

CHECK-IN BUTTON DISPLAY METHOD, APPARATUS, ELECTRONIC DEVICE, AND READABLE STORAGE MEDIUM

TECHNICAL FIELD

[0001] The present disclosure relates to the technology field of AR, and particularly relates to a check-in button display method, an apparatus, an electronic device, and a readable storage medium.

BACKGROUND ART

[0002] With the development of technology and the progress of the times, social media provides users with an increasingly rich way to present themselves. Users can post their status through the social media app to allow other users to see and further interact with other users. Users can also interact with other users in various ways through the social media app.

[0003] The check-in function is the main function in a social media APP, generally, where a check-in button is a common button displayed in a graphical user interface. A user can implement the check-in function by touching the check-in button.

SUMMARY

[0004] In view of this, the objective of the present disclosure is to provide a check-in button display method, an apparatus, an electronic device, and a readable storage medium, to improve the information effectiveness of a main interface and functional density of a check-in button, and also provide an effective prompt to a user.

[0005] In a first aspect, the embodiments of the present disclosure provide a check-in button display method applied to a mobile terminal device, wherein at least part of a virtual interaction scene is displayed in a graphical user interface of the mobile terminal device, the virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user, a check-in button is further displayed in the graphical user interface, the check-in button comprises a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene; and the check-in button display method comprises:

[0006] real-time acquiring current external data, wherein the external data comprises one or more of the following: position data, environment data, and motion data;

[0007] determining a display manner of the virtual doll according to the external data; and

[0008] updating the display manner of the virtual doll in the graphical user interface according to the display manner, to prompt the state where the first user currently is.

[0009] In conjunction with the first aspect, the embodiments of the present disclosure provide a first possible implementation of the first aspect, wherein the environment data comprises one or more of the following: weather data, volume data, voice data, brightness data, temperature data, and time data; and the motion data comprises one or more of following: posture data, speed data, acceleration data, and historical movement data.

[0010] In conjunction with the first aspect, the embodiments of the present disclosure provide a second possible implementation of the first aspect, wherein the step of determining a display manner of the virtual doll according to the external data comprises:

[0011] searching for, according to the external data, the display manner corresponding to the external data by querying a table pre-stored in the mobile terminal device.

[0012] In conjunction with the first aspect, the embodiments of the present disclosure provide a third possible implementation of the first aspect, wherein the image display manner comprises: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating the clothing of the virtual doll, updating decoration of the virtual doll, and updating status information of the virtual doll.

[0013] In a second aspect, the embodiments of the present disclosure further provide a check-in button display apparatus applied to a mobile terminal device, wherein at least part of a virtual interaction scene is displayed in a graphical user interface of the mobile terminal device, the virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user, a check-in button is further displayed in the graphical user interface, the check-in button comprises a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene; and the check-in button display apparatus comprises:

[0014] an acquisition module, configured for real-time acquiring current external data, wherein the external data comprises one or more of the following: position data, environment data, and motion data;

[0015] a determination module, configured for determining a display manner of the virtual doll according to the external data; and

[0016] an update module, configured for updating the display manner of the virtual doll in the graphical user interface according to the display manner, to prompt the state where the first user currently is.

[0017] In conjunction with the second aspect, the embodiments of the present disclosure provide a first possible implementation of the second aspect, wherein the environment data comprises one or more of the following: weather data, volume data, voice data, brightness data, temperature data, and time data; and the motion data comprises one or more of following: posture data, speed data, acceleration data, and historical movement data.

[0018] In conjunction with the second aspect, the embodiments of the present disclosure provide a second possible implementation of the second aspect, wherein when determining a display manner of the virtual doll according to the external data, the determination module is specifically configured for:

[0019] searching for, according to the external data, the display manner corresponding to the external data by querying a table pre-stored in the mobile terminal device.

[0020] In conjunction with the second aspect, the embodiments of the present disclosure provide a third possible implementation of the second aspect, wherein the image display manner comprises: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating the clothing of the virtual doll, updating decoration of the virtual doll, and updating status information of the virtual doll.

[0021] In a third aspect, an electronic device is provided in the embodiments of the present disclosure, which includes a processor, a memory, and a bus. The memory stores machine-readable instructions that are executed by the processor. The processor communicates with the memory via the bus when the electronic device is in operation. When run by the processor, the machine-readable instructions perform the steps in any possible implementation of the first aspect.

[0022] In a fourth aspect, the embodiments of the present disclosure further provide a computer-readable storage medium, wherein the computer readable storage medium stores a computer program. When executed by the processor, the computer program executes the steps in any possible implementation of the first aspect.

[0023] In the check-in button display method, apparatus, electronic device, and readable storage medium that are provided in the embodiments of the present disclosure, when using the APP, a mobile terminal can real-time acquire external data, and adjust the display manner of a virtual doll on a check-in button located in a main interface according to the external data, so that the virtual doll can play a prompting role to a user. This improves the information effectiveness of the main interface and functional density of the check-in button and also provides an effective prompt to the user.

[0024] In order to make the above objectives, features and advantages of the present disclosure more obvious and easier to understand, the following better embodiments, together with the attached drawings, are described in detail as follows.

BRIEF DESCRIPTION OF DRAWINGS

[0025] To more clearly illustrate the technical solutions of the embodiments of the present disclosure, the following will briefly introduce the drawings used in the embodiments. It should be understood that the following drawings only show some embodiments of the present disclosure, and therefore they should not be regarded as a limitation on the scope. Those ordinary skilled in the art can also obtain other related drawings based on these drawings without inventive effort.

[0026] FIG. 1 illustrates a schematic diagram of a graphical user interface of a mobile terminal provided by the embodiment of the present disclosure;

[0027] FIG. 2 illustrates a schematic diagram of a content displayed in a graphical user interface when switched to an AR scene, provided by the embodiment of the present disclosure;

[0028] FIG. 3 illustrates a flowchart of a check-in button display method provided by the embodiment of the present disclosure;

[0029] FIG. 4 illustrates a schematic diagram of a virtual doll updated according to a determined display manner provided by the embodiment of the present disclosure;

[0030] FIG. 5 illustrates a schematic diagram of a state of a virtual doll in other frames provided by the embodiment of the present disclosure;

[0031] FIG. 6 illustrates a schematic diagram of a state of a second virtual doll in other frames provided by the embodiment of the present disclosure;

[0032] FIG. 7 illustrates a schematic diagram of a state of a third virtual doll in other frames provided by the embodiment of the present disclosure;

[0033] FIG. 8 illustrates a schematic diagram of displaying a semantic recognition result in an AR interface, provided by the embodiment of the present disclosure;

[0034] FIG. 9 illustrates a schematic diagram of a background portion in a graphical user interface provided by the embodiment of the present disclosure;

[0035] FIG. 10 illustrates a schematic diagram of a complete check-in process provided by the embodiment of the present disclosure;

[0036] FIG. 11 illustrates a schematic diagram of displaying a gathered state after a check-in is completed, provided by the embodiment of the present disclosure;

[0037] FIG. 12 illustrates a schematic diagram of a structure of a check-in button apparatus provided by the embodiment of the present disclosure; and

[0038] FIG. 13 illustrates a schematic diagram of a structure of an electronic device provided by the embodiment of the present disclosure.

