CLAIMS

1. A method for displaying text messages during playing of an online game, the method comprising:

displaying a user interface for the online game on a first client device and on at least one other client device, the user interface including a window portion, the window portion having an active text-based communication area that displays text messages provided by a plurality of users currently active in the online game, wherein the first client device is associated with a first user of the plurality of users and the at least one other client device is associated with a second user of the plurality of users;

receiving, at a server, an input message provided by the first user using the first client device;

determining whether the input message contains a profane word or phrase;

wherein in response to determining that the input message contains the profane word or phrase,

disregarding the input message and substituting the entire 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 in the window portion of the user interface on the first client device and the at least one other client device; and

wherein 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 in the window portion of the user interface on the first client device and the at least one other client device.

2. The method of claim 1, wherein the input message comprises a plurality of sentences.

3. The method of claim 1 or 2, wherein the input message comprises a plurality of non-profane words or phrases.

4. The method of any one of claims 1 – 3, wherein the step of determining whether the input message contains a profane word or phrase comprises parsing the input message to identify a profanity that matches a profanity in a list of profanities stored in the server.

5. The method of claim 4, wherein the parsing terminates at a first instance of identifying a profanity in the input message.

6. The method of claim 4, wherein the parsing terminates prior to the end of the input message.

7. A system comprising one or more computers and one or more storage devices storing computer-readable instructions that, when executed by the one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 6.

8. One or more non-transitory computer storage media storing instructions that, when executed by one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 6.