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(54) **LEARNING GAMIFICATION AND SAFETY CONTROL APPLICATION FOR MOBILE DEVICES**

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(Continued)

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*Primary Examiner* — Minh Dieu Nguyen

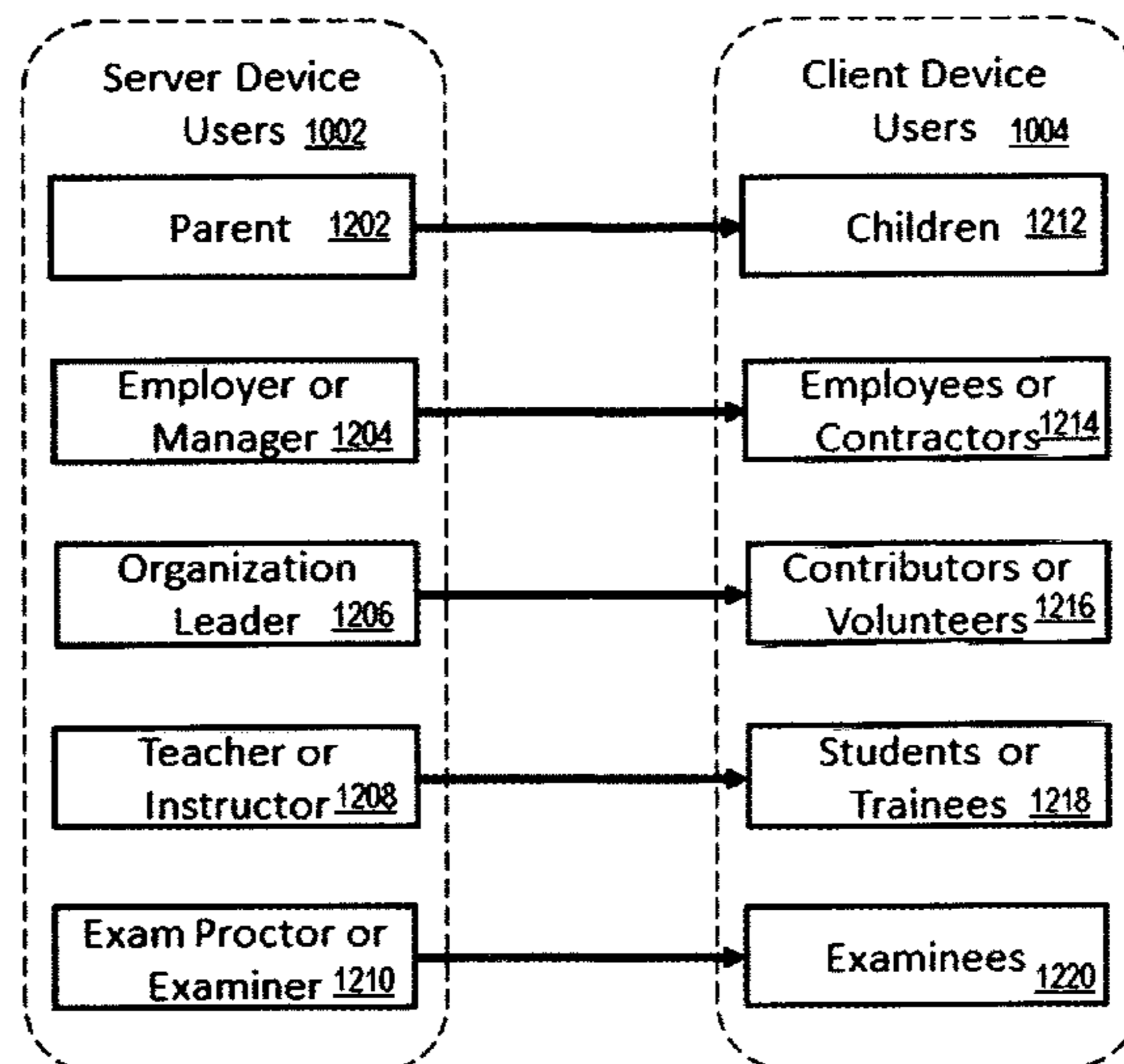
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(57) **ABSTRACT**

An application for mobile devices that enables a server device to control multiple client devices with numerous features and capabilities relevant to both server and client devices, such as learning gamification and safety controls. Running on popular operating systems, this application is compatible with other mobile applications and provides a mechanism for the server device to override internal controls on one or more client devices with ability to configure access controls based on gamification features using parameters that include but not limited to applications, programs, goals, and rewards. This application includes safety and security control features that enables the server device to remotely monitor and control one or more client devices.

**5 Claims, 9 Drawing Sheets**

**Examples of User Scenarios for Learning Gamification and Safety Control Application**



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*G06Q 10/10* (2012.01)  
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*G09B 7/00* (2006.01)  
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*H04L 29/08* (2006.01)  
*H04M 3/42* (2006.01)  
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*H04W 88/02* (2009.01)
- (52) **U.S. Cl.**  
 CPC ..... *H04L 63/105* (2013.01); *H04L 63/20* (2013.01); *H04L 65/1069* (2013.01); *H04L 65/4069* (2013.01); *H04L 67/125* (2013.01); *H04L 67/26* (2013.01); *H04M 1/72427* (2021.01); *H04M 1/72463* (2021.01); *H04M 3/42374* (2013.01); *H04W 12/08* (2013.01); *H04W 12/37* (2021.01); *G06Q 30/02* (2013.01); *H04M 3/38* (2013.01); *H04M 3/42144* (2013.01); *H04W 88/02* (2013.01)
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- See application file for complete search history.
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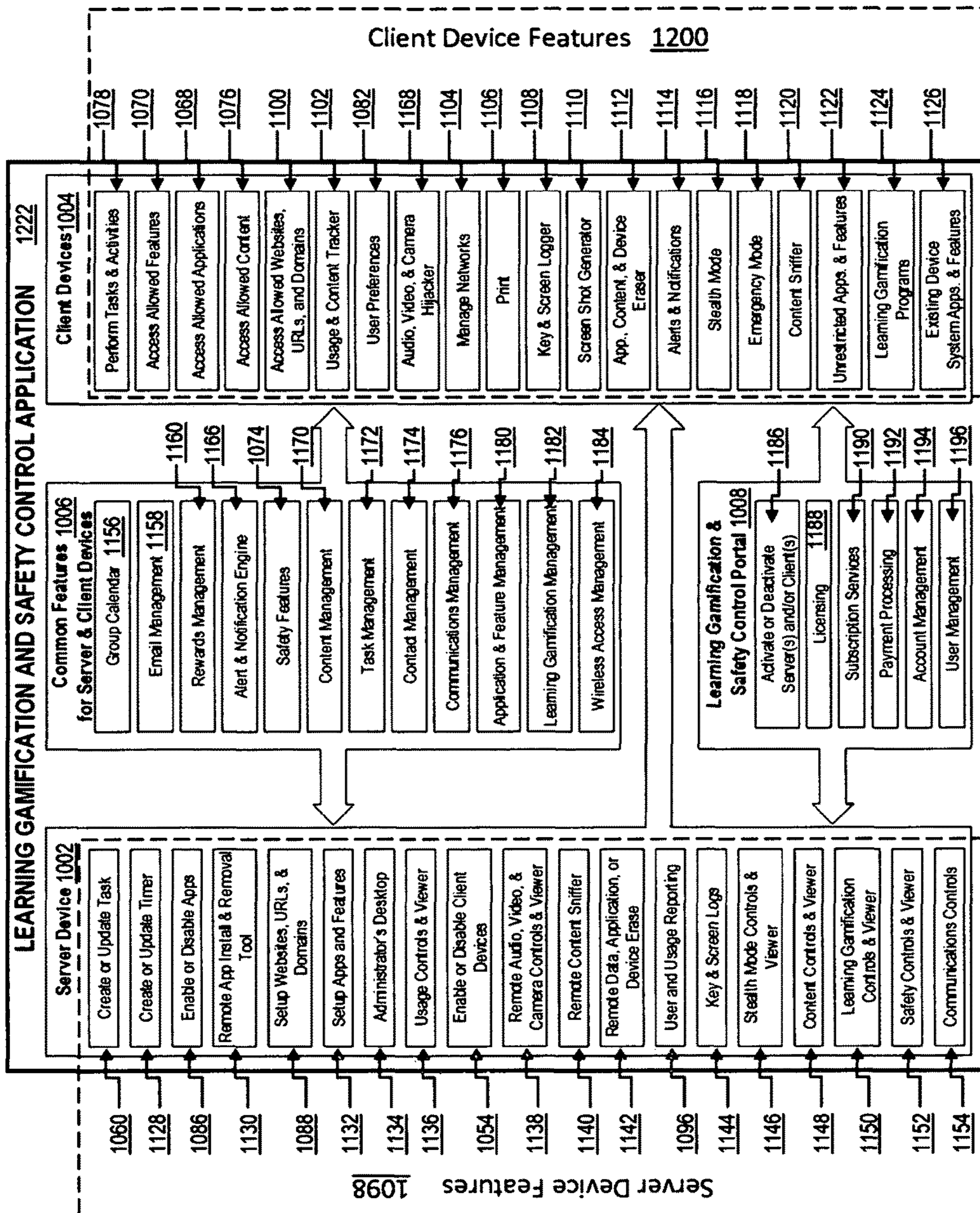