DETAILED DESCRIPTION OF EMBODIMENTS

[0039] In order to make the objective, technical solutions, and advantages of the embodiments of the present disclosure clearer, the following description will provide a clear and comprehensive explanation of the technical solutions in the embodiments of the present disclosure with reference to the drawings in the embodiments of the present disclosure. Clearly, the described embodiments are part of the embodiments of the present disclosure and not the entire embodiments. The components of embodiments of the present disclosure which are generally described and illustrated in the drawings herein can be arranged and designed in a variety of different configurations. Accordingly, the following detailed description of the embodiments of the present disclosure provided in the drawings is not intended to limit the scope of the present disclosure for which protection is claimed, but merely represents selected embodiments of the present disclosure. Based on the embodiments in the present disclosure, all other embodiments obtained of those of skill in the art of without making inventive efforts are within the scope of protection of the present disclosure.

[0040] In related technologies, users typically perform check-ins on social apps by posting information about themselves in text form, and in better technologies, check-ins can be accompanied by images, GIFs, or videos. The text portion of the check-in is mainly the text manually input by the user, and images, GIFs, and videos are uploaded by the user from the local device, and after being uploaded, the check-in is complete.

[0041] As shown in FIG. 1, it illustrates the graphical user interface of a mobile terminal provided by the present disclosure. At least part of a virtual interaction scene is displayed in a graphical user interface. The virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user. A check-in button is further displayed in the graphical user interface. The check-in button includes a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene.

[0042] The first virtual character module can be a virtual character module named "Youzi" as shown in the figure, and other virtual character modules in the figure are the second virtual character modules controlled by other users. In general, the position of each virtual character module in the virtual interaction scene can be determined based on the real-time position of the

virtual character moved by user operation in the virtual interaction scene, or it can be determined based on the position of the user in the real-world scene (i.e., the position of the user in the earth coordinate system).

[0043] In the case where the position of the virtual character module in the virtual interaction scene is determined based on the position of the user in the real-world scene, the user needs to activate a positioning function of the mobile terminal (logged into the mobile terminal with a virtual character). The mobile terminal obtains the current position in real-time and uploads the position to the server. The server can then update the position of the virtual character controlled by the user in the virtual scene based on the actual positional information of each user in the Earth coordinate system. It can also be said that the position of the virtual character controlled by the user in the virtual scene is a mapping of the user (mobile terminal) in the Earth coordinate system.

[0044] The user can slide on the graphical user interface with their finger to adjust the region of the virtual interaction scene displayed in the graphical user interface. The distance and speed of the slide will affect the content displayed in the virtual interaction scene on the graphical user interface. For example, if the user slides to the right with their finger, the content on the left side of the virtual interaction scene in the graphical user interface can be displayed (the entire virtual character modules in FIG. 1 will move to the right).

[0045] In the graphical user interface, the three buttons at the bottom right are the AR switch button, refresh button, and reposition button. The AR switch button is configured to switch between two virtual interaction scenes (namely, the purely virtual scene and the augmented reality AR scene that are created by the server). As shown in FIG. 2, it illustrates the content displayed in the graphical user interface after switching to the AR scene. In the AR scene interface, the circular button at the lower part is the check-in button. The camera button on the right side of the check-in button is a button configured to trigger the photo capturing function. The return arrow button on the left side of the check-in button can be a button configured to return to the purely virtual scene. The user can click the camera button to publish the real-time photographed photo as check-in information.

[0046] The check-in button in the graphical user interface is located at the lower part in FIG. 1. The circular button in the middle of the button displaying the virtual doll is the check-in button that mainly completes the check-in function. The user can trigger the check-in button through operations such as clicking, double-clicking, multiple continuous clicks, or long pressing. The two circular buttons on the left side and the right side of the check-in button are other function buttons. For example, the button on the left side can be a query button, and the button on the right side can be a button configured to publish text information.

[0047] In related art, a check-in button is merely a functional control, on which only words such as “check-in button” are displayed. However, the applicant considers that since a browsing interface (such as the main interface shown in FIG. 1 and FIG. 2) is the interface mainly used when a user operates the APP (the interface where the user stays the longest when using the APP), the main interface shall be fully utilized for information display. Further, in the solution provided by the present disclosure, an information display function is implemented through the following steps. As shown in FIG. 3, the check-in button display method includes the following steps:

[0048] S101, real-time acquiring current external data, wherein the external data comprises one or more of the following: position data, environment data, and motion data;

[0049] S102, determining a display manner of the virtual doll according to the external data; and

[0050] S103, updating the appearance of the virtual doll in the graphical user interface according to the display manner, to prompt the state where the first user currently is.

[0051] Position data mainly reflects data of a current location of a user (a mobile terminal used by the user), and the data can be acquired through different positioning manners. Common positioning manners include, for example, the following.

[0052] Satellite positioning: GPS positioning / Beidou positioning, where this positioning manner mainly performs positioning by using signals transmitted from multiple satellites in Earth orbit. This positioning manner has the advantages of high accuracy and wide coverage but has the disadvantages of being easily affected by weather and terrain.

[0053] Base station positioning: position is determined by communication between a mobile device and multiple base stations. This method performs well in cities or other regions where base stations are densely distributed, but has low accuracy in remote regions.

[0054] WiFi positioning: position is determined by scanning the signal strength of surrounding Wi-Fi hotspots and matching it with a database. This manner is applicable to indoor environments or environments with weak GPS signals.

[0055] Bluetooth positioning: position is determined by using the signal strength of Bluetooth devices, and a certain number of Bluetooth beacons are usually required to be deployed in a positioning region. This manner is applicable to short-distance positioning requirements.

[0056] Generally, WiFi positioning and Bluetooth positioning can accurately determine the height information of a user. Therefore, under certain functions, WiFi positioning and Bluetooth positioning must be used or combined to implement corresponding functions.

[0057] Position data has two representation manners, namely a direct positioning location and a place where the user is located based on the positioning location, where the place includes a school, hospital, hotel, and so on.

[0058] The environment data comprises one or more of the following:

[0059] weather data, volume data, voice data, brightness data, temperature data, and time data.

[0060] The weather data is mainly obtained through weather forecasts. The weather data can include types such as rain, snow, hail, and so on. Different weather types can be further subdivided into different levels.

[0061] The volume data mainly refers to the environmental volume detected by a mobile terminal. Specifically, after completing real-time recording of the environment, the mobile terminal can directly evaluate the environmental volume by using recording data; alternatively, the environmental volume can be evaluated after filtering the recording data, and during filtering, sounds made by a user (or normal communication sounds made by humans) can be filtered out, and only volume of noise in the environment is detected.

