



**REPUBLIC OF NAURU
GOVERNMENT GAZETTE
PUBLISHED BY AUTHORITY
EXTRAORDINARY**

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27th May, 2024

Nauru

G.N.No. 708/2024

TRADEMARKS ACT 2019

[Sections 18(b), Regulation 12]

PUBLICATION OF TRADEMARK IN GAZETTE

PTG No: 7/2022

In accordance with the *Trademarks Act 2019*, this trademark was entered on the Register of Trademarks on 24th May 2024 with a deemed registration date 6th January 2022 at 4.43pm. The details of registration are:

Word:

META

Owner: Meta Platforms, Inc
1601 Willow Road,
Menlo Park,
California 94025,
United States of America

In respect of the goods or services that follow.

Class: 9

Class 9: Downloadable software in the nature of a mobile application; Computer hardware; Downloadable software for social networking and creating and interacting with online communities; Downloadable software for creating, managing and accessing groups within virtual communities; Software development tools; Downloadable software to enable development, assessment, testing, and maintenance of mobile software applications for portable electronic communication devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Downloadable software for use as an application programming interface (API); Downloadable software for organizing events, searching for events, calendaring and managing events; Downloadable software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, interacting with, embedding, and sharing or otherwise providing electronic media, images, video, audio, audio-visual content, data, and information via the internet and communication networks; Downloadable computer software for finding content and content publishers, and for subscribing to content; Downloadable software for creating and managing social media profiles and user accounts; Interactive photo and video equipment, namely, kiosks for capturing, uploading, editing, printing and sharing digital images and video; Downloadable software for streaming multimedia entertainment content, audio-visual content, video content, and associated text and data;

G.N.No. 708/2024 (Cont'd)

Downloadable software for enabling transmission of images, audio, audio visual and video content and data; Downloadable software for modifying photographs, images and audio, video, and audio-visual content; Downloadable software for use in taking and editing photographs and recording and editing videos; Downloadable software for processing images, graphics, audio, video, and text; Downloadable software for collecting, managing, organizing, synchronizing, and the storage of data and information; Downloadable e-commerce software to allow users to perform electronic business transactions via a global computer and communication networks; Downloadable software and mobile application software providing a virtual marketplace; Downloadable software for sending and receiving electronic messages, alerts, notifications and reminders; Downloadable software for file sharing; Downloadable messaging software; Computer search engine software; Downloadable software for use in creating, managing, measuring, and disseminating advertising of others; Advertisement server, namely, a computer server for storing advertisements and delivering advertisements to websites; Downloadable software for creating, sharing, disseminating and posting advertising; Downloadable software for geo-location based advertising and product and service promotion; Downloadable software that enables individuals, groups, companies, and brands to create and maintain an online presence and interact with online communities for marketing purposes; Downloadable virtual reality software; Downloadable augmented reality software; Downloadable mixed reality software; Virtual reality software for interactive entertainment and virtual reality gaming; Augmented reality software for interactive entertainment and augmented reality gaming; Downloadable software for integrating electronic data with real world environments for the purposes of entertainment, education, gaming, communicating, and social networking; Downloadable software for use in enabling computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile telephones to provide virtual reality and augmented reality experiences; Downloadable software for operating, configuring, and managing virtual reality headsets and controllers; Downloadable software for gesture recognition, object tracking, motion control, and content visualization; Software, firmware and hardware for use in visual, voice, audio, motion, eye and gesture tracking and recognition; Downloadable software for navigating a virtual reality and augmented reality environments; Downloadable software for enabling users to experience virtual reality and augmented reality visualization, manipulation, and immersion; Downloadable software for recording, storing, transmitting, receiving, displaying and analyzing data from wearable computer hardware; Downloadable software for use in creating and designing virtual reality and augmented reality software; Application programming interface (API) for computer software for developing virtual reality and augmented reality experiences; Virtual reality game computer hardware; Augmented reality game computer hardware; Mixed reality game computer hardware; Virtual reality computer hardware; Augmented reality computer hardware; Motion tracking sensors for virtual reality and augmented reality technology; Virtual reality hardware, namely, headsets, glasses, and controllers for engaging in virtual reality experiences and playing virtual reality games; Augmented reality hardware, namely, headsets, glasses, and controllers for engaging in augmented reality experiences and playing augmented reality games; Wearable computing devices comprised primarily of software and display screens for connection to computers, tablet computers, mobile devices, and mobile phones in order to enable virtual reality and augmented reality world experiences; Hardware and software for operating sensor devices; Electronic sensor devices, cameras, projectors, and microphones for gesture, facial, and voice detection, capture and recognition; Hardware and software for detecting objects, user gestures and commands; Downloadable electronic game software in the nature of video games, computer games, interactive multimedia games, and virtual, augmented, and mixed reality games; Computer software for controlling the operation of audio and video devices; Video display software; Downloadable software for accessing and viewing text, images and electronic data relating to conferences in the field of software development; Downloadable software for converting natural language into machine-executable commands; Downloadable software for facilitating interaction and communication between humans and AI (artificial intelligence) platforms; Application programming interface (API) for use in developing AI (artificial intelligence)

