CLAIMS

What is claimed is:

1. A method for providing mobile telephony operations provided by a mobile telephone to a computer gamer while the gamer plays a computer game by way of execution of a computer game application on a computer system, the mobile telephony operations including at least one of mobile telephone calling operations and mobile telephone messaging operations, the method comprising:

providing a computer game user interface responsive to input received from the gamer during execution of the computer game application, the computer game user interface presenting a game environment including a visual game environment to the gamer;

providing a mobile telephony module in the computer system, the mobile telephony module providing a mobile telephony user interface responsive to input received from the gamer during execution of the computer game application, the mobile telephony user interface for selectively controlling the mobile telephony operations;

performing the mobile telephony operations by way of mobile telephony user interface in a manner that at least substantially avoids interrupting (a) gamer perception of ongoing game play, and (b) gamer interaction with the visual game environment;

wherein the mobile telephony user interface provides at least one of a visual mobile telephony interface and an audio mobile telephony interface to the gamer during execution of the computer game application;

wherein the visual mobile telephony user interface comprises a set of visual objects presented within a portion of the visual game environment; and

wherein the computer system is separate from the mobile telephone.

2. The method of claim 1, wherein the mobile telephony operations occur at least substantially simultaneous with respect to updates of the visual game environment and processing of events in the computer game application.

3. The method of claim 1, further comprising providing a remote mobile application within the mobile telephone, the remote mobile application configured to establish bidirectional communication with the computer system.

4. The method of claim 1, wherein the mobile telephone calling operations comprise:

providing a notification of an incoming mobile telephone call to the gamer by way of the mobile telephony interface;

answering an incoming mobile telephone call in response to gamer input directed to the mobile telephony interface;

making an outgoing mobile telephone call in response to gamer input directed to the mobile telephony interface; and

communicating mobile telephone call voice signals between the mobile telephone and a mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution by the computer system.

5. The method of claim 4, wherein providing a notification of an incoming mobile telephone call comprises at least one of presenting a visual notification to the gamer by way of a visual object within a portion of the visual game environment and presenting an audio notification to the gamer by way of a speaker during computer game application execution.

6. The method of claim 4, wherein at least one of answering an incoming mobile telephone call and making an outgoing mobile telephone occurs in response to one of gamer selection of a visual object within a portion of the visual game environment and

receipt of gamer speech directed to a microphone during computer game application execution.

7. The method of claim 1, wherein the mobile telephone messaging operations comprise:

providing a notification of a newly received unread message to the gamer by way of the mobile telephony interface;

composing a message in response to gamer input directed to the mobile telephony interface;

communicating message content between the mobile telephone and a mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution by the computer system;

presenting message content to the gamer by way of the mobile telephony interface; and

sending a message to at least one destination mobile telephone number in response to gamer input directed to the mobile telephony interface.

8. The method of claim 7, wherein providing a notification of a newly received unread message comprises at least one of presenting a visual notification to the gamer by way of a visual object within a portion of the visual game environment and presenting an audio notification to the gamer by way of a speaker during computer game application execution.

9. The method of claim 7, wherein at least one of composing a message, presenting a message, and sending a message occurs in response to one of gamer selection of a visual object within a portion of the visual game environment and receipt of gamer speech directed to a microphone during computer game application execution.

10. The method of claim 1, further comprising:

initiating execution of a remote calling / messaging application on the mobile telephone;

initiating execution of the computer game application and a corresponding mobile telephony module on the computer system, wherein the mobile telephony module is loaded for execution during loading of the computer game application for execution; and

establishing communication between the remote calling / messaging application and the mobile telephony module.

11. The method of claim 10, further comprising:

communicating at least one of mobile telephone call information and mobile telephone message information between the remote calling / messaging application and the mobile telephony module during computer game execution; and

presenting mobile telephone call information to the gamer in a manner that avoids substantially affecting a frame update rate at which visual game environment updates occur.