[0062] The voice data refers to audio data acquired through recording. After acquiring the audio data, a speech recognition or semantic recognition manner can be used to acquire the speaking content and emotional content of the user (where semantic recognition results can analyze emotional content such as the current mood of the user). There are two sources of the audio data. One is the recording made when a user performs an operation on a main interface (where the

user can manually enable or disable the function), and the other is the recording made when the user performs voice input of check-in content.

[0063] The brightness data can also be detected by a photosensitive element of the mobile terminal.

[0064] The temperature data includes two types: regional temperature and temperature of a current environment where the user is located. The regional temperature can be obtained through weather forecasts, and the temperature of the current environment where the user is located needs to be acquired through a detection element of the mobile terminal or a detection device in the Internet of Things. For example, if the mobile terminal is connected to an Internet of Things in a region where the user is located, and the Internet of Things includes a device capable of temperature detection, then after the device completes the temperature detection, the mobile terminal can directly obtain a temperature value through the temperature detection device.

[0065] Regarding time data, the mobile terminal can directly obtain time from a network time or from time recorded by an internal timer.

[0066] The motion data comprises one or more of the following:

[0067] posture data, speed data, acceleration data, and historical movement data.

[0068] The posture data mainly reflects a current posture condition of a mobile terminal and can be detected through a three-axis sensor or a device of the same type.

[0069] The speed data includes two types: linear speed data and angular speed data. The linear speed data can be calculated by combining the above-mentioned position data with time data, and the angular speed data needs to be calculated by combining posture data and time data.

[0070] Similarly, the acceleration data also includes two types: linear acceleration data and angular acceleration data. The linear acceleration data can be calculated by combining the above-mentioned position data with time data, and the angular acceleration data needs to be calculated by combining posture data and time data.

[0071] The historical movement data mainly includes the following categories: historical movement trajectory (including historical positions), historical step counts, and historical speed (including historical speed variation conditions).

[0072] The display manner can be classified into two types, which are image display manner and sound display manner. The sound display manner refers to playing voice information to prompt a user. The image display manner refers to prompting the user by changing the appearance of a virtual doll. The virtual doll can be a 2D figure or a 3D figure as shown in FIG. 1, and the virtual doll can be preset in a system and selected by the user.

[0073] Specifically, the image display manner includes: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating the clothing of the virtual doll, updating the decoration of the virtual doll, and updating the status information of the virtual doll.

[0074] The motion animation of the virtual doll refers to limb movements that can be performed by the virtual doll, such as raising a hand, yawning, running, and so on. These movements correspond to semantic recognition results. For example, if the current time is midnight 12 o'clock, the virtual doll can display a yawning action. When it is detected that the step count of the user continues to increase and the movement speed of the user reaches a running speed, the virtual doll can switch to a running action. If a running time is too long, the virtual doll will show a sweating state. As the running time becomes longer, the sweating amount also increases.

Alternatively, after running reaches a certain time, the virtual doll can display an animation of thirst and a desire to drink water, thereby prompting the user to drink water.

[0075] Expressions of the virtual doll are mainly used to carry more emotional information. For example, if it is found through semantic recognition that the user is in a sad state, a sighing animation can be displayed.

[0076] The clothing of the virtual doll mainly refers to the clothes that affect the appearance of the virtual character. The accessories corresponding to the virtual doll refer to items worn on the body and pets being held and the like. In addition to clothing, these are non-character objects for displaying the status of the user.

[0077] Clothing can also be generated based on external data. For example, if the positional information of the user shows that the user is at the beach, then the virtual doll can be dressed in beachwear; if it shows that the user is near a company, then the virtual doll can be dressed in a suit. If the environmental information shows that the user is in the rain or outdoors during the rain, or the voice data shows the sound of rain falling, an umbrella can be used as an accessory. If the location of the user shows that the user is in a residential community and after work time, and a dog barking sound can be detected in the voice data, then home wear and a dog can be configured for the user to indicate that the user is in a dog-walking state.

[0078] It should be noted that the above-mentioned data can function individually (individually influence the determination of the display manner), or in combination. For example, in snowy weather, if the position information indicates that the user is outdoors, the virtual doll can wear a down jacket and hold an umbrella. If the position information indicates that the user is indoors during snowy weather, the virtual doll can watch TV and warm itself by a fire indoors.

[0079] After the display manner is determined in step S102, the virtual doll can be updated according to the determined display manner in step S103. As shown in FIG. 4, it can be seen that the virtual doll in FIG. 4 is in a state of listening to music, which is significantly different from the standing figure shown in FIG. 1. There are two cases where the virtual doll adopts the display manner in FIG. 4: one is that the position information of the user indicates that the user is in a music region (such as at a concert), and the other is that the sound data indicates that music is being played nearby. As shown in FIGS. 5 to 7, states of the virtual doll shown in FIG. 4 in other frames are displayed, and continuous multiple frames can form a motion animation of the virtual doll.

[0080] After updating the display manner of the virtual doll, the updated motion and sound of the virtual doll can be directly displayed on a graphical user interface of a first user. Further, when other users open the app the social media, the updated display manner of the virtual doll of the first user can also be viewed, so as to enable other users to know a state of the first user.

[0081] The solution of the check-in button display method provided by the present disclosure has the following aspects of value.

[0082] 1. Tool value: a vivid "environment detector"

[0083] The user can directly perceive the situation of the surrounding environment by seeing the virtual doll and vividly observe the manifestation of these environmental factors on "me", that is, on the "doll", instead of being reflected by the indifferent data.

[0084] Under the performance of the virtual doll, the user will be subconsciously influenced and stimulated and can bring out the desire to express to a certain extent. Just like [when the weather

becomes cold, most people would sigh “Why is it so cold today”], the user, by seeing the action performance of the "3D doll", can very naturally click to make an active expression, for example, “it is too cold today”.

[0085] 2. Emotional value: a second “me”

[0086] The clothing, styling, and appearance of the virtual doll are all editable and customizable by the user. On this basis,

[0087] the virtual doll can be a replica of the user, used to display the real me in the virtual world;

[0088] the virtual doll can be another side of the user, used to display a different and another side of me in the virtual world; and

[0089] the virtual doll can be a companion of the user, just like in a dialogue. The user can completely treat the virtual doll as another role, to speak their own voice, being a companion in another sense.

[0090] Below, several specific examples are given to illustrate the implementation process of the present solution.

