



US 20120309256A1

(19) **United States**

(12) **Patent Application Publication**  
**Theodore**

(10) **Pub. No.: US 2012/0309256 A1**

(43) **Pub. Date: Dec. 6, 2012**

(54) **PLUSH TOY COMPUTER TABLET CARRIER**

**Publication Classification**

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(US)

(51) **Int. Cl.**  
*A63H 3/00* (2006.01)

(21) Appl. No.: **13/486,489**

(52) **U.S. Cl.** ..... **446/72**

(22) Filed: **Jun. 1, 2012**

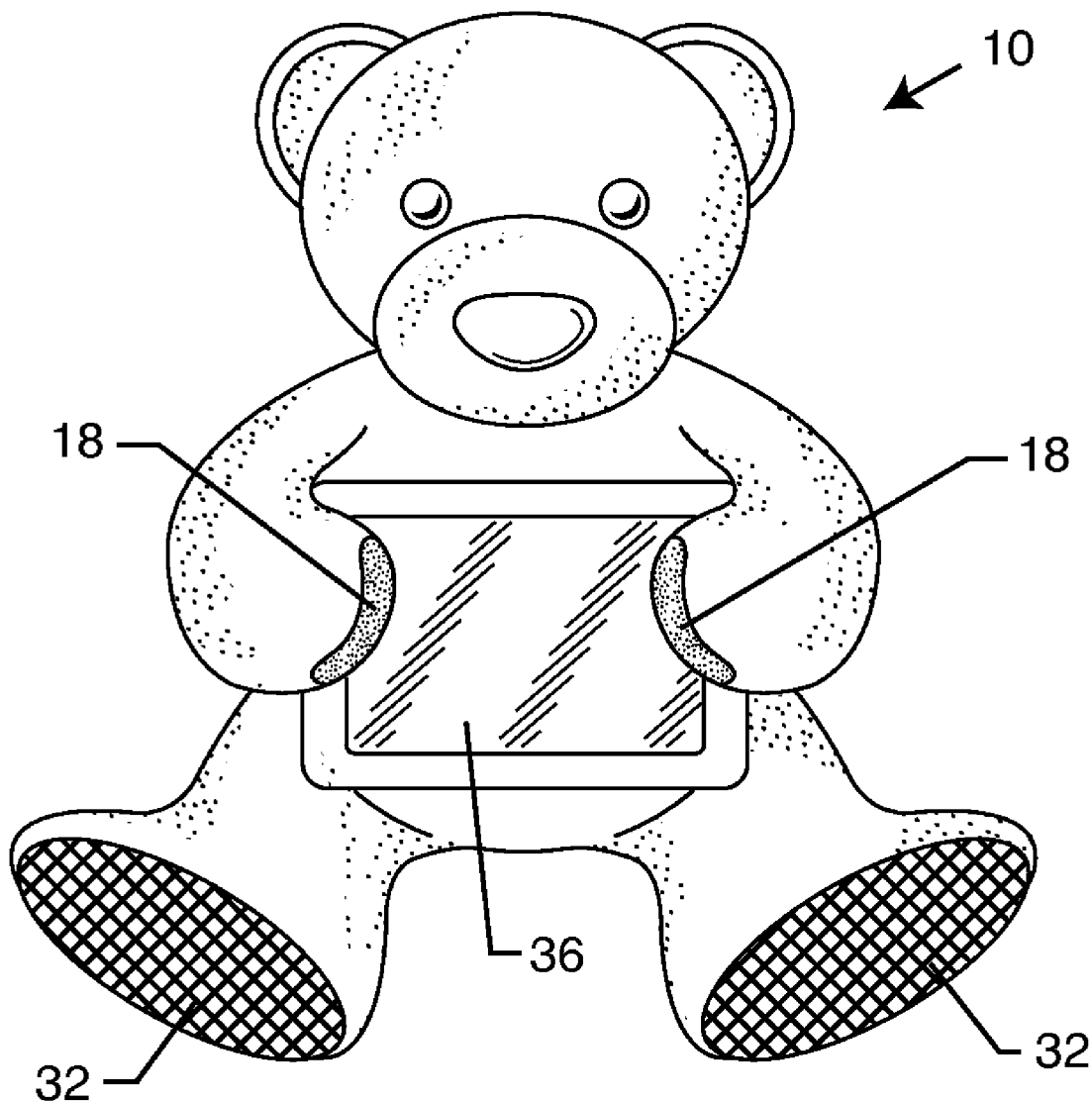
**Related U.S. Application Data**

(63) Continuation-in-part of application No. 13/506,267,  
filed on Apr. 9, 2012.

(60) Provisional application No. 61/519,992, filed on Jun.  
3, 2011.

(57) **ABSTRACT**

A plush toy tablet computer accessory is provided for storing and supporting a tablet computer. The plush toy tablet computer accessory includes a speaker system connectable to a tablet computer and a detachable carrying case for storing the tablet computer while not in use.



