

ESTTA Tracking number: **ESTTA1092754**

Filing date: **11/02/2020**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Proceeding	87703384
Applicant	DeepMind Technologies Limited
Applied for Mark	ALPHACHESS
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Submission	Applicants Request for Remand and Amendment
Attachments	ALPHACHESS Appeal Brief.pdf(116034 bytes) ALPHACHESS Petition to Revive.pdf(106527 bytes)
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Signature	/Dyan M. House/
Date	11/02/2020

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE
TRADEMARK TRIAL AND APPEAL BOARD**

Applicant: DeepMind Technologies Limited

Serial No.: 87/703,384

Filed: November 30, 2017

Trademark: ALPHACHESS

**REQUEST TO SUSPEND APPEAL AND TO REMAND APPLICATION TO THE
EXAMINER FOR CONSIDERATION OF ADDITIONAL EVIDENCE**

Pursuant to TBMP §1207.02, Applicant hereby requests that the Board suspend the appeal and remand the application for further examination. In its petition to revive, Applicant has submitted a response to the final office action which revises the identification of goods and services for the subject Application. A copy of Applicant's Petition to Revive is attached hereto. Applicant asserts that, as such evidence is being filed prior to the rendering of the Board's final decision on the appeal, the application should be remanded to the examiner for review and consideration. TBMP §1207.02.

For the reasons described above and pursuant to §1207.02 of the TBMP, Applicant hereby requests that the Board suspend the appeal and remand the application to the Examining Attorney for further examination in view of the newly amended identification of goods and services.

Dated: November 2, 2020

Respectfully submitted,

/s/ Dyan M. House

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ATTORNEYS FOR APPLICANT

Petition To Revive Abandoned Application - Failure To Respond Timely To Office Action

The table below presents the data as entered.

Input Field	Entered
SERIAL NUMBER	87703384
LAW OFFICE ASSIGNED	LAW OFFICE 103
DATE OF NOTICE OF ABANDONMENT	06/09/2020
PETITION	
NOTICE OF APPEAL OR PETITION TO DIRECTOR	I am separately filing a notice of appeal directly with the Trademark Trial and Appeal Board or a petition to Director. I understand that additional time to file either an appeal or petition to the Director will not be provided. Failure to file an appeal may result in my application being abandoned for an incomplete response even if this petition is granted. To file the appeal go to the Electronic System for Trademark Trials and Appeals (ESTTA). To file the petition go to the Petition to the Director form.
PETITION STATEMENT	Applicant has firsthand knowledge that the failure to respond to the Office Action by the specified deadline was unintentional. The signatory did not receive the Office action prior to the expiration of the six-month response period, and requests the USPTO to revive the abandoned application and reissue the Office Action.
RESPONSE TO OFFICE ACTION	
MARK SECTION	
MARK	mark
LITERAL ELEMENT	ALPHACHESS
STANDARD CHARACTERS	YES
USPTO-GENERATED IMAGE	YES
MARK STATEMENT	The mark consists of standard characters, without claim to any particular font style, size or color.
GOODS AND/OR SERVICES SECTION (009) (current)	
INTERNATIONAL CLASS	009
DESCRIPTION	
Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), life-saving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and natural language virtual agent software application for enabling data capture and data analysis; apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact discs, DVDs and other digital recording media featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; data processing	

apparatus and electronic accessories therefor, namely, electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely, apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely, computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; computer software for use as an application programming interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; computer software, computer programs and algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space; educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; game software, namely, software for audio, video and audio-video games; computer software in particular audio, video and audio-video game software; computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; prerecorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs in the field of games and gaming; downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; parts, fittings and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability

FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION	

COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027
GOODS AND/OR SERVICES SECTION (009) (proposed)	
INTERNATIONAL CLASS	009
TRACKED TEXT DESCRIPTION	
<p> Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), life-saving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and natural language virtual agent software application for enabling data capture and data analysis; Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), lifesaving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and for use in connection with natural language virtual agent software application for enabling data capture and data analysis; Apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining; compact discs, DVDs and other digital recording media featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality; augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact discs, DVDs and other digital recording media, namely, pre-recorded video cassettes, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus and electronic accessories therefor, namely, electronic data processors and electronic data processing apparatus; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; artificial intelligence apparatus and, devices and instruments, namely, computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; data processing apparatus and electronic accessories therefor, namely electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely, apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; computer software, computer programs and algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space; computer software for use as an application programming interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; computer software, computer programs and integrated circuits incorporating algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection </p>	

[with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space](#); educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; ~~game software, namely, software for audio, video and audio-video games~~; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; ~~computer software in particular audio, video and audio-video game software~~; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; [game software, namely software for audio, video and audio-video games](#); [computer software, namely, audio, video and audio-video game software](#); computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; prerecorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; ~~downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality~~; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the field of games and gaming~~; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; [downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs in the nature or journals featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality](#); [downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the nature of journals in the field of games and gaming](#); downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; ~~parts, fittings and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability~~; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; [and replacement parts and fittings for all of the aforesaid goods, and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability](#)

