CLAIMS

What is claimed is:

1. A method for providing mobile telephony operations, the method comprising:

coupling a mobile telephone to a computer system separate from the mobile telephone, using a wireless communication interface;

providing at least one of mobile telephone calling operations and mobile telephone messaging operations using the mobile telephone;

providing a remote mobile application in the mobile telephone;

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

wherein the mobile telephony module is configured to provide a mobile telephony user interface responsive to input received from a gamer during execution of a computer game application in the computer system for selectively controlling the at least one of mobile telephone calling operations and mobile telephone messaging operations, in response to one of gamer selection of a visual object of the mobile telephony user interface within a portion of a visual game environment provided by the computer game application and receipt of gamer speech directed to a microphone during computer game application execution in a manner so as to at least substantially avoid interrupting (a) gamer perception of ongoing game play, and (b) gamer interaction with the visual game environment provided by the computer game application;

wherein the mobile telephony module is configured to update the mobile telephony user interface based on the at least one of mobile telephony notifications or mobile telephony content sent from the remote mobile application.

2. The method of claim 1, wherein the mobile telephony module corresponds to the computer game application, and wherein the mobile telephony module comprises program instructions loaded for execution in association with loading the computer game application for execution by the computer system.

3. The method of claim 1, wherein the computer game application is configured to provide 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 the visual game environment.

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

5. The method of claim 1, wherein the at least one of mobile telephone calling operations and mobile telephone messaging operations comprise:

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

answering the 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 the mobile telephony module.

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

7. The method of claim 5, wherein at least one of answering the incoming mobile telephone call and making the outgoing mobile telephone call occurs in response to one

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

8. The method of claim 1, wherein the at least one of mobile telephone calling operations and 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 a message content between the mobile telephone and the mobile telephony module;

presenting the 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.

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

10. The method of claim 8, wherein at least one of composing the message, presenting the message content, and sending the message occurs in response to one of gamer selection of the visual object within the portion of the visual game environment and receipt of gamer speech directed to the microphone during computer game application execution.

11. The method of claim 1, further comprising:

initiating execution of the remote mobile 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 mobile application and the mobile telephony module.

12. A system comprising:

a wireless communication interface configured to couple a mobile telephone to a computer system separate from the mobile telephone, the computer system comprising a computer game application configured to provide a visual game environment to a gamer;

a mobile operating system configured to provide at least one of mobile telephone calling operations and mobile telephone messaging operations; and

a remote mobile application 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, for updating a mobile telephony user interface in the computer system,

wherein the mobile telephony user interface is responsive to input received from the gamer during execution of the computer game application, for selectively controlling the at least one of mobile telephone calling operations and mobile telephone messaging operations, in response to one of gamer selection of a visual object of the mobile telephony user interface within a portion of a visual game environment provided by the computer game application and receipt of gamer speech directed to a microphone during computer game application execution in a manner so as to at least substantially avoid interrupting (a) gamer perception of ongoing game play, and (b) gamer interaction with the visual game environment provided by the computer game application.

13. The system of claim 12, wherein the remote mobile application is configured to communicate with each of the mobile operating system and the mobile telephony user interface.

14. The system of claim 12, 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 application and the mobile telephony user interface during computer game application execution by way of the first communication interface and the second communication interface.

15. The system of claim 12, 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, 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.

16. The system of claim 12, 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, 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.