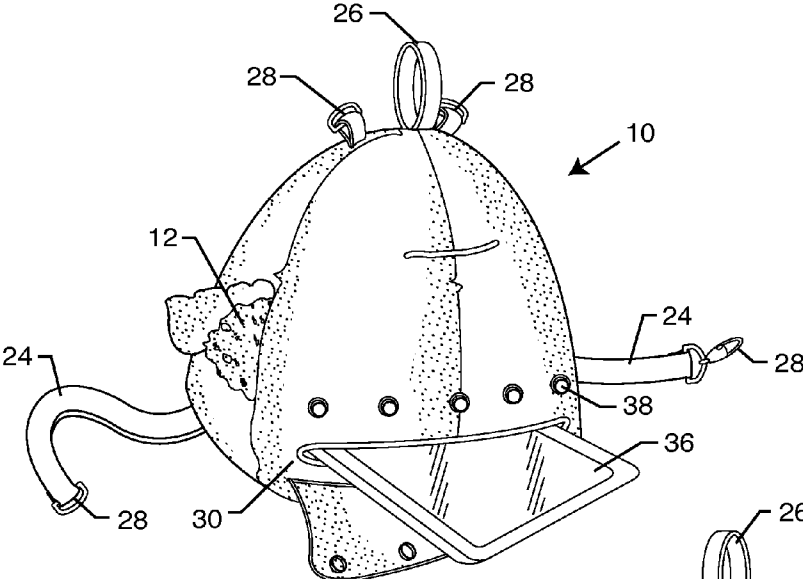


FIG. 1

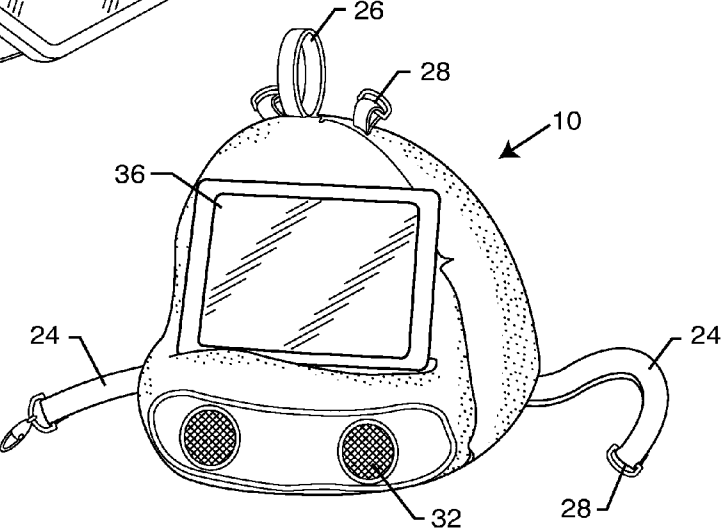


FIG. 2

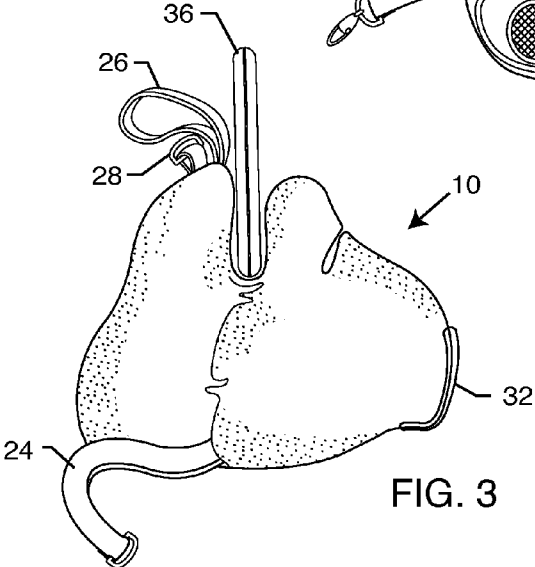


FIG. 3

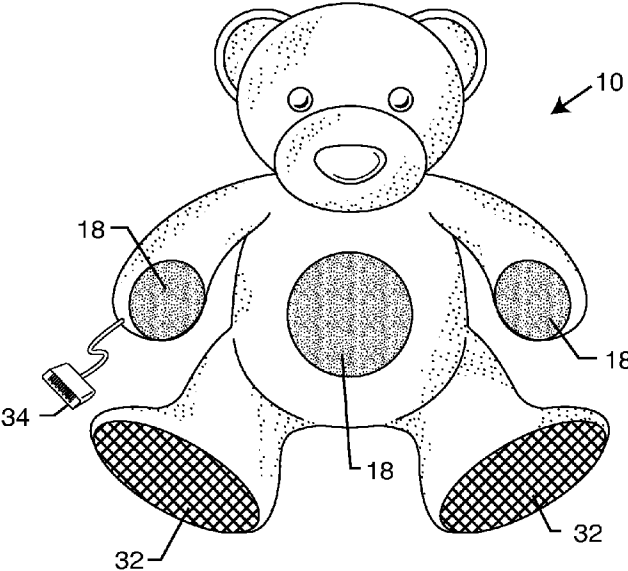


FIG. 4

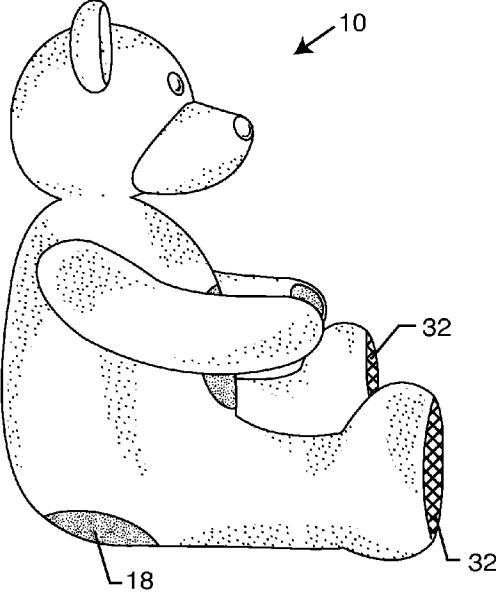


FIG. 5

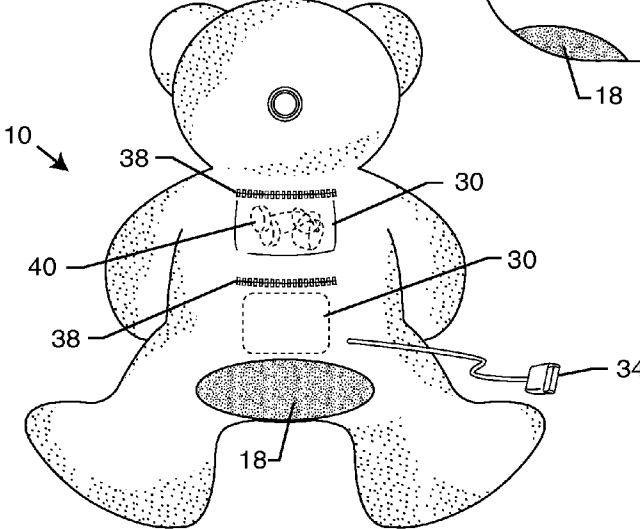


FIG. 6

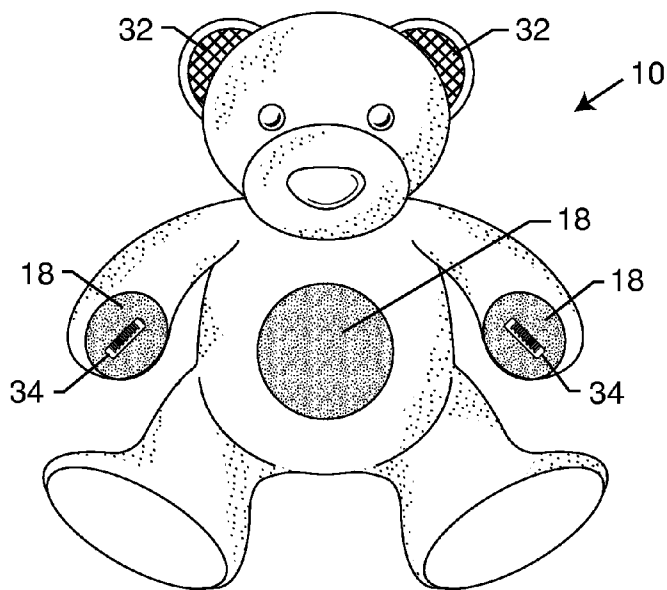


FIG. 7

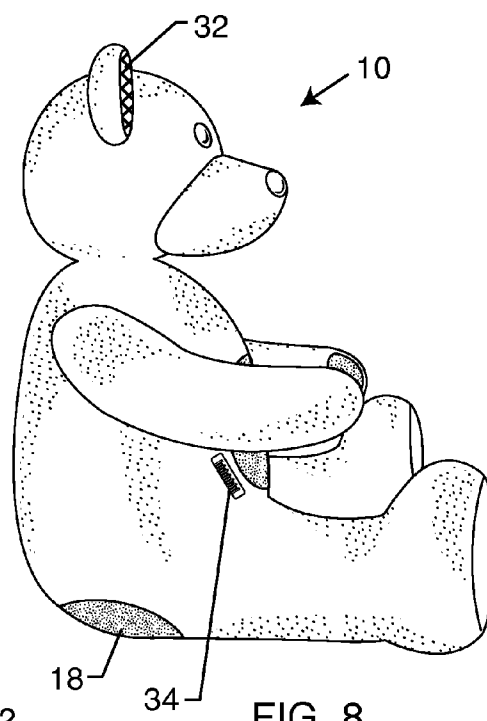


FIG. 8

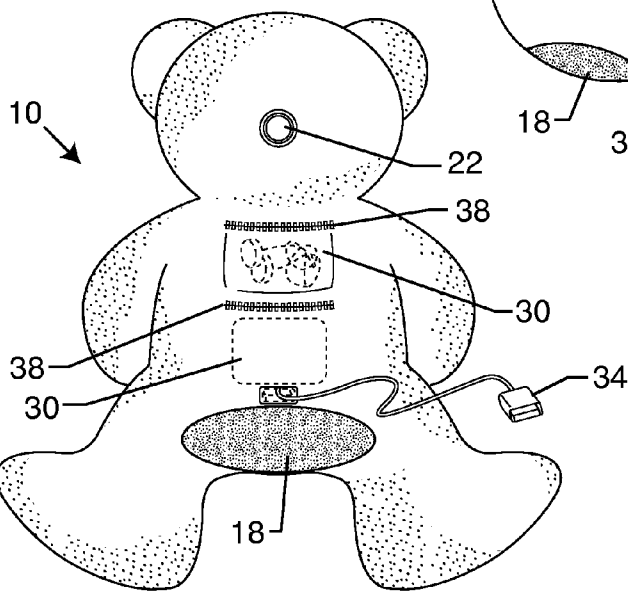


FIG. 9

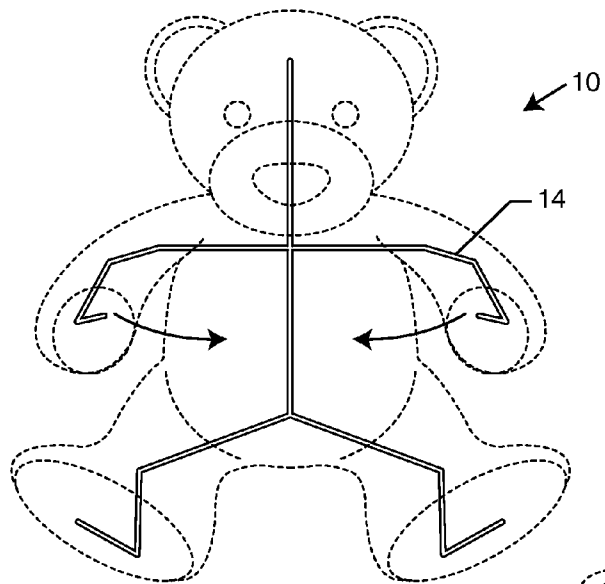


FIG. 10