G.N.No. 708/2024 (Cont'd)

platforms, namely, bots, virtual agents and virtual assistants; Downloadable software, namely, an interpretive interface for facilitating interaction between humans and machines; Artificial intelligence software, namely, machine learning software, visual perception software, speech or language recognition software, decision-making software, translation software, touch recognition software, conversational query software, software for converting natural language into machine-executable commands, and digital assistant software; Downloadable virtual assistant software that can perform tasks or services on behalf of a user that is activated by user input, location awareness, and online information; Downloadable software for providing consumer information; Downloadable software for providing electronic maps; Location-aware downloadable software for searching, determining, and sharing locations; Downloadable software for searching and identifying employment opportunities; Downloadable software for identifying and allowing users to contact government representatives; Downloadable software providing location-based weather information; Downloadable software providing, linking to, or streaming news or current events information; Parental control software; Computer software; Computer operating systems; Downloadable software for enabling electronic devices to share data and communicate with each other; Computer peripheral devices; Wearable peripherals for computers, tablet computers, mobile devices and mobile telephones; Digital media streaming devices; Headsets and headphones; Video display hardware, namely, video drivers for video eyewear; Cameras; Batteries; Battery cases; Battery packs; Rechargeable electric battery devices, namely, rechargeable batteries and portable power supplies; Battery chargers; Rechargeable external battery packs for use with mobile electronic devices; Power charging and power management devices for mobile electronic devices; Charging stands for mobile electronic devices; External chargers for use with computers, tablet computers, mobile devices and mobile telephones; Wireless charging cases for use with computers, tablet computers, mobile devices and mobile telephones; Power adapters; Electrical adapters, cable, and connectors; Bags and cases specially adapted for mobile electronic devices; Protective covers and cases for mobile electronic devices; Holders, armbands, clips and carrying cases specially adapted for mobile electronic devices; Wall mounts for mounting mobile electronic devices; Stands for mobile electronic devices; Holders for mobile electronic devices; Remote controls for mobile electronic devices; Audio speakers; Electrical audio and speaker cables and connectors; Electronic cables parts and fittings; Electronic cables; Cables for optical signal transmission; Power cables and cable connectors; Microphones; Audio receivers; Audio transmitters; Head-mounted video display; Receivers of electronic signals; Video receivers; Wireless transmitters and receivers for reproduction of sound and signals; Electric sensors; Sensors for monitoring physical movements; SIM cards; Downloadable software for use in customer relationship management (CRM); Downloadable software for facilitating and arranging for the financing and distribution of fundraising and donations; Downloadable software for online charitable fundraising services and financial donation services; Downloadable software for use in facilitating voice over internet protocol (VOIP) calls, phone calls, video calls, text messages, instant message and online social networking services; Telecommunications equipment for providing third party access to, and enabling the transmission of video, data and voice over, global communications networks, namely, mobile and access computer and mobile telephone terminals, base transceiver stations and wireless radio parts thereof, data transceivers, data repeaters, routers and switches, transmission circuits, integrated circuits, computer hardware, mobile cloud clients and servers, multiplexers, digital signal processors, radio frequency signal processors, mobile switching circuits, air traffic electrical controllers, mobility electrical controllers, access electrical controllers, remote port electrical controllers, radio ports, antennas, electronic radio components, software for telecommunications applications, and mobile core networks comprising data transceivers, wireless networks and gateways for collection, transmission and management of data, voice and video; Communication software and communication computer hardware for providing access to the Internet; Telecommunications equipment; Radio receivers and transmitters; GPS receivers; Downloadable software to allow users to perform e-commerce transactions via the internet and communications networks; Downloadable computer software that allows users to make payments and transfer funds; Downloadable computer software