FINAL DESCRIPTION

Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), lifesaving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and for use in connection with natural language virtual agent software application for enabling data capture and data analysis; Apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining; virtual reality; augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact discs, DVDs and other digital recording media, namely, pre-recorded video cassettes, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and

content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; data processing apparatus and electronic accessories therefor, namely electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely, apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; computer software for use as an application programming interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; computer software, computer programs and integrated circuits incorporating algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space; educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; game software, namely software for audio, video and audio-video games; computer software, namely, audio, video and audio-video game software; computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; prerecorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs in the nature or journals featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the nature of journals in the field of games and gaming; downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; and replacement parts and fittings for all of the aforesaid goods, and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability

FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)

FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027
GOODS AND/OR SERVICES SECTION (016) (no change)	
GOODS AND/OR SERVICES SECTION (028) (current)	
INTERNATIONAL CLASS	028
DESCRIPTION	
Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games, manipulative games, memory games, puzzle games, electronic board games; apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; video game apparatus, namely, joysticks, hand-held video game units, computer gaming consoles; electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; hand-held, non-electronic skill games; games of strategy, namely, chess games, go games, board games; electronic educational games, namely, electronic educational games for teaching; electronic learning games, namely, electronic educational games for teaching; electronic teaching games, namely, electronic educational games for teaching; electronic training games, namely, electronic educational games for teaching; replacement parts, and fittings for all the aforesaid goods	
FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027
GOODS AND/OR SERVICES SECTION (028) (proposed)	
INTERNATIONAL CLASS	028
TRACKED TEXT DESCRIPTION	
Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games, manipulative games, memory games, puzzle games, electronic board games; Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games for use with external monitor, manipulative games, memory games, puzzle games, and electronic board games for use with external monitor; apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; video game apparatus, namely, joysticks, hand-held video game units, computer gaming consoles; Video game apparatus, namely, video game joysticks, hand-held video game units other than those adapted for use with an external display screen or monitor, computer gaming consoles for playing computer games, for use with an external display screen or monitor, and for recreational game playing; electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; hand-held, non-electronic skill games; hand-held, nonelectronic skill games; games of strategy, namely, chess games, go games, board games; electronic educational games, namely, electronic educational games for teaching; Electronic educational games, namely, electronic educational game machines for teaching; electronic learning games, namely, electronic educational games for teaching; electronic learning games, namely, electronic educational game machines for teaching; electronic teaching games, namely, electronic educational games for teaching; electronic teaching games, namely, electronic educational game machines for teaching; electronic training games, namely, electronic educational games for teaching; electronic training games, namely, electronic	

[educational game machines for teaching; replacement parts, and fittings for all the aforesaid goods; and replacement parts, and fittings for all the aforesaid goods](#)

FINAL DESCRIPTION

Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games for use with external monitor, manipulative games, memory games, puzzle games, and electronic board games for use with external monitor; apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; Video game apparatus, namely, video game joysticks, hand-held video game units other than those adapted for use with an external display screen or monitor, computer gaming consoles for playing computer games, for use with an external display screen or monitor, and for recreational game playing; electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; hand-held, nonelectronic skill games; games of strategy, namely, chess games, go games, board games; Electronic educational games, namely, electronic educational game machines for teaching; electronic learning games, namely, electronic educational game machines for teaching; electronic teaching games, namely, electronic educational game machines for teaching; electronic training games, namely, electronic educational game machines for teaching; and replacement parts, and fittings for all the aforesaid goods

FILING BASIS

Section 1(b)

FILING BASIS

Section 44(e)

FOREIGN REGISTRATION NUMBER

UK0000328301

FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY

United Kingdom

FOREIGN REGISTRATION DATE

01/16/2018

FOREIGN EXPIRATION DATE

11/30/2027

GOODS AND/OR SERVICES SECTION (041) (current)

INTERNATIONAL CLASS

041

DESCRIPTION

Education and teaching in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment in the form of television, film and online video; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; providing information about electronic, video games, chess games, go games, board games; providing online electronic games via the internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; electronic game services provided by means of the Internet or accessible by means of mobile devices; providing a training environment namely, live exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; providing on-line, non-downloadable electronic publications written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; multimedia publishing of computer games; publication of online non-downloadable electronic publications, namely, written articles, research papers, books, journals; providing information in the field of games for game players concerning the ranking of their games scores accessible by means of a website; educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing,

distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; providing advisory, consultancy, entertainment information and information about education relating to the foregoing

FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027

GOODS AND/OR SERVICES SECTION (041) (proposed)