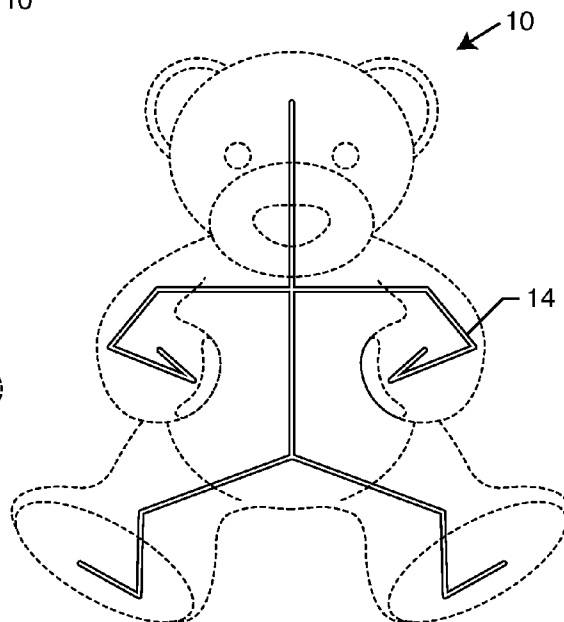


FIG. 11

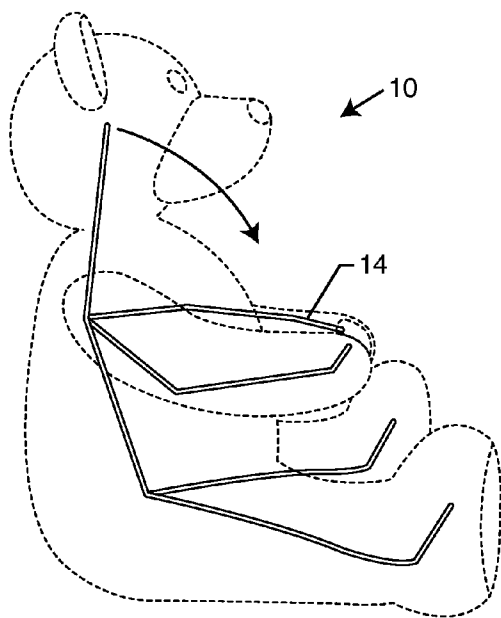


FIG. 12

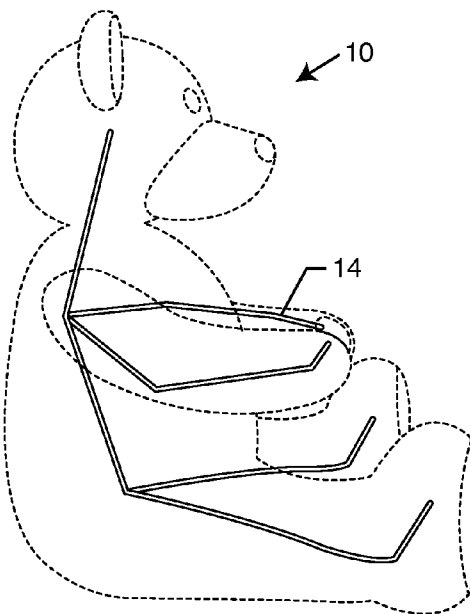


FIG. 13

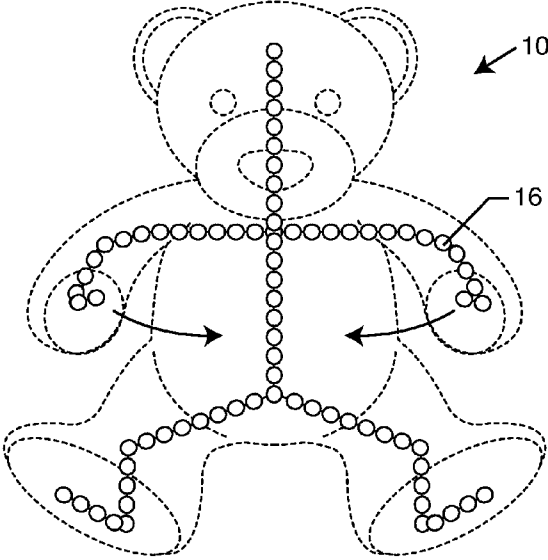


FIG. 14

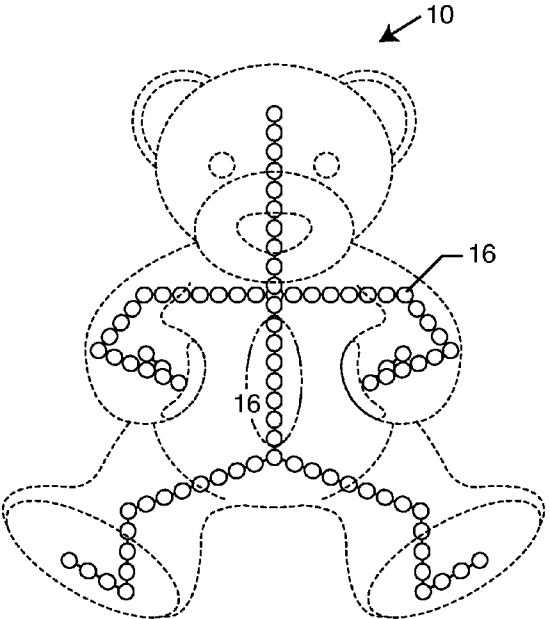


FIG. 15

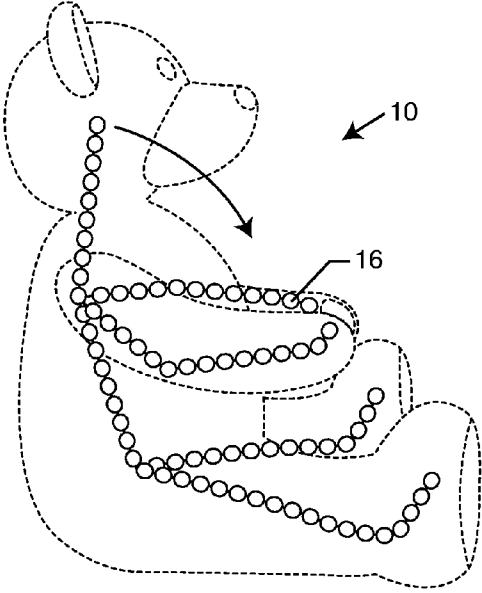


FIG. 17

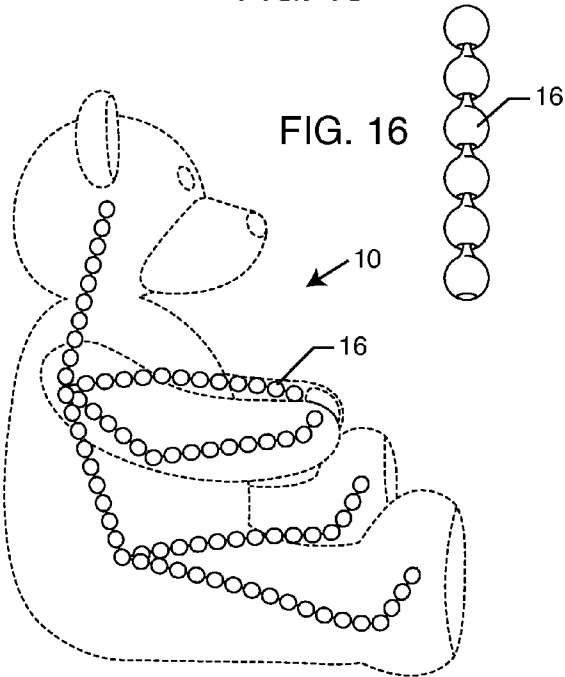


FIG. 18

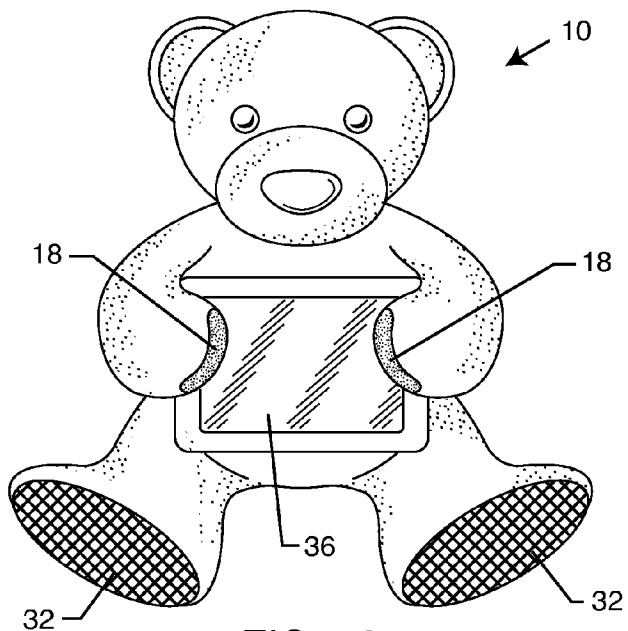


FIG. 19

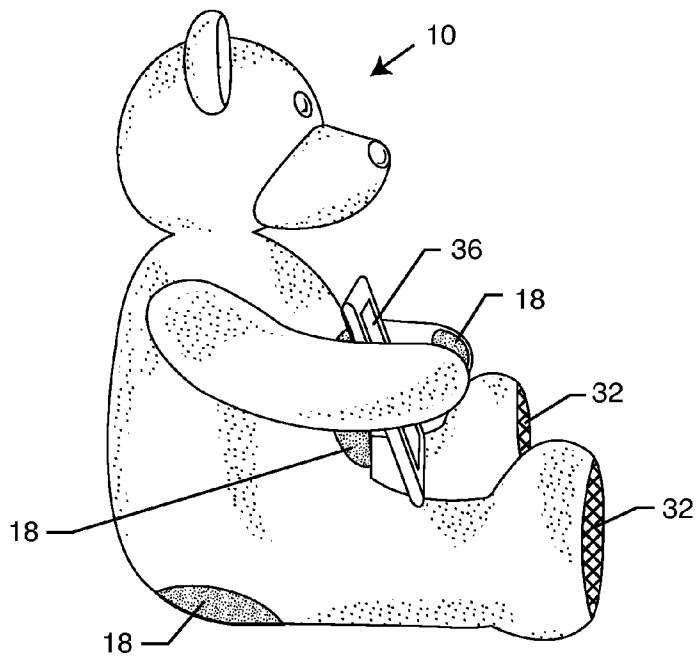


FIG. 20

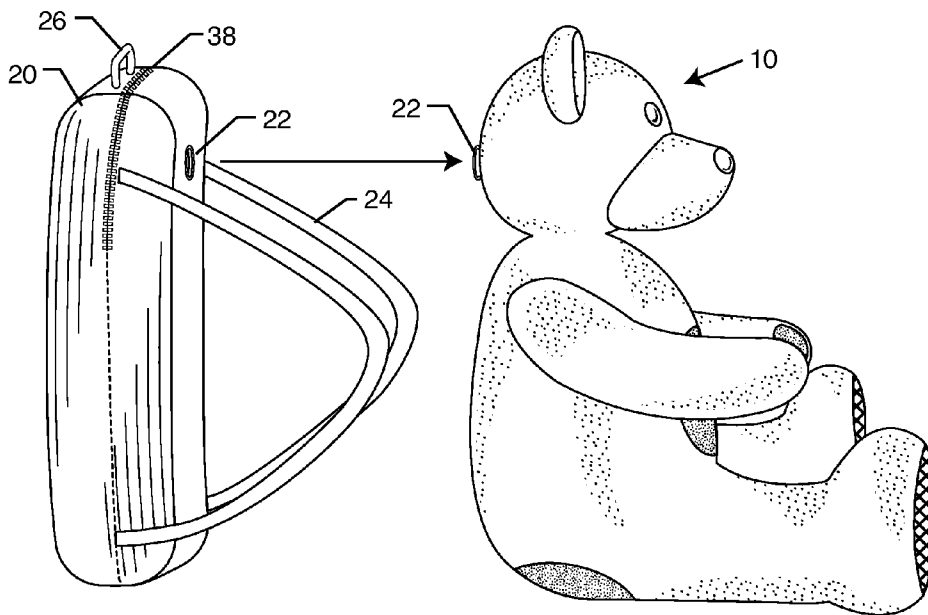


FIG. 21

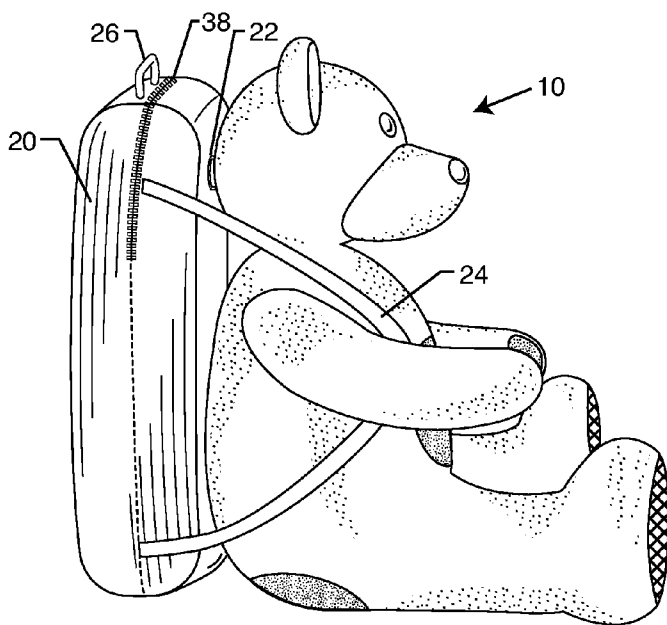