[0091] When the location data shows that the user is located in a commercial street, the virtual doll will present a walking and shopping bag-holding state;

[0092] when the location data shows that the user is located in a hospital, the virtual doll will present a consultation state;

[0093] when the location data shows that the user is located in a school, the virtual doll will present a homework writing state;

[0094] when the weather data shows that the user is in rainy or snowy weather, the virtual doll will present an umbrella-holding state, or an umbrella-holding and running in a rain/snow state;

[0095] when the weather data shows that the user is in sunny weather, the virtual doll will have a sun sign floating above its head (wherein the sun can be regarded as an ornament);

[0096] when the temperature information at the location where the user is located exceeds a predetermined value, the virtual doll will present a sweating state;

[0097] when the temperature information at the location where the user is located is lower than a predetermined value, the virtual doll will present a cold and shivering state;

[0098] when the posture data shows that the user is in a shaking or rotating state, the virtual doll will present a rotating state; (at this time, the user may be on a subway or bus);

[0099] when the motion data shows that the user has a lot of exercise steps today, or consumes a lot of energy, the virtual doll will present a "violent exercise" state; and

[00100] when the sound data shows that the surrounding environment has relatively strong noise, the virtual doll will present a state of covering the ears.

[00101] In the present solution, in addition to the above-described check-in button display method, the present embodiment also provides a check-in method based on the check-in button.

[00102] With the development of technology, some social media software has introduced more and more products with different dimensions regarding the aspect of "helping users express and present themselves", which includes text, images, videos, and even more immersive VR/AR interaction methods. Each new expression tool has its unique advantages and corresponding drawbacks.

[00103] In related technologies, users typically perform check-ins by posting information about themselves in text form, and in better technologies, check-ins can be accompanied by images,

GIFs, or videos. The text portion of the check-in is mainly the text manually input by the user, and images, GIFs, and videos are uploaded by the user from the local device, and after being uploaded, the check-in is complete.

[00104] However, the applicant has found that this check-in method is not very accurate and convenient. Based on this, the present disclosure provides a check-in method. As shown in FIG. 1, it illustrates the graphical user interface of a mobile terminal provided by the present disclosure. At least part of a virtual interaction scene is displayed in a graphical user interface. The virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user. A check-in button is further displayed in the graphical user interface. The check-in button is floatingly displayed on the virtual interaction scene.

[00105] The first virtual character module can be a virtual character module named "Youzi" as shown in the figure, and other virtual character modules in the figure are the second virtual character modules controlled by other users. In general, the position of each virtual character module in the virtual interaction scene can be determined based on the real-time position of the virtual character moved by user operation in the virtual interaction scene, or it can be determined based on the position of the user in the real-world scene (i.e., the position of the user in the earth coordinate system).

[00106] In the case where the position of the virtual character module in the virtual interaction scene is determined based on the position of the user in the real-world scene, the user needs to activate a positioning function of the mobile terminal (logged into the mobile terminal with a virtual character). The mobile terminal obtains the current position in real-time and uploads the position to the server. The server can then update the position of the virtual character controlled by the user in the virtual scene based on the actual positional information of each user in the Earth coordinate system. It can also be said that the position of the virtual character controlled by the user in the virtual scene is a mapping of the user (mobile terminal) in the Earth coordinate system.

[00107] The user can slide on the graphical user interface with their finger to adjust the region of the virtual interaction scene displayed in the graphical user interface. The distance and speed of the slide will affect the content displayed in the virtual interaction scene on the graphical user interface. For example, if the user slides to the right with their finger, the content on the left side of the virtual interaction scene in the graphical user interface can be displayed (the entire virtual character modules in FIG. 1 will move to the right).

[00108] In the graphical user interface, the three buttons at the bottom right are the AR switch button, refresh button, and reposition button. The AR switch button is configured to switch between two virtual interaction scenes (namely, the purely virtual scene and the augmented reality AR scene that are created by the server). As shown in FIG. 2, it illustrates the content displayed in the graphical user interface after switching to the AR scene. In the AR scene interface, the circular button at the lower part is the check-in button. The camera button on the right side of the check-in button is a button configured to trigger the photo capturing function. The return arrow button on the left side of the check-in button can be a button configured to return to the purely virtual scene. The user can click the camera button to publish the real-time photographed photo as check-in information.

[00109] The check-in button in the graphical user interface is located at the lower part in FIG. 1. The circular button in the middle of the button displaying the virtual character is the check-in button that mainly completes the check-in function. The user can trigger the check-in button through operations such as clicking, double-clicking, multiple continuous clicks, or long pressing. The two circular buttons on the left side and the right side of the check-in button are other function buttons. For example, the button on the left side can be a query button, and the button on the right side can be a button configured to publish text information.

[00110] The check-in method includes the following steps:

[00111] S201, performing real-time collection of voice information to generate voice collection data in response to a first touch operation on a check-in button;

[00112] S202, performing semantic recognition on the voice collection data to determine a semantic recognition result of the voice collection data;

[00113] S203, determining an update strategy for a first virtual character module according to the semantic recognition result; and

[00114] S204, updating the first virtual character module according to the determined update strategy, so that an update result can be displayed in graphical user interfaces of a first user and other users.

[00115] In step S101, the first touch operation has two usage modes, namely, long press for voice input and short press for voice input.

[00116] In the case where the long press for voice input is adopted, step S201 can be implemented in the following manner:

[00117] starting collection of voice information in response to a press operation on a check-in button; and

[00118] ending the collection of the voice information in response to a release operation after the press operation on the check-in button, and taking the voice information acquired before the end as voice collection data.

[00119] One pressing operation and one adjacent releasing operation complete one complete long press operation. After the user presses down, voice collection is started (it can be performed through an audio collection device in the mobile terminal, such as a microphone of the mobile phone), and after the user releases, the voice collection is stopped. The voice information collected during the period in which the user long presses the check-in button is taken as the voice collection data.

[00120] In the case where the short press for voice input is adopted, step S201 can be implemented in the following manner:

[00121] starting real-time collection of voice information and performing timing in response to the first touch operation on the check-in button;

[00122] ending the collection of the voice information in response to the timing reaching a predetermined duration, and taking the voice information acquired before the end as voice collection data.

[00123] In this case, the user only needs to short press the check-in button once to complete the voice information collection. In a specific implementation, it can be that timing starts from the moment of clicking the check-in button, and timing is stopped when a preset duration is reached. The voice information collected during the time period between the timing start moment and the

timing end moment is taken as the voice collection data. Specifically, for example, timing is started by clicking the check-in button, and timing is stopped after 10 seconds, 20 seconds or one minute, and the voice information collection is terminated.

[00124] The timing manner can also be implemented in the following manner: timing starts from the moment of clicking the check-in button, and the duration during which no valid voice information is received is calculated in real time (if the collected voice information does not contain the speaking sound of the user, it is regarded that no valid voice information is received). When the duration during which no valid voice information is received reaches a preset duration, the timing is stopped, and the voice information collection is stopped. Specifically, for example, 5 seconds after pressing the check-in button, the user stops speaking. At the 7th second, the system finds that no valid voice information has been received for 2 seconds, and then the timing can be stopped and the voice information collection can be stopped (2 seconds is the time duration for which no valid voice information is received and the preset duration is reached).

[00125] In addition to using voice for input, the check-in button can also be triggered to perform text input (usually, a single click is used for text input).

[00126] In the case of triggering for text input, the above method can further include the following steps:

[00127] displaying a virtual character input control in a graphical user interface in response to a second touch operation on the check-in button; and

[00128] generating the semantic recognition result in response to a touch operation on the virtual character input control.

