CLAIMS

What is claimed is:

~~1. A dynamic injection virtual wallet processor-implemented method, comprising:~~

~~obtaining a consumer item interest indication including a context of the consumer's interest focus;~~

~~ascertaining a consumer activity intent assessment from consumer atmospheric activity indicia, wherein the consumer atmospheric activity indicia includes: geographic location, the obtained consumer item interest indication;~~

~~determining a dynamic injection virtual wallet component to service the consumers item interest indication based on the consumer activity intent assessment, wherein the dynamic injection virtual wallet component may include any of an augmented reality heads up display overlaying wish list and virtual wallet purchase cart items, concierge request, and merchant offerings;~~

~~providing the determined dynamic injection virtual wallet component to a consumer's virtual wallet for instantiation;~~

~~obtaining dynamic consumer item iterated indication from consumer selections of items from the dynamic injection virtual wallet component instantiated in the consumer's virtual wallet, wherein consumer item iterated indications may include any of addition of accounts, additions of bills, item purchase requests, item information requests;~~

~~storing a history of consumer item iterated indications from the consumer's selections;~~

~~providing a social transaction history feed of consumer item interest indications and dynamic consumer item interest indications to social transaction history feed trackers subject to social transaction history access controls, wherein social transaction history feed trackers may be any of social network clients and other consumer's virtual wallet; and~~

~~providing a receipt for consumer purchases initiated from item purchase requests.~~

~~2. A multi-merchant virtual wallet shopping processor implemented method, comprising:~~

~~providing, from a user device, a product information search request;~~

~~obtaining, in response to the product information search request, information on a first product for sale by a first merchant and a second product for sale by a second merchant;~~

~~generating a single purchase transaction request, using the information on the first product for sale by the first merchant and the second product for sale by the second merchant;~~

~~providing, via the user device, the single purchase transaction request for payment processing; and~~

~~obtaining an electronic purchase receipt for the first product for sale by the first merchant and the second product for sale by the second merchant.~~

~~3. The method of claim 2, wherein the user device is a mobile device.~~

4. The method of claim 2, wherein the product information search request is generated in response to use entry of a search keyword into the virtual wallet application.

5. The method of claim 2, wherein the product information search request is generated using information on a prior purchase via the virtual wallet application.

6. The method of claim 2, wherein the product information search request is provided via a virtual wallet application executing on the user device.

7. The method of claim 2, wherein the first merchant and the second merchant are different from each other.

8. The method of claim 2, wherein the product information search request includes information identifying a location of the user device, as well as a request for product information from merchant in the vicinity of the user device.

9. A multi-merchant virtual wallet shopping apparatus, comprising:

a processor; and

a memory disposed in communication with the processor and storing processor-executable instructions to:

provide, from a user device, a product information search request;

~~obtain, in response to the product information search request, information on a first product for sale by a first merchant and a second product for sale by a second merchant;~~

~~generate a single purchase transaction request, using the information on the first product for sale by the first merchant and the second product for sale by the second merchant;~~

~~provide, via the user device, the single purchase transaction request for payment processing; and~~

~~obtain an electronic purchase receipt for the first product for sale by the first merchant and the second product for sale by the second merchant.~~

~~10. The apparatus of claim 9, wherein the user device is a mobile device.~~

~~11. The apparatus of claim 9, wherein the product information search request is generated in response to use entry of a search keyword into the virtual wallet application.~~

~~12. The apparatus of claim 9, wherein the product information search request is generated using information on a prior purchase via the virtual wallet application.~~

~~13. The apparatus of claim 9, wherein the product information search request is provided via a virtual wallet application executing on the user device.~~

~~14. The apparatus of claim 9, wherein the first merchant and the second merchant are different from each other.~~

~~15. The apparatus of claim 9, wherein the product information search request includes information identifying a location of the user device, as well as a request for product information from merchant in the vicinity of the user device.~~

~~16. A processor-readable tangible medium storing processor-executable multi-merchant virtual wallet shopping instructions to:~~

~~provide, from a user device, a product information search request;~~

~~obtain, in response to the product information search request, information on a first product for sale by a first merchant and a second product for sale by a second merchant;~~

~~generate a single purchase transaction request, using the information on the first product for sale by the first merchant and the second product for sale by the second merchant;~~

~~provide, via the user device, the single purchase transaction request for payment processing; and~~

~~obtain an electronic purchase receipt for the first product for sale by the first merchant and the second product for sale by the second merchant.~~

~~17. The medium of claim 16, wherein the user device is a mobile device.~~

~~18. The medium of claim 16, wherein the product information search request is generated in response to use entry of a search keyword into the virtual wallet application.~~

~~19. The medium of claim 16, wherein the product information search request is generated using information on a prior purchase via the virtual wallet application.~~

~~20. The medium of claim 16, wherein the product information search request is provided via a virtual wallet application executing on the user device.~~

~~21. The medium of claim 16, wherein the first merchant and the second merchant are different from each other.~~

~~22. The medium of claim 16, wherein the product information search request includes information identifying a location of the user device, as well as a request for product information from merchant in the vicinity of the user device.~~

~~23~~1. A store injection shopping processor-implemented method, comprising:

obtaining a global positioning system-based location for a user device;

identifying a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

querying a store injection database for product inventory and floor plan data for the identified proximal merchant;

generating a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

providing the module for the user device.