FIG. 1

ASSOCIATION TYPES FOR SERVER – CLIENT DEVICES

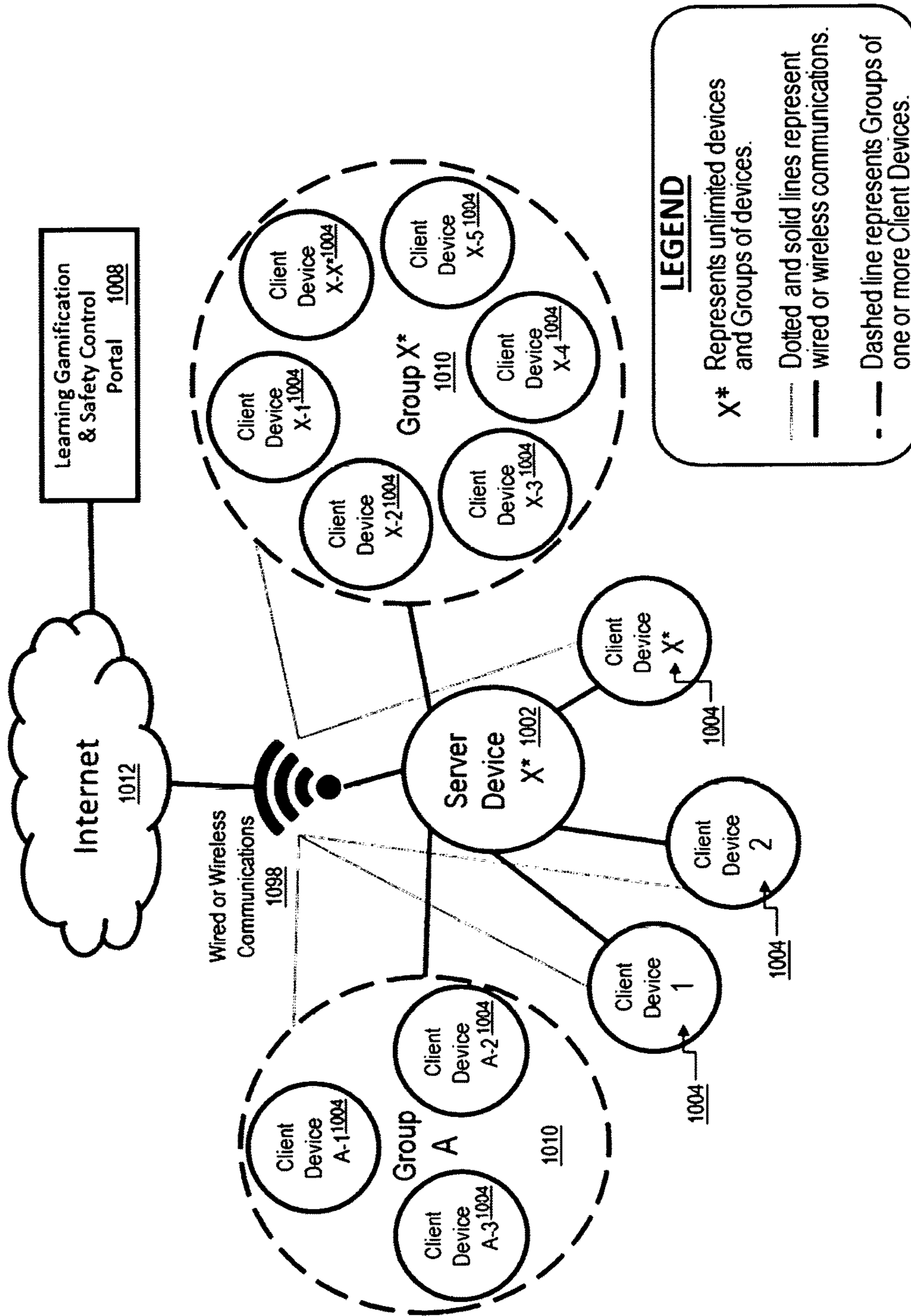
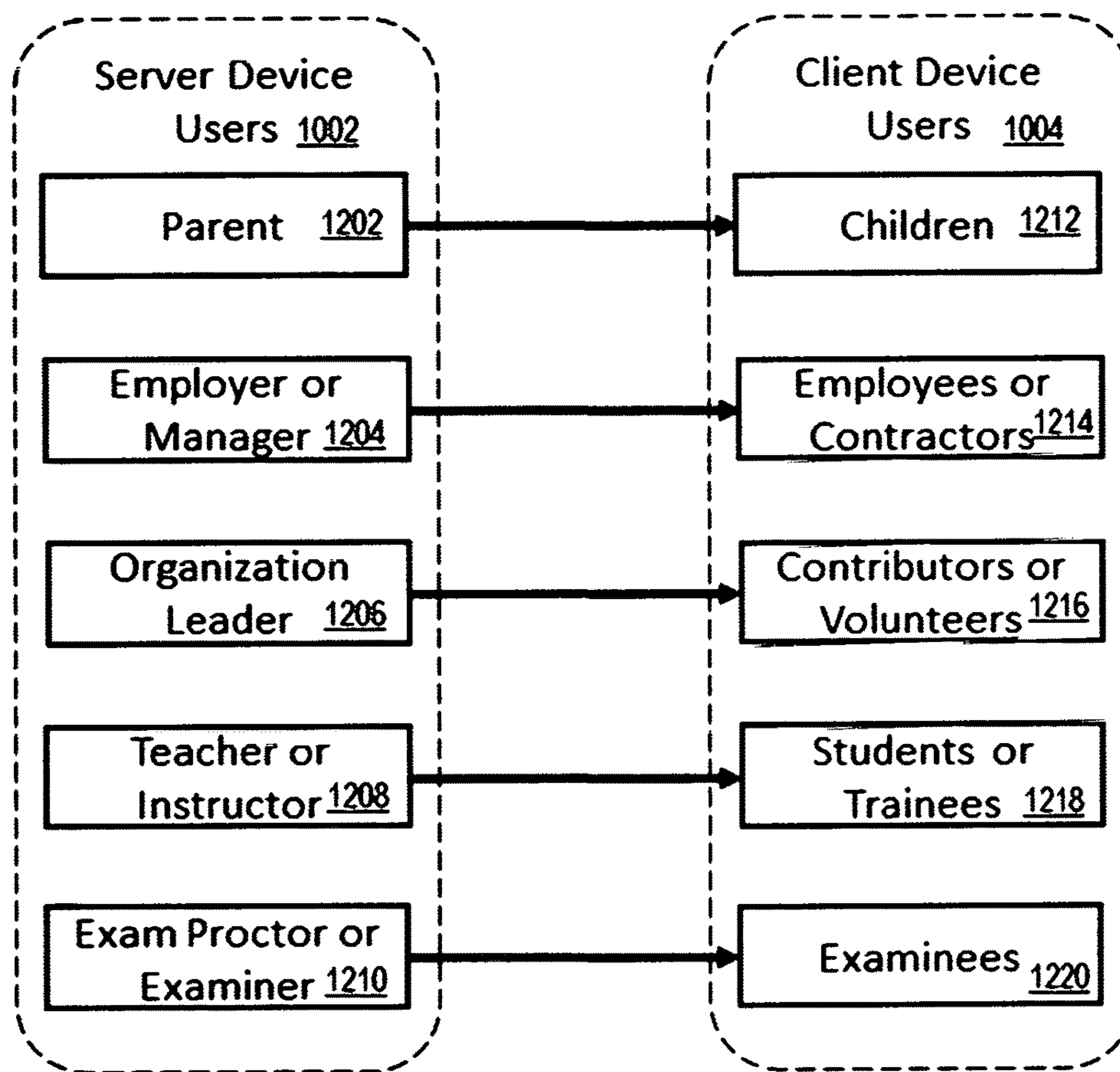