INTERNATIONAL CLASS	041
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TRACKED TEXT DESCRIPTION

~~Education and teaching in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; Education and teaching in the fields of artificial intelligence, machine learning instruction at the primary, secondary, college, and university level, deep learning instruction at the primary, secondary, college, and university level, reinforcement learning instruction at the primary, secondary, college, and university level, all of the aforementioned in the field of building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning;~~
reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment in the form of television, film and online video; Entertainment, namely, providing ongoing television programs in the fields of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, online non-downloadable films in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, and online nondownloadable videos in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; providing information about electronic, video games, chess games, go games, board games; Providing entertainment information about electronic, video games, chess games, go games, board games; providing online electronic games via the internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; electronic game services provided by means of the Internet or accessible by means of mobile devices; Electronic game services provided by means of the Internet and accessible by means of mobile devices; providing a training environment namely, live exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing a training environment namely, live educational exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; providing on-line, non-downloadable electronic publications written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; Providing on-line, non-downloadable electronic publications, namely, written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; multimedia publishing of computer games; publication of online non-downloadable electronic publications, namely, written articles, research papers, books, journals; Publication of online nondownloadable electronic publications, namely, providing on-line non-downloadable written articles, research papers, books, and journals in the fields of artificial intelligence, gaming, and education; providing information in the field of games for game players concerning

~~the ranking of their games scores accessible by means of a website; Providing entertainment information in the field of games for game players concerning the ranking of their games scores accessible by means of a website;~~ educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; ~~providing advisory, consultancy, entertainment information and information about education relating to the foregoing; and providing advisory, consultancy, entertainment information and information about education relating to the foregoing~~

FINAL DESCRIPTION

Education and teaching in the fields of artificial intelligence, machine learning instruction at the primary, secondary, college, and university level, deep learning instruction at the primary, secondary, college, and university level, reinforcement learning instruction at the primary, secondary, college, and university level, all of the aforementioned in the field of building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; Entertainment, namely, providing ongoing television programs in the fields of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, online non-downloadable films in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, and online nondownloadable videos in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; Providing entertainment information about electronic, video games, chess games, go games, board games; providing online electronic games via the internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; Electronic game services provided by means of the Internet and accessible by means of mobile devices; providing a training environment namely, live educational exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; Providing on-line, non-downloadable electronic publications, namely, written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; multimedia publishing of computer games; Publication of online nondownloadable electronic publications, namely, providing on-line non-downloadable written articles, research papers, books, and journals in the fields of artificial intelligence, gaming, and education; Providing entertainment information in the field of games for game players concerning the ranking of their games scores accessible by means of a website; educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; and providing advisory, consultancy, entertainment information and information about education relating to the foregoing

FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027

GOODS AND/OR SERVICES SECTION (042) (current)	
INTERNATIONAL CLASS	042
DESCRIPTION	
<p>Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design of computer software and technology in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; industrial analysis in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; design and development of computing software featuring, namely, software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; hosting the websites of others on a computer server for a global computer network; computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; platform as a service (PaaS) featuring computer software platforms for use of software in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; technical advice, consultancy and information services in relation to the aforesaid</p>	
FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027
GOODS AND/OR SERVICES SECTION (042) (proposed)	
INTERNATIONAL CLASS	042
TRACKED TEXT DESCRIPTION	
<p>Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design of computer software and technology in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; <u>Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design and implementation of computer software and technology solutions in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality;</u> industrial analysis in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data</p>	

~~mining, virtual reality, augmented reality; Analysis to assure compliance with industry standards in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; ~~design and development of computing software featuring, namely, software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ Design and development of computing software featuring software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~hosting the websites of others on a computer server for a global computer network;~~ hosting the websites of others on a computer server for a global computer network; computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; ~~platform as a service (PaaS) featuring computer software platforms for use of software in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare;~~ Platform as a service (PaaS) featuring computer software platforms for use in managing, networking, collaborating within and providing remote access to databases in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; ~~technical advice, consultancy and information services in relation to the aforesaid;~~ and providing technological advice, consultancy and information services in relation to the aforesaid services

FINAL DESCRIPTION

Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design and implementation of computer software and technology solutions in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; Analysis to assure compliance with industry standards in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; Design and development of computing software featuring software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; hosting the websites of others on a computer server for a global computer network; computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of

software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; Platform as a service (PaaS) featuring computer software platforms for use in managing, networking, collaborating within and providing remote access to databases in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; and providing technological advice, consultancy and information services in relation to the aforesaid services

