

I. IDENTIFICATION OF INFRINGED CLAIMS AND ACCUSED

INSTRUMENTALITIES PURSUANT TO P. R. 3-1(A) AND (B)

A. United States Patent No. 5,486,001

1. P. R. 3-1(a) – Infringed Claims

Richard J Baker presently contends that defendants fitness and dance programs, namely (1) Microsoft, Your Shape Fitness Evolved, Your Shape Fitness Evolved 2012 for Kinect, Dance Central for Kinect, Dance Central 2 for Kinect, Dance Central 3 for Kinect, Zumba Fitness for Kinect, EA Sports Active 2 for Kinect (2) Ubisoft, Your Shape for Wii, Your Shape for PC, Your Shape Fitness Evolved, Your Shape Fitness Evolved 2012 (3) Nintendo Wii Your Shape (4) Electronic Arts, EA Sports Active 2.0 ‘Personal Trainer’ for Kinect (5) Harmonix, Dance Central for Kinect, Dance Central 2 for Kinect, Dance Central 3 for Kinect (6) Majesco, Zumba Fitness for Kinect work via process, method, apparatus, element substantially covered via his dependant and independent claims No 1, 2, 3, 4, 5, 10, 11,12, 13, 14, 15, 18, 19, 20 of U.S. Patent No. 5,486,001 (“the ’001 Patent”), so as to produce their personalised audio-visual “fitness and dance” trainer, and where their maybe some dispute as to element/s used by the defendants compared to plaintiffs claims, such as “**local**” computer at a **first** location used by defendants over plaintiffs claims mentioning “**remote**” computer at a **second** location, plaintiff claims his doctoring of equivalent, after-arising technology equivalent rights as pioneer invention covers also the use of this element and location plus at the beginning of plaintiffs claims the word “**comprising**” indicates that other unnamed elements may also be present.

2. P. R. 3-1(b) – Accused Instrumentalities

Richard J Baker presently identifies the following defendants products some of which where made in non-arm’s length association with hardware developers Microsoft & Nintendo as “Accused Instrumentalities” under all applicable subsections of 35 U.S.C. § 271 with respect

to the respective asserted claims: all versions of defendants products mentioned below which contain the plaintiffs personalised audio-visual trainer presentation, program or platform made, used, offered for sale, or sold in, or imported into, the United States since the '001 patent issued, such as the (1) Microsoft, Your Shape Fitness Evolved, Your Shape Fitness Evolved 2012 for Kinect, Dance Central for Kinect, Dance Central 2 for Kinect, Dance Central 3 for Kinect, Zumba Fitness for Kinect, EA Sports Active 2 for Kinect (2) Ubisoft, Your Shape for Wii, Your Shape for PC, Your Shape Fitness Evolved, Your Shape Fitness Evolved 2012 (3) Nintendo Wii Your Shape (4) Electronic Arts, EA Sports Active 2.0 'Personal Trainer' for Kinect (5) Harmonix, Dance Central for Kinect, Dance Central 2 for Kinect, Dance Central 3 for Kinect (6) Majesco, Zumba Fitness for Kinect. These identifications are based on a preliminary understanding of information currently available to Richard J Baker, and Richard J Baker reserves the right to supplement these identifications as discovery proceeds.

Plaintiff also claims that as the hardware developers Microsoft & Nintendo worked in with the above third part software developers in a non-arms length business arrangement, profited from the success of the above software programs which include the plaintiff personalised instructional video presentation they are also liable for direct and inducing infringement.

II. CHART IDENTIFYING CLAIM ELEMENTS WITHIN ACCUSED

INSTRUMENTALITIES PURSUANT TO P. R. 3-1(C)

Richard J Baker provides a chart, attached as Exhibit A, which identifies where each limitation of each asserted claim is found in representative proof for each of the Accused Instrumentalities. Note: Richard J Baker in pleadings has mentioned this is a Joinder case where all the defendants personalised audio-visual trainer programs, displays, presentations, have been produced via association with the same process, method, means and apparatus mentioned in the plaintiff's '001 Patent", also covered via his pioneer inventor doctoring of

equivalent, after-arising technology equivalent rights, his is not proposing different infringement theories for different Accused Instrumentalities mentioned.