FIG. 2

**Examples of User Scenarios for Learning Gamification and Safety Control Application**



**FIG. 3**

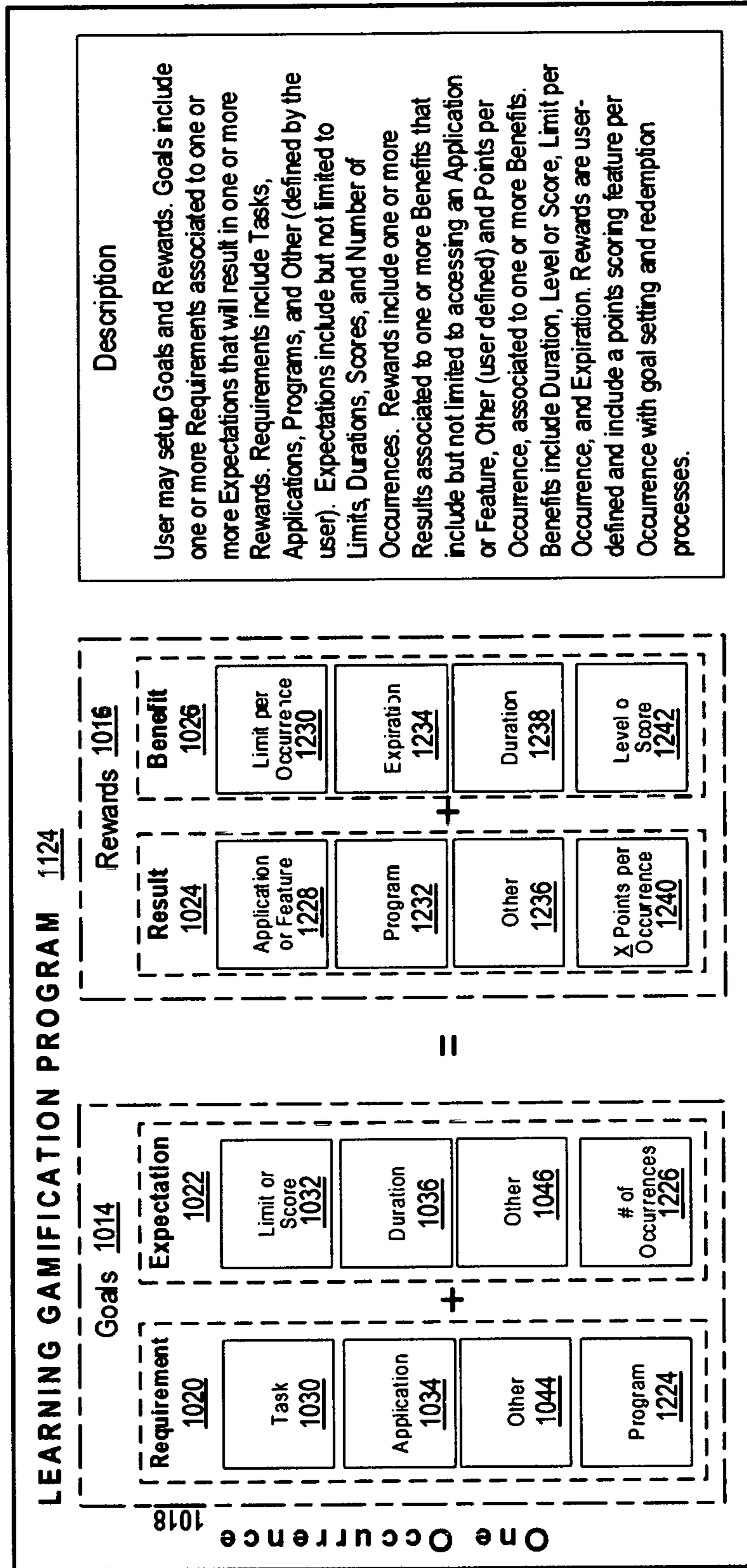


FIG. 4

### LEARNING GAMIFICATION PROGRAM EXAMPLES

1020	Goals 1014		1022		1024		1026		Description
	Requirement	Expectation	1022	1024	Result	Rewards 1016	Benefit		
1028	Other: Exercise	1: Hour	=	Other: Snack	+	N/A		A person set a daily goal to exercise for one hour while listening to music the entire time at the health club. Each time this person exercises, they get a snack and 3 points toward a New Year's goal for better health.	
	App: Music	<1 Hour 30 Minutes	=	3 Points	+	1 Year			
1028	Task Attend Meeting	1: Hour	=	App: Unrestricted	+	30 Minutes		A field service employee must attend an hour meeting. As a reward, the employee gets half hour of unrestricted access.	
1028	App: eBook Reader	>1 Hour	=	App: Games	+	30 Minutes		A child must read an eBook for more than an hour. As a reward, the child gets half hour access to games.	
1028	Other: Study	≥ 1 Hour 30 Minutes	=	App: Internet	+	2: Hours		A student needs to study and prepare for a project due at month-end. The student must work at it 30 times for one and a half hours each in order to complete the project. As a reward, the student will get two hours access to an allowed application, a snack within the next 12 hours, and 5 points toward a long-term goal.	
		30 Occurrences	=	Other: Snack	+	12 Hours			
	Other: Project	Pass	=	5 Points per Occurrence	+	No Expiration			
1028	App: Training Program	≥ 2: Hours	=	App: Agent Portal	+	24 Months		An employee or trainee needs to complete a training program. The employee must attend 50 sessions for up to 2 hours each, and pass an exam with at least 80% score. As a reward, the employee will get 24 months access to the agent portal, a vacation within the next month, and 5 points that expire in 2 years toward a long-term goal.	
		50 Occurrences	=	Other: Vacation	+	1 Month			
	App: Exam	≥ 80% or Pass	=	5 Points per Occurrence	+	2 Years			
1028	App: Job Search	≥ 2: Hours	=	App: Games	+	30 Minutes		A recent college grad seeks a job. Each day, this grad needs to access one or more job search apps for at least two hours, email resumes using the Internet for up to 30 minutes, make follow-up calls for an hour, and watch a video. As a reward, the grad will get 30 minutes access to games, 3 hours of music, shopping with up to \$500, and 8 points that expire in 5 weeks toward a long-term goal.	
	App: Internet	≤ 30 Minutes	=	App: Music	+	3: Hour			
	App: Phone	= 1: Hour	=	Other: Shopping	+	≤ \$500			
	Task Watch Video	Completed	=	8 Point per Occurrence	+	5 Weeks			

