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13	UNITED STATES DISTRICT COURT FOR THE NORTHERN DISTRICT OF CALIFORNIA			
14				
15	ONSCREEN DYNAMICS, LLC,		Case No.: 3:20-c	
16	Plaintiff,		COMPLAINT I INFRINGEME	
17	v.			
18	ASUSTEK COMPUTER INC. & ASU	JS		
19	COMPUTER INTERNATIONAL,			
20	Defendants.			
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Plaintiff Onscreen Dynamics, LLC ("Onscreen" or "Plaintiff"), for its Complaint against Defendants ASUSTeK Computer Inc ("ASUSTek") and ASUS Computer International (ASUS Int."), (individually each a "Defendant" and collectively "Defendants" or "ASUS") alleges the following:

NATURE OF THE ACTION

1. This is an action for patent infringement arising under the Patent Laws of the United States, 35 U.S.C. § 1 *et seq*.

THE PARTIES

2. Plaintiff is a limited liability company organized under the laws of the State of Delaware with a place of business at 717 N. Union Street, Wilmington, DE, 19805.

3. Upon information and belief, ASUSTeK is a foreign corporation organized and existing under the laws Taiwan, with a place of business at No. 15, Li-Te Rd., Beitou District, Taipei 112, Taiwan. Upon information and belief, ASUSTeK sells and offers to sell products and services throughout the United States, including in this judicial district, and introduces products and services that into the stream of commerce and that incorporate infringing technology knowing that they would be sold in this judicial district and elsewhere in the United States.

4. Upon information and belief ASUS Int. is a corporation organized and existing under the laws of California, with a place of business at 48720 Kato Road, Fremont, CA 94538. Upon information and belief, ASUS Int. sells and offers to sell products and services throughout the United States, including in this judicial district, and introduces products and services into the stream of commerce and that incorporate infringing technology knowing that they would be sold in this judicial district and elsewhere in the United States.

JURISDICTION AND VENUE

5. This is an action for patent infringement arising under the Patent Laws of the United States, Title 35 of the United States Code.

6. This Court has subject matter jurisdiction under 28 U.S.C. §§ 1331 and 1338(a).

7. Venue is proper in this judicial district under 28 U.S.C. §1400(b). On information and belief, Defendant ASUSTeK is a foreign corporation that may be sued in this judicial district.
Defendant ASUS Int. is incorporated in this State of California. Both Defendants, ASUSTek and

ASUS Int., have committed acts of infringement in this District and have a regular and established place of business within this District.

8. On information and belief, each Defendant is subject to this Court's general and specific personal jurisdiction because each Defendant has sufficient minimum contacts within the State of California and this District, pursuant to due process and/or the because each Defendant purposefully availed itself of the privileges of conducting business in the State of California and in this District, because each Defendant regularly conducts and solicits business within the State of California and within this District, and because Plaintiff's causes of action arise directly from each of Defendant's business contacts and other activities in the State of California and this District. Further, this Court has personal jurisdiction over ASUS Int. because it is incorporated in California and has purposely availed itself of the privileges and benefits of the laws of the State of California.

COUNT I – INFRINGEMENT OF U.S. PATENT NO. 9,395,917

9. The allegations set forth in the foregoing paragraphs 1 through 8 are incorporated into this First Claim for Relief.

10. On July 19, 2016, U.S. Patent No. 9,395,917 ("the '917 patent"), entitled "Electronic Display with a Virtual Bezel," was duly and legally issued by the United States Patent and Trademark Office. A true and correct copy of the '917 patent is attached as Exhibit A.

11. The inventions of the '917 patent resolve technical problems related to how to prevent unintended registering of touching of a touchscreen electronic display, and thereby avoid unintended actions. Those problems also included placing components and controls, for example a camera, a speaker, or sensors to avoid obstruction of the content on the touchscreen display. Those problems further included increasing or maximizing display area while providing functionality of a physical bezel. *See, e.g.*, '917 patent at col. 1, ll. 21–59.

12. The technological improvements described and claimed in the '917 patent were not conventional or generic at the time of their invention, but rather required novel and non-obvious solutions to problems and shortcomings in the art at the time. *See, e.g.,* '917 patent at col. 1, 1. 21–col. 9, 1. 41. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response

to certain touch-based inputs.

13. The inventions claimed in the '917 patent cover more than just the performance of wellunderstood, routine or conventional activities known in the art. *See, e.g.*, '917 patent at col. 1, 1. 21– col. 9, 1. 41. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs. The technological improvements described and claimed in the '917 patent were not conventional or generic at the time of their invention, but rather required novel and non-obvious solutions to problems and shortcomings in the art at the time. *See, e.g.*, '917 patent at col. 1, 1. 21–col. 9, 1. 41. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs.

14. The '917 patent claims inventions that provide technological solutions to technological problems. The written description of the '917 patent describes in technical detail each of the elements of the claims, including a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs.

15. Each of the claims of the '917 patent capture the improvements described and illustrated in the specification. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs.

16. The written description describes each of the elements such that persons of ordinary skill in the art understand what the claims and their elements cover and how the non-conventional and nongeneric combination of claim elements differ markedly from and improved upon the art. *See, e.g.*, '917 patent at col. 1, 1. 21–col. 9, 1. 41. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs.

17. Technology leaders including Microsoft Technology Licensing LLC, Amazon Technologies, Inc., Samsung Electronics Co., Ltd., and the USPTO have cited the '917 patent as a reference over 20 times. *See* https://patents.google.com/patent/US9395917B2/en (last accessed August

7, 2020); 37 CFR 1.104, Nature of Examination ("the examiner must cite the best references at his or her command.").

18. Viewed in light of the specification of the '917 patent, the claims are not directed to basic tools of scientific and technological work, nor are they directed to a fundamental economic practice. *See*, *e.g.*, '917 patent at col. 1, 1. 21–col. 12, 1. 21. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch- based inputs.

19. The claims of the '917 patent are not directed to the use of an abstract mathematical formula. *See, e.g.*, '917 patent at col. 1, l. 21–col. 12, l. 21. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch- based inputs.

20. The claims of the '917 patent are not directed to the use of a general-purpose computer. *See, e.g.,* '917 patent at col. 1, l. 21–col. 12, l. 21. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch- based inputs.

21. The claims of the '917 patent are not directed to implementation of a mathematical formula. *See, e.g.,* '917 patent at col. 1, 1. 21–col. 12, 1. 21. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch- based inputs. Moreover, the prior art includes touch screen displays, yet the claims of the '917 patent were deemed novel and non-obvious, demonstrating (among other reasons) the non- conventionality of the technology described and claimed in the '917 Patent.

22. The claims of the '917 patent are not directed to generalized steps to be performed on a computer using conventional activity. *See, e.g.,* '917 patent at col. 1, 1. 21–col. 12, 1. 21. For example, claim 1 of the '917 patent is directed to a display screen having a virtual bezel area and an active touchscreen region, both of which display portions of content but have different modes of response to certain touch-based inputs.

23. The claims of the '917 patent are not directed to a method of organizing human activity

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