12. A system for providing mobile telephony operations to a computer gamer while the gamer plays a computer game, the system comprising:

a mobile telephone configured for communication with a mobile telephone network;

a computer system comprising:

a processing unit; and

a memory, the memory including:

a computer game application executable by the processing unit, the computer game application when executed providing a computer game user interface presenting a game environment including a visual game environment to the gamer during game play; and

a mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution, the mobile telephony module providing a mobile telephony user interface responsive to input received from the gamer during execution of the computer game application for selectively controlling at least one of mobile telephone calling operations and mobile telephone messaging operations provided by the mobile telephone in a manner that at least substantially avoids interrupting (a) gamer perception of ongoing game play, and (b) gamer interaction with the visual game environment;

wherein the mobile telephony user interface provides at least one of a visual mobile telephony interface and an audio mobile telephony interface to the gamer during execution of the computer game application;

wherein the visual mobile telephony user interface comprises a set of visual objects presented within a portion of the visual game environment; and

wherein the computer system is separate from the mobile telephone.

13. The system of claim 12, wherein the mobile telephony operations occur at least substantially simultaneous with respect to updates of the visual game environment and processing of events in the computer game application.

14. The system of claim 12, further comprising a remote mobile application within the mobile telephone, the remote mobile application configured to establish bidirectional communication with the computer system.

15. The system of claim 12, wherein the mobile telephone comprises:

a mobile telephone processing unit; and

a memory including a mobile operating system and a remote mobile telephone control application executable by the mobile telephone processing unit, the remote mobile telephone control application configured for communication with each of the mobile operating system and the computer system's mobile telephony module.

16. The system of claim 15, wherein the mobile telephone includes a first communication interface and the computer system includes a second communication interface, and wherein at least one of mobile telephone call voice signals and mobile telephone message contents are exchanged between the remote mobile telephone control application and the mobile telephony module during computer game application execution by way of the first communication interface and the second communication interface.

17. The system of claim 12, wherein the mobile telephony module is responsive to at least one of visual gamer input and audio gamer input directed to performing a mobile telephone calling operation or a mobile telephone messaging operation during game play.

18. The system of claim 17, wherein the computer system further comprises at least one of a keyboard, a mouse, a joystick, and a game controller configured for receiving gamer input corresponding to each of game play and mobile telephony operations.

19. The system of claim 17, wherein the computer system further comprises a microphone configured for receiving gamer input corresponding to at least one of mobile telephone calling operations and mobile telephone messaging operations.

20. The system of claim 12, wherein the computer system further comprises a display device configured for presenting the visual game environment to the gamer, and wherein the mobile telephony interface selectively presents a set of visual mobile telephony control objects to the gamer within a portion of the visual game environment during game play.

21. The system of claim 20, wherein the set of visual mobile telephony control objects comprises:

a first visual object corresponding to a notification of an incoming mobile telephone call;

a second visual object corresponding to a gamer instruction to establish an outgoing mobile telephone call; and

a third visual object corresponding to a gamer instruction to terminate an ongoing mobile telephone call.

22. The system of claim 20, wherein the set of visual mobile telephony control objects comprises:

a first visual object corresponding to a notification of a new unread message;

a second visual object corresponding to a gamer instruction to compose a message; and

a third visual object corresponding to a gamer instruction to send a message to at least one destination mobile telephone number.

23. A method for providing mobile telephony operations provided by a mobile telephone to a computer gamer while the gamer plays a computer game by way of execution of a computer game application on a computer system, the mobile telephony operations including at least one of mobile telephone calling operations and mobile telephone messaging operations, the method comprising:

providing a computer game user interface responsive to input received from the gamer during execution of the computer game application, the computer game user interface presenting a game environment including a visual game environment to the gamer;

providing a mobile telephony module in the computer system, the mobile telephony module providing a mobile telephony user interface responsive to input received from the gamer during execution of the computer game application, the mobile telephony user interface for selectively controlling the mobile telephony operations;

wherein the mobile telephony user interface provides at least one of a visual mobile telephony interface and an audio mobile telephony interface to the gamer during execution of the computer game application;

wherein the visual mobile telephony user interface comprises a set of visual objects presented within a portion of the visual game environment; and

wherein the computer system is separate from the mobile telephone.