[00129] The second touch operation is usually a single click operation, and can also be a double click or multiple clicks or other touch manners to trigger text input (such as sliding or triggering a designated gesture pattern).

[00130] After the user performs the second touch operation, a virtual character input control (soft keyboard) is displayed in the graphical user interface. Thereafter, the user can input through the virtual character input control to complete the text information input. Furthermore, the text information input by the user can be directly used as the semantic recognition result to further perform message publishing in subsequent steps.

[00131] In step S202, the performed recognition is semantic recognition, not voice recognition, which is one of the main features in the present solution. Voice recognition can only convert the voice content input by the user into text, but semantic recognition can recognize the emotional information of the input voice of the user, such as the user being in a frustrated state, happy state, and so on. The state information cannot be represented merely through voice recognition. When performing semantic recognition, it is preferred to use a local model to perform the semantic recognition. However, due to the limited size of the semantic recognition model used in the mobile terminal (mainly due to the insufficient computing power of the mobile terminal), the recognition precision and accuracy are both limited. Therefore, a dual recognition manner can be adopted, that is, recognition is first performed through a small semantic recognition model inside the mobile terminal, and if the recognition result is not ideal, recognition is then performed through a large semantic recognition model in the server, so as to ensure the efficiency and accuracy of recognition.

[00132] In other words, step S202 can be implemented in the following manner:

[00133] step 2021, performing a first semantic recognition on the voice collection data through a current user terminal;

[00134] step 2022, generating a semantic recognition result of the voice collection data according to a result of the first semantic recognition when the first semantic recognition is successful;

[00135] step 2023, sending the voice collection data to a cloud server for a second semantic recognition when the first semantic recognition fails; and

[00136] step 2024, generating a semantic recognition result of the voice collection data according to a result of the second semantic recognition when the second semantic recognition is successful.

[00137] In step 2021, that is, the first semantic recognition is performed by the mobile terminal, and the model used for the first semantic recognition is a small model stored in the mobile terminal.

[00138] If the result of the first semantic recognition is not ideal, then in step 2023, the voice collection data can be sent to the server, and recognition is performed by a large semantic recognition model in the server. If the result of the first semantic recognition is relatively ideal, the result of the first semantic recognition can be directly output. Correspondingly, if the result of the second semantic recognition is successful, the result of the second semantic recognition can be directly used as the semantic recognition result of the voice collection data.

[00139] It should be noted that, whether the model used for the first semantic recognition (first semantic recognition model) or the model used for the second semantic recognition (second semantic recognition model), the training is completed before use. During use, it only needs to input the voice collection data into the first semantic recognition model or the second semantic recognition model, and the corresponding semantic recognition model can directly output the semantic recognition result.

[00140] The computing power required to run the first semantic recognition model is less than the computing power required to run the second semantic recognition model, or the space occupied by the first semantic recognition model is less than the space occupied by the second semantic recognition model.

[00141] If the second semantic recognition fails, a prompt message indicating failure of the current semantic recognition can be directly fed back to the user. The prompt message can be displayed in the form of text in the graphical user interface or can prompt the user by voice or in other forms.

[00142] Generally, whether the first semantic recognition fails or the second semantic recognition fails, the possible reasons can be the same or different, and overall can be divided into two types. The first type is that there is too little valid voice information, and the second type is that it is impossible to analyze a semantic result. For the first case, most of the reasons are due to the voice of the user being too low or the environment being noisy, which causes the model to fail to effectively extract the voice information, resulting in recognition failure. For the second case, most of the reasons are that the voice duration is particularly short, or there are illogical parts in the voice content.

[00143] Therefore, for the above two situations, in the solution provided by the present disclosure, a data validity recognition can be performed before the first semantic recognition or

before sending the voice collection data to the cloud server. The validity recognition can include: signal-to-noise ratio judgment, valid voice duration judgment, and the like. If a specified judgment in these judgments fails, a prompt message indicating failure of voice recognition and requesting the user to re-enter the voice can be directly fed back to the user. Generally, if the signal-to-noise ratio is too low, it indicates that the noise content is too high. In this case, even if denoising processing is performed, the obtained result is still difficult to semantically recognize, so a prompt message requesting the user to re-enter the voice can be directly returned to the user. If the valid voice duration is too short, a prompt message requesting the user to re-enter the voice can also be directly returned to the user.

[00144] Further, when generating the semantic recognition result, in addition to relying only on the voice information input by the user and the corresponding semantic recognition result, the semantic recognition can also be performed in combination with other information of the user. The information that can be relied on can also include the reference information of the user, specifically, such as the positional information of the user, the image published by the user, the environmental information of the region where the user is located, the identity information of the user, and the like. The reason why these kinds of information can be used to assist in generating the semantic recognition result is mainly considering that these kinds of information can also carry information expressing the ideas of the user. For example, through the positional information of the user, the place where the user is currently located can be learned. The information expressed by the user in different places is inevitably different. In specific types of places, the information expressed by the user is also regular. For example, in tourist places, the information expressed by the user is more likely to be messages related to relaxation or promotion regarding tourism. In working places, the information expressed is more related to work. Similarly, the image published by the user (the image published by the user during check-in) can also carry similar directional information. For example, if the image published during check-in is related to a workplace, the voice information published is mostly related to work. The environmental information can include weather conditions, time information, physical conditions of the user, and the like. These pieces of information can also reflect what the user is thinking, and thus are all conducive to the generation of the semantic recognition result.

[00145] Similarly, the above types of information also have a complementary effect. For example, if the time information shows that it is relatively late on a working day, and the published image and/or the location indicate that the user is at a working place, it can be determined that the user is in an overtime working state. In this case, it can be determined that the user is working overtime at the company at night, and therefore, the semantic recognition result can be generated toward the direction of working overtime at the company at night.

[00146] That is, in the solution provided by the present disclosure, the step of generating the semantic recognition result of the voice collection data according to the result of the first semantic recognition can be performed in the following manner:

[00147] generating the semantic recognition result of the voice collection data according to the result of the first semantic recognition and the reference information of the user. The reference information of the user includes at least one of the following: the positional information of the user, the image published by the user, and the environmental information of the region where the user is located.

[00148] Correspondingly, in the solution provided by the present disclosure, the step of generating the semantic recognition result of the voice collection data according to the result of the first semantic recognition can be performed in the following manner:

[00149] generating the semantic recognition result of the voice collection data according to the result of the second semantic recognition and the reference information of the user. The reference information of the user includes at least one of the following: the positional information of the user, the image published by the user, and the environmental information of the region where the user is located.

[00150] In addition to being capable of providing the above-mentioned functions, the positional information of the user is recorded by the system after each check-in. Therefore, the system can form a footprint map for recording the places the user has been to, and the user can also actively check the footprint map.

