developed a portfolio of intellectual properties for licensing. Formulated structured and reproducible design & documentation processes with flexibility to meet a wide variety of product requirements and ways of doing business. Partnered with client leaders in planning and focusing design and development activities; adding top resources to teams to ensure timely shipment of outstanding user experiences.

Shipped Walk-in Theater™ for iPad and iPhone in 2012 [http://walk-in-theater.com/], featuring patent-pending interaction techniques for portable proprioceptive peripatetic polylinear audio and video. Adapted to human-scale video exhibition at Blanton Museum of Art in 2014.

Monetizing inventions of the early-1990s through patent licensing and enforcement litigation. Launched ***SeamlessTV® Partner Program*** [http://seamless.tv/] in 2009. Notable legal matters:

- Sold five families of user interface patents in 2005 (represented by Susman Godfrey)
- Licensed interactive video patents to Microsoft in 2006 (represented by Susman Godfrey)
- *MONKEYmedia, Inc. v. Apple, Inc*. – 2010 (represented by Graves, Dougherty, Hearon & Moody)
- *MONKEYmedia, Inc. v. The Walt Disney Company, Twentieth Century Fox Home Entertainment, LLC, Lions Gate Entertainment Corp., Paramount Pictures Corporation, Sony Pictures Home Entertainment, Sony Electronics, Inc., Sony Computer Entertainment America LLC, Warner Home Video, Inc., and Universal Studios Inc*. – 2010 (represented by Graves, Dougherty, Hearon & Moody)

Industry recognition for MONKEYmedia's design leadership:

40th Annual CLIO Awards 1999 – Self-Promotional Website Design: Silver
Communication Arts Interactive Design Annual 1999 – Award of Excellence
HOW Design Competition 1999 & 2000 – Interactive Design & Multimedia Merit Awards
SXSW Interactive Website Competition 1999 – Best Use of Animation & Best Use of Audio
One Show Interactive Awards 1999 – Self- Promotional Website Design: Silver
Macromedia Sites with Life Gallery – Shocked Site of the Week 1999, Shocked Site of the Day 1998
New Media Invision Awards 1999 – Creative & Technical Excellence: Gold for Interface Design

Representative clients:

Austin Children's Museum – interactive electronic playscape design
Chiron Informatics – task analysis & product design for medical informatics suite
CPB (Corporation for Public Broadcasting) – interactive TV design consulting
FastTrack Systems – interaction design for suite of handheld medical applications
frogdesign – various product interaction & navigational architectures
GSD&M – guidelines and architecture for client extranet
Human Code – school of the future interaction design & B2B process design
Interval Research Corporation – interface design for broadband interactivity
Intuitive Design – task analysis and information architecture for online gaming
marchFIRST – various e-commerce UI blueprints, including ToysRus.com & JCPenney.com
Microsoft / WebTV – next generation set-top product specification & UI production
pcOrder.com – interface design for web-based product ordering system
Portal Communications – user interface for Disney/Epcot Center's "Home of the Future"
Regis McKenna / Hands On Technology – product and demo design of targeted market analysis tools
Sega of America – advanced technology set-top box UI design and global gaming portal
Sprint PCS – wireless web UI design evaluation & concept development
Texas Instruments – next-generation wireless calculator network UI design & specification
Viacom / Noggin – interface design & developer guidelines for children's TV + web channels

Yahoo! Inc. – Sunnyvale, California 2004 to 2005

Senior Director of User Experience, Communications & Consumer Services

Grew and lead team of 55 interaction designers, visual designers, user researchers, ethnographers, and prototype engineers responsible for crafting the user experience of Yahoo!'s core communications applications and services. These products collectively served over 340 million people worldwide. Developed thematic roadmap for business unit; established new techniques for rapidly incubating next generation product concepts. Introduced tactical quality control metrics and held ultimate responsibility for the design and integration of:

- Email, instant messaging & VoIP applications for real-time and asynchronous communications
- Address book and PIM offerings for ubiquitous, synchronized & easy to navigate information
- Photo services and app's for editing, storing and sharing images across devices and the Internet
- Mobile products for a wide variety of portable devices, technical platforms and carrier networks
- Living room & set-top products for viewing and managing personal content and broadcast media
- Partner-bundled desktop applications and premium entertainment services (e.g. w/AT&T and BT)
- Community-building services for matchmaking, dating and establishing long-term relationships