FILING BASIS	Section 1(b)
FILING BASIS	Section 44(e)
FOREIGN REGISTRATION NUMBER	UK0000328301
FOREIGN REGISTRATION COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United Kingdom
FOREIGN REGISTRATION DATE	01/16/2018
FOREIGN EXPIRATION DATE	11/30/2027
CORRESPONDENCE INFORMATION (current)	
NAME	Dyan M. House
PRIMARY EMAIL ADDRESS FOR CORRESPONDENCE	dallastrademarks@bakermckenzie.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES)	GIPSCOOfficeSupport@bakermckenzie.com; gipsc@bakermckenzie.com
CORRESPONDENCE INFORMATION (proposed)	
NAME	Dyan M. House
PRIMARY EMAIL ADDRESS FOR CORRESPONDENCE	dallastrademarks@bakermckenzie.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES)	GIPSCOOfficeSupport@bakermckenzie.com; gipsc@bakermckenzie.com
PAYMENT SECTION	
TOTAL AMOUNT	100
TOTAL FEES DUE	100
SIGNATURE SECTION	
PETITION SIGNATURE	/Dyan House/
SIGNATORY'S NAME	Dyan M. House
SIGNATORY'S POSITION	Attorney of record, Texas bar member
SIGNATORY'S PHONE NUMBER	2149783000
DATE SIGNED	08/10/2020
RESPONSE SIGNATURE	/Dyan House/
SIGNATORY'S NAME	Dyan M. House
SIGNATORY'S POSITION	Attorney of record, Texas bar member
SIGNATORY'S PHONE NUMBER	2149783000
DATE SIGNED	08/10/2020

AUTHORIZED SIGNATORY	YES
FILING INFORMATION SECTION	
SUBMIT DATE	Mon Aug 10 19:38:30 ET 2020
TEAS STAMP	USPTO/POA-XXX.XXX.XXX.XXX -20200810193830504388-877 03384-74070f3233a192cea6c bfaa7db5b58157742ce92c59c 204585416b2449fdf6e7a1-DA -38295678-202008101910017 35348

Under the Paperwork Reduction Act of 1995 no persons are required to respond to a collection of information unless it displays a valid OMB control number.
PTO Form 2194 (Rev 03/2012)
OMB No. 0651-0054 (Exp 12/31/2020)

Petition To Revive Abandoned Application - Failure To Respond Timely To Office Action To the Commissioner for Trademarks:

Application serial no. **87703384** ALPHACHESS(Standard Characters, see <https://tmng-al.uspto.gov/resting2/api/img/87703384/large>) has been amended as follows:

PETITION

NOTICE OF APPEAL OR PETITION TO DIRECTOR

I am separately filing a notice of appeal directly with the Trademark Trial and Appeal Board or a petition to Director. I understand that additional time to file either an appeal or petition to the Director will not be provided. Failure to file an appeal may result in my application being abandoned for an incomplete response even if this petition is granted. To file the appeal go to the [Electronic System for Trademark Trials and Appeals](#) (ESTTA). To file the petition go to the [Petition to the Director](#) form.

Petition Statement

Applicant has firsthand knowledge that the failure to respond to the Office Action by the specified deadline was unintentional. The signatory did not receive the Office action prior to the expiration of the six-month response period, and requests the USPTO to revive the abandoned application and reissue the Office Action.

RESPONSE TO OFFICE ACTION

CLASSIFICATION AND LISTING OF GOODS/SERVICES

Applicant proposes to amend the following:

Current:

Class 009 for Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), life-saving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and natural language virtual agent software application for enabling data capture and data analysis; apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact discs, DVDs and other digital recording media featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; data processing apparatus and electronic accessories therefor, namely, electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely,

apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely, computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; computer software for use as an application programming interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; computer software, computer programs and algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space; educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; game software, namely, software for audio, video and audio-video games; computer software in particular audio, video and audio-video game software; computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; prerecorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the field of games and gaming; downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; parts, fittings and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability

Filing Basis: Section 1(b), Intent to Use: For a trademark or service mark application: As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification

standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: For all applications: The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Proposed:

Tracked Text Description: ~~Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), life-saving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and natural language virtual agent software application for enabling data capture and data analysis;~~ Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), lifesaving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and for use in connection with natural language virtual agent software application for enabling data capture and data analysis; Apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; ~~magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining; ~~compact discs, DVDs and other digital recording media featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ virtual reality; augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~compact discs, DVDs and other digital recording media, namely, pre-recorded video cassettes, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ data processing apparatus and electronic accessories therefor, namely, electronic data processors and electronic data processing apparatus; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; ~~artificial intelligence apparatus and, devices and instruments, namely, computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices;~~ data processing apparatus and electronic accessories therefor, namely electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely, apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; ~~computer software, computer programs and algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space;~~ computer software for use as an application programming

interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; [computer software, computer programs and integrated circuits incorporating algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space](#); educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; ~~game software, namely, software for audio, video and audio-video games~~; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; ~~computer software in particular audio, video and audio-video game software~~; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; [game software, namely software for audio, video and audio-video games](#); [computer software, namely, audio, video and audio-video game software](#); computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; pre-recorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; ~~downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality~~; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the field of games and gaming~~; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; [downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs in the nature or journals featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality](#); [downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the nature of journals in the field of games and gaming](#); downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; ~~parts, fittings and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability~~; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; [and replacement parts and fittings for all of the aforesaid goods, and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability](#)

