



A Devices Leadership Challenge:

Who Will Take the \$1 Trillion Electronic Devices¹ Industry, by Turning Multiple Brands and Types of Devices into a User-Controlled “Family of Devices” and “Digital Environment” with a Universal User Interface?

Expandiverse IP scenario for taking leadership of the Electronic Devices Industries and their \$1 Trillion Revenues

Key to the Competitive Analysis Chart on the Next Page:
(What are your biggest competitors doing and becoming?)

Potential benefits from IP
(See Disclaimer at end)

Leadership
Goals

Expandiverse IP

Top 5 Competitors,
The Digital Business
each is building

Potential impacts without IP

This IP has been cited
1,759 times by other
patents



These 20 tech leaders
made 1/3rd of the
patent citations

(Who cited it?
How many times
did each cite this?)











Relates to U.S. Patents 9,183,560 and 11,222,298, and
Patent Applications to be filed in the 1,400 page Open Case



TelePortals: New Family of Metaverse Devices for Online-First Work and Daily Life

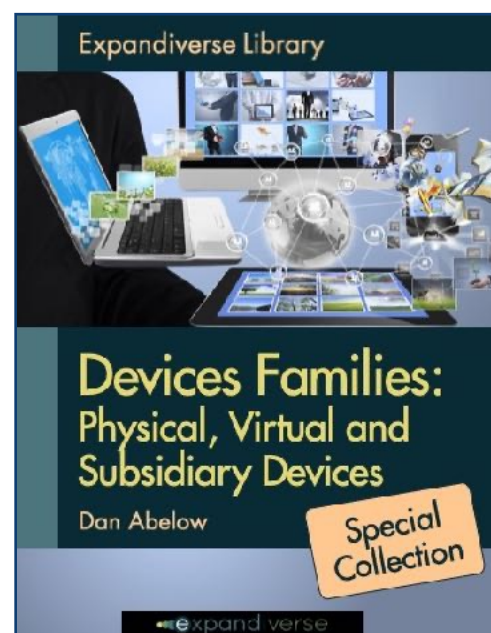
User-controlled family of existing and new devices. Includes communication, collaboration and blended digital realities. Includes physical, digital and virtual work, life, learning and play.

Order: In estimated order of IP value (i.e., either to benefit from Expandiverse IP, or for their risk if a competitor owns this IP)