The first column recites to the claim, the second column how the defendants programs systems, apparatus relates to the plaintiff's patent, the third column the elements, description defendants used against limitations of the asserted claim.

These identifications are based on a preliminary understanding of information currently available to Richard J Baker, and Richard J Baker reserves the right to supplement these charts as discovery proceeds.

III. DIRECT LITERAL INFRINGEMENT AND INFRINGEMENT UNDER THE DOCTRINE OF EQUIVALENTS, AFTER-ARISING TECHNOLOGY EQUIVALENTS PURSUANT TO P. R. 3-1(D)

Richard J Baker presently contends that the Defendants Accused Instrumentalities software programs and hardware when combined either directly infringe, literally or under his pioneer inventor doctrine of equivalents, after arising technology rights the asserted claims of the '001 Patent by, without authority, making, using, importing, offering to sell, or selling the Accused Products that practice the invention of the '001 Patent within the United States. Because in regards, doctrine of equivalents test, *e.g.*, function way-result there is "insubstantial" differences between Plaintiff's patent process protected by '001 Patent and the way combined defendants interactive fitness and dance programs display the plaintiff's personalised audio-visual instructional video presentation.

IV. PRIORITY DATES OF THE RICHARD J BAKER '001 PATENT PURSUANT TO P. R. 3-1(E)

Richard J Baker presently contends that the asserted claims of the '001 Patent are entitled the priority date of PCT application filed Australia June 01, 1992, PCT No.:

PCT/AU92/00253; US patent application Ser. No. 08/146,016 filed April 21, 1994 which became US Patent No 5,486,001 Issued January 23, 1996.

V. DISCLOSURE PURSUANT TO P. R. 3-1(F)

Richard J Baker wishing to preserve the right to rely on, for any purpose, identifies the following instrumentalities he has had a hand in producing over the years that incorporate or reflect the process, method, product of the asserted claims of the '001 Patent before or since it issued on January 23, 1996.

Richard J Baker's response is based on information currently known to Richard J Baker and is without prejudice to Richard J Baker's right to supplement its response during the course of litigation.

VI. DOCUMENT PRODUCTION ACCOMPANYING DISCLOSURE

Richard J Baker is serving concurrently herein with chart "Exhibit A" below identifying specifically where each element of his process, method, apparatus is found within the Accused Instrumentalities the following files, documents, videos:

1. 1994 Invention Presentation "Personalised Instructional Aid" downloadable here

<http://mycoachbuddy.com/html/patents.htm>

This is a 1994 video presentation produced with the cooperation of Bond University, Gold Coast Australia before US Patent No 5,486,001 issued January 23, 1996, and explains essentially same process and apparatus used by Microsoft employees in their May 29, 2009 filed "Gesture Coach" US 8418085 patent for the making of personalised instructional video, taking into consideration terminology of products and means to make them in early 1990's compared to late 2000's.

2. 1994 Press Release Personalised Instructional Aid invention downloadable here

<http://mycoachbuddy.com/html/patents.htm>

3. 2003 "Autonomous Sports Training from Visual Cues" downloadable here

<http://mycoachbuddy.com/html/patents.htm>

also refers to plaintiff's invention, producing plaintiff's invention at University of Queensland Brisbane Australia. It is a paper produced by Andrew W. B. Smith and Professor Brian C. Lovell.

In addition, to the extent they exist, Richard J Baker offers to make available for inspection and copying additional documents evidencing the conception, reduction to practice, design, and development of the '001 invention.

VII. RICHARD J BAKERS 1992 INVENTION SIMPLIFIED AND WHAT TECHNOLOGY WAS LIKE AT THE TIME

Richard J Baker's invention PCT application filed Australia June 01, 1992, PCT No.: PCT/AU92/00253; US patent application Ser. No. 08/146,016 filed April 21, 1994 which became US Patent No 5,486,001 Issued January 23, 1996 simplified.

