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Ashman, JR. et al.

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(54) **MOTION-BASED USER INPUT FOR A WIRELESS COMMUNICATION DEVICE**

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(76) Inventors: **William C. Ashman JR.**, Durham, NC (US); **Larry P. Hill**, Apex, NC (US)

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(57) **ABSTRACT**

A method and apparatus for executing a pre-defined function responsive to user-generated motion is described herein. In exemplary embodiments, executing the pre-defined functions includes implementing a random chance game, answering an incoming call, terminating a call, initiating a call with a user-specified recipient, powering up the wireless communication device, activating a desired operating mode or feature associated with the wireless communication device, etc. In some exemplary embodiments, the wireless communication device may also determine one or more characteristics of the detected motion, and execute a specific function based on the determined characteristics.

Correspondence Address:
COATS & BENNETT/SONY ERICSSON
1400 CRESCENT GREEN
SUITE 300
CARY, NC 27511 (US)

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