Microsoft Corporation – Redmond, Washington 2001 to 2003

Interaction Design Manager, Windows Hardware Innovation Group

Joined the Windows Hardware Innovation Group at inception to formulate and drive interaction design strategy, counterbalanced against business planning and platform architecture. Championed consistent user experiences across Microsoft products and established cross-company task forces for establishing consensus between Windows shell, Tablet PC, Media Center, Pocket PC, Smart Phone, Smart Display, SPOT, and Office. Established methodologies for designing and validating scalable hardware user experiences for Longhorn, built publicly acclaimed hardware interaction prototypes (*Athens Communications PC* and *Microsoft Navigation Signature*), and set precedent for seeding internal developers with hardware convergence fixtures (e.g. navigation controls, auxiliary displays, actuator/indicator simulators, and communications panel hardware development kit). Lead design of modality-agnostic interactions for real-time telecommunications and video conferencing. First named inventor on over 30 patent applications for notification, navigation, power, security, and telephony control.

User Experience Manager, Tablet PC

Framed user experience agenda for the Tablet PC SKU, brought user-centric perspectives to the corporate business plan, delivered world-class Tablet PC product. Managed 32 interface design, industrial design, user research, and user assistance experts; organizing separate disciplines into a unified practice to maximize quality, efficiency and collaboration. Bridged communications with other organizations (e.g. program management, product development, business/marketing groups, OEMs, ISVs, Windows, Office, and other product divisions).

Vivid Studios – San Francisco, California 1993 to 1994

Senior Interaction Engineer

Responsibilities included leadership of information architecture, interface design, and functional specification services as well as creative direction and code architecture on select projects. Representative clients include:

Delphi – information architecture & interface for proof of concept graphical online services
Regis McKenna / Hands On Technology – product design of targeted market analysis tools
Sega of America – advanced technology set-top box UI design
The WELL – information architecture & interface for early prototypes of graphical online services

Element Systems – New York, NY / San Francisco, CA 1984 to 1993

Interaction Engineer

As an independent contractor, responsibilities included information architecture, interface design, functional specification and code engineering services. Representative clients include:

Aetna Life Insurance – first generation GUI for online customer financial information services
Byrnes & Associates – applications for collecting data & generating statistical results
Kaleida Labs (Apple / IBM) – desktop & handheld multimedia GUI toolkit and developer guidelines
New York University / Bell Atlantic – "YORB" interactive television program
SoftWriters – network-updating routines for *VersionTerritory* remote administration tool
Wesleyan University Psychology Department – test tools for millisecond timing of visual search tasks

Apple, Inc. – Cupertino, CA Summer 1992

Design Intern, Advanced Technology Group

As a student intern in the Human Interface Group, designed and programmed Macintosh user interfaces for docking handheld devices and navigating audio content on the desktop.

UNIVERSITY APPOINTMENTS

University of Texas – Austin, Texas 1996 to 1999
Senior Lecturer & Research Fellow in New Media Design, Department of Radio-TV-Film

Established intensive New Media program. Advised graduate and undergraduate students. Courses taught:

Basics of Multimedia Interaction Design – interface design perspectives & processes
Advanced Interaction Design – cutting-edge experimental interaction design
Advanced Interface Design – advanced applied interface and information design

San Francisco State University (SFSU) – San Francisco, California 1994 to 1996
Faculty, Multimedia Studies Program

Empowering the Audience: Basics of Multimedia Interaction Design

EDUCATION

Masters in Interactive Telecommunications – 1993
New York University – New York, New York
Awarded Graduate Assistantship

Bachelors in Cognitive Science – 1991
Wesleyan University – Middletown, Connecticut
International exchange at Doshisha University, Kyoto, Japan

ASSOCIATION MEMBERSHIPS

Association for Computing Machinery – 1992 to present *(Lifetime Member)*
Special Interest Group on Computer Human Interaction

Computer Professionals for Social Responsibility – 1992 to present *(Lifetime Member)*

Austin Intellectual Property Law Association – 2012 to present

INDUSTRY PRESENCE – CONFERENCES & TALKS

Carnegie Mellon Sustainability Conference 2017 – *Pittsburgh, Pennsylvania*
Keynote: "The Intersection Between Technology and Human Behavior"