AR-VR-MR and Metaverse Devices: Goal + Value	 Expandiverse IP: The Real World Metaverse™	 Apple	 Meta / Facebook	 Qualcomm	 Microsoft	 Google
<p>Problem and Goal: The rise of VR, AR, XR has triggered a race to own and sell the best devices, platforms and ecosystems.</p> <p>Reward: The winner will monetize most of Digital Reality devices, services, commerce and life, and get the biggest market value.</p> <p>Example Reward: In 2021, Apple’s “platform ecosystem” produced \$365 billion revenues, and a \$2.9 trillion market cap:</p> <ul style="list-style-type: none">Online ecosystem device: iPhone \$191 billionOnline ecosystem App Store \$85 billionOnline ecosystem Services: \$68 billionOnline ecosystem device: Mac \$35 billionOnline ecosystem device: iPad \$31 billionCombined ecosystem revenues: \$365 billionMarket cap Dec. 6, 2021: \$2.9 trillion	<p>Real physical devices: The rise of VR, AR, XR is producing new kinds of devices. Expandiverse “Teleportals IP” describes a range of new mobile and stationery devices designed for online-first life, work and play in user-controlled, always-on, continuous digital realities across devices, places and times.</p> <p>Virtual families of devices: This IP also turns existing and new devices into a “virtual family of devices” that produces continuous user-focused digital environments across a user’s devices, places and times.</p> <p>Subsidiary devices: This IP also makes the planet’s devices into virtual subsidiary devices that everyone can use to access the world’s combined resources. Starts an online-first planet where everyone can rise to the top.</p> <p>Benefits: Become a planet where every person can be made "Digitally Wealthy" from using humanity’s combined devices and resources: They can use "families" of real, virtual and subsidiary devices, with continuous presences in multiple digital environments.</p>	<p>One of the possible advances from this IP: A company like Apple, Meta, Qualcomm, Microsoft, Google, Amazon or others can make multiple brands and operating systems obsolete by adding a platform that gives every user control over their personal digital environments across devices, operating systems and brands. Users control both existing devices and new VR, AR and XR. Includes physical, virtual and subsidiary devices. In this new online world everyone is made “Digitally Wealthy” — they decide their digital realities, and use and benefit from humanity’s combined devices and resources.</p> <p>Without this IP: If Apple, Meta, Qualcomm, Microsoft, Google, Amazon, etc. do not use this IP, they operate like today, with: (1) Platforms owned and run by Apple, Google, Amazon, Qualcomm, etc., and (2) Devices like phones, tablets, laptops, wearables, VR headsets, AR glasses, etc., and (3) Individual apps, online services, etc. from many companies. Users choose between these separate devices, products, services and resources they must buy and use one at a time, in limited lives.</p>				
		<p>Precursor steps to a connected digital environment:</p> <ul style="list-style-type: none">MessagesFacetimeContinuity: Integrated hardware, software, apps and services <p>Precursor steps to a connected digital environment:</p> <ul style="list-style-type: none">MessagesFacetime <p>AR Glasses: Reality (?)</p> <ul style="list-style-type: none">AR Glasses 1: Shown to Apple BoardAR Glasses 2: “Reality” TrademarksAR Glasses 3: 97 patents on augmented and virtual reality	<p>Successive generations of VR headsets:</p> <ul style="list-style-type: none">Quest 2Quest Pro (next gen VR) <p>Portal-like Devices:</p> <ul style="list-style-type: none">Personal communicationsRemote workZoom / MeetingsVoice: Alexa, etc.Entertainment: Netflix, Hulu, etc. <p>Some Early Brands:</p> <ul style="list-style-type: none">Amazon Alexa Show Devices (5”, 8”, 10”, 15” screen sizes)Meta PortalGoogle Nest Hub Smart DisplayMicrosoft Teams DisplaysMicrosoft Surface Hub Digital Whiteboard / Meetings and Collaboration Platform	 <p>Qualcomm AR: The future of mobile computing</p> <p>Wireless AR Smart Viewer:</p> <ul style="list-style-type: none">Reference designMixed realityOLED display, 1920x10802 Tracking camerasNew chipsetFast responsesSmooth experienceDeveloper toolkitWireless: WiFi, Bluetooth	<p>Microsoft Azure VR, AR, MR services:</p> <ul style="list-style-type: none">Virtual Reality live streamingAR/VR applicationsMR cloud services  <p>Microsoft HoloLens: Mixed Reality Devices and Technology</p> <p>Dynamics 365 Guides: On-the-job guidance, step-by-step holographic instructions</p> <p>Mesh and Dynamics 365 Remote Assist: Collaborate and co-create in real time</p> <p>Over 200 partner HoloLens apps</p>	<p>Nest Hub Smart Display: 7”, 10”, touchscreen</p> <p>Lens: Phone camera to identify, shop, search, translate and learn about real items, places, etc.</p> <p>Live view in Google Maps: Overlay AR directions on real world to guide users</p> <p>Virtual Travel and Field Trips: Google Arts & Culture, Google Earth VR, Cardboard VR viewer</p> <p>AR in Google Search: Place and view 3D digital objects in your own space</p> <p>Add AR in Apps: Download and use Google ARCore SDK Kit; Daydream mobile VR</p> <p>Blocks: 3D models in VR</p>

TelePortals: New Family of Metaverse Devices for Online-First Work and Daily Life

User-controlled family of existing and new devices. Includes communication, collaboration and blended digital realities. Includes physical, digital and virtual work, life, learning and play.