[00151] In order to fully express the semantic recognition result, in the solution provided by the present disclosure, multiple different expression manners are provided for the first virtual character module, that is, the update strategy of the first virtual character module includes at least one of the following:

[00152] an action animation of the first virtual character model, an expression of the first virtual character model, an attire of the first virtual character model, an accessory corresponding to the first virtual character model, a semantic recognition result corresponding to the first virtual character model, and state information of the first virtual character model.

[00153] The animation action of the first virtual character model refers to the body actions that the first virtual character can perform, such as raising the hand, yawning, running, and the like. These actions also correspond to the semantic recognition result. For example, if the voice collection data shows that the user is expressing content related to exercise, and the semantic recognition result indicates that the user is panting heavily, it can be determined that the user is undergoing intense exercise. Then the animation action of the first virtual character model can be running or some specific kind of exercise (where the specific kind of exercise can be determined according to the semantic recognition result).

[00154] The expression of the first virtual character model is mainly used to reflect the emotional information in the semantic recognition result, which is also a main difference between semantic recognition and voice recognition. Through semantic recognition, the current emotional state of the user can be recognized. For example, if the user is currently saying "I am very happy" but the tone is very gloomy, then a forced smile expression can be used as the expression of the first virtual character model.

[00155] The clothing of the first virtual character model mainly refers to the clothes that affect the appearance of the virtual character. The accessories corresponding to the first virtual character model refer to items worn on the body and pets being held and the like. In addition to clothing, these are non-character objects for displaying the status of the user.

[00156] The clothing can also be generated based on the semantic recognition result. In addition to being generated through the semantic recognition result, the clothing can also be generated based on the aforementioned reference information of the user. For example, if the positional information of the user shows that the user is at the beach, then the virtual character can be dressed in beachwear; if it shows that the user is near a company, then the virtual character can

be dressed in a suit. If the environmental information shows that the user is in the rain or outdoors during the rain, an umbrella can be used as an accessory. If the image published by the user shows that the user is at a barbecue stall, then skewers and casual clothes can be configured for the virtual character. If the location of the user shows that the user is in a residential community and after work time, and a dog barking sound can be detected in the semantic recognition result, then home wear and a dog can be configured for the user to indicate that the user is in a dog-walking state.

[00157] The semantic recognition result corresponding to the first virtual character model is mainly displayed in the form of characters, which are divided into two types: text and symbols. The text is relatively simple, which is the text content in the semantic recognition result. The symbols can display the emotional state of the voice sent by the user. For example, if the user is excited, more exclamation marks can be used; if the user is questioning, question marks can be used. Further, if the identity of the user is a person who likes rock music, the semantic recognition result can be displayed through special rock-style characters. As shown in FIG. 2, the characters such as “mushroom mushroom” above the head of the virtual character are a form of displaying the semantic recognition result. If the time shows that it is currently Halloween or the current location of the user is related to Halloween, then a pumpkin head for Halloween can be displayed in the image. As shown in FIG. 8, what is displayed is a form of displaying the semantic recognition result in the AR interface.

[00158] The status information of the first virtual character model is the status information published by the user. In the status information, the users can display their current status. As shown in FIG. 1, the word “love” above the head of “Youzi” is the status information. Among the three people in the upper left corner of “Youzi”, “Drinking tea” is the status information.

[00159] The voice information corresponding to the voice collection data is actually the sound made by the user. The sound can be the original recorded sound, the denoised original sound, or a virtual sound (such as a cartoon voice) obtained by playing the text content after performing semantic recognition/voice recognition on the sound sent by the user through a specific virtual sound effect. It can also be a virtual sound played using the timbre information obtained after determining the timbre information based on the sound sent by the user.

[00160] It should be noted that the above update strategy is generally automatically output by a trained model, that is, the model can automatically output the update strategy according to the semantic recognition result.

[00161] After determining the update strategy, the step S204 of updating the first virtual character module according to the determined update strategy, so that an update result can be displayed in graphical user interfaces of a first user and other users, can be executed.

[00162] After the update is completed, the update result is directly displayed in the graphical user interface of the first user (where the refresh is automatically completed), and other users need to complete a refresh through a timed refresh, manual refresh, or other refresh manners, so as to be able to see the updated result of the first virtual character module of the first user.

[00163] Generally, the objective of the user performing the update is to display his or her own information. Therefore, after the first user completes the check-in (performs step S204), the surrounding virtual characters can be gathered so that the user can see the status of other users

(see the virtual character status controlled by other users in the graphical user interface), thereby enhancing the interactivity.

[00164] Further, in order to improve the interaction efficiency of the user, after performing step S204, the solution of the present disclosure can further include the following steps:

[00165] according to the content of the update strategy, querying second virtual character modules nearby that are similar to the updated first virtual character module as target virtual character modules; and

[00166] prominently displaying the target virtual character modules in the current graphical user interface.

[00167] Finding other second virtual character modules of the same type enables the first user to know who else is similar to himself or herself (where similar users are more likely to interact with each other). For example, users who are both in an overtime status or users who are both in a dining status are more likely to communicate. In fact, the update strategy and the semantic recognition result have a certain mapping relationship. Therefore, in this step, using the semantic recognition result or the update strategy to perform the query is equivalent.

[00168] Specifically, the similarity between the second virtual character module and the first virtual character module can be calculated directly by comparison based on various information in the update strategy or the semantic recognition result.

[00169] There are two manners of prominent display. One is to prominently display the target virtual character modules without hiding non-target virtual character modules (for example, through highlighting, zooming, and other manners); the second is to hide the second virtual character modules that are non-target virtual character modules, so that the user can only see the target virtual character modules that are similar to himself or herself. In the case of prominent display, a clustered display manner can be adopted to improve the viewing efficiency of the user. Specifically, the number of target virtual character modules displayed in the graphical user interface can be guaranteed to reach a predetermined number by zooming in or out the virtual interaction scene space displayed in the graphical user interface.

[00170] In order to enable the user to clearly understand what he or she is saying, the solution provided by the present disclosure further includes the following content.

[00171] As shown in FIG. 9, the background part in the graphical user interface is the text currently input by the user. By displaying this text, the user can know what he or she has said, and can understand what content has not yet been finished, thereby facilitating the user to determine what needs to be spoken next. The "37°46'N 122°25'W" above the text in the graphical user interface is the current latitude and longitude information of the user.

[00172] As shown in FIG. 10, a complete process of performing a check-in is shown. In the first image of FIG. 10, the status in the graphical user interface before the user triggers the check-in button is displayed. In this image, the first virtual character module controlled by the first user is a virtual character module named "Youzi", and all other virtual character modules around Youzi are second virtual character modules. In the image, the circular button with a cartoon character at the bottom is the check-in button.

