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Declarations under Rule 4.17:

- as to applicant's entitlement to apply for and be granted a patent (Rule 4.17(ii))

[Continued on next page]

- (54) **Title:** COMPUTER VIDEOGAME SYSTEM WITH BODY POSITION DETECTOR THAT REQUIRES USER TO ASSUME VARIOUS BODY POSITIONS

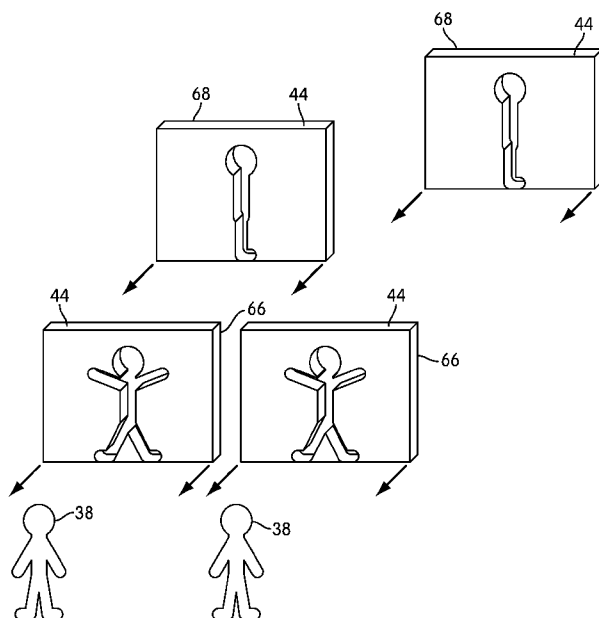


FIG. 12

(57) **Abstract:** A videogame may include providing body position challenges to one or more players to assume various target body positions at, or within, a predetermined time. Body position challenges may be provided to the one or more players by displaying body position challenge representations that prompt the one or more players to assume body positions and/or execute one or more body movements or gestures corresponding to the body position challenges. The time may be indicated via various mechanisms associated with the display (as detailed below). At a given time or over a given time interval, the videogame system may compare the player's detected body position(s) and/or movement(s) to the body position challenges to determine a degree of match or mismatch based on various criteria. Based on the results of the comparison, the game may generate a score or other feedback for display.



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