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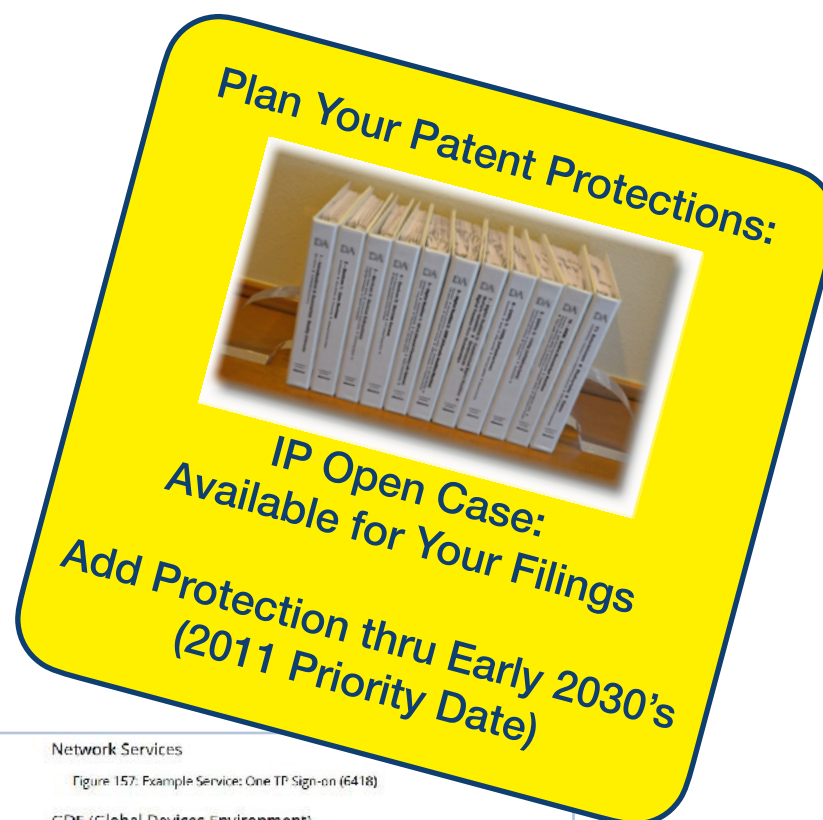
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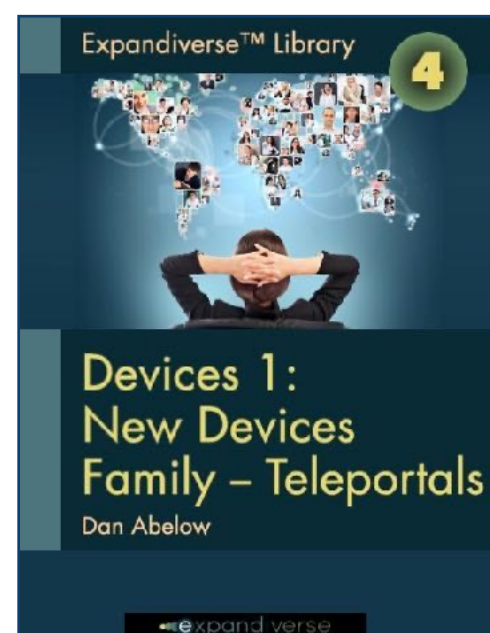
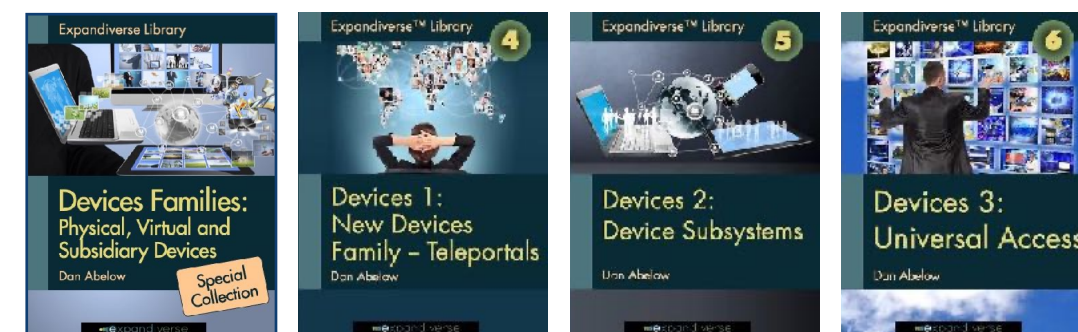
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Author / Inventor