G.N.No. 708/2024 (Cont'd)

that enables online users to make payments and transfer funds across multiple websites and mobile applications; Downloadable computer software for processing electronic payments; Computer software in the nature of a query engine; Downloadable software for facilitating machine learning; Downloadable software for building user interfaces; Downloadable electronic publications; Downloadable software for opinion polling; Downloadable software allowing users to post questions with answer options; Interactive photo and video equipment, namely, kiosks computer hardware for capturing, uploading, editing, printing and sharing digital images and video; Downloadable software for the synchronization of data between a remote station or device and a fixed or remote station or device; Voice command and recognition software, speech to text conversion software; Voice-enabled software applications for personal information management; Home automation and home device integration software; Wireless communication software for voice, audio, video, and data transmission; Downloadable software used for controlling stand-alone voice controlled information and personal assistant devices; Downloadable software for voice recognition for use in connection with the transmission of voice and data; Downloadable software for accessing, browsing, and searching online databases, audio, video, and multimedia content, games, and software applications, and software application marketplaces; Downloadable software for use to connect and control internet of things (iot) electronic devices; Computer application software for handheld wireless devices, namely, software for controlling, integrating, operating, connecting, and managing voice controlled information devices, namely, cloud-connected and voice-controlled smart consumer electronic devices and electronic personal assistant devices; Downloadable software for processing, reproducing, synchronizing, recording, organizing, downloading, uploading, transmitting, streaming, receiving, playing and viewing text, multimedia and data files; Downloadable software, for personalized, interactive television (TV) programming and for use in displaying and manipulating visual media, graphic images, text, photographs, illustrations, digital animation, video clips, film footage and audio data; Downloadable software in the nature of a mobile application for telecommunication services for providing transmission of voice, data, video, and media content via the internet and the worldwide web for computers or other portable consumer electronic devices; Downloadable software for searching television entertainment exploration guides; Downloadable software for searching, locating, compiling, indexing, correlating, navigating, obtaining, downloading, receiving, encoding, decoding, playing, storing and organizing text, data, images, graphics, audio and video on a global computer network; Downloadable software to enhance mobile access to the internet via computers, mobile computers, and mobile communications devices; Downloadable software for formatting and converting content, text, visual works, audio works, audiovisual works, literary works, data, files, documents and electronic works into a format compatible with portable electronic devices and computers; Electronic communication equipment and instruments, namely, mobile and wearable digital electronic devices for sending and receiving of text, data, audio, image, and video files; Telecommunications apparatus and instruments, namely, speakers and microphones sold as component features of computers, mobile and wearable digital electronic devices for the sending and receiving of telephone calls, text messages, electronic mail, and other digital data, and for use in providing access to the internet; Electronic notepads; Electronic personal organizers; Electronic voice recording and voice recognition apparatus; Portable digital electronic devices for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, and digital files; Wearable computer hardware; Wearable digital electronic devices comprised primarily of software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Downloadable software for accessing, browsing and searching online databases; Downloadable software for accessing, monitoring, searching, displaying, reading, recommending, sharing, organizing, and annotating news, sports, weather, commentary, and other information, content from periodicals, blogs, and websites, and other text, data, graphics, images, audio, video, and multimedia content; Downloadable software for creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organizing

G.N.No. 708/2024 (Cont'd)