CLAIMS

What is claimed is:

1. A method for providing mobile telephony operations provided by a mobile telephone to a computer gamer while the gamer plays a computer game by way of execution of a computer game application on a computer system, the mobile telephony operations including at least one of mobile telephone calling operations and mobile telephone messaging operations, the method comprising:

providing a wireless communication interface between the mobile telephone and the computer system, the computer system being separate from the mobile telephone;

providing a remote mobile application in the mobile telephone;

sending at least one of mobile telephony notifications or mobile telephony content to the computer system using the remote mobile application, by way of the wireless communication interface;

providing a computer game user interface responsive to input received from the gamer during execution of the computer game application, the computer game user interface presenting a game environment including a visual game environment to the gamer;

providing a mobile telephony module in the computer system, the mobile telephony module configured to provide a mobile telephony user interface responsive to input received from the gamer during execution of the computer game application, the mobile telephony user interface for selectively controlling the mobile telephony operations, wherein the mobile telephony module is configured to receive the at least one of mobile telephony notifications or mobile telephony content from the mobile telephone and further configured to update the mobile telephony user interface based on the received at least one of mobile telephony notifications or mobile telephony content; and

performing the mobile telephony operations by way of the mobile telephony user interface in a manner that at least substantially avoids interrupting (a) gamer

perception of ongoing game play, and (b) gamer interaction with the visual game environment.

2. The method of claim 1, wherein the mobile telephony operations occur at least substantially simultaneous with respect to updates of the visual game environment and processing of events in the computer game application.

3. The method of claim 1 or claim 2, further comprising providing a remote mobile application within the mobile telephone, the remote mobile application configured to establish bidirectional communication with the computer system.

4. The method of any one of claims 1 to 3, wherein the mobile telephone calling operations comprise:

providing a notification of an incoming mobile telephone call to the gamer by way of the mobile telephony user interface;

answering an incoming mobile telephone call in response to gamer input directed to the mobile telephony user interface;

making an outgoing mobile telephone call in response to gamer input directed to the mobile telephony user interface; and

communicating mobile telephone call voice signals between the mobile telephone and a mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution by the computer system.

5. The method of claim 4, wherein providing a notification of an incoming mobile telephone call comprises at least one of presenting a visual notification to the gamer by way of a visual object within a portion of the visual game environment and presenting an audio notification to the gamer by way of a speaker during computer game application execution.

6. The method of claim 4 or 5, wherein at least one of answering an incoming mobile telephone call and making an outgoing mobile telephone occurs in response to one of gamer selection of a visual object within a portion of the visual game environment and receipt of gamer speech directed to a microphone during computer game application execution.

7. The method of any one of claims 1 to 6, wherein the mobile telephone messaging operations comprise:

providing a notification of a newly received unread message to the gamer by way of the mobile telephony user interface;

composing a message in response to gamer input directed to the mobile telephony user interface;

communicating message content between the mobile telephone and the mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution by the computer system;

presenting message content to the gamer by way of the mobile telephony user interface; and

sending a message to at least one destination mobile telephone number in response to gamer input directed to the mobile telephony user interface.

8. The method of claim 7, wherein providing a notification of a newly received unread message comprises at least one of presenting a visual notification to the gamer by way of a visual object within a portion of the visual game environment and presenting an audio notification to the gamer by way of a speaker during computer game application execution.

9. The method of claim 7 or 8, wherein at least one of composing a message, presenting a message, and sending a message occurs in response to one of gamer selection of a

visual object within a portion of the visual game environment and receipt of gamer speech directed to a microphone during computer game application execution.

10. The method of any one of claims 1 to 9, further comprising:

initiating execution of a remote calling / messaging application on the mobile telephone;

initiating execution of the computer game application and the mobile telephony module on the computer system, wherein the mobile telephony module is loaded for execution during loading of the computer game application for execution; and

establishing communication between the remote calling / messaging application and the mobile telephony module.

11. The method of claim 10, further comprising:

communicating at least one of mobile telephone call information and mobile telephone message information between the remote calling / messaging application and the mobile telephony module during computer game execution; and

presenting the mobile telephone call information to the gamer in a manner that avoids substantially affecting a frame update rate at which visual game environment updates occur.