FIG. 5

**LEARNING GAMIFICATION PROGRAM DATA MODEL**

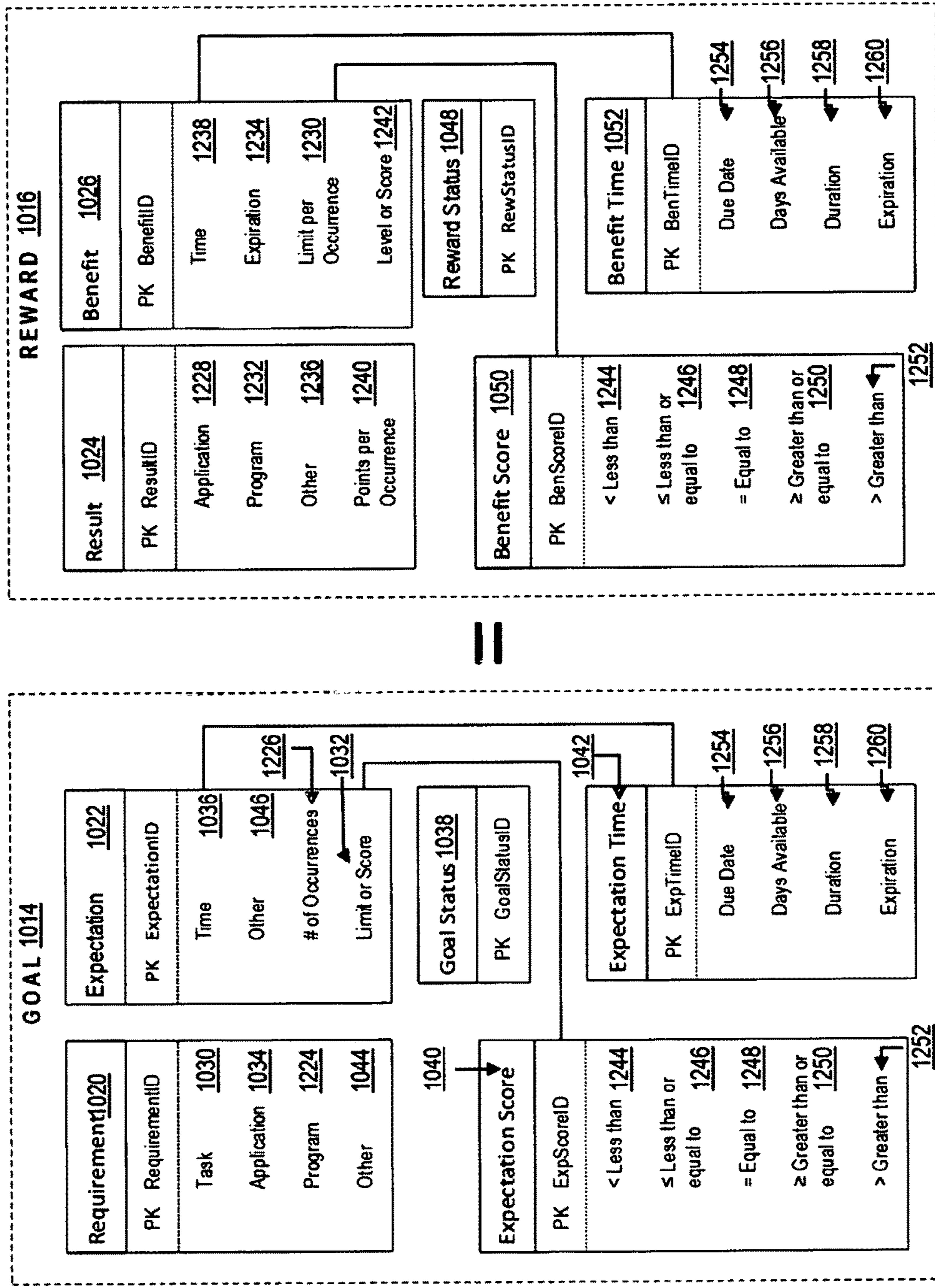


FIG. 6



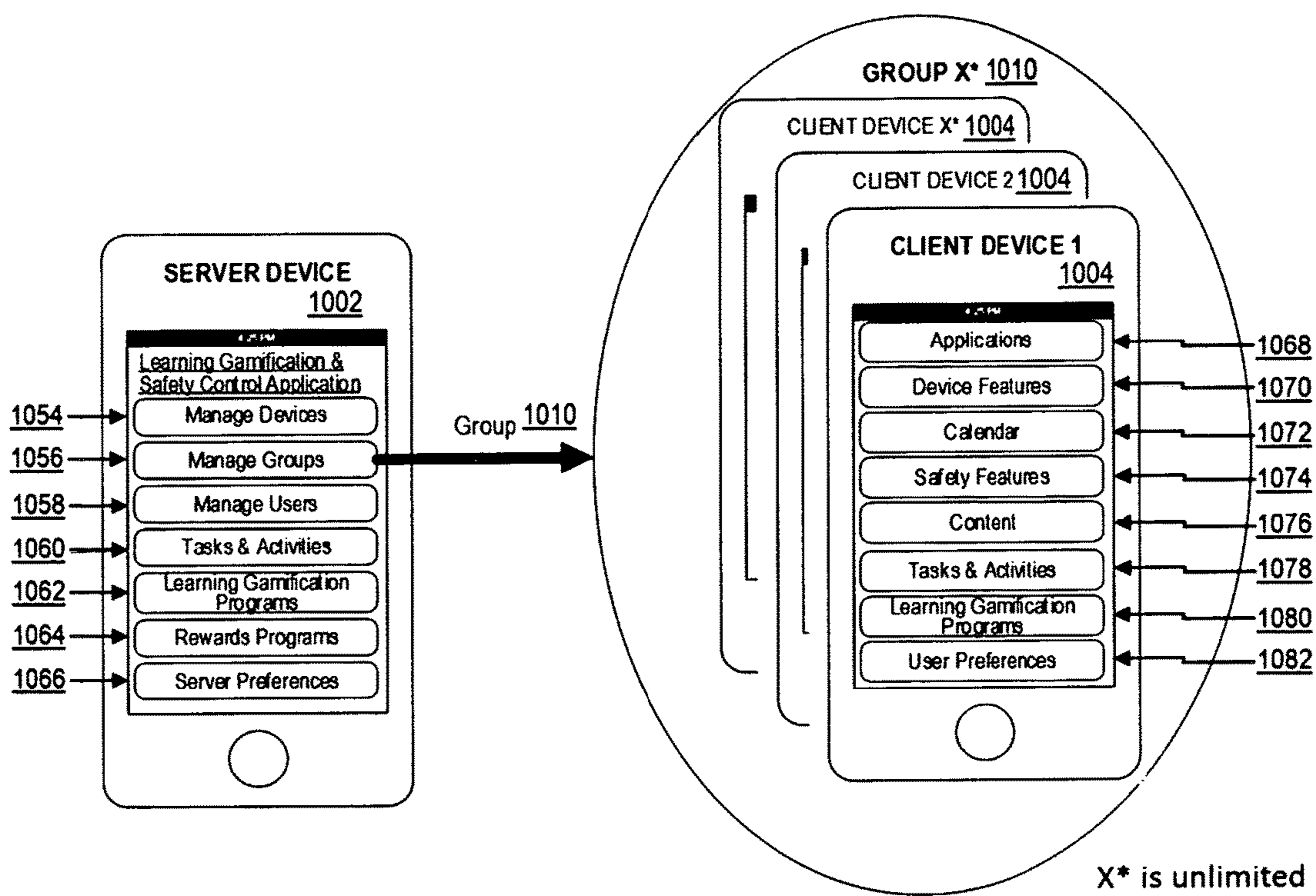
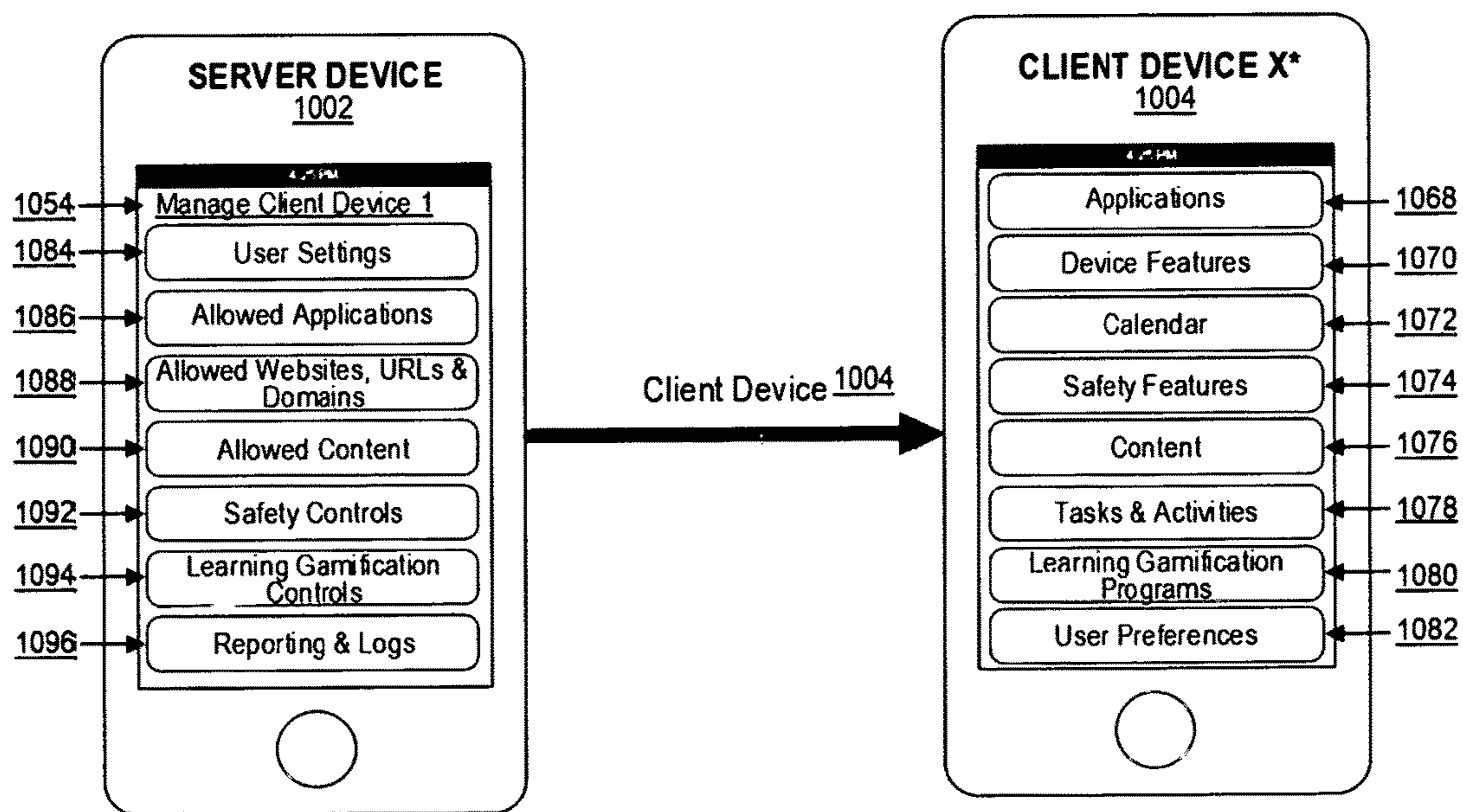