FIG. 22

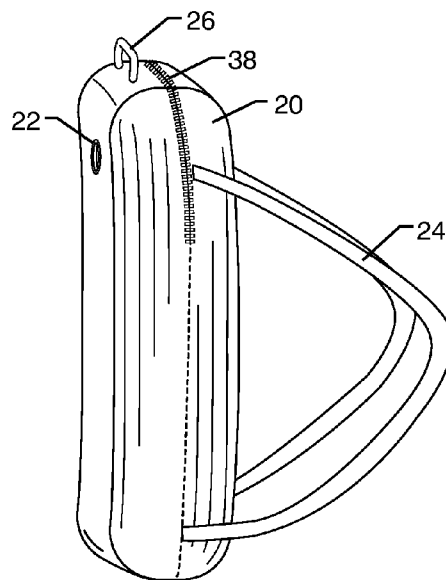


FIG. 23



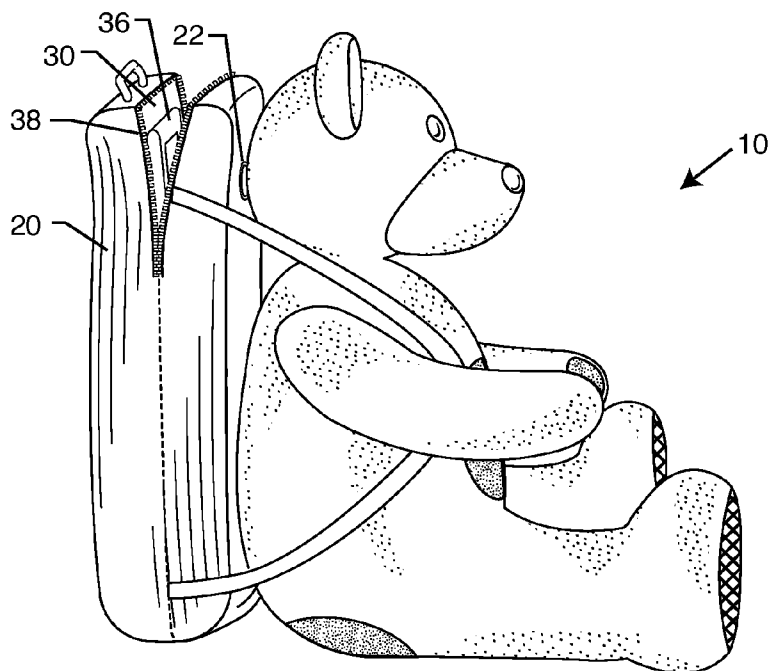


FIG. 24

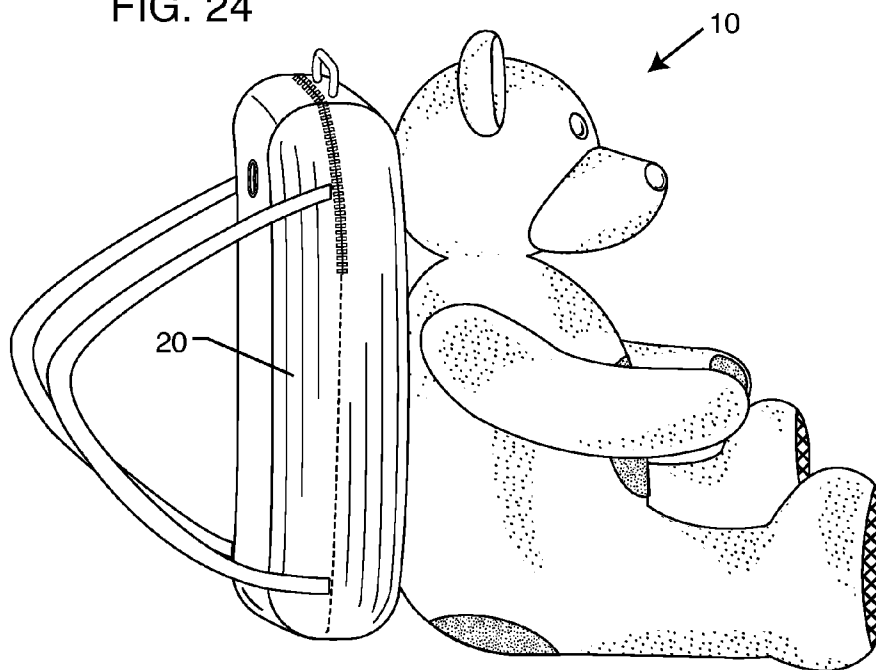


FIG. 25

**PLUSH TOY COMPUTER TABLET CARRIER**

**BACKGROUND OF THE INVENTION**

[0001] Tablet computers, such as iPads®, Galaxy Kindles®, eReaders Nabi™ tablets and the like, have become highly popular. However, it is often difficult to find a way to support the table computers while in use. One hand must be used to support the tablet computer, while typing must be done with the other hand. This is awkward and creates wrist problems, hand ailments, and poor body posture. Additionally, it significantly limits typing speed and creates the potential for dropping the tablet computer. Moreover, the tablet computer is one more object for the user to carry, along with cell phones, keys, packages and the like. There are no satisfactory means provided for supporting a tablet computer in a usable position while providing storage for the tablet computer and other personal items.