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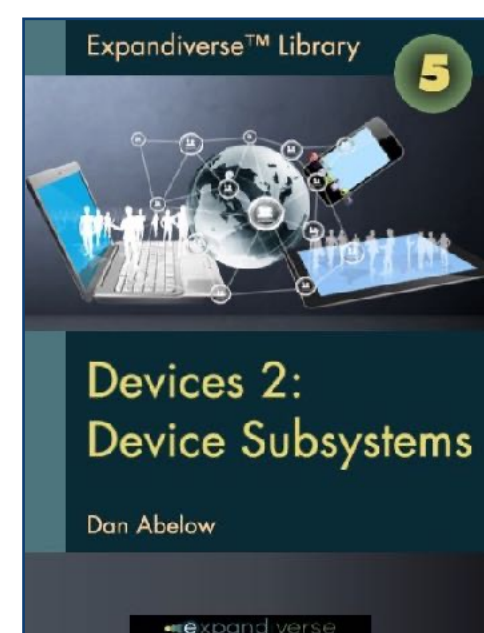
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Continuous Digital Reality
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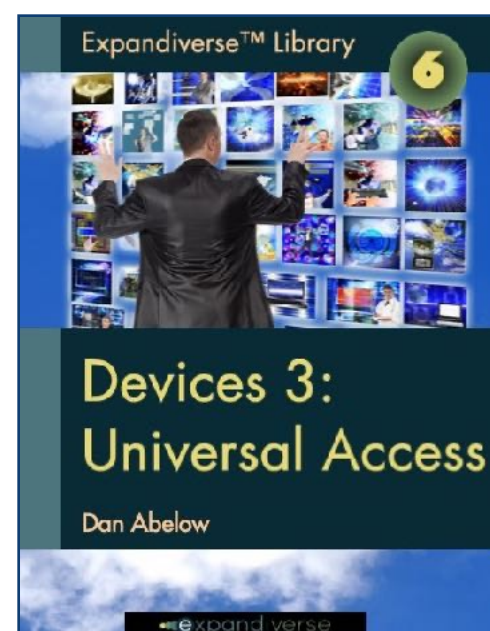
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Figure 69: SD Server(s) Use SD's and/or SD Functions / Accounting, Payments, Growth

Author / Inventor

Plan Your Patent Protections:
IP Open Case:
Available for Your Filings
Add Protection thru Early 2030's
(2011 Priority Date)