[00173] After the user clicks the check-in button, it jumps to the second image in FIG. 10. In this image, the user has not yet long-pressed the speech button (the circular button with a microphone icon at the bottom of the image) to start speaking. Therefore, no text content is displayed on the

background panel. After the user starts speaking, it jumps to the third image. The background displays the text content corresponding to what the user is currently saying. The fourth image corresponds to the state where the user has completed speaking. The user has clicked the undo button on the left side of the speech button but has not raised the hand. The fifth image shows that the user corrects the spoken text content just now or re-inputs the text content to be checked in through manual text input. The seventh image shows the status of the check-in information before publishing, that is, before publishing, a confirmation is performed for the user. In this process, any content in the update strategy can be adjusted. After the confirmation, it proceeds to the content shown in the eighth image, that is, the first virtual character module is updated according to the update strategy. At this time, an animation effect is first displayed. Since the image is static, only a screenshot of one frame of the animation effect can be displayed. In the animation, the first virtual character module is in a singing and dancing state, and the surrounding target virtual character modules are also prominently displayed (where the second virtual character modules that are non-target virtual character modules are hidden). The content shown in the ninth image is the state after the animation has been played, and overall, it has returned to the state in the first image (where only the content updated according to the update strategy is retained).

[00174] As shown in FIG. 11, the gathered state after the check-in is completed is displayed. The first image in FIG. 11 is an image example before performing the check-in (interface before executing step S101), and the second and third images show the schematic diagram of interface change before and after executing step S104. It can be seen that in the third image, the second virtual character modules displayed in the graphical user interface have undergone obvious changes compared with the virtual character modules in the second image, that is, filtering has been performed. Meanwhile, in the third image, the displayed region is also zoomed in.

[00175] Overall, the solution provided by the present disclosure has the following characteristics.

[00176] From the perspective of the manner of expression, the function of the present solution retains the advantages of traditional expression tools in terms of text and image expression, and at the same time increases the weight of expression in the voice dimension, thereby increasing sufficient interest. When the user performs expression, there are both the basic advantages of text and image, and also newer experiences and expressions, allowing quick "voice", real-time "speech", and expression of oneself in a more natural and direct manner.

[00177] From the perspective of the expression result, the function of the present solution breaks through the what-you-see-is-what-you-get experience of the user. Compared with the traditional expression tools that commonly use filters, background music, or special effects, the present solution uses a more vivid processing manner—rich emotions and actions of the avatar. According to the content of expression, the avatar of the user can have different reactions, including emotional and action changes, more truly and directly mapping the expression of the user to the avatar, making the avatar more vivid and expressive on behalf of the user, and at the same time, with the voice input by the user, making the avatar not deviate from the real self. The vivid performance after intelligent analysis combined with the real and direct voice of the user forms the unique result of the expression tool of the present solution.

[00178] There are supplements of functional uniqueness as follows.

[00179] Unique action performance: In the present solution, from small emotional expressions such as facial expressions and lip shapes to large-scale auxiliary expressions such as actions and props, all have unique performance manners. It is not a direct copy of the emotions or actions that users would perform in real life, but a processed expression, which is more exaggerated, more surreal, wittier, or more humorous in the presentation manner. For example, user voice input “我服了” (pronunciation being “wofule”) in Chinese (meaning I am fed up) is a frequently occurring case in the current daily expression of many users. In the function of the present solution, the similar presentation manner is “我浮了” (pronunciation being “wofule”) in Chinese (meaning I am floating), the entire virtual character model will float up, and the scattered items around will also float up together, phonetically expressing this mindset of “我服了” (pronunciation being “wofule”) in Chinese (meaning I am fed up), and the image presented is also a kind of feeling of "out of control and helplessness".

[00180] Unique understanding and analysis: in the expression style of the present solution, the user does not need to manually select the corresponding action, but only needs to simply speak or type, and according to the expression of the user, the present solution will select the emotion and action that match the corresponding mindset of the user. In this regard, how to accurately understand the content that the user intends to express is a unique manner of the function of the present solution. According to the tone, context, environment, time, or even location, a comprehensive judgment is made on the content currently expressed by the user, allowing the user to have an expression experience of "yes, this is exactly how I would react".

[00181] Overall, the solution provided by the present disclosure also has the following values.

[00182] 1. Tool Value: a simple and direct, operation-rich, accurate and vivid, and effect-rich expression tool.

[00183] Simple and direct: the user only needs to speak a sentence or type a paragraph to complete the expression, and a Bondee performance can be quickly generated.

[00184] Operation-rich: in each expression, the user can at any time adjust their voice effect, change the action of their avatar, modify the graphic and text description, and even customize the expression of props.

[00185] Accurate and vivid: by understanding the tone and context of the user, and combining the time/location of the user, the expression content of the user is fully analyzed, and the emotion and action that best match the expression content of the user are selected.

[00186] Effect-rich: the basic effects of traditional graphic and text expression tools are provided, as well as the 3D and dynamic performance of avatars, and the addition of voice expression, thereby forming a rich expression effect in both vision and hearing.

[00187] 2. Emotional value: discovering other users similar to the user.

[00188] Understanding you: each "Boop!" expression of the user will be recorded in the app. In the continuous expression process, the "Boop!" tool will increasingly understand the terms, expression manner, and commonly used tone of the user, thereby selecting emotions and actions more suitable for the expression of the user. Allowing each person to be unique, understanding various styles such as extroverted and introverted persons, trendy, street, home, y2k, etc.

[00189] Recording you: each "Boop!" will be stored in a footprint map in the app, and the location of each "Boop!" of the user will be recorded on the map, thus allowing the user to

review their thoughts at a certain time and place at any time. It can also be managed and adjusted, thereby truly recording every self of the user at different times and different places.

[00190] Connecting more "you" similar to you: in the final stage of "Boop!", if there are "Boop!" with similar content around, these persons will also appear around the user, just like an echo "Echo", and after each "Boop!" the user will be connected to every Echo similar to them, thereby resonating with others.

[00191] 3. Social and community value: a community atmosphere of reality, interest, and warm resonance.

[00192] Reality: the text, image, and sound of the user during "Boop!" are unique and real, and the location that appears during "Boop!" is also unique and real. Each real "Boop!" constitutes a real Bondee.

[00193] Interest: the emotion and action during each "Boop!" are ever-changing, and with the unique clothing matching of each person, the "Boop!" content of the entire Bondee appears interesting and unique.

[00194] Warm resonance: each "Boop!" will be accompanied by a unique Echo. Avatars who "Boop!" in the same location range will also gather together, making it appear lively and warm.

[00195] Based on the same technical concept, an embodiment of the present disclosure also provides a check-in button apparatus applied to a mobile terminal device, wherein at least part of a virtual interaction scene is displayed in a graphical user interface of the mobile terminal device, the virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user, a check-in button is further displayed in the graphical user interface, the check-in button comprises a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene. As shown in FIG. 12, the apparatus includes:

[00196] an acquisition module 1201, configured for real-time acquiring current external data, wherein the external data comprises one or more of the following: position data, environment data, and motion data;

[00197] a determination module 1202, configured for determining a display manner of the virtual doll according to the external data; and

[00198] an update module 1203, configured for updating the display manner of the virtual doll in the graphical user interface according to the display manner, to prompt the state where the first user currently is.

