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Application No: GB0816492.3   **Examiner:**   Mr Brendan Donohoe

Claims searched: All   **Date of search:**   4 January 2010

Patents Act 1977: Search Report under Section 17

Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance
X	1-21	WO2007/149707 A1 SCIENTIFIC-ATLANTA - See especially paragraph 0049, and figures 6-16.
X	1-21	US5548340 A BERTRAM - See especially figure 16.
X	1-21	US5643084 A MIRSKY - See especially column 4 line 44 onwards.
X	1-21	US6452515 B1 DUQUESNOIS - See whole document.
X	1-21	WO02/058806 A1 FILLINGHAM - See whole document.

Categories:

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.

Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC^X :

Worldwide search of patent documents classified in the following areas of the IPC

A63F; H04L; H04M

The following online and other databases have been used in the preparation of this search report

WPI, EPODOC.

International Classification:

Subclass	Subgroup	Valid From
A63F	0013/12	01/01/2006
A63F	0009/08	01/01/2006
A63F	0009/10	01/01/2006
H04L	0029/08	01/01/2006
H04M	0007/00	01/01/2006

Abstract

A games system, method and program, the system comprising: a control device arranged to be operable by a user; a network interface for receiving data via a packet-based communication network; and a processing apparatus arranged to execute a game application and a communication client; wherein the communication client is programmed to establish video communication via the network interface and packet-based communication network, receive video data from a remote user and decode the video data to produce a live video image; wherein the game application is arranged to divide the live video image into segments, re-order the segments to produce a shuffled live video image and output the shuffled live video image for display on a display unit; and wherein the game application is further arranged to receive control information from the control device and cause a further re-ordering of the segments responsive thereto during the video communication.
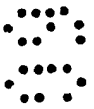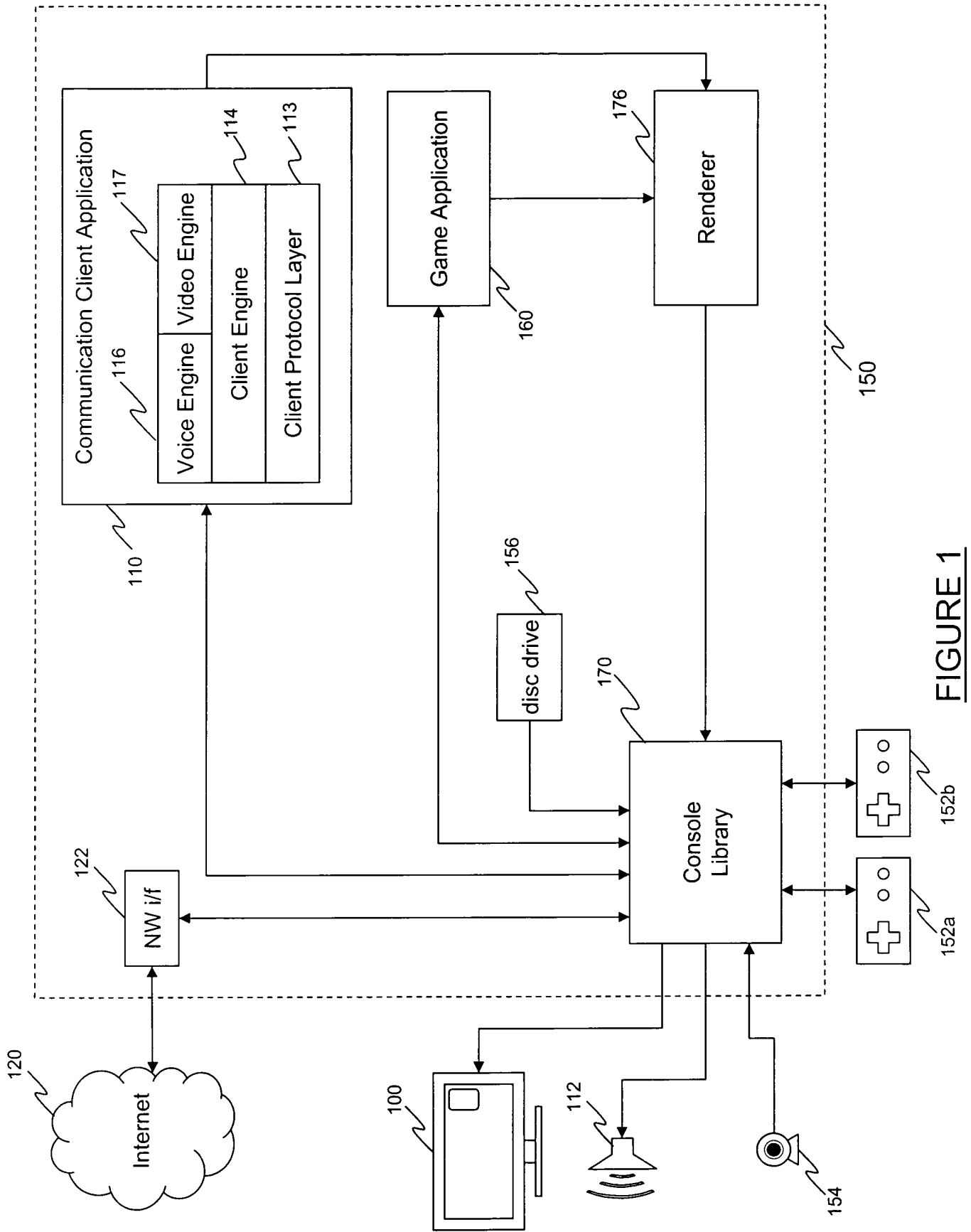
FIGURE 1

Given the different possible types of memory, note therefore that the game system's storage readers need not necessarily include only a storage module reader such as an optical disc drive, but could also include the reading mechanism of a hard drive, the read circuitry of a flash memory, or suitable software for accessing a server via the network interface 122.

The console library 170 is a basic system library which takes care of low level functions including input and output functions. The console library 170 is preferably stored on a memory internal to the games system 150, e.g. on a hard drive, flash memory or read-only memory (ROM).

The console library 170 is operatively coupled to the screen of a television set 100 via a television output port (not shown) of the games system 150. The console library is also operatively coupled to a loudspeaker 112, which although shown separately can be housed within the television set 100 and coupled to the console library 170 via the television output port. Alternatively another audio output source could be used such as headphones or a connection to a separate stereo or surround-sound system.

In order to receive user inputs from a local user of the games system 150, the console library 170 is operatively coupled to one or more game controllers 152 via one or more respective controller input ports (not shown) of the games system 150. These could comprise a more traditional arrangement of user controls such as a directional control pad or stick with accompanying buttons, and/or other types of user inputs such as one or more accelerometers and/or light sensors such that physical movement of the controller 152 provides an input from the user. The console library 170 can also be arranged to be able to receive audio inputs from a microphone in the controller 152 (or connected thereto) and provide outputs to a speaker housed in the controller 152, again via the controller port. Alternatively, a separate microphone input could be provided.

In order to receive video data from the local user of the games system 150, the console library 170 is operatively coupled to a digital video camera 154,

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