IP Filing

1,400 pages, 282 Figures

Divided into 31 Technology Categories by the U.S. Patent Office

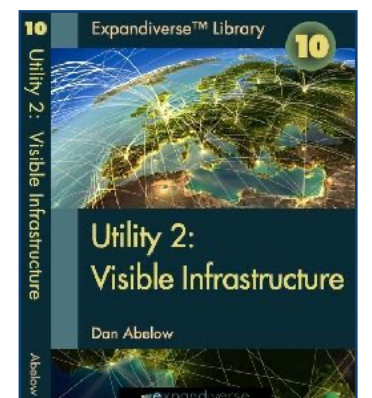
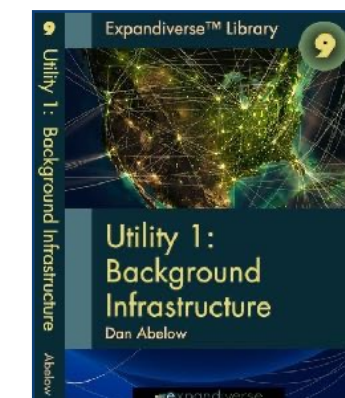
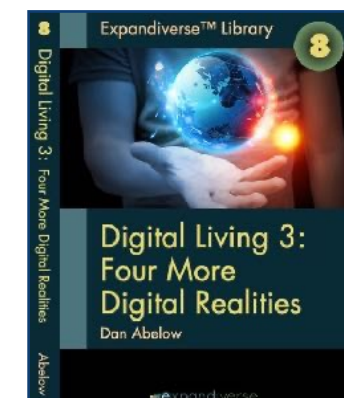
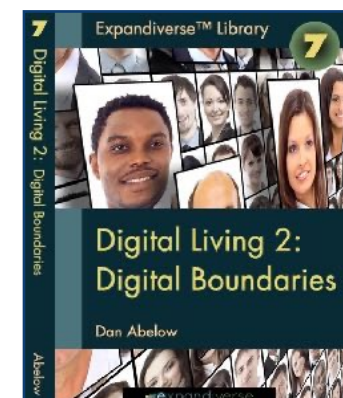
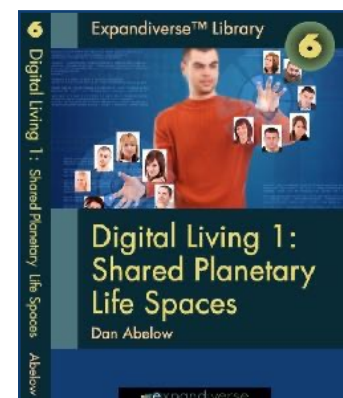
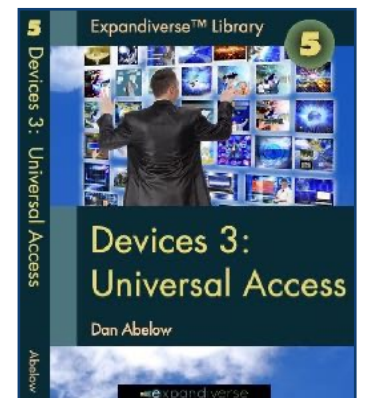