[00199] Optionally, the environment data comprises one or more of the following: weather data, volume data, voice data, brightness data, temperature data, and time data; and the motion data comprises one or more of the following: posture data, speed data, acceleration data, and historical movement data.

[00200] Optionally, when determining a display manner of the virtual doll according to the external data, the determination module 1202 is specifically configured for:

[00201] searching for, according to the external data, the display manner corresponding to the external data by querying a table pre-stored in the mobile terminal device.

[00202] Optionally, the image display manner comprises: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating the clothing of the virtual doll, updating the decoration of the virtual doll, and updating the status information of the virtual doll.

[00203] FIG. 13 is a schematic diagram of the structure of an electronic device provided by the embodiment of the present disclosure. The electronic device includes: a processor 1301, a memory 1302, and a bus 1303, wherein the memory 1302 stores machine-readable instructions executable by the processor 1301. When the electronic device runs the above information processing method, the processor 1301 communicates with the memory 1302 via the bus 1303, and the processor 1301 executes the machine-readable instructions to perform the steps of the method described in the embodiment.

[00204] The embodiment of the present disclosure further provides a computer-readable storage medium, wherein a computer program is stored on the computer-readable storage medium, and the computer program, when executed by a processor, performs the steps of the method described in the embodiment.

[00205] It is clearly understood by those skilled in the field to which it belongs that, for the convenience and brevity of the description, the specific working process of the apparatus, electronic device, and computer-readable storage medium described above can be referred to the corresponding process in the preceding method embodiments, and will not be repeated herein.

[00206] In the several embodiments provided in the present disclosure, it should be understood that the method, apparatus, electronic device, and computer-readable storage medium that are disclosed can be implemented in other ways. The above-described embodiments of the device are merely schematic. For example, the division of the modules described, which is only a logical functional division, can be divided in another way when actually implemented; and for another example, multiple modules or components can be combined or integrated into another system, or some features can be ignored or not implemented. On another point, the mutual coupling or direct coupling, or communication connection shown or discussed herein can be an indirect coupling or communication connection through communication interfaces, devices, or modules, which can be electrical, mechanical, or other forms.

[00207] The units illustrated as separate components can/cannot be physically separated, and the components displayed as units can/cannot be physical units, i.e., they can be located in one place or distributed to a plurality of network units. Some or all of these units can be selected according to actual needs to achieve the objective of the embodiment solution.

[00208] Further, each functional unit in each embodiment of the present disclosure can be integrated into a single processing unit, each unit can be physically present separately, or two or more units can be integrated into a single unit.

[00209] Said functionality, when implemented as a software functional unit and sold or used as a stand-alone product, may be stored in a processor-executable, non-volatile, computer-readable storage medium. Based on this understanding, the technical solution of the present disclosure can essentially be embodied in the form of a software product, which contributes to or includes parts in the prior art. The software product is stored in a storage medium and includes multiple instructions for causing a computer device (which can be a personal computer, server, network device, etc.) to execute all or some of the steps of the methods described in various embodiments of the present disclosure. The aforementioned storage media include various media that can store program code, such as USB drives, external hard drives, read-only memory (ROM), random access memory (RAM), disks, or optical discs.

[00210] Finally, it should be noted that the above-described embodiments are only specific embodiments of the present disclosure to illustrate the technical solutions of the present disclosure, and not to limit them. The scope of protection of the present disclosure is not limited thereto. Although the present disclosure is described in detail with reference to the foregoing embodiments, it should be understood by those of ordinary skill in the art that any person skilled in the art can still make modifications or easily envisage variations to the technical solutions described in the aforementioned embodiments within the technical scope disclosed by the present disclosure. Or, some technical features can be equivalently substituted. These modifications, changes, or substitutions do not depart from the essence of the technical solutions of the embodiments of the present disclosure and its scope. All these should be encompassed within the scope of protection of the present disclosure. Therefore, the scope of protection of the present disclosure shall be stated to be subject to the scope of protection of the claims.

CLAIMS

1. A check-in button display method, applied to a mobile terminal device, wherein at least part of a virtual interaction scene is displayed in a graphical user interface of the mobile terminal device, the virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by another user, a check-in button is further displayed in the graphical user interface, the check-in button comprises a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene; and the check-in button display method comprises:

real-time acquiring current external data, wherein the external data comprises one or more of: position data, environment data, and motion data;

determining a display manner of the virtual doll according to the external data; and

updating the display manner of the virtual doll in the graphical user interface according to the display manner, to prompt the state where the first user currently is.

2. The method according to claim 1, wherein the environment data comprises one or more of: weather data, volume data, voice data, brightness data, temperature data, and time data; and the motion data comprises one or more of: posture data, speed data, acceleration data, and historical movement data.

3. The method according to claim 1, wherein the step of determining a display manner of the virtual doll according to the external data comprises:

searching for, according to the external data, the display manner corresponding to the external data by querying a table pre-stored in the mobile terminal device.

4. The method according to claim 1, wherein the image display manner comprises: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating a clothing of the virtual doll, updating a decoration of the virtual doll, and updating status information of the virtual doll.

5. A check-in button display apparatus, applied to a mobile terminal device, wherein at least part of a virtual interaction scene is displayed in a graphical user interface of the mobile terminal device, the virtual interaction scene comprises a first virtual character module controlled by a first user and a second virtual character module controlled by

another user, a check-in button is further displayed in the graphical user interface, the check-in button comprises a virtual doll set by the first user, and the check-in button is floatingly displayed on the virtual interaction scene; and the check-in button display apparatus comprises:

an acquisition module, configured for real-time acquiring current external data, wherein the external data comprises one or more of: position data, environment data, and motion data;

a determination module, configured for determining a display manner of the virtual doll according to the external data; and

an update module, configured for updating the display manner of the virtual doll in the graphical user interface according to the display manner, to prompt a state where the first user currently is.

6. The apparatus according to claim 5, wherein the environment data comprises one or more of: weather data, volume data, voice data, brightness data, temperature data, and time data; and the motion data comprises one or more of: posture data, speed data, acceleration data, and historical movement data.

7. The apparatus according to claim 5, wherein when determining the display manner of the virtual doll according to the external data, the determination module is configured for:

searching for, according to the external data, the display manner corresponding to the external data by querying a table pre-stored in the mobile terminal device.

8. The apparatus according to claim 5, wherein the image display manner comprises: updating an action animation of the virtual doll, updating an expression of the virtual doll, updating a clothing of the virtual doll, updating a decoration of the virtual doll, and updating status information of the virtual doll.

9. An electronic device, comprising a processor, a memory, and a bus, wherein the memory stores machine-readable instructions that are executed by the processor, the processor communicates with the memory via the bus when the electronic device is in operation, and the machine-readable instructions execute the steps of the method according to any one of claims 1 to 4 when executed by the processor.

10. A computer-readable storage medium, wherein the computer-readable storage medium stores a computer program thereon, and when run by a processor, the computer program executes the steps of the method according to any one of claims 1 to 4.