[0002] The present invention provides hands-free support for a tablet computer facilitating therapeutic user posture while the tablet computer is in use in substantially any position. The present invention also provides built-in speakers with wired or wireless capability and a convenient carrying case for the tablet computer along with other personal items. The advantages of the present invention are achieved by providing a plush toy with speakers built in with a wired or wireless connection to the tablet computer. The plush toy is opposable so as to support a tablet computer in substantially any location or position. The plush toy also includes a carrying case for storing and transporting the tablet computer, along with other objects. Accordingly, it is an object of the present invention to provide improved means for supporting a tablet computer in substantially any location, enhancing ergonomic and therapeutic body positioning.

[0003] Another object of the present invention is to provide improved means for supporting a tablet computer in substantially any location together with means for conveniently carrying said tablet computer. The carrying case is preferably wearable, i.e. a backpack.

[0004] An additional object of the present invention is to provide improved means for supporting and stabilizing a tablet computer in substantially any location together with means for conveniently carrying said computer along with other objects.

[0005] A specific object of the present invention is to provide a plush toy with a rigid body frame that can conform to a tablet computer so as to support the tablet computer in substantially any position.

**SUMMARY OF THE INVENTION**

[0006] The present invention is a plush toy tablet computer accessory for storing and supporting a tablet computer. The present invention preferably includes a plush toy filled with compressible stuffing, a bendable internal frame throughout the interior of the plush toy and surrounded by the compressible stuffing, anti-skid material attached to the exterior of the plush toy, and a carrying case removably attached to the plush toy.

[0007] The present invention may also include a speaker system which is made up of a circuit board, a battery source, wiring, speakers, and a connection to an external playback source (i.e., the tablet computer). The speakers may be positioned anywhere substantially adjacent to the exterior of the plush toy. If the plush toy is in the shape of an animal, the

speakers are preferably placed in the hands, feet, middle, face, or rear of the plush toy. The connection to the external playback source may be wired (i.e., USB connector, 15 pin Apple® plug, etc.) or wireless (i.e., Bluetooth® connection).

[0008] The bendable internal frame of the present invention is preferably made of wire or of a series of ball-joints. The bendable internal frame extends throughout the plush toy and allows for the plush toy to be positioned in any number of ways. The anti-skid material is attached to the exterior of the plush toy both to keep the plush toy from sliding on the surface where it sits, and also to help keep the tablet computer securely in place once the plush toy has been positioned so as to hold the tablet computer.

[0009] The carrying case of the present invention includes means for removably attaching the plush toy. These means may be snaps, hook and loop attachments, magnets, clips, or the like and allow for the plush toy to be attached to either the front or the back of the carrying case. The carrying case includes one or more pockets, with at least one of those pockets being substantially sized to fit a tablet computer. The tablet computer may then be stored in the carrying case when not in use. Other pockets may be sized to accommodate storage of other personal items. Additionally, a pocket may be provided to allow for access to the inner circuit board and battery source for the speaker system. The pockets of the carrying case include means for keeping the pocket securely closed. Such means include zippers, hook and loop attachments, snaps, buttons, clips and the like.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0010] The accompanying drawings illustrate the invention. In such drawings:

[0011] FIG. 1 is a rear perspective view of the plush toy illustrating the pocket for storing a tablet computer;

[0012] FIG. 2 is a front perspective view of the plush toy illustrating a tablet computer being supported as well as the placement of the speakers;

[0013] FIG. 3 is a side perspective view of the plush toy illustrating the placement of the tablet computer;

[0014] FIG. 4 is a front perspective view of the plush toy illustrating a different configuration wherein the plush toy is a teddy bear;

[0015] FIG. 5 is a side perspective view of the teddy bear plush toy illustrating the placement of the arms and legs of the plush toy;

[0016] FIG. 6 is a rear perspective view of the teddy bear plush toy illustrating the placement of various pockets as well as the placement of anti-skid material at the base of the plush toy;

[0017] FIG. 7 is a front view of the teddy bear plush toy illustrating the placement of the speakers in the ears of the teddy bear and the placement of the connector in the hands of the teddy bear;

[0018] FIG. 8 is a side view of the teddy bear plush toy illustrating the placement of the speakers and the placement of the connector in the middle of the teddy bear;

[0019] FIG. 9 is a rear view of the teddy bear plush toy illustrating the placement of pockets and a connector at the rear of the teddy bear;

[0020] FIG. 10 is a front view of the teddy bear plush toy illustrating the placement of the internal wire frame;

[0021] FIG. 11 is a front view of the teddy bear plush toy illustrating the plush toy's ability to have its arms bent into different configurations;

[0022] FIG. 12 is a side view of the teddy bear plush toy illustrating the placement of the internal wire frame;

[0023] FIG. 13 is a side view of the teddy bear plush toy illustrating the plush toy's ability to have its head bent into different configurations;

[0024] FIG. 14 is a front view of the teddy bear plush toy illustrating the placement of the internal ball-joint frame;

[0025] FIG. 15 is a front view of the teddy bear plush toy illustrating the plush toy's ability to have its arms bent into different configurations;

[0026] FIG. 16 is a close-up view of the ball-joint frame;

[0027] FIG. 17 is a side view of the teddy bear plush toy illustrating the placement of the internal ball-joint frame;

[0028] FIG. 18 is a side view of the teddy bear plush toy illustrating the plush toy's ability to have its head bent into different configurations;

[0029] FIG. 19 is a front perspective view of the teddy bear plush toy illustrating the placement of the tablet computer in use;

[0030] FIG. 20 is a side perspective view of the teddy bear plush toy illustrating the placement of the tablet computer in use;

[0031] FIG. 21 is a side perspective view of the teddy bear plush toy in use with the carrying case;

[0032] FIG. 22 is a side perspective view of the teddy bear plush toy in use with the carrying case illustrating how the plush toy can be removably attached to the carrying case;

[0033] FIG. 23 is a side perspective view of the carrying case;

[0034] FIG. 24 is a side perspective view of the teddy bear plush toy and carrying case illustrating the plush toy's attachment to the back of the carrying case; and

[0035] FIG. 25 is a side perspective view of the teddy bear plush toy and carrying case illustrating the plush toy's attachment to the front of the carrying case.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0036] The present invention is directed to an apparatus for storing and supporting a tablet computer. FIGS. 1-3 illustrate one embodiment of the apparatus, while FIGS. 4-22 illustrate a second embodiment of the apparatus.