SXSW (South by Southwest) Interactive 2017 – *Austin, Texas*
Panel: "IP: What You Need to Know to Protect Your Business"

Smart Cities Innovation Summit 2016 – *Austin, Texas*
Panel: "How Smart Meters Make Cities, Utilities and Consumers Smarter"

AlphaLab Gear National Hardware Cup 2016 – *Austin, Texas*
Judge: Pitch competition for early-stage hardware startups

BIT World Congress of U-Homes 2013 – *Dalian, China*
Presentation: "Interactive Video and Body-Based User Interfaces"

The TV of Tomorrow Show 2012 – *New York, New York*
Panel: "Beyond the Screen"

Computer-Human Interaction Forum of Oregon 2010 – *Portland, Oregon*
Presentation: "Designing into the Path of Disruptive Technology"

McGraw-Hill Media Summit 2010 – *New York, New York*
Panel: "Video Advertising: How New Consumer Habits Are Driving the Community to Innovate"

International CES (Consumer Electronics Show) 2010 – *Las Vegas, Nevada*
Panel: "Television and Video as an Interactive Content Experience"

The TV of Tomorrow Show 2010 – *San Francisco, California*
Panel: "Interactive Television Trend Analysis"

Digital Hollywood 2009 – *Santa Monica, California*
Panel: "Television and Video as an Interactive Content Experience"
Presentation: "Breakthroughs in Entertainment and Technology"

Windows Hardware Engineering Conference 2003 – *New Orleans, Louisiana*
Presentation: "Designing Intuitive Hardware Controls"

SXSW (South by Southwest) Interactive 2003 – *Austin, Texas*
Panel: "Convergent Devices of the Future"

ACM SigCHI (Human Factors in Computing Systems) 2001 – *Seattle, Washington*
Paper: "Poly-Vectoral Reverse Navigation: Simplifying Traversal to and from Shared Nodes"

American Intellectual Property Lawyers Association 2000 – *Pittsburgh, Pennsylvania*
Panel: "Incubating an eCommerce Company Effectively"

OzCHI (Human Factors in Computing Systems) 2000 – *Sydney, Australia*
Paper: "Virtual Force-Feedback: Kinesthetic Engagement without Custom Hardware"
Paper: "Multidimensional Topic Space: From Search to Browse with Relative Salience Controls"

ACM SigCHI (Human Factors in Computing Systems) 2000 – *Den Hague, The Netherlands*
Tutorial: "Interactive Television: New Possibilities, Techniques & Metrics"
Paper: "Seamless Video Expansion: Shaping the Contour of Streams for Personalized TV"

SXSW (South by Southwest) Interactive 2000 – *Austin, Texas*
Sponsor: Interactive Art Exhibition on Emerging Cultural Renaissance

SXSW (South by Southwest) Interactive 1999 – *Austin, Texas*
Panel Moderator: "Interface Design as Social Architecture"

SXSW (South by Southwest) Interactive 1997 – *Austin, Texas*
Panel: "The Future of Interface Design: Wherever You Are, Interaction Is."

SXSW (South by Southwest) Interactive 1996 – *Austin, Texas*
Panel: "Making Your Content Meaningful"

Multimedia Live! 1995 – *San Francisco, California*
Panel: "Cutting Edge Interface Design"

ACM InterCHI (Human Factors in Computing Systems) 1993 – *Amsterdam, The Netherlands*
Paper: "Relativity Controller: Reflecting User Perspective in Document Spaces"

INDUSTRY PRESENCE – OTHER PUBLICATIONS

Bear, Eric J. Gould (2014). Model Intellectual Property Report: High-Tech Expert. In J. Mangraviti, Jr., Esq., S. Babitsky, Esq., & N. Nasser Donovan, Esq. (Eds.), *How to Write an Expert Witness Report* (pp. 395-410). Falmouth, MA: SEAK, Inc.

Bear, Eric J. Gould (2014). Model CV. In J. Mangraviti, Jr., Esq., S. Babitsky, Esq., & N. Nasser Donovan, Esq. (Eds.), *How to Be a Successful Expert Witness: A-Z Guide* (pp. 565-575). Falmouth, MA: SEAK, Inc.