FIG. 7



X\* is unlimited

FIG. 8

HIGH-LEVEL ARCHITECTURE

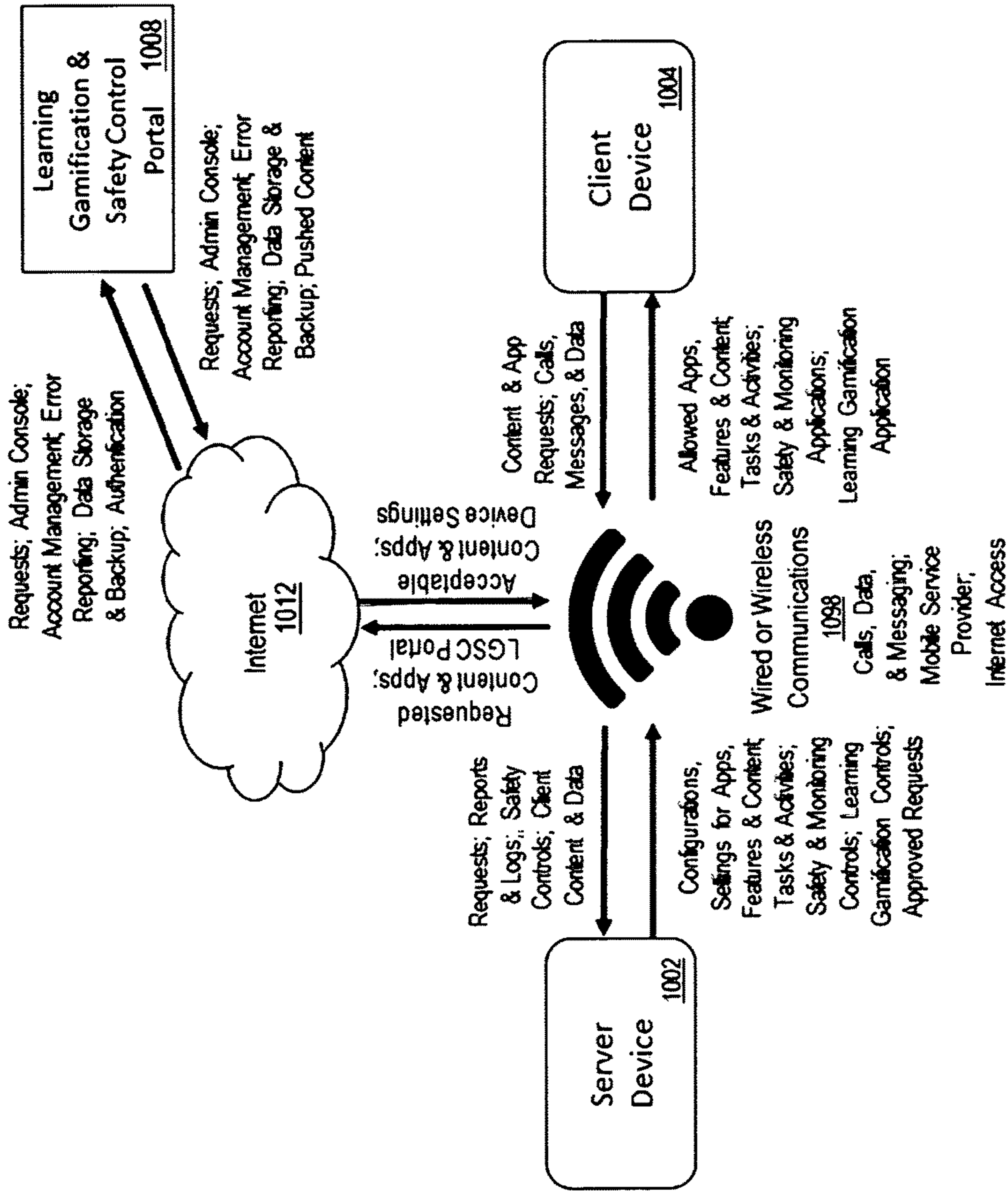


FIG. 9

**LEARNING GAMIFICATION AND SAFETY  
CONTROL APPLICATION FOR MOBILE  
DEVICES**

**Matter enclosed in heavy brackets [ ] appears in the original patent but forms no part of this reissue specification; matter printed in italics indicates the additions made by reissue; a claim printed with strikethrough indicates that the claim was canceled, disclaimed, or held invalid by a prior post-patent action or proceeding.**

BACKGROUND

With the proliferation of technology making mobile devices relatively inexpensive to own and affordable for parents, employers, organizations, and others to provide one or more client devices to their dependents, employees, contractors, or others. By enabling a server device with the ability to closely monitor and control usage of one or more client devices while encouraging and rewarding each user (dependent, employee, contractor, or other) for performing certain activities and tasks, along with reinforcement and rewards for achieving such criteria while performing the activities and tasks.

The Learning Gamification and Safety Control Application delivers parents, managers and others with peace of mind regarding their children, employees', or others' safety and security while utilizing a mobile device to browse the Internet, and access applications and content. With feature-rich user access and usage controls, parents and managers benefit from a user-friendly administrative interface while users operate their devices seamlessly. The Learning Gamification and Safety Control Application provides a mechanism for managing and mitigating foreseeable risks while using a mobile computing device and provides important safety and communication tools.

Dependents, employees, contractors, and others are often provided with a mobile device for entertainment or because their parent or employer wants quick access to call their dependent, employee or contractor. Resulting from the wide range of mobile device applications, holders of mobile devices often lose focus, poorly manage their time, and lose productivity due to playing games, watching videos, and searching the Internet, among other things. Examples include forgotten appointments, failure to communicate with others, failure to meet deadlines, failure to adequately prepare for important events or exams. This solution provides parents, employers, organizations, and others with the ability to effectively deploy one or more mobile devices with the Learning Gamification and Safety Control Application to enable a server device to configure, monitor, and control one or more client device features, applications, and content.

SUMMARY

Dependents, employees and contractors operating a client device will benefit from the task-oriented features that will so help improve learning; shared calendar and integrated timer that strengthens time management and concentration; advanced communications preferences with group policies for prioritizing and managing interactions and interruptions; enhanced security capabilities with device tracking for quicker response and one-touch device locator; safety dashboard for overseeing and preventing inappropriate content and usage; alert and notification engine to automatically

communicate with either server or one or more client mobile devices based on system-defined and user-defined criteria.

In embodiments, a server device and one or more client devices include but not limited to mobile phones, tablets, and handheld or mobile computing devices with communications capabilities, ideal for members of one or more groups that may include but are not limited to family members, employees of a business, or members of an organization.

In embodiments, a server device includes a user interface for monitoring and managing each of one or more client devices. The server device provides an interface for establishing and configuring access and control for each of one or more client devices.

In embodiments, a client device includes a controller for managing, monitoring, and configuring user access to each application, feature, and content installed on the associated client device. Each client device is controlled by one or more authorized and associated server devices.

BRIEF DESCRIPTION OF THE DRAWINGS

Embodiments of Learning Gamification and Safety Control Application are described within and with reference to the following Figures. These same Figures are referenced throughout to such details that include but are not limited to features and components, capabilities, functionality and processes;

FIG. 1 illustrates the features available with the Learning Gamification and Safety Control Application based on either the Server Device or Client Devices. These features include common features available to both Server Device and Client Device, along with features enabled by the Learning Gamification and Safety Control Portal;

FIG. 2 illustrates the concept of hub and spoke mobile device computing with the Server Device controlling one or more Client Devices and groups of Client Devices. The Server Device communicates with the Client Devices using a Learning Gamification and Safety Control Portal accessible via wireless communications and the Internet;

FIG. 3 illustrates examples of user scenarios for Learning Gamification and Safety Control Application;

FIG. 4 illustrates the functionality of the Learning Gamification Program. The Learning Gamification Program enables users to setup one or more Goals that, upon being established, allow the user to setup Requirements with one or more Expectations that result in one or more Rewards;

FIG. 5 illustrates the Learning Gamification Program Examples. These examples include but are not limited to those shown;

FIG. 6 illustrates the Learning Gamification Program Data Model. This model illustrates the critical field attributes necessary to configure one or more Goals with Requirements, Expectations, Scores and Times, associated to one or more Rewards with Results, Limits, Scores, and Times;

FIG. 7 illustrates an example of how the Server Device controls and manages related features and capabilities installed on one or more Client Devices;

FIG. 8 illustrates an example of how the Server Device controls and manages related features and capabilities installed on a Group of one or more Client Devices, whereas the number of Groups and number of Client Devices are unlimited by the Learning Gamification and Safety Control Application; and

FIG. 9 illustrates the high-level architecture for the Server Device and Client Device utilizing Wired or Wireless Com-

munications to access the Internet and Learning Gamification and Safety Control Portal.

