

Claims From U.S. Patent Publication No. 2010/0298053 ("Kotkin")

Support U.S. Provisional Application No. 61/179,551 ("551 Provisional")

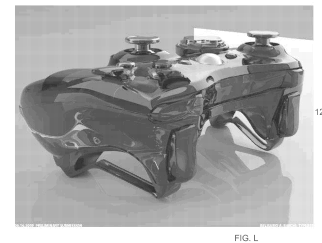
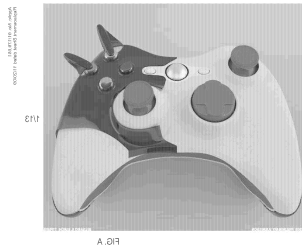
1[P]. A device for enhancing operation of a game controller including at least one actuatable element, the device comprising:

The '551 Provisional discloses a device for enhancing the operation of a game controller including

"A device for enhancing operation of a game controller, comprising at least one actuator cooperating with the controller." *551 Provisional* at [0003] (emphasis added); *see also id.* at [0004].

"The invention relates to a device for enhancing operation of a game controller and a method of using the device to manually control features of a game beyond those which are assigned to the usual buttons of the user's hand from the usual position." *Id.* at [0001].

"A motor A moves a lever B and pushes a button when the controller is tilted up or down." *Id.* at [0002].

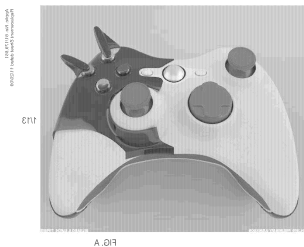


Id. at FIGs. A and L (illustrating two embodiments placed over an Xbox 360 Controller); *see also id.* at FIGs. M-O (also showing the device placed on a controller).

1[a]. a skin configured to overlay at least a portion of the game controller;

The '551 Provisional teaches a skin configured to overlay at least a portion of the game controller.

"[A] so-called skin is placed onto part or all of the controller. . ." *Id.* at [0005]. (emphasis added); see also [0006] ("completely removable rubber or plastic skin B is placed over the controller.").



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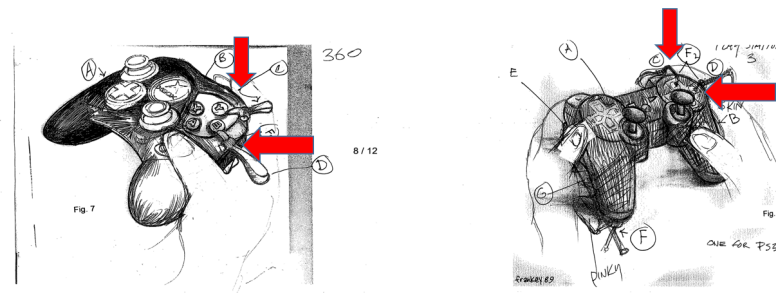


FIG. L

Id. at FIGS. A and L (illustrating the device over a portion and over the entirety of the controller); see also FIGS. K, and M-O (also illustrating the device placed on a controller).

1[b]. at least one actuator supported by said skin with a first end disposed over the at least one actuatable element and a second end distal from said first end; and

The '551 Provisional teaches actuators (i.e., levers C and D) supported by the device with an end over



Id. at FIGS. 1 and 7; *see also* FIGS. A-E, I, K, M-O (depicting two actuators over the buttons of the



Id. at FIGS. A and L (illustrating the device over a portion and over the entirety of the controller) (a

1[c]. said at least one actuator arranged on the skin such that actuation of said second end in a first direction causes said first end to engage and actuate the at least one actuatable element.

The '551 Provisional discloses actuators arranged on the skin such that actuation of said second end first end to engage and actuate the at least one actuatable element.

"[T]he tip or side of a finger . . . is used to actuate the game controller." *Id.* at [0005] (emphasis added) (levers are provided so that the controller can be actuated without using thumbs).

"The tip of the index finger is positioned under a lever C of the skin. The side of the index finger is C and D can be actuated without using or moving the thumbs." *Id.* at [0025]; *see also id.* [0031].

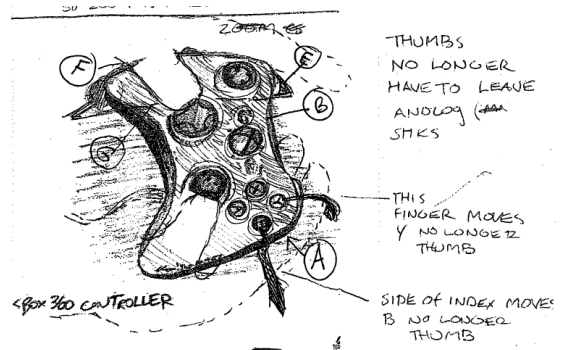


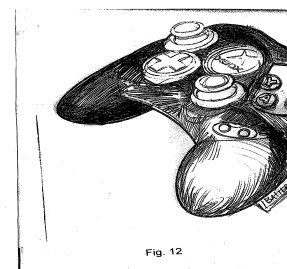
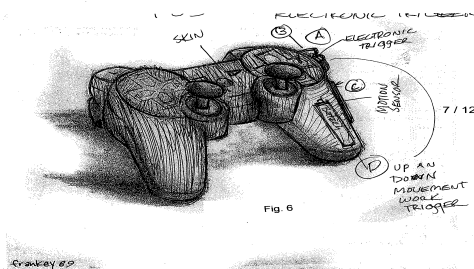
Fig. 9

Id. at FIG. 9 (illustrating how an index finger can actuate the device); *see also id.* at FIGS. 1 and 7 (can lift up on the lever so that the corresponding button is pressed).

2. The device of claim 1, wherein said second end is connected to a motorized actuator for actuating the controller in response to stimuli on the controller.

The '551 Provisional teaches that the second end is connected to a motorized actuator for actuating stimuli on the controller.

"Fig. 6 shows an electronic push device or trigger for use with the PlayStation 3 game controller or A moves a lever B and pushes a button when the controller is tilted up or down." *Id.* at [0030] (emphasis added); [0011] ("In accordance with yet an added feature of the invention, an electronic device is provided in the game controller."); [0021]; [0027]; [0032].

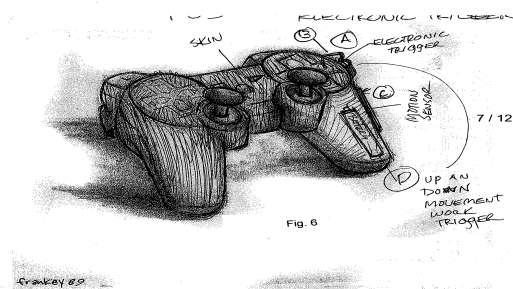


Id. at FIGs. 6 and 12 (illustrating the electronic trigger device for the PS3 and Xbox 360 Controller).

3. The device of claim 2, wherein the stimuli is provided by a motion sensor provided with said skin.

The '551 Provisional teaches that the stimuli is provided by a motion sensor provided with said skin.

"A sensor C is provided for sensing the tilt." *Id.* at [0030] (emphasis added); *see also id.* at [0032].



Id. at FIG. 8.

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