12. The method of any one of claims 1 to 11, wherein the mobile telephony user interface provides at least one of a visual mobile telephony user interface and an audio mobile telephony user interface to the gamer during execution of the computer game application.

13. The method of claim 12, wherein the visual mobile telephony user interface comprises a set of visual objects presented within a portion of the visual game environment.

14. A system for providing mobile telephony operations to a computer gamer while the gamer plays a computer game, the system comprising:

a mobile telephone configured for communication with a mobile telephone network;

a computer system comprising:

a processing unit; and

a memory, the memory including:

a computer game application executable by the processing unit, the computer game application when executed providing a computer game user interface presenting a game environment including a visual game environment to the gamer during game play; and

a mobile telephony module corresponding to the computer game application, the mobile telephony module comprising program instructions loaded for execution in association with loading the computer game application for execution, the mobile telephony module providing a mobile telephony user interface responsive to input received from the gamer during execution of the computer game application for selectively controlling at least one of mobile telephone calling operations and mobile telephone messaging operations provided by the mobile telephone in a manner that at least substantially avoids interrupting (a) gamer perception of ongoing game play, and (b) gamer interaction with the visual game environment;

wherein a wireless communication interface is provided between the mobile telephone and the computer system, the computer system being separate from the mobile telephone;

wherein the mobile telephone comprises a mobile telephone memory, the mobile telephone memory comprising a remote mobile application;

wherein the remote mobile application is configured to send at least one of mobile telephony notifications or mobile telephony content to the computer system, by way of the wireless communication interface,

wherein the mobile telephony module is configured to receive the at least one of mobile telephony notifications or mobile telephony content from the mobile

telephone and further configured to update the mobile telephony user interface based on the received at least one of mobile telephony notifications or mobile telephony content.

15. The system of claim 14, wherein the mobile telephony operations occur at least substantially simultaneous with respect to updates of the visual game environment and processing of events in the computer game application.

16. The system of claim 14 or 15, further comprising a remote mobile application within the mobile telephone, the remote mobile application configured to establish bidirectional communication with the computer system.

17. The system of any one of claims 14 to 16, wherein the mobile telephone comprises:

a mobile telephone processing unit; and

a memory including a mobile operating system and a remote mobile telephone control application executable by the mobile telephone processing unit, the remote mobile telephone control application configured for communication with each of the mobile operating system and the computer system's mobile telephony module.

18. The system of claim 17, wherein the mobile telephone includes a first communication interface and the computer system includes a second communication interface, and wherein at least one of mobile telephone call voice signals and mobile telephone message contents are exchanged between the remote mobile telephone control application and the mobile telephony module during computer game application execution by way of the first communication interface and the second communication interface.

19. The system of any one of claims 14 to 18, wherein the mobile telephony module is responsive to at least one of visual gamer input and audio gamer input directed to

performing the mobile telephone calling operation or the mobile telephone messaging operation during game play.

20. The system of claim 19, wherein the computer system further comprises at least one of a keyboard, a mouse, a joystick, and a game controller configured for receiving gamer input corresponding to each of game play and mobile telephony operations.

21. The system of claim 19 or 20, wherein the computer system further comprises a microphone configured for receiving gamer input corresponding to at least one of mobile telephone calling operations and mobile telephone messaging operations.

22. The system of any one of claims 14 to 21, wherein the computer system further comprises a display device configured for presenting the visual game environment to the gamer, and wherein the mobile telephony user interface selectively presents a set of visual mobile telephony control objects to the gamer within a portion of the visual game environment during game play.

23. The system of claim 22, wherein the set of visual mobile telephony control objects comprises:

a first visual object corresponding to a notification of an incoming mobile telephone call;

a second visual object corresponding to a gamer instruction to establish an outgoing mobile telephone call; and

a third visual object corresponding to a gamer instruction to terminate an ongoing mobile telephone call.

24. The system of claim 22 or 23, wherein the set of visual mobile telephony control objects comprises:

a first visual object corresponding to a notification of a new unread message;

a second visual object corresponding to a gamer instruction to compose a message; and

a third visual object corresponding to a gamer instruction to send a message to at least one destination mobile telephone number.