#### DETAILED DESCRIPTION

##### Overview

The Learning Gamification and Safety Control Application features and components are described herein. In some embodiments, processes and techniques involving server and one or more client devices are described to share features and content. A server device may be configured to control one or more client devices. Based on parameters set by the server device, sharing of features and content may be enabled and accessible, enabled and restricted, or disabled to one or more associated client devices.

In addition, the common features for server and client devices with the Learning Gamification and Safety Control Application installed include direct two-way communications between the devices; group calendars; group task lists; one or more group policy alerts and notifications that may be associated to a task, meeting, email, appointment, timer or other activity; emergency mode with features that include user-defined programmable personal identification numbers (PINs) with preset actions and processes; contact manager application for the server device user to manage contacts on one or more client devices; audio and video telephone; text and SMS messaging.

In addition, when the Learning Gamification and Safety Control Application is installed on both server and one or more client devices, the server device will authenticate, configure, manage, and control the features, components, applications, and content accessible or non-accessible, enabled or disabled on each of one or more client devices. The server device with the Learning Gamification and Safety Control Application installed features, components, and applications on the client mobile device, such as but not limited to tasks, timers, application controller, URL controller, usage reporting, usage controller, administrator desktop, key and screen logger, remote application manager, mobile device manager, camera controller, screen shot generator, remote wipe, and network manager.

In addition, when the Learning Gamification and Safety Control Application is installed on both server and one or more client devices, the client devices will authenticate, provision, and grant full access into MI installed features, components, applications, and content to the server device while maintaining the communications services provided to each mobile device by their respective telephone service providers.

In addition, with the Learning Gamification and Safety Control Application, the features and components may employ a subscription service that provides a limited use license to access value-added services and features that seamlessly integrate and enhance the applications. Such value-added services and features include but are not limited to content sniffer that searches and quarantines inappropriate content (examples include images, videos, music, texts, social media, email, games, chat, etc.); payment processing for collecting subscription and licensing fees from customers; mobile device activation for validating license and subscription; account management for maintaining contact information and other relevant details; targeted advertising by customer segment.

FIG. 1 illustrates the features available with the Learning Gamification and Safety Control Application on the Server Device 1002 or Client Devices 1004. These features include Common Features 1006 available to both Server Device

1002 and Client Device 1004, along with the Learning Gamification and Safety Control Portal Features 1008.

FIG. 1 further illustrates the Server Device Features 1098 include but not limited to: Create or Update Task 1060; Create or Update Timer 1128; Enable or Disable Applications 1086; Remote Application Install and Removal Tool 1130; Setup Websites, URLs and Domains 1088; Setup Applications and Features 1132; Administrator's Desktop 1134; Usage Controls & Viewer 1136; Enable or Disable Client Devices 1054; Remote Audio, Video, and Camera Controls and Viewer 1138; Remote Content Sniffer 1140; Remote Data, Application, and Device Erase 1142; User and Usage Reporting 1096; Key and Screen Logs 1144; Stealth Mode Controls and Viewer 1146; Content Controls and Viewer 1148; Learning Gamification Controls and Viewer 1150; Safety Controls and Viewer 1152; and Communications Controls 1154. The Server Device 1002 will control the features available and accessible on one or more Client Devices 1004.

FIG. 1 further illustrates the Client Device Features 1200 include but are not limited to: Perform Tasks and Activities 1078; Access Allowed Features 1070; Access Allowed Applications 1068; Access Allowed Content 1076; Access Allowed Websites, URLs, and Domains 1100; Usage and Content Tracker 1102; User Preferences 1082; Audio, Video, and Camera Hijacker 1168; Manage Networks 1104; Print 1106; Key and Screen Logger 1108; Screen Shot Generator 1110; Application, Content, and Device Eraser 1112; Alerts and Notifications 1114; Stealth Mode 1116; Emergency Mode 1118; Content Sniffer 1120; Unrestricted Applications and Features 1122; Learning Gamification Program 1124; Existing Device System Applications and Features 1126.

FIG. 1 further illustrates the Common Features 1006 for Server Device 1002 and Client Devices 1004 include but are not limited to: Group Calendar 1156; Email Management 1158; Rewards Management 1160; Alert and Notification Engine 1166; Safety Features 1074; Content Management 1170; Task Management 1172; Contact Management 1174; Communications Management 1176; Application and Feature Management 1180; Learning Gamification Management 1182; and Wireless Access Management 1184.

FIG. 1 further illustrates the Learning Gamification and Safety Control Portal 1008 features include but are not limited to: Activate or Deactivate Server(s) and/or Client(s) 1186; Licensing 1188; Subscription Services 1190; Payment Processing 1192; Account Management 1194; and User Management 1196.

FIG. 2 illustrates the Association Types for Server-Client Devices. The concept of hub and spoke mobile device computing with the Server Device 1002 controlling one or more Client Devices 1004 and/or one or more Groups 1010 of Client Devices 1004. The Server Device 1002 communicates with the Client Devices 1004 and Groups 1010 of Client Devices 1002 using the Learning Gamification and Safety Control Portal 1008 accessible via wired or wireless communications 1098 and the Internet 1012. This diagram illustrates the concept that one or more Server Devices 1002 control one or more Client Devices 1004 and Groups 1010 of Client Devices 1004. There is no limit on the number of Server Devices 1002, Client Devices 1004, or Groups 1010 of Client Devices 1004 that associate together. A Server Device 1002 may not control another Server Device 1002.

FIG. 3 illustrates Examples of User Scenarios for the Learning Gamification and Safety Control Application 1222. Examples of the types of users of Server Devices 1002 and Client Devices 1004 include but not limited to: Parents 1202 with Children 1212; Employers and Managers 1204 with

## 5

Employees or Contractors **1214**; Organization Leaders **1206** with Contributors or Volunteers **1216**; Teachers and Instructors **1208** with Students and Trainees **1218**; and Exam Proctors and Examiners **1210** with Examinees **1220**.

FIG. 4 illustrates the Learning Gamification Program **1124**. The Learning Gamification Program **1124** shows how a Server Device **1002** user may setup one or more Goals **1014** to earn one or more Rewards **1016**. Goals **1014** are established using one or more Requirements **1020** with one or more Expectations **1022** that result in one or more Rewards **1016**. The program is designed following a flexible architecture that allows the user to specify Requirements **1020** that comprises a Task **1030**, Application **1034**, Program **1224**, and Other Requirement **1044**. Requirement Tasks **1030** include Activities, Emails, Meetings, Appointments, or other actions or records that can be maintained using existing legacy applications, such as but not limited to: calendar **1156**, **1072**; alarm clock, phone, camera, messaging, mail, audio and video player, or other existing device system applications and features **1126** designed to operate seamlessly with the mobile computing device. Application **1034** includes each of one or more non-system applications installed on the mobile computing device. Program **1224** represents the ability for one or more Learning Gamification Programs **1124** to be subordinate to another Learning Gamification Program **1224**, where completing one or more Learning Gamification Programs **1224** is required to successfully complete another Learning Gamification Program **1224** that packages all the subordinate programs into a higher-level program. Other **1044** includes any action that is completed without using the Client Device **1004**. Expectation **1022** includes but not limited to one or more Limit or Score **1032**, Duration **1036**, Other **1046**, and Number of Occurrences **1226** associated with a Goal **1014**. When One Occurrence **1018** of the Learning Gamification Program **1224** occurs, where one or more Requirements **1020** and one or more Expectations **1022** are completed, one or more Rewards **1016** may be granted to the Client Device **1004** user. One or more Rewards **1016** are associated to one or more Goals **1014** and defined with one or more Results **1024** associated to one or more Benefits **1026**. A Result **1024** includes but is not limited to accessing one or more Applications **1228** and Features **1232**, Other **1236** (a user-defined field), and Points per Occurrence **1240**, associated to one or more Benefits **1026** that include but not limited to ability to set a Limit per Occurrence **1230**, Expiration **1234**, Duration **1238**, and Level or Score **1242**. Rewards **1016** include short-term Rewards **1016**, such as accessing games and applications on the Client Device **1004** or exercising to lose weight, and long-term Rewards **1016**, such as exercising to earn a savory dessert, or completing an online certification program to qualify for a promotion.

FIG. 5 illustrates the Learning Gamification Program Examples. A variety of Examples **1028** with narratives are shown about how the Learning Gamification Program **1124** may be utilized. These Examples **1028** include but are not limited to those shown in FIG. 5.

FIG. 6 illustrates the Learning Gamification Program Data Model. This model illustrates the critical field attributes necessary to configure one or more Goals **1014** with Requirements **1020**, Expectations **1022**, Expectation Scores **1040** and Expectation Times **1042**, associated to one or more Rewards **1016** with Results **1024**, Benefits **1026**, Benefit Scores **1050**, and Benefit Times **1052**.