In the Supreme Court of the United States

On Petition for a Writ of Certiorari to the United States Court of Appeals for the Federal Circuit: Brief of Amici Curiae Trading Technologies International, Inc., et al., in Support of Petitioner, *Alice Corporation Pty. Ltd., v. CLS Bank International, et al*., Civil Action No. 13-298, (filed Oct 7, 2013).

On Writ of Certiorari to the United States Court of Appeals for the Federal Circuit: Brief of Amici Curiae Trading Technologies International, Inc., et al., in Support of Petitioner, *Alice Corporation Pty. Ltd., v. CLS Bank International, et al*., Civil Action No. 13-298, (filed Jan 28, 2014).

IP Watchdog – *Leesburg, Virginia*

"Designing Into the Path of Disruptive Technology: An Interview with Software Expert Eric Gould Bear"
IPWatchdog.com, April 28, 2013.

"Software Patents: Drafting for Litigation and a Global Economy"
IPWatchdog.com, April 30, 2013.

"Software Patents: The Engineer vs. Designer Perspective"
IPWatchdog.com, May 5, 2013.

"False Distinctions Between Hardware and Software Patents are Not the Answer"
IPWatchdog.com, June 9, 2013.

"Prelude to SCOTUS Oral Arguments in Alice v. CLS Bank: A Conversation with Eric Gould Bear"
IPWatchdog.com, March 28, 29 & 30, 2014.

Interactive TV Today – *San Francisco, California*

"Radio Show: Interview with MONKEYmedia's Eric Gould Bear"
ITVT.com, October 8, 2009.

"ITV Doctor: MONKEYmedia Defines 'True Telescoping'"
ITVT.com, June 7, 2010.

ACM Interactions (Association of Computing Machinery) – *New York, New York*

"Industry Snapshot: MONKEYmedia"
ACM Interactions, 2001, March/April, pp. 63-70.

InterActivity Magazine (Miller Freeman) – *San Mateo, California*
User Interface Design Columnist

"Empowering the Audience: The Interface as a Communications Medium"
Interactivity Magazine, 1995, September/October, pp. 86-88.

"Connecting Participants to Content: Five Styles of Engagement"
Interactivity Magazine, 1996, January, pp. 76-80.

"Software Interaction Device Characteristics: A Functional Taxonomy"
Interactivity Magazine, 1996, February, pp. 76-80.

"Decoupling the Cursor from the Mouse & Fashioning Their Relationship by Choice (Part I)"
Interactivity Magazine, 1996, March, pp. 70-73.

"Fashioning Practical Relationships between the Cursor and the Mouse (Part II)"
Interactivity Magazine, 1996, April, pp. 78-82.

"Fashioning Creative Relationships between the Cursor and the Mouse (Part III)"
Interactivity Magazine, 1996, July, pp. 68-71.

"Shock Treatment: Redefining Interactivity on the Net"
Interactivity Magazine, 1996, July, pp. 40-52.

"What OS Toolkits Do with Buttons that Authoring Tools Don't"
Interactivity Magazine, 1996, October, pp. 60-63.

"Respect Thy Audience: Raising the Lowest Common Denominator"
Interactivity Magazine, 1996, December, pp. 60-63.

"Diversity in Your Audience: What's Worth Worrying About?"
Interactivity Magazine, 1997, February, pp. 68-69.

"Personal Perception (Part I): Preparing Interfaces for Human Variation"
Interactivity Magazine, 1997, April, pp. 66-67.

"Personal Perception (Part II): Preparing Interfaces for Human Variation"
Interactivity Magazine, 1997, July, pp. 68-70.

"Personal Perception (Part III): How Friendly is Friendly?"
Interactivity Magazine, 1997, October, pp. 80 & 72.