In 1991 it was a hard "manual" time consuming task to make "personalised video" especially for an instructional teaching presentation, example, with golf instruction the nearest idea was the capturing and downloading to PC computer (mostly via expert professional golfer teacher with pupil) of a golfers swing using video camera/s set around the walls of an indoor teaching facility. Once the golfers swing was downloaded to PC expert golfer with pupil would bring up the captured golfers movement and show it to them on a screen against already stored experts movement and tell the golfer where they were going wrong with their swing and how to improve.

In the field of Non-Theatrical video presentations, non movies "instructional "video" tapes at the time, the best expert instructor on this medium could do was demonstrate a particular technique and tell a viewer how things worked. Non-theatrical video presentations could not

teach a viewer “personally” and the Non-theatrical production industry had no idea instructional video could be mass-produced and personalised to a person via converging motion sensing with fast speed telecommunications, computing and novel new programming of a database. Richard J Baker’s invention provides the “novel new programming of a database” and his patented idea was awarded patents around the world because his system “as a whole” was not envisaged before his filing date.

The novel new programming of a database that the '001 Patent produces can display to a person on a screen, their performed motion against an experts motion performing a technique, in a number of ways, '001 Patent page 8 lines 15-27 “The audio-visual presentation generated by the computer 16 can take the form of split-screening (generating new visual images of the preferred technique displayed alongside the present technique), superimposing (where the preferred technique is superimposed over the present technique) or other displays, graphics, charts, etc. for bio-mechanical and information displays, so that the viewer can clearly see those changes that are required or need to be performed, to develop or pursue the preferred movement, procedure or proposal. These superimposing effects or the like, may take the form of stick figures, detailed drawings, etc. of normal human or visual appearances, so as to show the viewer any variances between his stroke and the preferred stroke”.

Firstly, all the defendants Accused Instrumentalities software programs present to a viewer requiring personalised audio-visual instructional advice see below, the captured movement of the person against a stored experts movement covered under '001 Patent Claims 1 & 18.

Microsoft/Ubisoft
alliance “Your
Shape” Fitness
Evolved programs



Microsoft/Majesco
alliance Zumba
Fitness program



Microsoft/Electronic
Arts alliance “EA
Sports Active 2.0
Personal Trainer for
Kinect” program



Microsoft/Harmonix
alliance “Dance
Central” programs



Ubisoft “Your
Shape” programs



Nintendo/Ubisoft
alliance “Wii Your
Shape” program



Then the Accused Instrumentalities interactive programs generate with the above plaintiff's patented visual presentation personalised "audio" instructional comments to help person improve. Here is an example

<http://au.ign.com/videos/2010/11/09/your-shape-fitness-evolved-video-review>

of Microsoft/Ubisoft alliance "Your Shape Fitness Evolved" program providing the plaintiffs overall patented "personalised audio-visual instructional presentation". This generation of "audio" instructional comments, dialogue with visuals is also covered in Claims 1, 18 & 19 of the '001 Patent. All the other defendants Accused Instrumentalities for dance and fitness coaching also place the audio instructional comments with generated visuals. Plaintiff assumes all the defendants are familiar that their Accused Instrumentalities provide this personalised audio-visual instructional presentation and there is no need to show it here but wait for trial court and jury to view.

The '001 Patent describes a process, method and apparatus, system "as a whole", for allowing a computer to automatically produce a personalised audio-visual instructional presentation for a person using key elements such as stored experts preferred movements and audio comments in a database, motion sensing camera/s hardware and software, audio-visual transceiver which can be associated with the motion sensing camera and computer, communications means that can send users captured motion to and from computer and its database, communications means associated with the invention which initially broadcasts the captured motion from users location to computer and can transmit regenerated personalised audio-visual teaching presentation made via computer back to users location for viewing so user can receive personalised audio-visual coaching without the need to see an expert person for advice, similar to face to face communications with experts today.

Dated: February 8, 2016

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EXHIBIT A

A chart identifying specifically where each element of each asserted claim is found within the Jointly Accused Instrumentalities, including for each element that such party contends is governed by 35 U.S.C. § 112(6), the identity of the structure(s), act(s), or material(s) in the Accused Device that performs the claimed function;

The claim chart below identifies specifically where each element of each asserted claim is found within Jointly Accused Instrumentalities. To simplify issues, and to conserve the time and resources of the parties and the court, Plaintiff has not asserted any means plus function claims at this time.

