

United States of America

United States Patent and Trademark Office



Reg. No. 5,777,374

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Int. Cl.: 9, 35, 38, 41, 42, 45

Service Mark

Trademark

Principal Register

Microsoft Corporation (WASHINGTON CORPORATION)
One Microsoft Way
Redmond, WASHINGTON 980526399

CLASS 9: Computer software for broadcasting, transmitting, receiving, accessing, viewing, uploading, downloading, sharing, integrating, encoding, decoding, displaying, formatting, organizing, storing, caching, transferring and streaming of data, text, games, game content, digital media, images, music, audio, video, movies and animations; application programming interface (API) software for broadcasting, transmitting, receiving, accessing, viewing, uploading, downloading, sharing, integrating, encoding, decoding, displaying, formatting, organizing, storing, caching, transferring and streaming of data, text, games, game content, digital media, images, music, audio, video, movies and animations; computer software for sending, receiving and organizing electronic mail, messaging, enabling internet chat and social networking; computer software for purchasing and subscribing to digital media content; computer software development tools; computer software for developing and publishing applications for interactive streaming; software development kits (SDK's) for developing software for broadcasting, transmitting, receiving, accessing, viewing, uploading, downloading, sharing, integrating, encoding, decoding, displaying, formatting, organizing, storing, caching, transferring and streaming of data, text, games, game content, digital media, images, music, audio, video, movies and animations; computer software that enables users to designate specific content for future viewing; computer software for management and storage of digital media; computer software for accessing, browsing and searching online databases; software for filtering internet searches; audio recordings featuring music; video recordings featuring music, video games, movies and animations; computer software that allows gamers to live broadcast their games from a gaming console, or to watch games being played by others

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017

CLASS 35: Promoting the goods and services of others; promotional sponsorship of games, gamers, and gaming events; promoting the goods and services of others by arranging sponsorships for others; administration and coordination of community recreational team leagues in the field of video gaming; administration and coordination of recreational opportunities for individuals who wish to participate in team leagues for video gaming; providing a website portal and online database featuring promotion and advertising for music, video games, movies and animations

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017



Andrei Iancu

Director of the United States
Patent and Trademark Office

CLASS 38: Streaming of digital media content on the Internet; streaming of games on the Internet; streaming of audio, video and audiovisual material on the Internet; video on demand transmission services; providing user access to digital data and content in the field of music, video games, movies and animations in a data network; providing a website for live streaming of gaming content, music, audio, video and animations on the internet; providing access to databases that feature game-related information, audio, music, video and animation via websites; providing online forums for transmission of messages among computer users ; providing internet chat rooms; audio broadcasting; video broadcasting; electronic transmission of mail and messages; communications services, namely, transmission of voice, audio, visual images and data by telecommunications networks, wireless communication networks, the Internet, information services networks and data networks; audio, video, and Internet broadcasting and webcasting services; streaming of music and movies on the internet streaming and audio, radio, video and Internet broadcasting services; transmission of news; video on demand transmission services of entertainment content; providing access to a web site on the Internet featuring gaming-related information, music, videos, movies and animation