PATENTS

Inventor on the following families of United States patents and published patent applications. (international catalog available upon request)

Title	App. Date	App. #	Patent #	Issue Date	Inventor(s)
Computer User Interface with Non-Salience Deemphasis *(AKA "Relativity Controller")*	12/14/1992	07/990,339	**5,623,588**	04/22/1997	Gould; Eric Justin (Austin, TX)
	04/18/1997	08/844,466	**6,177,938**	01/23/2001	
	11/30/1999	09/451,594	**6,335,730**	01/01/2002	
	11/30/1999	09/451,595	**6,219,052**	04/17/2001	
	11/30/1999	09/452,275	**6,215,491**	04/10/2001	
	09/04/2001	09/947,196	**8,381,126**	02/19/2013	
Method for Video Seamless Contraction	10/30/2007	11/978,945	**8,370,745**	02/05/2013	
Video Player with Seamless Contraction	10/30/2007	11/978,965	**8,370,746**	02/05/2013	
Electronic Calendar Auto-Summarization	10/10/2008	12/248,931	**8,392,848**	03/05/2013	

Virtual Force Feedback Interface	03/25/1999	09/276,617	**6,433,775**	08/13/2002	Gould; Eric Justin (Austin, TX), Trisnadi; Paulus W. (Austin, TX), Ho; Tina Chia (Plano, TX), Wilkins; S. Todd (San Francisco, CA)
	01/20/2000	09/488,616	**6,583,782**	06/24/2003	

Method and Storage Device for Expanding and Contracting Continuous Play Media Seamlessly	04/23/1999	09/298,336	**6,393,158** Re-Exam C1	05/21/2002 02/22/2013	Gould; Eric Justin (Austin, TX), Strickland; Rachel M. (San Francisco, CA)
	03/26/2002	10/107,945	**6,615,270** *disclaimed*	09/02/2003 05/24/2011	
	06/24/2003	10/603,581	**7,467,218** *disclaimed*	12/16/2008 09/30/2013	
Method and Apparatus for Seamless Expansion of Media	04/23/1999	09/298,681	**6,621,980**	09/16/2003	
Audiovisual Presentation with Interactive Seamless Branching and/or Telescopic Advertising	10/30/2007	11/978,966	**7,890,648** *disclaimed*	02/15/2011 09/30/2013	
	11/08/2010	12/941,830	**8,122,143** *cancelled*	02/21/2012 01/18/2017	
	01/11/2012	13/348,624	**9,185,379**	11/10/2015	
	09/10/2012	13/609,157	**9,247,226**	01/26/2016	
	11/06/2015	14/934,950			

Method, Apparatus and Article of Manufacture for Displaying Traversing and Playing Content in a Multi-Dimensional Topic Space	06/08/1999	09/327,893	**6,281,899**	08/28/2001	Gould; Eric Justin (Austin, TX), Strickland; Rachel M. (San Francisco, CA)
	06/08/1999	09/328,051	**6,326,988**	12/04/2001	
	09/14/2001	09/952,908	**6,556,226**	04/29/2003	
	03/11/2003	10/387,359	**7,689,935**	03/30/2010	

Poly-Vectoral Reverse Navigation	11/02/1999	09/433,614	**6,505,209**	01/07/2003	Gould; Eric Justin (Austin, TX), Buckmaster; Janna (Austin, TX), Wilkens; Todd (San Francisco, CA), Trisnadi; Paulus W. (Austin, TX)
	10/08/2002	10/268,109	**6,745,201**	06/01/2004	
	04/08/2004	10/822,155	**7,461,426**	12/09/2008	
	08/31/2006	11/514,373	**7,953,768**	05/31/2011	
	05/19/2011	13/111,513	**8,577,932**	11/05/2013	
Display Interface for Navigating Search Results	08/31/2006	11/514,287	**7,668,827**	02/23/2010	
	02/28/2012	13/407,744	**8,606,829**	12/10/2013	

User Interface for Simultaneous Management of Owned and Unowned Inventory	12/28/1999	09/473,901	**6,693,236**	02/17/2004	Gould; Eric Justin (Austin, TX), West; Nick (Austin, TX), McCaskill; Donald (Austin, TX), Clark; Alice (Austin, TX), Trisnadi; Paulus (Austin, TX)
	10/29/2003	10/696,379	**7,173,177**	02/06/2007	
	08/29/2006	11/512,893	**7,642,443**	01/05/2010	
	08/29/2006	11/512,894	**7,321,093**	01/22/2008	

System, Method, and Article of Manufacture for Seamless Integrated Searching	03/23/2000	09/534,912	**6,633,903**	10/14/2003	Gould; Eric Justin (Austin, TX)
	08/05/2003	10/635,880	**7,653,704**	01/26/2010	
	08/29/2006	11/512,904	**7,739,357**	06/15/2010	