	Richard J Baker Infringement Contentions	
	EXHIBIT A	
	US PATENT No 5,486,001	
Issued Claims	How the Defendants systems relate to Plaintiff's patent	Elements, description defendants used against limitations of the asserted claim
I claim: 1. A method for providing an instructional aid for assisting a person to emulate a preferred movement, said method comprising: capturing and storing initial visual image signals representative of a particular movement at a first location, storing preferred image signals representative of a selected preferred movement at a second location remote from said first location in a data base of a computer,	<The word comprising means that the claim encompasses all the elements listed, but may also include additional, <u>unnamed</u> elements. <Defendants are doing this using imaging technology associated with the likes of the Kinect & Ubisoft cameras. Note: <u>First location</u> relates to where real world person who wants personalised audio-visual advice or an object is. Motion sensing Camera/s are also at this location <Preferred visual image signals can be a stored movement of an expert person, object or target mentioned in the '001 patent. The later can be of anything of course. Plaintiff envisaged the storage of these signals in 1992 being on a "remote" computer, because this was the only computer capable of making the invention in near real-time in 1992. The defendants have worked the invention on a local PC/Games console Xbox 360 &	Defendants capture and store for later transmission via Kinect & Ubisoft cameras "initial visual image signals representative of a particular movement at a first location" Same as '001 patent claims Defendants store "signals representative of a selected preferred movement on the Accused Instrumentalities software programs. These programs are then loaded by a user into local Xbox 360 & Nintendo Wii. The plaintiff is claiming defendants still infringe his '001 patent under his pioneer inventor doctrine of equivalents, after-arising technology rights because in 1992 PC/Games console could not produce his invention

transmitting said captured and stored visual image signals from said first location to said computer at said second location, comparing said captured and stored image signals with stored preferred image signals in said data base of said computer, regenerating further visual secondary image signals based on said initial image signals of said particular movement adjusted to emulate said stored preferred image signals of said selected movement in said computer, and transmitting said regenerated signals from said computer at said remote second location to said first location and stored in image presentation means which permits viewing thereof with dialogue relating to said regenerated visual secondary image signals.	Nintendo Wii because since early 2000's these devices have increased in power, graphics capabilities etc < The defendants need to transmit to get the captured users motion data from Kinect/Ubisoft cameras –the PC/Games consoles, Xbox 360 & Wii. <Defendants Accused Instrumentalities, software programs have within them when loaded by a user into Xbox 360 & Nintendo Wii computer the means to compare said captured and stored image signals with stored preferred image signals in said data base of said computer, <This talks about computer automatically generating a “visual” presentation which shows two movements, recently captured movement against a stored person or object/targets movement. People are referring to this technology now as - Mixed Reality. The defendants are showing this visual presentation within their Accused Instrumentalities, see http://au.ign.com/videos/2010/11/09/your-shape-fitness-evolved-video-review <This covers computer transmitting the newly made personalised audio-visual presentation from a database to a storage means for viewing by a person and the final presentation can have audio instructional comments included. In regards storage means. The invention mentions these are some of storage devices Plaintiff can use to show the final personalised audio-visual presentation made via computer in 1992. Magnetic tape or disk, laser based or optical video disk, magneto-optic disk, computer memory chip, magnetic-laser-optical disk or other storage medium. Plus a Transceiver for directly showing the presentation. Defendants use transceiver or today's equivalent to store/show plaintiffs invention directly on screen from Xbox 360, Nintendo Wii PC/Games console	and he was not expected to cover this development as well, only mention “best mode” of operation of invention at the time. PC/Games console is still a computer too mentioned as making his invention in 1992. Defendants are transmitting between camera and local computer using after-arising technology like USB Cable. Plaintiff claims his pioneer inventor doctrine of equivalents, after-arising technology rights on this matter Defendants Accused Instrumentalities, software programs do this Defendants Accused Instrumentalities, software programs do this in conjunction with PC/Games consoles, namely Xbox 360 & Nintendo Wii. They adjust persons captured size to stored preferred experts size for viewing by person Accused Instrumentalities do this transmitting from local PC/Games computer Xbox 360 & Nintendo Wii Plaintiff is claiming his doctrine of equivalents, after arising technology rights allowed him to use local PC/Games Console as well, which is still a computer, now working like remote computer of 1992
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2. A method according to claim 1, wherein said initial visual image signals of said particular movement are captured and stored using a video camera.	Accused Instrumentalities software programs and Microsoft Xbox 360 Nintendo Wii associate themselves with a camera, Kinect & Ubisoft camera/s to produce the plaintiffs personalised audio-visual presentation	Defendants Accused Instrumentalities all use a visual signal capturing camera
3. A method according to claim 1 wherein said transmitting comprises selecting an independent signal transmitter or a personal computer.	<Here Plaintiff covered the early PC being a transmitter/receiver of data from a remote computer as well as a independent signal transmitter. Between 2009-2013 defendants used local PC/Games consoles Xbox 360 & Wii to make and transmit the plaintiff invention	Plaintiff claims infringement under his doctrine of equivalents, after arising technology rights
4. A method according to claim 1 wherein said transmitter transmits said image signals over a communication network to said computer.	<Defendants are transmitting image signals captured via camera over a more modern communications means to a PC/Games console computer Xbox 360. Nintendo Wii	To communicate between Kinect & Ubisoft cameras and local PC/Games consoles Xbox 360 & Wii the accused defendants use likes of USB cable, an after arising technology since '001 issued. Plaintiff claims infringement under his doctrine of equivalents, after arising technology rights
5. A method according to claim 1 wherein bio-mechanical data relating to said regenerated images is displayed within an image presentation.	<Plaintiff '001 invention allows him to display bio-mechanical data to a person as well in the personalised audio-visual presentation	Plaintiff reserves the right to state weather Accused Instrumentalities programs actually provide bio-mechanical data. It is not crucial to his invention.
6. A method of providing an instructional aid relating to a location development recommendation, said method comprising the steps of:	<Not applicable	Not applicable to Accused Instrumentalities programs
capturing and storing initial visual image and location data signals of a proposed development proposal at a first location and transmitted to a second location remote from said first location,	<Not applicable	Not applicable to Accused Instrumentalities programs
analyzing at said second location said initially captured signals against the stored visual image and location data signals of selectively one of a preferred known location development and a new design development stored in a data base of a computer,	<Not applicable	Not applicable to Accused Instrumentalities programs