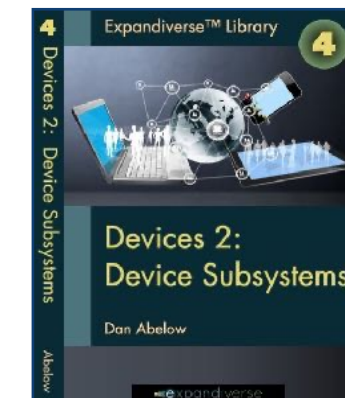
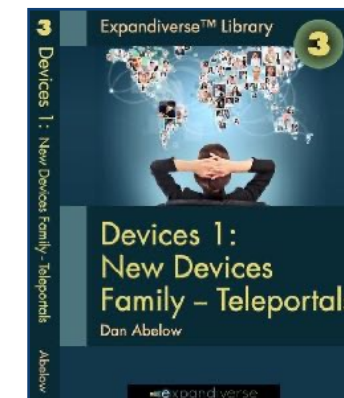
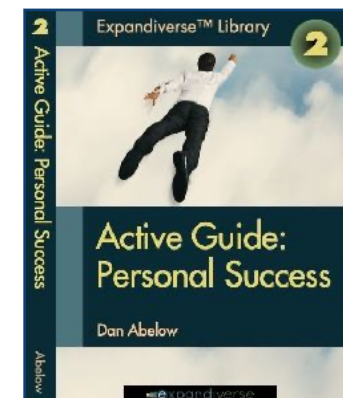
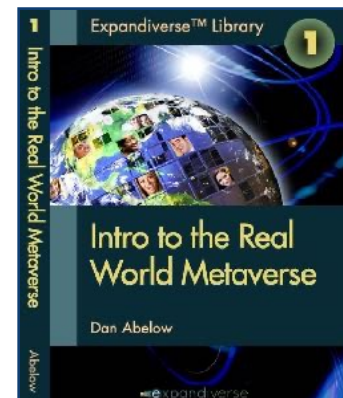
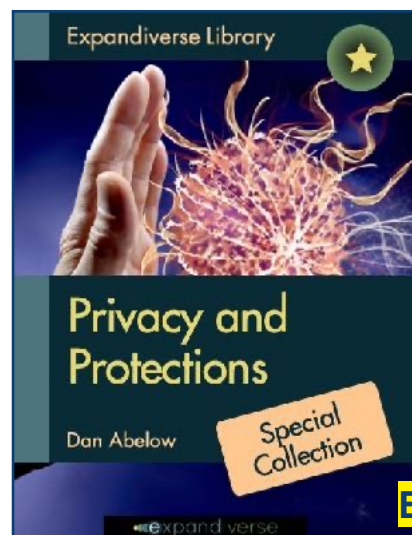
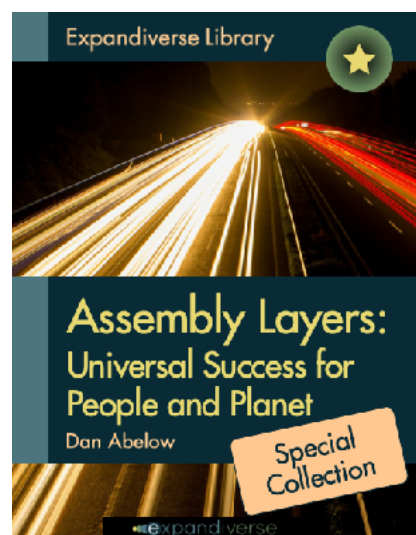
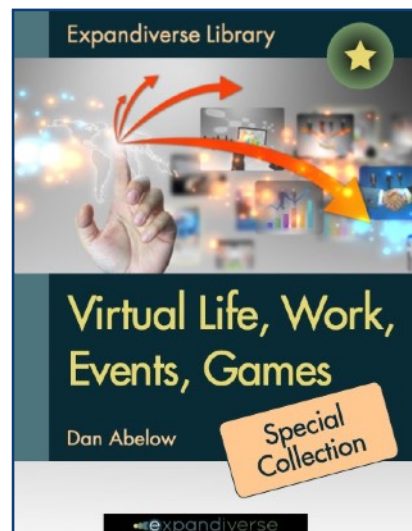
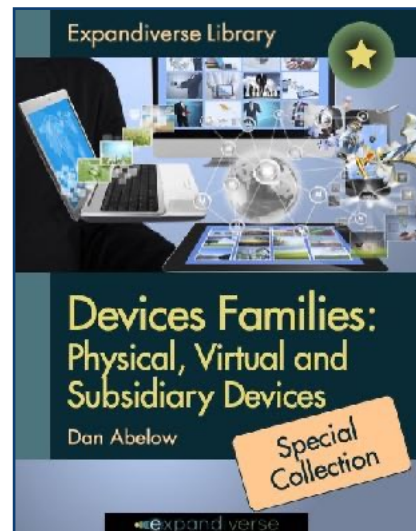
Issued U.S. Patents: 9,183,560 and 11,222,298