FIG. 6 further illustrates the Requirements **1020** include one or more of the following, but not limited to a Task **1030** or Activity, Application **1034**, Program **1224**, or Other **1044**.

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Based on the selected Requirement **1020**, the applicable Expectations **1022** will be dynamically visible, such as but not limited to Duration **1036**, Other **1046**, Number of Occurrences **1226**, Limit or Score **1032**, and Goal Status **1038**. The user may set one or more Expectations **1022** to each Requirement **1020**. Based on the selected Expectations **1022**, the applicable Expectation Score **1040** and Expectation Time **1042** fields will be dynamically visible for the user to enter values. The Goal Status **1038** field will be automatically populated.

FIG. 6 further illustrates the Rewards **1016** include one or more of the following, but not limited to a Task **1030** or Activity, Application **1034**, Program **1224**, or Other **1044**. Based on the selected Result **1024**, the applicable Benefits **1026** will be dynamically visible, such as but not limited to Duration **1238**, Expiration **1234**, Limit per Occurrence **1230**, and Level or Score **1242**, and Reward Status **1048**. The user may set one or more Benefits **1026** to each Result **1024**. Based on the selected Benefits **1026**, the applicable Benefit Score **1050** and Benefit Time **1052** fields will be dynamically visible for the user to enter values. The Reward Status **1048** field will be automatically populated.

FIG. 7 illustrates an example of Server Device Controls and Client Device Capabilities. This diagram shows how the Server Device **1002** controls and manages related features and capabilities installed on a Group **1010** of one or more Client Devices **1004**, whereas the number of Groups **1010** and number of Client Devices **1004** are unlimited by the Learning Gamification and Safety Control Application. The Server Device **1002** controls and manages related features and capabilities installed on one or more Groups **1010** of one or more Client Devices **1004**. Similar to FIG. 6, the Server Device **1002** will establish the association to one or more Groups **1010** of one or more Client Devices **1004** and provide a user interface for managing the capabilities and features accessible to each Group **1010** of one or more Client Devices **1004**. The Server Device **1002** manages one or more Groups **1010** of Client Devices **1004** with configurations that include but are not limited to: Manage Devices **1054**; Manage Groups **1056**; Manage Users **1058**; Tasks and Activities **1060**; Learning Gamification Programs **1062**, **1150**; Rewards Programs **1064**; and Server Preferences **1066**.

FIG. 7 further illustrates that each Client Device **1004** within a Group **1010** of Client Devices **1004** will individually authenticate and associate to the Server Device **1002** and provide a user interface for utilizing the enabled and allowed capabilities and features. The Client Device **1004** enabled and allowed capabilities and features include but not limited to: Applications **1068**; Device Features **1070**; Calendar **1072**; Safety Features **1074**; Content **1076**; Tasks and Activities **1078**; Learning Gamification Programs **1062**, **1080**; and User Preferences **1082**.

FIG. 8 illustrates an example of Server Device Controls and Client Device Capabilities. This diagram shows how the Server Device **1002** controls and manages related features and capabilities installed on one or more Client Devices **1004**, or Groups **1010** of Client Devices **1004**. The Server Device **1002** will establish the association to one or more Client Devices **1004** and provide a user interface for managing the capabilities and features accessible to the Client Devices **1004**. The Server Device **1002** allows the user to Manage a Client Device **1054**, **1004** with configurations that include but not limited to: User Settings **1084**; Allowed Applications **1068**, **1086**; Allowed Websites, URLs, and

Domains **1088**; Allowed Content **1076, 1090**; Safety Controls **1092**; Learning Gamification Controls **1094**; and Reporting and Logs **1096**.

FIG. **8** further illustrates the Client Devices **1004** will authenticate and associate to the Server. Device **1002** and provide a user interface for utilizing the enabled and allowed capabilities and features. The Client Device **1004** enabled and allowed capabilities and features include but are not limited to: Applications **1068**; Device Features **1070**; Calendar **1072**; Safety Features **1074**; Tasks and Activities **1078**; Learning Gamification Program **1080, 1124**; and User Preferences **1082**.

FIG. **9** illustrates the High-Level Architecture. FIG. **9** illustrates how the Server Device **1002** and Client Device **1004** utilize Wired and Wireless Communications **1098** to access the Internet **1012** and Learning Gamification and Safety Control Portal **1008**. The Server Device **1002** communicates with the Client Devices **1004** using the existing wireless communications hardware and software installed on the computing device to send and receive various instructions, commands, applications, and content to one or more Client Devices **1004** or Groups **1010** of Client Devices **1004**. Utilizing the Wired and Wireless Communications **1098** to access the Internet **1012**, the Server Device **1002** and Client Devices **1004** automatically update with the relevant applications, content, features, and capabilities installed and configured as enabled and/or allowed by the Server Device **1002**.

FIG. **9** further illustrates that the Server Device **1002** interacts with the Client Device(s) **1004** or Groups **1010** of Client Devices **1004**, whether individually or in a Group **1010**, and Learning Gamification and Safety Control Portal **1008** using the Wired and Wireless Communications **1098** features and capabilities to transmit data that includes but not limited to: Configurations; Settings for Applications, Features, and Content; Tasks and Activities **1060, 1078**; Safety and Monitoring Controls and Settings, Learning Gamification Controls and Settings **1094**; and Approved Requests; Allowed Applications, Features, and Content; Safety and Monitoring Applications; and Learning Gamification Application.

FIG. **9** further illustrates that the Client Devices **1004** interacts with the Server Device **1002** and Learning Gamification and Safety Control Portal **1008** using the Wired and Wireless Communications **1098** features and capabilities to transmit data that includes but not limited to: Content Requests **1090, 1076**; Application Requests **1086, 1068**; Device Features **1070** (includes but not limited to phone calling, text and SMS messaging, video calling, image and video viewers, contact manager, calendar, video player and other device features pre-installed by the device manufacturer and intended for the specific device); Safety Features **1074** (includes but not limited to Emergency Mode **1118**, device locator, parental controls, user and usage reporting; camera, flashlight, and other device features pre-installed by the device manufacturer and intended for the specific device) **1070**; Reports and Logs **1096**; Safety Controls **1092**; Client Content and Data **1076, 1090**.

FIG. **9** further illustrates that the Wired and Wireless Communications **1098** features and capabilities provide the Server Device **1002**, Client Devices **1004** and Groups **1010** of Client Devices **1004** with access to the Internet **1012** and the Learning Gamification and Safety Control Portal **1008**. The Wired and Wireless Communications **1098** include capabilities to answer incoming and complete outgoing

audio and video phone calls, transmit data, and respond to and create outgoing messages using a mobile service provider.

FIG. **9** further illustrates the Learning Gamification and Safety Control Portal **1008** provides the Server Device **1002**, Client Devices **1004** and Groups **1010** of Client Devices **1004** with features and capabilities that operate using data that includes but not limited to: Requested Content; Requested Applications; Administrator Console; Account Management; Error Reporting; Data Storage; Device Backup; Authentication; Pushed Content, Acceptable Content; Acceptable Applications; and Device Settings.

The invention claimed is:

**[1.** A method for enabling a server device to control at least one client device, the method comprising the steps of: providing a server device having a control application loaded thereon and a user interface, wherein the user interface enables the server device to control one or more associated client devices via the control application; installing a control application via the user interface to each of the one or more associated client devices controllable by the server device; connecting the server device and each of the one or more associated client devices to a wireless network; providing direct bi-directional communication between the server device and each of the one or more associated client devices via the wireless network, wherein the direct bi-directional communication allows the control application of the server device to manage application configurations and settings of each associated client device; controlling the one or more client devices by performing at least one of the following steps: managing each of the one or more associated client devices using the server device, wherein the step of managing comprises at least one of the steps of: creating and editing calendar events; creating, editing, and updating tasks; creating and updating a timer for measuring days and time with timer functionality; setting and assigning user-defined requirements and user-defined expectations with timer functionality; creating one or more timer activities, wherein the timer activities involve one or more requirements and one or more expectations that include one or more mobile applications or tasks with pre-defined expectations corresponding to one or more rewards; configuring allowed and disallowed mobile applications based on settings that include age appropriate content, category, rating, and content type; configuring allowed and disallowed content based on settings that include age appropriate content, category, rating, and content type; enabling and disabling mobile applications based on age appropriate content, category, rating, and content type; enabling and disabling access and control; controlling access to mobile applications based on settings established by the server device user that include age appropriate content, category, rating, and content type; configuring allowed and disallowed URLs based on settings that include age appropriate content, category, rating and content type; receiving, viewing and resetting usage history; remotely installing and removing mobile applications;

remotely triggering an erase feature of selected applications or data;  
 remotely deleting all data and applications;  
 remotely configuring and controlling, enabling and disabling wireless network access; 5  
 remotely configuring and controlling, enabling and disabling a key and screen logger application;  
 remotely configuring and controlling, enabling and disabling an existing camera application; 10  
 remotely configuring and controlling, enabling and disabling, an existing screenshot application;  
 sending computerized instructions from the server device to the one or more associated client devices that enables instant audio or video communications between the server device and the one or more client devices; 15  
 controlling an ability for the server device user to create, edit, or delete contact records;  
 controlling an ability for the server device to disable or password protect a delete function; 20  
 creating alerts and notifications and associating the alert or notification to at least one of a task, calendar event, and timer activity;  
 initiating emergency calls and activating an emergency mode by pressing a user-defined sequence of numbers, referred to as a personal identification number; and 25  
 initiating a device locator feature.]