Ergonomic and Functionally-Efficient One-Hand User Input Interface	05/02/2003	D/180,925	**D517,070**	03/14/2006	Bear; Eric Justin Gould (Austin, TX), Teasley; Barbee Eve (Leavenworth, WA), Keely; Leroy Bertrand (Portola Valley, CA), Vong; William Hong (Seattle, WA)
	01/13/2004	D/197,249	**D508,492**	08/16/2005	
	01/16/2004	D/197,605	**D506,747**	06/28/2005	
	01/16/2004	D/197,610	**D506,757**	06/28/2005	
	01/16/2004	D/197,633	**D508,048**	08/02/2005	
	01/16/2004	D/197,689	**D506,197**	06/14/2005	
	01/23/2004	D/198,054	**D524,294**	07/04/2006	
	01/23/2004	D/198,073	**D505,952**	06/07/2005	
	01/23/2004	D/198,075	**D505,953**	06/07/2005	
	01/23/2004	D/198,076	**D507,572**	07/19/2005	
	01/23/2004	D/198,082	**D508,049**	08/02/2005	
	01/23/2004	D/198,091	**D506,467**	06/21/2005	
	01/30/2004	D/198,537	**D506,468**	06/21/2005	
	01/30/2004	D/198,560	**D508,050**	08/02/2005	
	01/30/2004	D/198,581	**D505,954**	06/07/2005	

Computer System with Do Not Disturb System and Method	05/05/2003	10/429,903	**7,443,971**	10/28/2008	Bear; Eric Gould (Austin, TX), Magendanz; Chad (Issaquah, WA), Adams; Aditha May (Seattle, WA), Ledbetter; Carl (Mercer Island, WA), Kaneko; Steve (Medina, WA)

Record Button on a Computer System	05/05/2003	10/429,904	**7,827,232**	11/02/2010	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA)

Real-time Communications Architecture and Methods for Use with a Personal Computer System	08/10/2007	11/837,302	**7,577,429**	08/18/2009	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA), Crosier; Dale C. (WA), Plank; Robert Scott (WA), Van Flandern; Michael W. (WA), DeMaio; Pasquale (WA)

Method and System for Standby Auxiliary Processing of Information for a Computing Device	05/05/2003	10/429,930	**7,240,228**	07/03/2007	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA), Schoppa; Chris (WA), Chandley; Adrian M. (WA), Westerinen; William J. (WA), Crosier; Dale C. (WA)

Notification Lights, Locations and Rules for a Computer System	05/05/2003	10/429,931	**7,372,371**	05/13/2008	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA), Chandley; Adrian M. (WA)

Method and System for Auxiliary Display of Information for a Computing Device	05/05/2003	10/429,932	**7,221,331**	05/22/2007	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA), Schoppa; Chris (WA), Chandley; Adrian M. (WA), Westerinen; William J. (WA), Crosier; Dale C. (WA), Plank; Robert Scott (WA)
	08/23/2006	11/509,437	**7,913,182**	03/22/2011	

Computer Camera System and Method for Reducing Parallax	05/05/2003	10/429,943	**7,551,199**	06/23/2009	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA)

Method and System for Activating a Computer System	05/05/2003	10/430,369	**7,424,740**	09/09/2008	Bear; Eric Gould (Austin, TX), Magendanz; Chad (WA), Adams; Aditha May (WA), Ledbetter; Carl (WA), Kaneko; Steve (WA), Schoppa; Chris (WA), Chandley; Adrian M. (WA), Westerinen; William J. (WA)
System and Method for Using Telephony Controls on a Personal Computer	09/30/2003	10/677,084	**7,440,556**	10/21/2008	Bear; Eric Gould (Austin, TX), Magendanz; Chad (Issaquah, WA), Adams; Aditha May (Seattle, WA), Ledbetter; Carl (Mercer Island, WA), Kaneko; Steve (Medina, WA), Crosier; Dale C. (Kirkland, WA), Plank; Robert Scott (Bellevue, WA)