regenerating further secondary visual image and location data signals based on said initial signals of said proposed development adjusted in accordance with said visual image and data signals of selectively one of said preferred known location development and said new design development in said stored data base of said computer so as to provide a location development recommendation for said preferred development, and	<Not applicable	Not applicable to Accused Instrumentalities programs
transmitting said location development recommendation from said computer back to said first location for analysis.	<Not applicable	Not applicable to Accused Instrumentalities programs
7. A method according to claim 6, wherein said visual image and data signals of said proposed development are captured and stored using a device selected from a video camera and a remote sensing device.	<Not applicable	Not applicable to Accused Instrumentalities programs
8. A method according to claim 6, wherein said transmitted regenerated image and data signals are provided in a format for subsequent home viewing.	<Not applicable	Not applicable to Accused Instrumentalities programs
9. A method according to claim 8, comprises the addition of dialogue to said format so as to provide an audio-visual presentation.	<Not applicable	Not applicable to Accused Instrumentalities programs
10. Apparatus for providing an instructional aid for emulation of a preferred movement, said apparatus comprising;	<Defendants provide this apparatus for providing an instructional aid for emulation of a preferred movement	In the form of Kinect & Ubisoft Camera's, Xbox 360 & Nintendo Wii PC games consoles and third party Accused Instrumentalities software programs
means for capturing visual image signals of a particular movement at a first location,	<Defendants provide means for capturing visual image signals of a particular movement at a first location	Defendants use Kinect & Ubisoft cameras to capture visual image signals of a particular movement at a first location
means for storing said captured visual image signals at a second location remote from said first	< Once persons movement has been captured at first location via camera it is transmitted to Xbox 360 & Nintendo Wii PC games consoles which are now a	Plaintiff claims infringement by the Microsoft & Nintendo under his doctrine of equivalents, after arising technology rights