text, data, graphics, images, audio, video, and multimedia content, electronic publications, and electronic games; Apparatus for recording, transmission or reproduction of sound or images; Apparatus for transmission of communication; Apparatus for data storage, namely, mobile and wearable digital electronic devices for the storage of text, data, audio, image, and video files; Blockchain; Blockchain software; Downloadable software in the field of blockchain; Downloadable software for use with digital currency, crypto currency and virtual currency; Digital currency wallet and storage services software; Downloadable computer software for use as a cryptocurrency wallet; Cryptocurrency hardware wallet; Downloadable computer software for use as a digital wallet; Downloadable computer software for use as an electronic wallet; Computer programs and downloadable computer application software for electronic storage of data; Downloadable software for providing a digital wallet; Downloadable software for digital currency payment and exchange transactions; Downloadable software for use in managing portfolios of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Downloadable software for electronic wallet services; Downloadable e-wallets; Distributed ledger platform software; Software for use with distributed ledger technology; Downloadable software which facilitates the ability of users to view, analyze, record, store, monitor, manage, trade and exchange digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Downloadable software for sending, receiving, accepting, buying, selling, storing, transmitting, trading and exchanging digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Downloadable software for implementing and recording financial transactions; Downloadable software for use in financial trading; Downloadable software for use in financial exchange; Downloadable software for accessing financial information and market data and trends; Downloadable software for providing authentication of parties to a financial transaction; Downloadable software for maintaining ledgers for financial transactions; Downloadable software for the management of cryptographic security of electronic transmissions across computer networks; Downloadable software for encrypting and enabling secure transmission of digital information over the Internet; Downloadable software for allowing users to calculate parameters related to financial transactions; Downloadable software for electronic funds transfer; Downloadable software for currency conversion; Downloadable software for the collection and distribution of data; Downloadable software for payment transactions; Downloadable software for connecting computers to local databases and global computer networks; Downloadable software for creating searchable databases of information and data; Downloadable software for managing and validating digital currency, virtual currency, cryptocurrency, digital asset, blockchain asset, digitized asset, digital token, crypto token and utility token transactions; Downloadable software for creating and managing smart contracts; Downloadable software for managing payment and exchange transactions; Downloadable software and hardware for use as a digital currency wallet, virtual currency walled, digital asset wallet, crypto token wallet, and utility wallet; Downloadable software for creating a decentralized and open source digital currency, virtual currency, cryptocurrency, digitized assets, digital token for use in blockchain-based transactions; Computer application software for blockchain-based platforms, namely, software for digital exchanges for virtual items; Downloadable software for creating, selling and managing blockchain-based tokens or appcoins; Downloadable software for use in an electronic financial platform; Downloadable software for processing electronic payments and for transferring funds to and from others; Blockchain platform software; Downloadable software for use in the management and implementation of digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token transactions; Downloadable software for creating and managing a blockchain platform for use in managing digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token accounts; Downloadable software for managing crypto currency and digital currency accounts; Downloadable software for use in payments, purchases, and investments using digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto

G.N.No. 708/2024 (Cont'd)

tokens and utility tokens; Downloadable software for use in managing the conversion of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens into hard currency; Downloadable software for developing, deploying, and managing software applications, and integrating software applications for digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token accounts; Downloadable software and hardware for use in electronically exchanging currency for digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Downloadable software for use as an application programming interface (API) for the development, testing, and integration of blockchain software applications; Computer hardware for digital currency, virtual currency, cryptocurrency, digital and blockchain asset, and digitized asset mining; Security token hardware; Electronic currency converters; Downloadable software, namely, electronic financial platform that accommodates multiple types of payment and transactions in an integrated mobile phone, personal digital assistant (PDA), and web-based environment; Downloadable software for creating tokens to be used to pay for products and services, and that may be traded or exchanged for cash value; Downloadable software for managing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized asset, digital token, crypto token and utility token payments, money transfers, and commodity transfers; Downloadable software for use as an application program interface (API) software for use in computer hardware device identification; Downloadable software for use in authenticating user access to computers and computer networks; Downloadable software for use in facilitating secure transactions; Downloadable software for use in accessing, reading, tracking, and using blockchain technology; Downloadable software and hardware for managing identity information, access rights to information resources and applications and authentication functionality; Downloadable software for network identification verification, authentication and management services for security purposes; Downloadable authentication software for controlling access to and communications with computers and computer networks; Magnetically encoded credit cards and payment cards; Encryption devices; Security tokens; Downloadable software for use as a security token; Downloadable software used in issuing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Crypto tokens and utility tokens; Downloadable software used in auditing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Ad server, namely, a computer server for storing advertisements and delivering advertisements to websites; Altimeters; Application programming interface (API) for computer software for developing and creating virtual reality, augmented reality and mixed reality experiences; Application programming interface (API) for computer software which facilitates online services for social networking and for data retrieval, upload, download, access and management; Application programming interface (API) for software which facilitates online services for social networking and for data retrieval, upload, download, access and management; Application programming interface (API) for use in building software applications; Augmented reality glasses; Augmented reality headsets; Augmented reality software; Augmented reality software for interactive entertainment; Augmented reality software for navigating an augmented reality environment; Augmented reality software for object tracking, motion control and content visualization; Augmented reality software for operating augmented reality headsets; Augmented reality software for users to experience augmented reality visualization, manipulation and immersion; Cables, namely, electronic cables and connection cables; Cases, straps, wrist and arm bands for electronic monitoring devices; Computer application software for smartphones and mobile devices in the fields of fitness and exercise featuring personal training services, coaching, workouts and fitness assessments; Computer application software for use in connection with configuring and controlling wearable computer hardware and wearable computer peripherals; Computer hardware for displaying data and video; Computer hardware for use in measuring heart rhythm; Computer hardware for use in taking electrocardiograms; Computer operating system software; Computer peripheral equipment for use with

