

ABSTRACT

METHOD FOR SUBSTITUTING TEXT MESSAGES IN ELECTRONIC GAMES

A method for displaying text messages in electronic games is disclosed. The method comprises receiving, at a server, an input message provided by a first user using a first client device, and determining whether the input message contains a profane word or phrase. In response to determining that the input message contains the profane word or phrase, the method disregards the input message and substitutes the input message with a positive phrase, wherein the positive phrase is randomly selected from a list of positive phrases stored in the server. And displaying the positive phrase as the text message provided by the first user. The method further comprises, in response to determining that the input message does not contain any profane word or phrase, displaying the input message as the text message provided by the first user.

[Figure 4]