Current Application (open case): 17/535,307



Special Collections

10 Volume Series: Build and Monetize Your Businesses Faster, Better and Cheaper



Example volume (see this PDF online): [Privacy and Protections](#)

**The preceding scenario is
part of the following Expandiverse IP
Metaverse Portfolio**

Metaverse Patent Portfolio: Infrastructure, Applications, Devices, E-Commerce & Privacy

METaverse IP ASSET PORTFOLIO

Current Intellectual Property Assets:

- **Reality Alternate: Shared Life Spaces - Digital & Physical Realities (Patent Issued)**
- **User-Controlled Digital Environment - (Patent Issued)**
- **Assembly Layers – (Patent Pending)**
- **Privacy & Protections – (In Development for Filing)**

Intellectual Property Assets in Development:

- **Active Knowledge**
- **Real World Generator**
- **Global Adaptive Resources**
- **Constructed Digital Realities**

Future Patent Filings

- | | | | |
|------------------|------------------|-------------|-----------------|
| • Devices | • Communication | • Goals | • Identity(ies) |
| • Voice/Speech | • Shared Spaces | • Alerts | • Privacy |
| • Remote Control | • Collaborations | • Services | • Protections |
| • Events | • Live Presences | • Resources | • Reporting |

** Additional 31 Technology Categories Specified by the USPTO for ongoing filings*

FEATURES and BENEFITS

FEATURES

- Realistic blending of live people, places, data & activities in “Shared Life Spaces”; where people can switch between their multiple live presences in digital realities
- Turn life digital & global every minute, with or without VR headsets or virtual reality
- Digital Environment exists above technology platforms, meaning users can control how their privacy works
- “Assembly Layers” allows users to outline new life goals in the Metaverse to focus on solving real world problems with like-minded global users.
- The Real World Metaverse™ allows for branding outside of just VR/AR but a global solutions based Metaverse as well.

BENEFITS

- Invented by leading futurist and technologist
- Prosecuted by famed Fish & Richardson law firm
- Continuation and Additional filings Include 1,400 pages, 282 figures: USPTO divided into 31 technology categories

TECHNOLOGY

Developed by a leading Futurist with over 550 patent & tech licenses with the world’s largest tech firms.

The “Metaverse” is a mixture of virtual and physical world’s where users interact, play, work, visit, purchase products & services and participate in a virtual world that makes the physical one even more exciting.

This patent family and parent patent “**Reality Alternate**” was the most cited intellectual property in 2017 by US patent examiners when rejecting other patent filings trying to claim what this patent family has filed first.

Portfolio open for additional Continuation & Divisional filings after acquisition

1,759 CURRENT CITATIONS

Over 1759 Global Citations including the world’s largest technology companies.

Request the Full List w/ Details



IP ASSET PORTFOLIO DETAILS

Patents

- **Reality Alternate**
US9183560B2
- **User-controlled digital environment across devices, places, and times with continuous, variable digital boundaries**
US11222298B2
- **Assembly Layers**
US20220156653A1

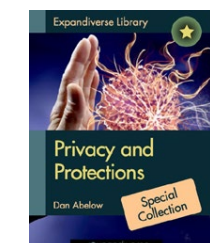
In-Development

- Privacy & Protections
- Active Knowledge
- Adaptive Resources
- Digital Realities

IP & Tech Support



Private 11 Volume Series to accelerate building and monetizing the Metaverse, devices, services and technology



Example: Privacy & Protections

Expandiverse IP Alters Multiple Markets: Five Competitive Analyses

Here are five of the industries where Expandiverse IP disrupts competition. It adds new “people-first” technology that elevates every person to the top, making them Digitally Wealthy. Tech and companies will work for people, instead of people working for companies. The company(ies) that own and run this will maximize its strategic position, ecosystem, revenues and profits as it reshapes multiple industries.

“Everything App”: \$5.7 Trillion Markets




Everyone Controls E-Commerce

The Metaverse is the first name for a new virtual layer. As a people-first layer every person will be elevated to the top. They will run the Metaverses, Internet, devices and physical world.

Our economies, societies and commerce will become real-time processes that deliver universal success that includes everyone.

People will set the goals. Companies will assist and serve them personally.

Includes:



Games Platforms

Communications: \$1.8 Trillion Markets



Telecoms, Video Conferencing, Online Events, Life and Work

The Expandiverse "online-first" model adds “Shared Life Spaces” (SLS). These are user-controlled “digital environments” for work, life and play.