[0037] FIG. 1 illustrates a plush toy 10 filled with compressible stuffing 12. The plush toy 10 in this embodiment is roughly shaped like a pyramid with a handle 26 and clips 28 at the top. The base of the plush toy 10 is fitted with straps 24 that can selectively be clipped in at the top of the plush toy 10. The base of the plush toy 10 may include one or more pockets 30. In FIG. 1, pocket 30 is large enough to store a tablet computer 36 when the tablet computer 36 is not in use. The pocket is fitted with means for keeping the pocket closed 38. In this embodiment, the means for keeping the pocket closed 38 is a series of snaps and an overlapping flap. This configuration ensures that the tablet computer 36 is securely retained within the pocket while not in use.

[0038] In use, the plush toy 10 is useful for supporting a tablet computer 36 such that a user may use the tablet computer 36 without having to hold it with his hands, as illustrated in FIG. 2. In FIG. 2, a tablet computer 36 is shown supported by the plush toy 10 for hands-free use. Also shown in FIG. 2 are speakers 32. The speakers 32 are capable of connecting with the tablet computer 36 via a wired connection (not shown) or a wireless connection (i.e. Bluetooth® connection). With the tablet computer supported by the plush toy 10

as shown in FIG. 2, a user can watch a movie or listen to music while having the sound from the tablet computer 36 amplified through the speakers 32. This is particularly useful for children who would otherwise be prone to dropping the tablet computer 36.

[0039] FIG. 3 illustrates how the present invention supports the tablet computer without any need for clips, clamps, adhesive, magnets, or anything else that might potentially damage the tablet computer 36. The plush toy 10 illustrated in FIG. 3 is filled with compressible material 12 that forms itself around the tablet computer 36 when the tablet computer 36 is pressed into the plush toy 10 near the top of the plush toy 10 thereby creating an indentation that retains the tablet computer 36. When the tablet computer 36 is no longer in use, it can be stored within the pocket 30 of the plush toy 10. The straps 24 can be secured to the top of the plush toy 10 via clips 28, and the plush toy 10 can be conveniently carried over the shoulders or across the back.

[0040] FIGS. 4-22 illustrate a second embodiment of the plush toy 10 of the present invention, wherein the plush toy is shaped like a teddy bear. Other embodiments of the present invention may feature plush toys in the shape of any fictional or fanciful character resembling, for example, an animal, a cartoon character, a superhero, or the like. The plush toy embodiment in FIG. 4 shows anti-skid material 18 attached to the hands and middle of the teddy bear. Also shown in FIG. 4 is a connector 34 that can be connected to a tablet computer 36. The connector 34 can be a standard audio jack, a USB cable, or any other type of connector used with tablet computers. FIG. 4 shows a 15 pin Apple® connector as is used with iPods®, iPads®, and iPhones®. Here, the connector 34 extends from the hand of the plush toy 10, but in other embodiments, the connector 34 can extend from the other hand, the feet, the middle, or the rear of the plush toy 10. FIG. 4 also shows the speakers 32 integral to the feet of the plush toy 10. In other embodiments, the speakers may be integral to the hands, the middle, the face, or the ears of the plush toy 10.

[0041] FIG. 5 shows the anti-skid material 18 is also attached to the base of the plush toy 10. The anti-skid material 18 is attached to the base of the plush toy 10 to keep the plush toy 10 from sliding across the surface upon which it is situated. The anti-skid material 18 is likewise attached to the hands and middle of the plush toy 10 to assist the plush toy 10 in having a secure grip on the tablet computer 36 when the tablet computer 36 is being supported by the plush toy 10.

[0042] FIG. 6 shows the rear of the plush toy 10 of the present invention. Here, it is shown that the plush toy 10 can include one or more pockets 30. These pockets can be sized to accommodate headphones, keys, pocket change, or any number of personal items. A pocket 30 may also be included to provide access to the circuit board, wiring, and battery provided for the speakers (not shown). The pockets 30 are securely closed by a closing means 38. The closing means 38 can be a zipper, hook and loop fasteners, snaps, magnets, or the like. FIG. 6 also shows a connector 34 positioned at the rear of the plush toy 10. Here, the connector 34 is a USB connector.

[0043] FIGS. 7-9 illustrate alternate placements for the speakers 32 and connectors 34 for the present invention. As shown in FIG. 7, the speakers 32 can be placed in the ears of the plush toy 10. Likewise, the connectors 34 can be placed in the hands of the plush toy 10. FIG. 8 shows that the connector 34 can alternately be placed near the middle of the plush toy 10 so as to be closer to a tablet computer 36 placed therein.

Finally, FIG. 9 shows that the connector 34 may be placed on a retractable cable that extends around from the rear of the plush toy 10. When not in use, the connector 34 in this embodiment will retract into the body of the plush toy 10 for storage.

[0044] FIGS. 10-13 illustrate an embodiment of the present invention wherein the plush toy 10 is fitted with an internal wire frame 14. As shown, the wire frame 14 extends throughout the body of the plush toy 10, including its arms, legs, torso, and head. The wire frame 14 is gauged such that, when bent into various positions, it remains in that configuration until it is re-positioned. In FIGS. 10 and 11, it is shown that when the arms are moved closer together along the arrows in FIG. 10, they remain in that position, as shown in FIG. 11. Likewise, when the head of the plush toy 10 is positioned along the arrow in FIG. 12, it remains in that position as shown in FIG. 13.

[0045] FIGS. 14-18 illustrate an embodiment of the present invention wherein the plush toy 10 is fitted with an internal ball-joint frame 16. The ball-joint frame 16 operates in much the same way as the wire frame 14, described above. A distinction is found between the wire frame 14 and the ball-joint frame 16 in that the ball-joint frame 16 has no sharp ends in the arms, feet and head of the plush toy 10. This may make the ball-joint frame 16 more appropriate for use in a plush toy 10 meant for children. The ball-joint frame 16 allows the plush toy 10 to be bent into any number of configurations and keeps the plush toy 10 so configured. FIG. 16 is a close-up view of the ball-joint frame 16. It can be seen here that there are no sharp edges and that the ball-joints allow for the frame to be bent in any direction.

[0046] FIGS. 19 and 20 show the present invention in use with a tablet computer 36. Here it is shown that the tablet computer 36 is resting on the legs of the teddy bear plush toy 10 while the arms of the teddy bear plush toy 10 are bent so as to prevent the tablet computer 36 from tipping over. Once the tablet computer 36 is connected to the speaker system in the teddy bear plush toy 10 (not shown), sounds from the tablet computer 36 are amplified through the speakers 32 in the feet of the teddy bear plush toy 10. The anti-skid material 18 on the hands of the teddy bear plush toy 10 help keep the tablet computer 36 securely in place. FIG. 20 also shows the anti-skid material 18 attached to the middle and base of the teddy bear plush toy 10. The anti-skid material 18 in these locations ensures that the tablet computer 36 will remain propped upright, and that the teddy bear plush toy 10 will not slide around on the surface where it is sitting.