G.N.No. 708/2024 (Cont'd)

smartwatches, namely, smartwatch bands and smartwatch straps; Computer peripherals for displaying data and video; Computer peripherals for mobile devices for displaying data and video, namely, peripherals worn on the head for mobile devices for displaying data and video; Computer peripherals for mobile devices for remotely accessing and transmitting data, namely, peripherals worn on the head for mobile devices for remotely accessing and transmitting data; Computer peripherals for mobile devices, namely, electronic devices, monitors, sensors, and displays for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, weather information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data; Computer peripherals for remotely accessing and transmitting data; Computer software and computer application software for mobile phones and personal digital devices that provides a fitness assessment and fitness score by comparing previous athletic performances and fitness levels with future athletic performances and fitness levels, and provides advice and customized workouts for improving in specific areas of a particular sport or fitness activity; Computer software and computer application software for mobile phones and personal digital devices that monitor, track, and compare sport activity and fitness level; Computer software and computer application software for mobile phones and personal digital devices that evaluates a user's fitness level and athleticism, and provides fitness scores; Computer software and computer application software for mobile phones and personal digital devices that provides tips, coaching, and personalized workouts, to improve the user's fitness score; Computer software and computer application software for mobile phones and personal digital devices for communicating with gaming consoles, personal computers, personal digital devices, and mobile phones, regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software and computer application software for mobile phones and personal digital devices for monitoring, uploading, and downloading data regarding sport activity, fitness training, and fitness level to the internet and other computer and electronic communication networks; Computer software and computer application software that detects user's movements during physical activity, fitness sessions, workouts, to provide personalized fitness scores and assessments; Computer software and firmware, namely, operating system programs, database synchronization software, and data synchronization programs; Computer software development tools; Computer software for accessing, browsing and searching online databases; Computer software for accessing, monitoring, searching, displaying, reading, recommending, sharing, organizing, and annotating news, sports, weather, commentary, and other information, content from periodicals, blogs, and websites, and other text, data, graphics, images, audio, video, and multimedia content; Computer software for communicating with gaming consoles regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software for creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organizing text, data, graphics, images, audio, video, and multimedia content, and electronic publications, and electronic games; Computer software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via computer the internet and communication networks; Computer software for creating, managing, and interacting with an online community; Computer software for fitness and weight management; Computer software for fitness, fitness assessments, and sport activities; Computer software for integrating electronic data with real world environments for the purposes of entertainment, communicating, and social networking; Computer software for managing information regarding tracking, compliance and motivation with a health and fitness program; Computer software for modifying and enabling transmission of images, audio, audio visual and video content and data; Computer software for modifying photographs, images and audio, video, and audio-visual content with photographic filters and virtual reality, mixed reality and augmented reality (AR) effects, namely, graphics, animations, text, drawings, geotags, metadata tags, hyperlinks; Computer software for monitoring,

G.N.No. 708/2024 (Cont'd)

processing, displaying, storing and transmitting data relating to a user's physical activity; Computer software for processing images, graphics, audio, video, and text; Computer software for sending and receiving electronic messages, graphics, images, audio and audio visual content via computer the internet and communication networks; Computer software for sending and receiving electronic messages, alerts, notifications and reminders; Computer software for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, weather information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data; Computer peripherals for remotely accessing and transmitting data; Computer software and computer application software for mobile phones and personal digital devices that provides a fitness assessment and fitness score by comparing previous athletic performances and fitness levels with future athletic performances and fitness levels, and provides advice and customized workouts for improving in specific areas of a particular sport or fitness activity; Computer software and computer application software for mobile phones and personal digital devices that monitor, track, and compare sport activity and fitness level; Computer software and computer application software for mobile phones and personal digital devices that evaluates a user's fitness level and athleticism, and provides fitness scores; Computer software and computer application software for mobile phones and personal digital devices that provides tips, coaching, and personalized workouts, to improve the user's fitness score; Computer software and computer application software for mobile phones and personal digital devices for communicating with gaming consoles, personal computers, personal digital devices, and mobile phones, regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software and computer application software for mobile phones and personal digital devices for monitoring, uploading, and downloading data regarding sport activity, fitness training, and fitness level to the internet and other computer and electronic communication networks; Computer software and computer application software that detects user's movements during physical activity, fitness sessions, workouts, to provide personalized fitness scores and assessments; Computer software and firmware, namely, operating system programs, database synchronization software, and data synchronization programs; Computer software development tools; Computer software for accessing, browsing and searching online databases; Computer software for accessing, monitoring, searching, displaying, reading, recommending, sharing, organizing, and annotating news, sports, weather, commentary, and other information, content from periodicals, blogs, and websites, and other text, data, graphics, images, audio, video, and multimedia content; Computer software for communicating with gaming consoles regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software for creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organizing text, data, graphics, images, audio, video, and multimedia content, and electronic publications, and electronic games; Computer software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via computer the internet and communication networks; Computer software for creating, managing, and interacting with an online community; Computer software for fitness and weight management; Computer software for fitness, fitness assessments, and sport activities; Computer software for integrating electronic data with real world environments for the purposes of entertainment, communicating, and social networking; Computer software for managing information regarding tracking, compliance and motivation with a health and fitness program; Computer software for modifying and enabling transmission of images, audio, audio visual and video content and data; Computer software for modifying photographs, images and audio, video, and audio-visual content with photographic filters and virtual reality, mixed reality and augmented reality (AR) effects, namely, graphics, animations, text, drawings, geotags, metadata tags, hyperlinks; Computer software for monitoring, processing, displaying, storing and transmitting data relating to a user's physical activity; Computer software