Class 009 for Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signaling, checking (supervision), lifesaving and teaching apparatus and instruments, namely, mobile, portable and wireless communication devices for voice, data or image transmission and for use in connection with natural language virtual agent software application for enabling data capture and data analysis; Apparatus and instruments for conveying, distributing, transforming, storing, regulating or controlling electric current; magnetic data carriers featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining; virtual reality; augmented reality, recording discs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact discs, DVDs and other digital recording media, namely, pre-recorded video cassettes, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital discs featuring

information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; digital recording media, namely, pre-recorded DVDs, downloadable audio and video recordings and CDs featuring information and content pertaining to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; data processing apparatus; data processing apparatus and electronic accessories therefor, namely electronic data processors and electronic data processing apparatus; information technology and audiovisual equipment namely, apparatus for recording, transmission and reproduction of sound, images and data; artificial intelligence apparatus and, devices and instruments, namely computer hardware and computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; computer software for enabling natural language interaction and dialogue between a human user and a web service, data center, website contact center or digital device including mobile, portable and wireless devices; recorded computer operating programmes; recorded computer software for data analysis and computation and operating software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; downloadable computer software applications for use in designing and developing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; computer software for use as an application programming interface (API) namely, applications for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software and computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; computer software, computer programs and integrated circuits incorporating algorithms for use in manipulating received or inputted data generated in a virtual space for use in connection with artificial intelligence methods, natural language processing, natural language understanding, dialog systems, voice and speech recognition and text to speech systems, natural language human-machine interfaces, predictive assistance technologies and for use in training virtual agents in an artificial space; educational apparatus and simulators, namely, apparatus for recording, transmission or reproduction of sound and images for use in training artificial agents within a virtual space; recorded computer programs for use in general purpose computation, manipulation of collections of data, data transformation, input/output, communications, graphics display, modeling and testing for use in the fields of artificial intelligence, deep learning, high performance computing, distributed computing, virtualization and machine learning; audio-visual teaching apparatus, namely, computers, tablet computers, smartphones and portable digital electronic devices for organizing, transmitting, receiving and reviewing text, data, image and audio files; game software, namely software for audio, video and audio-video games; computer software, namely, audio, video and audio-video game software; computer software in the nature of software for audio, video and audio-video games software; computer games, namely, computer game programs, cartridges, tapes and discs; computer game programs; downloadable software game applications; computer groupware for use in database management; computer hardware; computer hardware for games and gaming; video game tapes, discs and software; computer application software for mobile phones for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; recorded game software for mobile electronic devices; pre-recorded electronic storage media featuring data relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; compact disc featuring computer programs for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; prerecorded DVDs, CDs, video discs, video tapes and video cassettes featuring animated cartoons; recorded DVDs, CDs, video discs, video tapes and video cassettes featuring movies and cinematographic films concerning artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable movies and films featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality provided via a video-on-demand service; downloadable electronic publications in the nature of newspapers, magazines, scientific journals, books, newsletters and blogs in the nature or journals featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; downloadable electronic publications in the nature newspapers, magazines, scientific journals, books, newsletters and blogs in the nature of journals in the field of games and gaming; downloadable publications, namely, printed guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files containing artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; virtual reality game software; interactive multimedia computer games programmes; computer games programmes downloaded via the Internet; pre-recorded CDs and DVDs featuring artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; and replacement parts and fittings for all of the aforesaid goods, and accessories for all the aforesaid goods, namely, touch pads, headsets for virtual reality games, virtual reality glasses, computer joystick peripherals, high performance computer hardware with specialized features for enhanced game playing ability

Filing Basis: Section 1(b), Intent to Use: For a trademark or service mark application: As of the application filing date, the applicant had a

bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: **For all applications:** The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate, before the application may proceed to registration. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Applicant proposes to amend the following:

Current:

Class 028 for Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games, manipulative games, memory games, puzzle games, electronic board games; apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; video game apparatus, namely, joysticks, hand-held video game units, computer gaming consoles; electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; hand-held, non-electronic skill games; games of strategy, namely, chess games, go games, board games; electronic educational games, namely, electronic educational games for teaching; electronic learning games, namely, electronic educational games for teaching; electronic teaching games, namely, electronic educational games for teaching; electronic training games, namely, electronic educational games for teaching; replacement parts, and fittings for all the aforesaid goods

Filing Basis: Section 1(b), Intent to Use: **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: **For all applications:** The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Proposed:

Tracked Text Description: ~~Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games, manipulative games, memory games, puzzle games, electronic board games; Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games for use with external monitor, manipulative games, memory games, puzzle games, and electronic board games for use with external monitor;~~ apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; ~~video game apparatus, namely, joysticks, hand-held video game units, computer gaming consoles; Video game apparatus, namely, video game joysticks, hand-held video game units other than those adapted for use with an external display screen or monitor, computer gaming consoles for playing computer games, for use with an external display screen or monitor, and for recreational game playing;~~ electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; ~~hand-held, non-electronic skill games; hand-held, nonelectronic skill games;~~ games of strategy, namely, chess games, go games, board games; ~~electronic educational games, namely, electronic educational games for teaching; Electronic educational games, namely, electronic educational game machines for teaching; electronic learning games, namely, electronic educational games for teaching; electronic learning games, namely, electronic educational game machines for teaching; electronic teaching games, namely, electronic educational game machines for teaching; electronic training games, namely, electronic educational game machines for teaching; replacement parts, and fittings for all the aforesaid goods; and replacement parts, and fittings for all the aforesaid goods~~

Class 028 for Toys, games, playthings namely, namely, electronic interactive board games for use with external monitor, action skill games, action target games, arcade games, electronic card games for use with external monitor, manipulative games, memory games, puzzle games, and electronic board games for use with external monitor; apparatus for games, namely, computer gaming consoles featuring artificial intelligence for use in playing and creating two-dimensional and three dimensional games; Video game apparatus, namely, video game joysticks, hand-held video game units other than those adapted for use with an external display screen or monitor, computer gaming consoles for playing computer games, for use with an external display screen or monitor, and for recreational game playing; electronic controllers for electronic video game machines; portable video games, namely, hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic games other than those adapted for use with television received only; computer game consoles for use with a display screen or monitor; handheld computer games in the nature of hand held units for playing video games other than those adapted for use with a display screen or monitor; electronic board games in the nature of electronic interactive board games for use with external monitor; hand-held, nonelectronic skill games; games of strategy, namely, chess games, go games, board games; Electronic educational games, namely, electronic educational game machines for teaching; electronic learning games, namely, electronic educational game machines for teaching; electronic teaching games, namely, electronic educational game machines for teaching; electronic training games, namely, electronic educational game machines for teaching; and replacement parts, and fittings for all the aforesaid goods

Filing Basis: Section 1(b), Intent to Use: *For a trademark or service mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. *For a collective trademark, collective service mark, or collective membership mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. *For a certification mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration:*For all applications:* The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate, before the application may proceed to registration. *For a trademark or service mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. *For a collective trademark, collective service mark, or collective membership mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. *For a certification mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Applicant proposes to amend the following:

Current:

Class 041 for Education and teaching in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building

neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment in the form of television, film and online video; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; providing information about electronic, video games, chess games, go games, board games; providing online electronic games via the internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; electronic game services provided by means of the Internet or accessible by means of mobile devices; providing a training environment namely, live exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; providing on-line, non-downloadable electronic publications written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; multimedia publishing of computer games; publication of online non-downloadable electronic publications, namely, written articles, research papers, books, journals; providing information in the field of games for game players concerning the ranking of their games scores accessible by means of a website; educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; providing advisory, consultancy, entertainment information and information about education relating to the foregoing

Filing Basis: Section 1(b), Intent to Use: For a trademark or service mark application: As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: For all applications: The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Proposed:

Tracked Text Description: ~~Education and teaching in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ Education and teaching in the fields of artificial intelligence, machine learning instruction at the primary, secondary, college, and university level, deep learning instruction at the primary, secondary, college, and university level, reinforcement learning instruction at the primary, secondary, college, and university level, all of the aforementioned in the field of building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ providing of training in the form of seminars, webinars, conferences, classes and

workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment in the form of television, film and online video; Entertainment, namely, providing ongoing television programs in the fields of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, online non-downloadable films in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, and online nondownloadable videos in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; ~~providing information about electronic, video games, chess games, go games, board games; Providing entertainment information about electronic, video games, chess games, go games, board games;~~ providing online electronic games via the internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; ~~electronic game services provided by means of the Internet or accessible by means of mobile devices; Electronic game services provided by means of the Internet and accessible by means of mobile devices; providing a training environment namely, live exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing a training environment namely, live educational exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy;~~ providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; ~~providing on-line, non-downloadable electronic publications written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; Providing on-line, non-downloadable electronic publications, namely, written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ multimedia publishing of computer games; ~~publication of online non-downloadable electronic publications, namely, written articles, research papers, books, journals; Publication of online nondownloadable electronic publications, namely, providing on-line non-downloadable written articles, research papers, books, and journals in the fields of artificial intelligence, gaming, and education; providing information in the field of games for game players concerning the ranking of their games scores accessible by means of a website; Providing entertainment information in the field of games for game players concerning the ranking of their games scores accessible by means of a website;~~ educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; ~~providing advisory, consultancy, entertainment information and information about education relating to the foregoing; and providing advisory, consultancy, entertainment information and information about education relating to the foregoing~~