Method and System for Capturing Video on a Personal Computer	09/30/2003	10/677,118	**7,548,255**	06/16/2009	Bear; Eric Gould (Austin, TX), Magendanz; Chad (Issaquah, WA), Adams; Aditha May (Seattle, WA), Ledbetter; Carl (Mercer Island, WA), Kaneko; Steve (Medina, WA)
Method and System for Navigation Using Media Transport Controls	09/30/2003	10/677,106	**7,194,611**	03/20/2007	Bear; Eric Gould (Austin, TX), Magendanz; Chad (Issaquah, WA), Adams; Aditha May (Seattle, WA), Ledbetter; Carl (Mercer Island, WA), Kaneko; Steve (Medina, WA), Crosier; Dale C. (Kirkland, WA)
Method and System for Unified Audio Control on a Personal Computer	09/30/2003	10/677,101	**7,216,221**	05/08/2007	Bear; Eric Gould (Austin, TX), Magendanz; Chad (Issaquah, WA), Adams; Aditha May (Seattle, WA), Ledbetter; Carl (Mercer Island, WA), Kaneko; Steve (Medina, WA), Crosier; Dale C. (Kirkland, WA)
	11/14/2006	11/559,821	**8,245,027**	08/14/2012	
	03/12/2007	11/685,014	**7,624,259**	11/24/2009	
	04/28/2009	12/431,597	**8,127,125**	02/28/1012	
	09/18/2009	12/563,026	**8,166,287**	04/24/2012	
	09/18/2009	12/563,041	**8,644,481**	02/4/2014	
	04/12/2012	13/445,221	**8,443,179**	05/14/2013	
Systems and Methods for Interfacing with Computer Devices	01/30/2004	10/768,777	**7,469,386**	12/23/2008	Bear; Eric Justin Gould (Austin, TX), Vong; William Hong (Seattle, WA), Keely; Leroy Bertrand (Portola Valley, CA), Teasley; Barbee Eve (Leavenworth, WA), Richardson; Adam John (Oakland, CA), Tsang; Michael H. (Bellevue, WA), Greene; Richard (San Rafael, CA), Fogarty; Michael David (San Francisco, CA), Hinckley; Kenneth Paul (Redmond, WA)
Symbolic Representation of Protocol-Specific Information	12/19/2006	11/612,639			Frishberg; Leo David (Portland, OR), Bear; Eric Gould (Austin, TX)
Schematic Display of Protocol-Specific Information	04/25/2007	11/740,135	**8,837,294**	09/16/2014	
Data Object Based Data Analysis	08/09/2007	60/954,873	*provisional*	n/a	
	09/27/2007	11/862,830	**7,827,209**	11/02/2010	

Method and System for Maintaining Data Recoverability	09/03/2009	12/553,579			Bear; Eric Justin Gould (Austin, TX), Bouteruche; David (Austin, TX), Debroutelle; Stephane (Lambersart, France), Leman; Christian (Austin, TX), Power-Freeman; Mark Benjamin (Austin, TX), Moorman; Jan (Austin, TX), Sayre; Vasken N. (Austin, TX), Oshima; Peter (Austin, TX)
Method and System for Backup and Recovery	06/04/2009	61/184,267	provisional	n/a	
	11/06/2009	12/613,689			
Home Intelligence System	06/21/2016	14/944,118			Norwood; Erik (Austin, TX), Bohde; Josh (Austin, TX), Bear; Eric Gould (Austin, TX)
Head-mounted (or Handheld) Display Device for Navigating a Virtual Environment *(AKA "Portable Proprioceptive Peripatetic Polylinear Video Player")*	06/29/2012	61/666,216	*provisional*	n/a	Bear; Eric Justin Gould (Austin, TX), Strickland; Rachel M. (San Francisco, CA), McKee; James (San Francisco, CA)
	07/25/2015	14/810,262	**9,791,897**	10/17/2017	
	06/20/2016	15/186,776	**9,612,627**	04/04/2017	
	02/07/2017	15/426,828	**9,656,168**	05/23/2017	
	02/26/2018	15/905,192			
Remote Controlled Vehicle with Head-mounted (or Handheld) Display Device & Augmented Reality	06/20/2016	15/186,783	**9,563,202**	02/07/2017	
	06/20/2016	15/186,793	**9,579,586**	02/28/2017	
	02/06/2017	15/425,666	**9,658,617**	05/23/2017	
	02/07/2017	15/426,697	**9,782,684**	10/10/2017	
	09/01/2017	15/694,210	**9,919,233**	03/20/2018	