G.N.No. 708/2024 (Cont'd)

for processing images, graphics, audio, video, and text; Computer software for sending and receiving electronic messages, graphics, images, audio and audio visual content via computer the internet and communication networks; Computer software for sending and receiving electronic messages, alerts, notifications and reminders; Computer software for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, weather information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data; Computer software for setting up, configuring, operating and controlling mobile devices, wearable devices, mobile phones, computers, and computer peripherals; Computer software for social networking and interacting with online communities; Computer software for the collection, managing, editing, organizing, modifying, transmission, sharing, and storage of data and information; Computer software for the redirection of messages, Internet e-mail, and/or other data to one or more electronic wearable wireless communication devices from a data store on or associated with a personal computer or a server; Computer software for tracking and managing information regarding health, fitness, and wellness programs; Computer software for use as an application programming interface (API); Computer software for use in creating, managing, measuring, and disseminating advertising of others; Computer software for viewing digital images and photographs provided as updates for or in combination with head-mounted display screen devices; Computer software for wireless content, data and information delivery; Computer software for wireless data communication for receiving, processing, transmitting and displaying information relating to fitness, body fat, body mass index; Computer software in the field of health, fitness, exercise, and wellness for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data and for tracking and managing information regarding health, fitness, exercise, and wellness programs; Computer software that detects user's movements during physical activity, fitness sessions, workouts, to provide personalized fitness scores and assessments; Computer software that evaluates a user's fitness level and athleticism, and provides fitness scores; Computer software that monitor, track, and compare sport activity and fitness level; Computer software that provides a fitness assessment and fitness score by comparing previous athletic performances and fitness levels with future athletic performances and fitness levels, and provides advice and customized workouts for improving in specific areas of a particular sport or fitness activity; Computer software that provides tips, coaching, and personalized workouts, to improve the user's fitness score; Computer software to enable accessing, displaying, editing, linking, sharing and otherwise providing electronic media and information via the internet and communications networks; Computer software to enable development, assessment, testing, and maintenance of mobile software applications for portable electronic communication devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Computer software to enhance the audio-visual capabilities of multimedia applications, namely, for the three-dimensional rendering of graphics, still images and moving pictures provided as updates for or in combination with head-mounted display screen devices; Computer software, downloadable computer software and mobile application software for creating, managing and accessing groups within virtual communities; Computer software, namely, an application providing social networking functionalities; Computer software, namely, an interpretive interface for facilitating interaction between humans and machines; Computer software, namely, software development tools for the creation, debugging, and deployment of software applications for smart glasses, near eye displays, head mounted displays, and smartphones; Computers, namely, smartwatches; Connection cables; Digital video eyewear; Digital video eyewear, head mounted video displays, namely, micro screens and associated optics, virtual reality headsets, associated electronics, namely, connection cables and adaptors, software and firmware for displaying video games, electronic media and images; Downloadable computer application software for mobile phones, smartphones, computers, tablets, smart glasses, digital video eyewear, wearable digital electronic devices, namely, glasses, goggles, and headsets, head mounted displays, near eye display systems,