2. The method of claim 1, wherein the user device is a mobile device.

3. The method of claim 1, wherein locations of user's prior purchases are provided for the user.

4. The method of claim 3, wherein locations of user's current purchases are provided for the user.

5. The method of claim 1, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

6. The method of claim 5, wherein the user through the user device points view direction associated with the virtual storefront.

7. The method of claim 5, wherein the user through the user device points view direction at an object associated with the virtual storefront.

8. The method of claim 5, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.

~~249~~. A store injection shopping system, comprising:

a processor; and

a memory disposed in communication with the processor and storing processor-executable instructions to:

obtain a global positioning system-based location for a user device;

identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

query a store injection database for product inventory and floor plan data for the identified proximal merchant;

generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

provide the module for the user device.

10. The system of claim 9, wherein the user device is a mobile device.

11. The system of claim 9, wherein locations of user's prior purchases are provided for the user.

12. The system of claim 11, wherein locations of user's current purchases are provided for the user.

13. The system of claim 9, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

14. The system of claim 13, wherein the user through the user device points view direction associated with the virtual storefront.

15. The system of claim 13, wherein the user through the user device points view direction at an object associated with the virtual storefront.

16. The system of claim 13, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.

~~25~~17. A processor-readable tangible medium storing processor-executable store injection shopping instructions to:

obtain a global positioning system-based location for a user device;

identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

query a store injection database for product inventory and floor plan data for the identified proximal merchant;

generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

provide the module for the user device.

18. The medium of claim 17, wherein the user device is a mobile device.

19. The medium of claim 17, wherein locations of user's prior purchases are provided for the user.

20. The medium of claim 19, wherein locations of user's current purchases are provided for the user.

21. The medium of claim 17, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

22. The medium of claim 21, wherein the user through the user device points view direction associated with the virtual storefront.

23. The medium of claim 21, wherein the user through the user device points view direction at an object associated with the virtual storefront.

24. The medium of claim 21, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.

~~26. A dynamic injection virtual wallet system, comprising:~~

~~a processor; and~~

~~a memory disposed in communication with the processor and storing processor-executable instructions to:~~

~~obtain a consumer item interest indication including a context of the consumer's interest focus;~~

~~ascertain a consumer activity intent assessment from consumer atmospheric activity indicia, wherein the consumer atmospheric activity indicia includes: geographic location, the obtained consumer item interest indication;~~

~~determine a dynamic injection virtual wallet component to service the consumers item interest indication based on the consumer activity intent assessment, wherein the dynamic injection virtual wallet component may include any of an augmented reality heads up display overlaying wish list and virtual wallet purchase cart items, concierge request, and merchant offerings;~~

~~provide the determined dynamic injection virtual wallet component to a consumer's virtual wallet for instantiation;~~

obtain dynamic consumer item iterated indication from consumer selections of items from the dynamic injection virtual wallet component instantiated in the consumer's virtual wallet, wherein consumer item iterated indications may include any of addition of accounts, additions of bills, item purchase requests, item information requests;

store a history of consumer item iterated indications from the consumer's selections;

provide a social transaction history feed of consumer item interest indications and dynamic consumer item interest indications to social transaction history feed trackers subject to social transaction history access controls, wherein social transaction history feed trackers may be any of social network clients and other consumer's virtual wallet; and

provide a receipt for consumer purchases initiated from item purchase requests.

27. A processor-readable tangible medium storing processor-executable dynamic injection virtual wallet instructions to:

obtain a consumer item interest indication including a context of the consumer's interest focus;

ascertain a consumer activity intent assessment from consumer atmospheric activity indicia, wherein the consumer atmospheric activity indicia includes: geographic location, the obtained consumer item interest indication;

~~determine a dynamic injection virtual wallet component to service the consumers item interest indication based on the consumer activity intent assessment, wherein the dynamic injection virtual wallet component may include any of an augmented reality heads up display overlaying wish list and virtual wallet purchase cart items, concierge request, and merchant offerings;~~

~~provide the determined dynamic injection virtual wallet component to a consumer's virtual wallet for instantiation;~~

~~obtain dynamic consumer item iterated indication from consumer selections of items from the dynamic injection virtual wallet component instantiated in the consumer's virtual wallet, wherein consumer item iterated indications may include any of addition of accounts, additions of bills, item purchase requests, item information requests;~~

~~store a history of consumer item iterated indications from the consumer's selections;~~

~~provide a social transaction history feed of consumer item interest indications and dynamic consumer item interest indications to social transaction history feed trackers subject to social transaction history access controls, wherein social transaction history feed trackers may be any of social network clients and other consumer's virtual wallet; and~~

~~provide a receipt for consumer purchases initiated from item purchase requests.~~