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USER ACTIVITY-BASED REMINDERS

ABSTRACT

A system and a method for setting reminders triggered by user activities are disclosed. The system includes at least one computing device and at least one application that runs on the device. The computing device can be a phone, a vehicle’s computer, a laptop, a tablet or a wearable like a watch. The method allows the user to specify the activity to trigger a reminder, such as opening of an app, calling a friend, or setting an alarm in a phone. The system detects the particular user activity and triggers the reminder received by the user. The system and method provide for a versatile and effective way to set reminders that more closely mirrors the way that people remind themselves to do this in the non-digital world.

BACKGROUND

In the physical world, people often place sticky notes in particular locations as a way to remind themselves to do something specific. For example, a sticky note is placed on the refrigerator door as a reminder to buy a certain ingredient. In the digital world, reminder frameworks allow users to set reminders on their own. In order to maximize their usefulness to users, reminders should reflect the way users think about their to-do items as in the physical world. The existing reminder frameworks provide either time-or location-based digital reminders. However, often users require reminders that need not be either time-or location-based.

DESCRIPTION

A system and a method of setting reminders that are triggered by user activities are disclosed. The system and method can be used in any mobile platform. The system includes at least one computing device such as a phone, a vehicle’s computer, a laptop, a tablet or a
wearable like a watch as shown in FIG. 1. The system additionally includes at least one application that runs on at least one of the computing devices, such as the phone. The system can include more than one device or application that is connected and configured to detect and communicate user activities with each other, or with a Cloud-based server. The method as shown in FIG. 2 allows the user to specify at least one activity, such as opening of an app, calling a friend, or setting an alarm in a phone, that they want to trigger a reminder. The method also allows the user to specify the contents of more than one reminder. The system detects the specified user activity and triggers the reminder, which is received by the user.

FIG. 1: A system for user activity-based reminders
The following examples illustrate the use of the system and method as described above.

Example 1: A user sets a reminder to send an email by using the activity-based reminder application. The reminder is set up to be triggered when browsing through a website or if an app in a phone is used continuously for a certain period. The user receives a reminder to send the email on the phone following the triggering event and finishes the emailing task.

Example 2: A user sets a reminder to purchase a particular item on a shopping website or app by using the activity-based reminder application. The reminder is set up to be triggered when the user opens the website or app. The user receives a reminder on the phone upon opening the website or app and completes the intended purchase.

Example 3: A user sets a reminder to use a recently purchased heart-rate monitor by using the activity-based reminder application. The reminder is set up to be triggered when an activity tracker app is opened. The user receives a reminder on the phone upon starting the activity tracker app and starts using the heart-rate monitor.

Example 4: A user sets a reminder to deliver a personal message to a friend using the activity-based reminder application. The reminder is set to be triggered when the user calls the
friend. The user receives a reminder on the phone upon placing a call to the friend and timely conveys the intended message.

The advantages of the system and the method are that they allow for a more versatile and effective way to set reminders for ourselves. The method works in a way that closely mirrors how people remind themselves in the non-digital world.