G.N.No. 708/2024 (Cont'd)

communications networks, cloud computing services, and computer systems for communicating between the devices, networks and services; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for displaying icons, determining and responding to user selection of icons, controlling connections to and communication with other devices, networks, and systems, operating a camera to record and display images and audio visual files, organizing digital image and audio visual files, controlling microphones, controlling sound level of built-in speakers, transferring computer files between the smart glasses, near eye display systems, head mounted displays and other devices, networks, and systems, controlling user notifications, controlling a touchpad, controlling and obtaining data from sensors in the smart glasses, near eye display systems, and head mounted displays, including accelerometers, barometric, temperature, tilt, tip, and yawl sensors, head orientation sensors, and GPS receivers, controlling the speed of the CPU, and sensing and displaying the battery charge level, and displaying, capturing, recording, and streaming data, images, and audio visual content in standard reality, augmented reality, and mixed reality environments; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for the generation and display of standard reality, augmented reality, mixed reality content; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for communication with other smart glasses, near eye display systems, and head mounted displays; Downloadable computer software for enabling capture, storage, and transmission of photographs, videos, data, and information with a user's biometric, health, and other performance data overlaid and integrated into the recording; Downloadable computer software for viewing and interacting with a feed of images, audio, audio-visual and video content and associated text and data; Downloadable computer software, namely, downloadable mobile application for setting up, configuring, and controlling wearable computer hardware and wearable computer peripherals; Electric cables; Electrical adapters; Electronic monitoring devices incorporating indicators that light up and change color based on wearer's cumulative activity level; Electronic monitoring devices incorporating microprocessors, digital display, and accelerometers, for detecting, storing, reporting, monitoring, uploading and downloading sport, fitness training, and activity data to the internet, and communication with gaming consoles and personal computers, regarding time, pace, speed, steps taken, athletic skill, calories burned, heart and body rate, global positioning, direction, distance, altitude, navigational and weather information; Electronic navigational instruments and apparatus; Fitness and exercise sensors, monitors, and displays for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, temperature, and navigational information, to be worn during exercise and for sports activities; Gesture recognition software; Glasses with the function of wireless communication; Global positioning system (GPS) devices; Goggles for enabling virtual reality, augmented reality and mixed reality world experiences; Hardware and software to view virtual images in creating virtual, augmented and mixed reality; Head mounted video display; Head-mounted display screen devices and their component parts, namely, video display cards; Headsets; Headsets for use with computers; interactive entertainment software; interface electronics, namely, video driver interface circuits for digital video eyewear; Location-aware computer software, downloadable computer software and mobile application software for searching, determining and sharing locations; Loudspeakers; Messaging software; Microdisplays, namely, head mounted video displays and near eye video displays; Mixed reality computer hardware; Mixed reality glasses; Mixed reality headsets; Mixed reality software; Mixed reality software for interactive entertainment; Mixed reality software for navigating a mixed reality environment; Mixed reality software for object tracking, motion control and content visualization; Mixed reality software for operating mixed reality headsets; Mixed reality software for users to experience mixed reality visualization, manipulation and immersion; Mobile application software for creating personalized fitness training programs; Motion tracking sensors for augmented reality technology; Motion tracking sensors for mixed reality technology; Motion tracking sensors for virtual reality technology; Multifunctional electronic devices for displaying, measuring, and uploading to the Internet information including time, date, body and heart rates, global positioning, direction, distance,

G.N.No. 708/2024 (Cont'd)