Class 041 for Education and teaching in the fields of artificial intelligence, machine learning instruction at the primary, secondary, college, and university level, deep learning instruction at the primary, secondary, college, and university level, reinforcement learning instruction at the primary, secondary, college, and university level, all of the aforementioned in the field of building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; providing of training in the form of seminars, webinars, conferences, classes and workshops in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; Entertainment, namely, providing ongoing television programs in the fields of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, online non-downloadable films in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, and online nondownloadable videos in the field of of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; organizing community sporting and cultural events; entertainment services, namely, providing online video games; entertainment services, namely, providing on-line interactive computer games; arranging of games namely, chess games, go games, electronic video games; Providing entertainment information about electronic, video games, chess games, go games, board games; providing online electronic games via the

internet; providing online computer games; electronic game services provided by means of the Internet; electronic online game services accessible by means of mobile electronic devices; Electronic game services provided by means of the Internet and accessible by means of mobile devices; providing a training environment namely, live educational exhibition programs and providing educational demonstrations of advanced technologies incorporating data science, artificial intelligence, deep learning, machine learning, reinforcement learning and virtual reality for use in the fields of energy, information technology, healthcare, medicine, science and energy; providing training in the form of workshops, seminars, webinars, classes and conferences in the field of computer programming; provision of non-downloadable movies and films via a video-on-demand service; Providing on-line, non-downloadable electronic publications, namely, written articles, newspapers, magazines, scientific journals, books and newsletters in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; multimedia publishing of computer games; Publication of online nondownloadable electronic publications, namely, providing on-line non-downloadable written articles, research papers, books, and journals in the fields of artificial intelligence, gaming, and education; Providing entertainment information in the field of games for game players concerning the ranking of their games scores accessible by means of a website; educational and training services, namely, providing workshops, seminars, webinars, classes and conferences relating to computer games; education services, namely, providing workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; training services, namely, providing training in the form of workshops, seminars, webinars, classes and conferences relating to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; entertainment services, namely, an ongoing multimedia program in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality distributed via various platforms across multiple forms of transmission media; and providing advisory, consultancy, entertainment information and information about education relating to the foregoing

Filing Basis: Section 1(b), Intent to Use: For a trademark or service mark application: As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration:For all applications: The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate, before the application may proceed to registration. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Applicant proposes to amend the following:

Current:

Class 042 for Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design of computer software and technology in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; industrial analysis in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; design and development of computing software featuring, namely, software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement

learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; hosting the websites of others on a computer server for a global computer network; computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; platform as a service (PaaS) featuring computer software platforms for use of software in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; technical advice, consultancy and information services in relation to the aforesaid

Filing Basis: Section 1(b), Intent to Use: *For a trademark or service mark application:* As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. ***For a collective trademark, collective service mark, or collective membership mark application:*** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. ***For a certification mark application:*** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: *For all applications:* The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate. ***For a trademark or service mark application:*** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. ***For a collective trademark, collective service mark, or collective membership mark application:*** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. ***For a certification mark application:*** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Proposed:

Tracked Text Description: ~~Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design of computer software and technology in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality;~~ Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design and implementation of computer software and technology solutions in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; ~~industrial analysis in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ Analysis to assure compliance with industry standards in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; ~~design and development of computing software featuring, namely, software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality;~~ Design and development of computing software featuring software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance

[computing, distributed¶](#)

[computing, cloud computing, analytics and data mining, virtual reality, augmented reality](#); research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; ~~hosting the websites of others on a computer server for a global computer network~~; [hosting the websites of others on a computer server for a global computer¶](#)
[network](#); computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; ~~platform as a service (PaaS) featuring computer software platforms for use of software in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare~~; [Platform as a service \(PaaS\) featuring computer software platforms for use in managing, networking, collaborating within and providing remote access to databases in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare](#); ~~technical advice, consultancy and information services in relation to the aforesaid~~; [and providing technological advice, consultancy and information services in relation to the aforesaid services](#)