2. The method as recited in claim [1] 6, further comprising the steps of: 30  
 managing the server device and each of the one or more associated client device settings using the server device and a web-based administrator portal; and  
 offering monitoring, support, and administrative services via a web-based administrator portal, for a fee. 35

3. A method as recited in claim [1] 6, further comprising at least one of the [step] following steps of:  
 enabling the server device user to control and monitor the features and usage of each of the one or more client devices; 40  
 enabling the server device user to configure settings, features, and usage of each of the one or more client devices;  
 enabling the server device user to create, edit, and view tasks and calendar activities, events, and records on each of the one or more client devices; 45  
 enabling each of the one or more client device users to perform each of one or more tasks, activities, events, or records created and assigned to each respective client device; 50  
 enabling each of the one or more client device users to run, pause, and complete one or more requirements and expectations created and assigned to each respective client device; 55  
 enabling each of the one or more client device users to access each of one or more allowed mobile applications, websites, URLs, content, or features based on the configurations and settings defined by the server device; 60  
 enabling each of the one or more client device users to operate, play, or view each of the one or more allowed mobile applications, websites, URLs content, or features based on the configurations and settings defined by the server device; 65  
 enabling the server device to access, monitor, and view usage history for each of the one or more client devices;

enabling the server device to access, capture, transmit, and erase audio, video, and images from each of the one or more client devices to the server device or other pre-defined location;  
 enabling the server device to access, capture, transmit, and erase report logs created by the key and screen logger application from each of the one or more client devices;  
 enabling the server device to access, capture and transmit audio, video, and images to the server device using the camera application from each of the one or more client devices;  
 enabling the server device to access, capture, transmit, and erase audio, video, and images to the server device using the screenshot application from each of the one or more client devices;  
 enabling the server device to take control of each of the one or more client devices by disabling an on/off switch, volume, screen, and other buttons and switches built into the device without powering a screen, similar to turning off the device, for each of the one or more client devices;  
 enabling the server device to erase all or selected data or applications, or delete all data and applications on each of the one or more client devices;  
 enabling the server device to create, edit, or delete contact records on each of the one or more client devices; and  
 enabling the server device to create, edit, and view emails for one or more email accounts using the existing email application on each device for each of the one or more client devices.

4. A method as recited in claim [1] 6, further comprising the step of associating a server device with the one or more client devices to access a password protected administrative interface for at least one of the steps of:  
 creating and maintaining a customer account utilizing account management functionality;  
 creating and maintaining a profile utilizing profile management functionality for each client device user and the server device user;  
 creating and maintaining a purchase and payment history;  
 activating or deactivating the server device or the one or more client devices;  
 allowing the server device to create, change, or delete a masked password that controls each of the one or more client devices;  
 allowing each of the one or more client device to access the password protected administrative interface if the user enters the correct password, as defined and controlled by the server device;  
 entering and updating a unique license key issued for each server device and client device, as necessary to enable and operate the control application;  
 accessing a purchase history for the server device and each of the one or more client devices;  
 accessing each of the one or more client device usage history reports or logs with date and time stamps and details on applications accessed, time duration by application, URL's accessed, time duration by URL, tasks completed, time to complete tasks, incomplete tasks, texts and text history, phone call history, emails and email history, instant messaging and message history, video and image history;  
 allowing an account holder to view, enter, and delete credit or debit card information and process payments for licensing server devices and client devices to operate the Control Application;



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allowing an account holder to create, edit, and delete each of the one or more groups of devices;  
 allowing an account holder to create, edit, and delete each of the one or more server device users;  
 allowing an account holder to assign and un-assign one or more device groups to each of the one or more server device users;  
 allowing the server device user to create, edit, and delete each of the one or more client devices users;  
 allowing the server device user assigned to a device group to assign and un-assign each of the one or more client devices to device groups;  
 allowing the one or more server device users to assign and un-assign one or more client devices to each of the one or more client device users, respectively;  
 allowing the server device user to create, edit, and delete one or more timers with one or more user-defined requirements, expectations, and rewards for each of the one or more client devices;  
 allowing the server device user to designate one or more applications as allowed or disallowed, and assign one or more requirements, expectations, and rewards to each allowed application for each of the one or more client devices;  
 allowing the server device user to designate one or more Internet websites, URLs, or domains as allowed or disallowed and assign one or more requirements, expectations, and rewards to each allowed website, URL, or domain for each of the one or more client devices;  
 allowing the server device user to enable and disable each of the one or more client devices based on a user-defined programmable schedule;  
 allowing the server device user to configure and trigger a data erase feature on each of the one or more client devices to erase the entire device or one or more user-defined applications or databases, or other content installed on the client device;  
 allowing the server device user to track and locate each of the one or more client devices;  
 allowing the server device to install one or more mobile applications on each of the one or more client devices;  
 allowing the server and client devices to communicate using any Internet-accessible access point or wireless service;  
 allowing the server device to enable or disable each of the one or more client devices;  
 allowing the server device to send one or more emergency notifications, alerts, and messages to each of the one or more client devices;  
 allowing each client device to send one or more emergency notifications, alerts, and messages to one or more server devices;  
 allowing the server device to setup notifications, alerts and messages for the server and client devices; and  
 allowing the server and client devices to access and utilize the telephone and text features for emergency purposes without restrictions.

5. A method as recited in claim [1] 6, further comprising the step of allowing the server device and the one or more client devices to integrate with peripheral devices attached to a computer network, local computer, or the device using a device data cable or existing wireless communication features.

6. A method for enabling a server device to control one or more client devices, the method comprising the steps of:

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*providing a server control application for loading onto the server device, the server control application having a user interface which enables control of the one or more client devices each having a client control application loaded thereon;*  
*preventing uninstallation of the client control application by the one or more client devices based on parameters set by the server device;*  
*providing bi-directional connectivity of the server and the one or more client devices to a wireless network;*  
*allowing the server device management of the application configurations and settings on the one or more client devices via the client control application;*  
*wherein, the server device manages application configurations and settings of the one or more client devices by performing at least one of the following steps:*  
*creating and editing calendar events;*  
*creating, editing, and updating tasks;*  
*creating and updating a timer for measuring days and time with timer functionality;*  
*setting and assigning user-defined requirements and user-defined expectations with timer functionality;*  
*creating one or more timer activities, wherein the timer activities involve one or more requirements and one or more expectations that include one or more mobile applications or tasks with pre-defined expectations corresponding to one or more rewards;*  
*configuring allowed and disallowed mobile applications based on settings that include age-appropriate content, category, rating, and content type;*  
*configuring allowed and disallowed content based on settings that include age-appropriate content, category, rating, and content type;*  
*enabling and disabling mobile applications based on age-appropriate content, category, rating, and content type;*  
*enabling and disabling access and control;*  
*controlling access to mobile applications based on settings established by the server device user that include age-appropriate content, category, rating, and content type;*  
*configuring allowed and disallowed URLs based on settings that include age-appropriate content, category, rating and content type;*  
*receiving, viewing, and resetting usage history;*  
*remotely installing and removing mobile applications;*  
*remotely triggering an erase feature of selected applications or data;*  
*remotely deleting all data and applications;*  
*remotely configuring and controlling, enabling, and disabling wireless network access;*  
*remotely configuring and controlling, enabling, and disabling a key and screen logger application;*  
*remotely configuring and controlling, enabling, and disabling an existing camera application;*  
*remotely configuring and controlling, enabling, and disabling, an existing screenshot application;*  
*sending computerized instructions to the one or more client devices that enables instant audio or video communications between the server device and the one or more client devices;*  
*controlling an ability for the server device user to create, edit, or delete contact records;*  
*controlling an ability for the server device to disable or password protect a delete function;*

*creating alerts and notifications and associating the alert or notification to at least one of a task, calendar event, and timer activity;*

*initiating emergency calls and activating an emergency mode by pressing a user-defined sequence of numbers, referred to as a personal identification number; and*

*initiating a device locator feature.*

\* \* \* \* \*