altitude, speed, steps taken, calories burned, navigational information, weather information, the temperature, wind speed, and the declination of body and heart rates, altitude and speed; Multifunctional electronic devices for displaying, measuring, and uploading to the Internet information including time, date, heart rate, global positioning, direction, distance, altitude, speed, steps taken, calories burned, navigational information, changes in heart rate, activity level, hours slept, quality of sleep, and silent wake alarm; Near eye display optics, namely, video display screens for mounting near a user's eyes and lenses for displaying images to a user; Near eye display systems comprised of GPS sensors, accelerometers, magnetometers, directional compasses, environment temperature sensors, and electronic tip and tilt orientation sensors; Near eye display systems comprising computer hardware, electronic display interfaces, and software for the generation and display of virtual reality and mixed reality content; Near eye display systems comprising computer hardware, electronic display interfaces, and software specifically adapted for goggles; Near eye display systems comprising eyewear and software for the generation and display of standard reality, augmented reality, and mixed reality content; Near eye displays; Network communication apparatus, namely, mobile and wearable digital electronic devices for the sending and receiving of text, data, audio, image, and video files across networks; Pedometers; Peripherals for mobile devices, namely, pedometers and altimeters; Personal assistant software; Personal digital assistants; Personal electronic devices used to track fitness goals and statistics; Personal fitness trackers; Personal video display devices in the nature of wearable displays for viewing digital content including virtual reality, augmented reality and mixed reality content; Personal video display screens; Portable, handheld, and personal digital electronic devices for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, and digital files; Remote control apparatus for wearable computer hardware and smartwatches; Sensors for scientific use to be worn by a human to gather human biometric data, mobile and wearable digital electronic devices for recording, organizing, transmitting, manipulating, and reviewing text, data, audio, image and video files; Smart glasses; Smart glasses with wired and wireless audio capability; Smartwatch bands; Smartwatch straps; Smartwatches; Social assistant software; Software and firmware for controlling, configuring and managing controllers; Software and firmware for displaying video games and electronic media on display screen devices provided as updates for or in combination with head-mounted display screen devices; Software and firmware for operating system programs; Software and firmware for video drivers and video processing provided as updates for or in combination with head-mounted display screen devices; Software and firmware for enabling electronic devices to share data and communicate with each other; Software driver programs for electronic devices for enabling computer hardware and electronic devices to communicate with each other; Software for advertisers to communicate and interact with online communities; Software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Software for communicating by wireless local area networks, wireless technologies, and other communication protocols between near-eye display systems and network devices, namely, mobile phones, smart phones, computers, tablets, and other computer systems; Software for converting natural language into machine-executable commands; Software for creating and managing social media profiles and user accounts; Software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via computer and communication networks; Software for creating, managing and accessing groups within virtual communities; Software for creating, managing, and interacting with an online community; Software for facilitating and arranging for the financing and distribution of fundraising and donations; Software for generating images to be displayed in near-eye display system; Software for integrating electronic data with real world environments for the purposes of entertainment, education, gaming, communicating, and social networking; Software for modifying and enabling transmission of images, audio, audio visual and video content and data; Software for online charitable fundraising services and financial donation services; Software for ordering and/or purchasing

G.N.No. 708/2024 (Cont'd)

goods and services; Software for organizing, searching for and managing events; Software for planning activities with other users, making recommendations; Software for processing images, graphics, audio, video, and text; Software for recording, storing, transmitting, receiving, displaying and analyzing data from wearable computer hardware; Software for smart phones and other computer systems to generate data, images, and audio for display in near-eye display systems and for transmitting such data, images, audio to near-eye display systems; Software for smart phones and other computer systems to receive data from near-eye display systems; Software for social and destination mapping; Software for social networking; Software for streaming multimedia entertainment content; Software for the collection, managing, editing, organizing, modifying, transmission, sharing, and storage of data and information; Software for tracking motion in, visualizing, manipulating, viewing, and displaying augmented, mixed and virtual reality experiences; Software for use as an application programming interface (API); Software for use in creating and designing virtual reality, augmented reality and mixed reality software; Software for wireless content, data and information delivery; Software in the nature of a mobile application; Software that enables individuals, groups, companies, and brands to create and maintain an online presence for marketing purposes; Software, namely, an interpretive interface for facilitating interaction between humans and machines; Telecommunications apparatus and instruments, namely, speakers and microphones sold as component features of computers, mobile and wearable digital electronic devices for the sending and receiving of telephone calls, text messages, electronic mail, and other digital data, and for use in providing access to the internet; Virtual reality glasses; Virtual reality headsets; Virtual reality software; Virtual reality software for interactive entertainment; Virtual reality software for navigating a virtual reality environment; Virtual reality software for object tracking, motion control and content visualization; Virtual reality software for operating virtual reality headsets; Virtual reality software for users to experience virtual reality visualization, manipulation and immersion; Virtual, augmented, and mixed reality software for use in enabling computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile telephones to provide virtual, augmented, and mixed reality experiences; Watches, bracelets, and wrist bands that communicate data to personal digital assistants, smart phones, and personal computers through Internet websites and other computer and electronic communication networks; Waterproof near eye display systems comprising computer hardware, electronic display interfaces, and software for the generation and display of virtual reality and mixed reality content; Wearable activity trackers; Wearable computer peripherals; Wearable computing devices comprised primarily of software and display screens for connection to computers, tablet computers, mobile devices, and mobile phones in order to enable virtual reality, augmented reality and mixed reality world experiences; Wearable digital electronic devices comprised primarily of software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Wearable digital electronic devices, namely, glasses, goggles, and headsets; Wearable electronic devices, namely, watches, bracelets, and wristbands that are comprised of software that communicates data to personal digital assistants, smart phones, and personal computers through Internet websites and other computer and electronic communication networks; Wearable peripherals for computers, tablet computers, mobile devices and mobile telephones, namely, configurable head-mounted displays; Wireless computer peripherals.

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Jay Udit
Registrar of Trademarks