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017

CLASS 41: Entertainment services, namely, providing online video games; entertainment services, namely, live streaming content; entertainment services, namely, providing non-downloadable films and movies via a video on demand service; entertainment services, namely, providing non-downloadable online videos featuring games being played by others; entertainment services, namely, live performances by video game players; entertainment services, namely, providing a web site featuring computer gaming-related information, non-downloadable music, non-downloadable videos about music, video games, movies and animations; providing information and news relating to computer gaming and music; Online journals, namely, blogs featuring articles on gaming and gaming-related activities; arranging and conducting competitions for video game players; entertainment services, namely, organizing and producing gaming events; organizing, conducting and operating video game tournaments; entertainment services, in the nature of organizing video gaming leagues; organization of gaming competitions, namely, organizing electronic, computer and video game competitions; providing online news, information and commentary in the fields of entertainment as it relates to e-sports, video gaming, video games and video game players; entertainment services, namely, providing on-line video games via social networks; providing enhancements within online video games, namely, enhanced levels of game play; entertainment services, namely, providing virtual environments in which users can interact through social games for recreational purposes; entertainment services, namely, providing virtual environments in which users can interact for recreational, leisure, or entertainment purposes; organizing educational and entertainment conferences for software developers in the field of software development and gaming; organizing educational and entertainment conferences in the field of gaming, video gaming and digital content; education, namely, conducting classes, seminars, workshops and training services in the field of software development; publishing of online works of others featuring user-generated text, audio, video, and graphics; providing online publications in the nature of blogs and articles in the field of music, video games, movies and animations; entertainment services, namely, providing online non-downloadable pre-recorded music tailored to viewer's programming preferences; arranging of contests and sweepstakes; entertainment services, namely, providing non-downloadable movies and documentaries via a video-on-demand service; providing information, news and commentary in the field of computer gaming and entertainment; providing an online website portal for consumers to play on-line computer games and electronic games and share game enhancements and game strategies for recreational computer game playing purposes; providing educational training, namely, online tutorials in the field of video gaming and video games; providing an Internet website portal featuring entertainment content about video games and video game players; Non-downloadable electronic publications in the nature of blogs in the field of music, video games, movies and animations; providing temporary use of non-downloadable game software

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017

CLASS 42: Design and development of computer software; providing interactive websites

featuring technology that enable online users to create personal profiles; providing online non-downloadable software and software as a service (SaaS) services featuring software, for transmitting and for receiving live streaming; providing online non-downloadable software and software as a service (SaaS) services featuring software, for transmitting and for receiving video on demand; electronic storage of electronic media, namely, images, text, video, and audio data; providing temporary use of online non-downloadable software and software as a service (SaaS) services featuring software for broadcasting, transmitting, receiving, accessing, viewing, uploading, downloading, sharing, integrating, encoding, decoding, displaying, formatting, organizing, storing, caching, transferring and streaming of data, text, games, game content, digital media, images, music, audio, video and animations; providing temporary use of online non-downloadable software and software as a service (SaaS) services featuring software for sending, receiving and organizing electronic mail, messaging, enabling internet chat and social networking; providing temporary use of online non-downloadable software and software as a service (SaaS) services featuring software for purchasing and subscribing to digital media content; providing temporary use of online non-downloadable software and software as a service (SaaS) services featuring software for developing and publishing applications for interactive streaming; providing temporary use of online non-downloadable software and software as a service (SaaS) services featuring software for management and storage of digital media; computer software consulting services in the field of gaming technology and graphics software; computer programming services; providing temporary use of non-downloadable game software; Application service provider (ASP), namely, hosting computer software applications of others; hosting of third party digital content in the nature of photos, videos, audio, music, text, data, images, software, applications, games, web sites and other electronic works on the Internet; hosting of digital content on the Internet; consulting in the field of the design and development of computer hardware, software, software applications, and computer networks; digital and electronic file data transfer from one computer format to another; provision of Internet and computer network search engines; graphic design services; Software as a Service (SAAS) featuring software for facilitating audio, video and digital content creation, subscriptions and one-time purchases; creating an online community for computer users to participate in discussions, obtain feedback, form virtual communities, and engage in social networking; software maintenance, installation and update services; providing a website featuring technology that enables users to live stream gaming content, music, audio, video and animations

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017

CLASS 45: Online social networking services; online social networking services, namely, facilitating social introductions or interactions among individuals; social networking services in the fields of entertainment, gaming and application development; providing information about social networking that involves online gaming, online video games and online video gaming applications; providing an Internet website portal for engaging in social networking; providing information, news, commentary in the field of social networking

FIRST USE 5-25-2017; IN COMMERCE 5-25-2017

The color(s) white and blue is/are claimed as a feature of the mark.

The mark consists of a stylized letter "X". The left side of the "X" is white and the right side of the "X" is blue. The shaded square carrier represents background only and is not a part of the mark.

SER. NO. 87-980,831, FILED 05-25-2017

REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- **First Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- **Second Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.