Each SLS includes always-on people in real, virtual or hybrid places, with their apps, services, resources, etc. These replace today’s communications products and services.

Includes:



Work Platforms
Metaverse, Web3,
Blockchain, etc.

Devices: \$1 Trillion Markets



Phones, Tablets, Laptops, PC's, Wearables, etc.

The Expandiverse “devices family” model includes physical devices, virtual devices and subsidiary devices. This gives each user control over the world’s “devices family.”

This makes humanity’s devices into sharable resources where everyone can add devices for sharing, and use others’ shared devices. This makes everyone “Digitally Wealthy.”

Includes:



Digital Advertising: \$468 Billion Markets



From Customer-Centered to Customer-Controlled

The Expandiverse "advertising" model elevates users to decide their devices interfaces. You choose your goals, like improving your life, and sustainability to fix the climate crisis.

Your goals are personal instructions that replace the choices across your “devices family.” To be included, companies must help you reach your personal and planetary goals.

Includes:



Privacy & Protections: What People Want



Consumers and People Choose, and Get That Privately

The Expandiverse "privacy and protections" model adds seven new kinds of privacy and digital protections to our online-first planet.

For example, privacy-first users do not need to tell the surveillance advertising platforms their goals, replacements, decisions or actions. When people are protected, they will reach their goals privately.

Includes:



The detailed
Competitive Analyses
are available on request

Use the contact info below
to make your request

Inventor Bio: Dan Abelow



History and Metrics

I believe the real value of innovation is to solve the biggest problems, and advance humanity to its next stage. These steps are rare but they transform billions of lives by growing humanity's abilities and prosperity.

I think of myself as an Applied Futurist who starts with big, unsolved problems in life, economics and our planet. Then I use foresight to design a positive future, and create new patented technologies that build it.

Here's a few metrics:

- **Degrees:** Harvard and Wharton
- **Commercial Value:** 550 licensees of my previous patents, includes Apple, Google and Microsoft
- **Widely Useful:** Lifetime patent filings cited 4,100 times. (The average patent is cited only 3 to 6 times. Only 0.01% of patents are cited more than 100 times.)
- **Limits Others' IP:** My large filings cover many new areas at once. U.S. Patent Examiners cited Expandiverse IP the most in 2017. Their wide and continued citations limits others from getting patents on what the Expandiverse already filed.

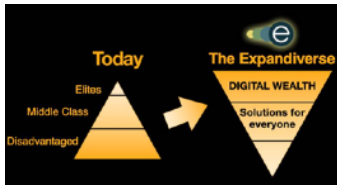
UX (User Experience) Expert:

Hundreds of UX improvements for leading companies. Previous UX clients:



Two Examples

Anticipates What's Coming: My latest IP and patent family is the Expandiverse, the Real World Metaverse™.



- **Vision and mission:** Start universal success on a sustainable, healthier and more prosperous planet that includes everyone
- **1,759 patent citations of Expandiverse IP** (as of Jan. 2022)
- One-third of these patent citations are by 20 of tech's largest companies
- 318 patent citations are from Amazon, Google, Apple, IBM, Samsung and Microsoft



Ten of the tech leaders who cite this IP, with each's number of patent citations

Use Case Example: ESG Roadmap Keynote

As the climate crisis forces your company to act, how will you use your rapid transformation as a growth opportunity by taking profits-focused economic leadership?

My keynote speech opened a 2-day ESG conference by U.S. utilities, the industry that produces 25% of U.S. Greenhouse gas emissions.

This keynote provides a two-stage ESG roadmap to use the Expandiverse Real World Metaverse to:

- **Increase revenues and profits** by becoming a real-time ESG solutions platform vendor
- **Evolve that real-time ESG Solutions Platform** to lead a worldwide ESG Solutions Economy



Stream this solutions keynote:
<https://www.expandiverse.com/resource-use-case-esg-keynote/>

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