location, means for storing visual image signals of a plurality of preferred movements at said second location, means for comparing said captured visual image signals with the stored image signals of a selected one of said preferred movement at said second location, and means for regenerating further visual image signals of said particular movement adjusted in accordance with said selected preferred movement to instruct in emulating said selected preferred movement at said first location. 11. Apparatus according to claim 10, wherein said means for storing visual image signals of a plurality of referred movements comprises a computer data base and wherein said comparing and regenerating means comprises a computer associated with said computer data base. 12. Apparatus according to claim 11 comprising a transceiver means for transmitting to said computer said visual image signals of said particular movement and for receiving from said computer said regenerated visual images signals. 13. Apparatus according to claim 11, comprising means for converting said regenerated image signals into a format which allows viewing thereof.	local first location, Xbox 360 & Nintendo Wii is performing today like remote computer of 1992 <Defendants store visual image signals of a plurality of preferred movements today within local computer Xbox 360 & Nintendo Wii. Accused Instrumentalities software programs contain the plurality of preferred movements are loaded on the above computers, form adatabase mentioned in the '001 patent Plaintiff mentioned in the '001 patent the use of hardware and software for this comparing of captured visual image signals against stored image signals of a selected movement Accused Instrumentalities software programs adjust captured person height etc to closely match stored preferred movement This is all happening in the defendants combination of Accused Instrumentalities software programs working with Xbox 360 Nintendo Wii PC/Games console < Defendants use transceiver or today's equivalent to get the capture motion data from camera to the local PC/Games console and display visual presentation back on a screen to a person < Patent description talks able converting audio-visual presentation into suitable format for viewing, which is what defendants are doing	Plaintiff claims infringement under his doctrine of equivalents, after arising technology rights as defendants do this but the location can be local now because of advances with the PC/Games console since the invention issued Defendants Accused Instrumentalities software programs do this comparing with the help of hardware Xbox 360 & Nintendo Wii and Kinect/Ubisoft cameras Accused Instrumentalities software programs adjust captured person height etc to closely match stored preferred movement This is all happening in the defendants combination of Accused Instrumentalities software programs working with Xbox 360 Nintendo Wii PC/Games console Plaintiff claims infringement under his doctrine of equivalents, after arising technology rights if defendants are using a means that works similar to transceiver of 1992 '001 Patent description talks able converting audio-visual presentation into suitable format for viewing, example NTSC, PAL etc which is what the Accused Instrumentalities software programs working with Xbox 360 &
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14. Apparatus according to claim 13, comprising means for adding to said format dialogue relating to said regenerated images.	<Defendants use Accused Instrumentalities software programs working with Xbox 360 & Nintendo Wii to add dialogue to the personalised audio-visual presentation	Nintendo Wii achieve Defendants use Accused Instrumentalities software programs working with Xbox 360 & Nintendo Wii to add dialogue to the personalised audio-visual presentation
15. Apparatus according to claim 13, comprising means for adding to said format bio-mechanical data relating to said regenerated images.	<Plaintiff reserves the right to comment on this if he discovers bio-mechanical data is provided with Accused Instrumentalities software programs	Plaintiff reserves the right to comment on this if he discovers bio-mechanical data is provided with Accused Instrumentalities software programs
16. Apparatus for providing an instructional aid based on a visual image of a particular location comprising:	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for visually scanning said location and for producing visual image signals representative of said location,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for storing said visual image signals,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for transmitting said visual image signals to a remote location,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for comparing said transmitted visual image signals with corresponding signals of a selected prestored image,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for regenerating further image signals comprising said image signals of said particular location adjusted in accordance with said selected pre-stored signals of said image,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for retransmitting said regenerated image signals,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
and converting said image signals into a format which enables viewing of said regenerated image signals of said particular location at	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness

said means for visually scanning the instructional aid.		
17. Apparatus for providing a personalized instructional aid in a development presentation based upon a visual image signal of a particular location comprising:	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for visually scanning a particular location and for producing image and informational data signals representative of said particular location,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for storing said representative visual and informational data signals,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for transmitting said representative visual and informational data signals to a remote location,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means at said remote location for comparing said representative visual and informational data signals with the signals of a selected pre-stored location and a structural procedure related to visual and informational data signals,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means at said remote location for regenerating further visual data and informational signals based on said signals of said particular location adjusted in accordance with said pre-stored procedure signals to assist in said development,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means at said remote location for adding dialogue and informational data to said regenerated signals,	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness
means for transmitting said regenerated image and informational data signals from said remote location, and	<Not applicable	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness

converting said regenerated image and informational signals into a format which enables viewing to provide a personalized and instructional development presentation. 18. Apparatus for providing a personalized instructional aid based upon optical photometric characteristics of a particular target comprising: means for visually scanning, sensing and capturing visual and informational data signals representative of a particular target, means for storing said representative visual and informational data signals, means for transmitting said representative visual and informational data signals to a remote location, means for comparing said representative visual and informational data signals with corresponding pre-stored signals of a selected target, means for regenerating further visual and informational data signals comprising said signals of said particular target adjusted in accordance with said pre-stored selected target signals, means for transmitting said further regenerated visual and informational data signals, and converting said further regenerated visual and informational data signals into a format which enables	<Not applicable <Target relates to the '001 patent giving personalised audio-visual advice on basically anything <Microsoft Kinect & Ubisoft cameras with associated software provide this means <Microsoft Kinect & Ubisoft cameras provide this means <defendants use either a transceiver mentioned in '001 patent or something similar today to transmit said representative visual and informational data signals, but to local location Accused Instrumentalities software programs does the comparing when loaded onto XBox 360, Nintendo Wii local PC/Games consoles <Accused Instrumentalities software programs working with XBox 360, Nintendo Wii local PC/Games consoles adjust a persons captured body features to a stored experts features, example height <defendants transmit and convert video into a format for viewing	Not applicable to this infringement case regarding the making of a personalised audio-visual instructional presentation for dance and fitness Personalised audio-visual advice for Dance & Fitness applications are covered because a target can be a person and the defendants imaging cameras capture persons movement Microsoft Kinect & Ubisoft cameras with associated software provide this means Microsoft Kinect & Ubisoft cameras capture and store ready for transmission, if for a very brief period of time, these visual and informational data signals before transmission to Xbox 360 and Wii computer If not a transceiver but something similar today Plaintiff claims infringement under his doctrine of equivalents, after arising technology rights Accused Instrumentalities software programs does the comparing when loaded onto XBox 360, Nintendo Wii local PC/Games consoles <Accused Instrumentalities software programs working with XBox 360, Nintendo Wii local PC/Games consoles adjust a persons captured body features to a stored experts features, example height This is archived via a association between the Accused Instrumentalities software programs working with either XBox 360, Nintendo Wii PC/Games console to transmit the generated personalised audio-visual presentation to a persons screen in a format suitable for viewing, mentioned in the '001 patent,
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viewing to provide a personalized instructional aid.		Modern transceiver meads is most likely used too.
19. Apparatus according to claim 18, wherein said regenerated format comprises further means for adding selectively one of dialogue and informational data to said regenerated format.	<Accused Instrumentalities software programs working with XBox 360, Nintendo Wii PC/Games console add dialogue to regenerated visuals to make the Plaintiffs Personalised Audio-Visual instructional presentation	Accused Instrumentalities software programs working with XBox 360, Nintendo Wii PC/Games console add dialogue to regenerated visuals to make the Plaintiffs Personalised Audio-Visual instructional presentation
20. Apparatus according to claim 18, wherein said target scanning means comprises selectively one of an imaging sensor system and a non-imaging sensor system.	<Covers use of imaging sensor system as per cameras used by defendants and non-imaging sensor systems like a "sensor mat" golfer or dancer could stand on and they body movement is detected example weight transference	Defendants have used imaging sensor system to capture motion of a person so as to provide them with plaintiff personalised audio-visual instructional presentation

CERTIFICATE OF SERVICE

The undersigned hereby certifies that a true and correct copy of **PLAINTIFF RICHARD J BAKER'S DISCLOSURE OF ASSERTED CLAIMS AND PRELIMINARY INFRINGEMENT CONTENTIONS** has been served upon all counsel of record below, by e-mail on February 8, 2016

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