Class 042 for Scientific and technological services, namely, scientific and technical consulting, scientific research, development and design and implementation of computer software and technology solutions in the fields of analytics and data mining, data analysis, data transformation, data visualization, data mining, statistical analysis, artificial intelligence, machine learning and virtual reality; Analysis to assure compliance with industry standards in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; industrial research in the field of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; development and testing services for others in the field of computer software, including computer software incorporating algorithms; computer software programming services for others in the field of software configuration management; computer programming in the field of animation; computer programming; Design and development of computing software featuring software platforms used for developing training environments for algorithms developed in relation to artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; research in the field of computer programming software; design and development of computer software and computer programming software; technical advisory services relating to computer programs; design, development of computer software for use as an application programming interface (API); application service provider featuring application programming interface (API) software for artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; hosting the websites of others on a computer server for a global computer network; computer software consultancy; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of software for use in a virtual space; development and testing services for others in the field of computer software, including computer software incorporating algorithms, all of the aforementioned in the field of computer games and board games; new product design services in the field of games; new product design services in the field of board games; technology consultation and research in the fields of artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, high performance computing, distributed computing, virtual reality; design, development and technological analysis of software for virtual environments for machine learning, deep learning, reinforcement learning; design and development of computer game programmes for neural networks; design and development of computer game programmes for tree search; providing virtual computer environments through cloud computing; providing web hosting platforms for use in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; programming of computer software platforms for others; Platform as a service (PaaS) featuring computer software platforms for use in managing, networking, collaborating within and providing remote access to databases in connection with artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality in the field of science, technology, medicine and healthcare; and providing technological advice, consultancy and information services in relation to the aforesaid services

Filing Basis: Section 1(b), Intent to Use: For a trademark or service mark application: As of the application filing date, the applicant had a

bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services in the application. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods/services that meet the certification standards of the applicant.

Filing Basis: Section 44(e), Based on Foreign Registration: **For all applications:** The applicant attaches a copy of [United Kingdom registration number UK0000328301 registered 01/16/2018 with a renewal date of _____ and an expiration date of 11/30/2027], and translation thereof, if appropriate, before the application may proceed to registration. **For a trademark or service mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to use the mark in commerce on or in connection with the identified goods/services. **For a collective trademark, collective service mark, or collective membership mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by members on or in connection with the identified goods/services/collective membership organization. **For a certification mark application:** As of the application filing date, the applicant had a bona fide intention, and was entitled, to exercise legitimate control over the use of the mark in commerce by authorized users on or in connection with the identified goods/services, and the applicant will not engage in the production or marketing of the goods/services to which the mark is applied, except to advertise or promote recognition of the certification program or of the goods or services that meet the certification standards of the applicant.

Correspondence Information (current):

Dyan M. House

PRIMARY EMAIL FOR CORRESPONDENCE: dallastrademarks@bakermckenzie.com

SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): GIPSCOfficeSupport@bakermckenzie.com; gipsc@bakermckenzie.com

Correspondence Information (proposed):

Dyan M. House

PRIMARY EMAIL FOR CORRESPONDENCE: dallastrademarks@bakermckenzie.com

SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): GIPSCOfficeSupport@bakermckenzie.com; gipsc@bakermckenzie.com

Requirement for Email and Electronic Filing: I understand that a valid email address must be maintained by the owner/holder and the owner's/holder's attorney, if appointed, and that all official trademark correspondence must be submitted via the Trademark Electronic Application System (TEAS).

FEE(S)

Fee(s) in the amount of \$100 is being submitted.

SIGNATURE(S)

Signature: /Dyan House/ Date: 08/10/2020

Signatory's Name: Dyan M. House

Signatory's Position: Attorney of record, Texas bar member

Signatory's Phone Number: 2149783000

Response Signature

Signature: /Dyan House/ Date: 08/10/2020

Signatory's Name: Dyan M. House

Signatory's Position: Attorney of record, Texas bar member

Signatory's Phone Number: 2149783000

The signatory has confirmed that he/she is a U.S.-licensed attorney who is an active member in good standing of the bar of the highest court of a U.S. state (including the District of Columbia and any U.S. Commonwealth or territory); and he/she is currently the owner's/holder's attorney or an associate thereof; and to the best of his/her knowledge, if prior to his/her appointment another U.S.-licensed attorney not currently associated with his/her company/firm previously represented the owner/holder in this matter: the owner/holder has revoked their power of attorney by a signed revocation or substitute power of attorney with the USPTO; the USPTO has granted that attorney's withdrawal request; the owner/holder has filed a power of attorney appointing him/her in this matter; or the owner's/holder's appointed U.S.-licensed attorney has filed a power of attorney appointing him/her as an associate attorney in this matter.

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Mailing Address: Dyan M. House
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RAM Sale Number: 87703384
RAM Accounting Date: 08/10/2020

Serial Number: 87703384
Internet Transmission Date: Mon Aug 10 19:38:30 ET 2020
TEAS Stamp: USPTO/POA-XXX.XXX.XXX.XXX-20200810193830
504388-87703384-74070f3233a192cea6cbfaa7
db5b58157742ce92c59c204585416b2449fdf6e7
a1-DA-38295678-20200810191001735348

RAM SALE NUMBER: 87703384
RAM ACCOUNTING DATE: 20200810

INTERNET TRANSMISSION DATE:
2020/08/10

SERIAL NUMBER:
87703384

Description	Fee Code	Transaction	Total Fees Paid
POA	7005	2020/08/10	100