[0047] FIGS. 21-25 illustrate the plush toy 10 in use with the carrying case 20. In FIG. 21, the carrying case 20 is shown in a backpack configuration. The carrying case 20 has long straps 24 that may be adjustable and a handle 26. The carrying case 20 can also be removably attached to the plush toy 10 via means 22. Means 22 for removably attaching the plush toy 10 to the carrying case 20 may be snaps, hook and loop attachments, magnets, clips, or the like. In FIG. 21, the carrying case 20 is shown being attached to the back of the head of the plush toy 10 with a snap. Once the plush toy 10 is thus attached to the carrying case, the plush toy 10 and the carrying case 20 become a unit as shown in FIG. 22. The straps 24 of the carrying case 20 can be adjusted around the plush toy 10 so that the plush toy 10 looks like it is wearing a backpack.

[0048] FIG. 23 illustrates a second placement of means 22 for removably attaching the plush toy 10 to the carrying case 20. Here, the means 22 is a snap and is located on the front of

the carrying case 10. When the plush toy 10 is attached to the front of the carrying case 10 as in FIG. 25, the carrying case 20 can be worn as a backpack with the plush toy 10 secured thereon. This is particularly advantageous for a child user to carry the present invention while keeping his hands free. When the carrying case 20 is in a different configuration (i.e., a purse, tote bag, shoulder bag), the plush toy 10 can still be attached to the front of the carrying case 20 so as to keep the hands of the user free while the plush toy 10 and carrying case 20 are being transported.

[0049] FIG. 24 illustrates the carrying case 20 with one or more pockets 30. Here, it is shown that the carrying case 20 preferably includes a pocket 30 that is substantially the same size as a tablet computer 36, so as to provide a place for the tablet computer 36 to be stored while not in use. The pocket 30 also includes means 38 for securely closing the pocket 30. In FIG. 24, the means 38 for securely closing the pocket 30 is a zipper. In other embodiments, means 38 may be snaps, hook and loop attachments, magnets, buttons, ties, clips, or the like. The carrying case 20 may include other smaller pockets 30 for storing headphones, keys, spare change, and other personal items.

[0050] Although several embodiments have been described in some detail for purposes of illustration, various modifications may be made without departing from the scope and spirit of the invention. Accordingly, the invention is not to be limited, except by the appended claims.

What is claimed is:

1. A plush toy tablet computer accessory for storing and supporting a tablet computer, comprising:
  - a plush toy filled with compressible stuffing;
  - a bendable internal frame within the plush toy, for selectively contorting of appendages of the plush toy; and
  - a carrying case removably attached to the plush toy.
2. The plush toy tablet computer accessory of claim 1, wherein the bendable internal frame extends throughout the interior of the plush toy such that the appendages of the plush toy stay in place after being bent into different configurations.
3. The plush toy tablet computer accessory of claim 2, wherein the appendages may be configured to hold and support a tablet computer adjacent to the plush toy.
4. The plush toy tablet computer accessory of claim 3, wherein the bendable internal frame comprises either metal wire or a series of ball joints.
5. The plush toy tablet computer accessory of claim 1, further comprising anti-skid material attached to an exterior of the plush toy.
6. The plush toy tablet computer accessory of claim 5, wherein the anti-skid material is attached to a base of the plush toy.
7. The plush toy tablet computer accessory of claim 5, wherein the anti-skid material is attached to the body of the plush toy such that the anti-skid material is substantially adjacent to the tablet computer while the tablet computer is supported by the plush toy so as to provide extra traction for the tablet computer against the plush toy.
8. The plush toy tablet computer accessory of claim 1, further comprising a speaker system disposed within the plush toy.
9. The plush toy tablet computer accessory of claim 8, wherein the speaker system comprises speakers connected to a circuit board powered by a battery source, and a connection to an external playback source.

10. The plush toy tablet computer accessory of claim 9, wherein the plush toy resembles a fictional or fanciful character and the speakers are positioned adjacent to the face, feet, hands, body, or rear of the character.

11. The plush toy tablet computer accessory of claim 9, wherein the connection to the external playback source can be wired or wireless.

12. The plush toy tablet computer accessory of claim 1, wherein the carrying case is removably attached to the plush toy via snaps, hook and loop attachments, magnets, or clips, and is fitted with straps or handles so as to resemble a backpack, purse, satchel, or tote bag.

13. The plush toy tablet computer accessory of claim 1, wherein the carrying case has one or more pockets with at least one pocket being substantially sized to fit a tablet computer.

14. A plush toy tablet computer accessory for storing and supporting a tablet computer, comprising:

- a plush toy filled with compressible stuffing;
- a bendable internal frame within the plush toy, for selectively contorting of appendages of the plush toy, wherein the bendable internal frame extends throughout the interior of the plush toy such that the appendages of the plush toy stay in place after being bent into different configurations;
- a speaker system disposed within the plush toy; and
- a carrying case removably attached to the plush toy.

15. The plush toy tablet computer accessory of claim 14, wherein the appendages may be configured to hold and support a tablet computer adjacent to the plush toy and the bendable internal frame comprises either metal wire or a series of ball joints.

16. The plush toy tablet computer accessory of claim 14, further comprising anti-skid material attached to an exterior of the plush toy at the base of the plush toy, and to the body of the plush toy such that the anti-ski material is substantially adjacent to the tablet computer while the tablet computer is supported by the plush toy so as to provide extra traction for the tablet computer against the plush toy.

17. The plush toy tablet computer accessory of claim 14, wherein the plush toy resembles a fictional or fanciful character

and the speaker system comprises speakers connected to a circuit board powered by a battery source and positioned adjacent to the face, feet, hands, body, or rear of the character, and a wired or wireless connection to an external playback source.

18. The plush toy tablet computer accessory of claim 14, wherein the carrying case is removably attached to the plush toy via snaps, hook and loop attachments, magnets, or clips and is fitted with straps or handles so as to resemble a backpack, purse, satchel, or tote bag.

19. The plush toy tablet computer accessory of claim 14, wherein the carrying case has one or more pockets with at least one pocket being substantially sized to fit a tablet computer.

20. A plush toy tablet computer accessory for storing and supporting a tablet computer, comprising:

- a plush toy in the shape of an animal filled with compressible stuffing;
- a bendable internal frame within the plush toy for selectively contorting of appendages of the plush toy, wherein the bendable internal frame is composed of either metal wire or a series of ball joints;
- anti-skid material attached to the exterior of the plush toy, wherein the anti-skid material is substantially adjacent to a base of the plush toy and to the tablet computer while the tablet computer is supported by the plush toy and gripped by the appendages plush toy;
- a speaker system integral to the body of the plush toy, wherein the speaker system comprises speakers positioned in the feet, hands, face or body of the plush toy connected to a circuit board powered by a battery source, and a connection to a wired or wireless external playback source;
- a carrying case removably attached to the plush toy via snaps, hook and loop attachments, magnets, or clips, wherein the carrying case is a backpack with shoulder straps and a handle; and
- pockets in the plush toy and the carrying case, wherein at least one pocket in the carrying case is substantially sized to fit a tablet computer.

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