**Claim rejection under 35 USC 102**

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –(a)(1) the claimed invention was patented, described in a printed publication, or in public use, on sale or otherwise available to the public before the effective filing date of the claimed invention.

**Claims 1-19 are rejected under 35 U.S.C. 102(a)(1) as being anticipated by XXXXX et al (US )**

**Claim rejection under 35 USC 103**

**The following is a quotation of 35 U.S.C. 103 which forms the basis for all obviousness rejections set forth in this Office action:**

A patent for a claimed invention may not be obtained, notwithstanding that the claimed invention is not identically disclosed as set forth in section 102 of this titleif the differences between the claimed invention and the prior art are such that the claimed invention as a whole would have been obvious before the effective filing date of the claimedinvention to a person having ordinary skill in the art to which the claimed invention pertains.Patentability shall not be negated by the manner in which the invention was made.

**Claims 1-11 are rejected under 35 U.S.C. 103 as being unpatentable over XXXXXXX (US 20160142003) in view of XXXXXXX. (US ).**

**Regarding claim 1**. A game controller, comprising:  
a housing with a first handgrip and a second handgrip; a first vibration actuator integrated within the housing proximate to the first handgrip; a second vibration actuator integrated within the housing proximate to the second handgrip; and a controller device configured to communicate one or more vibrational signals to one or both of the first vibration actuator and the second vibration actuator, the vibrational signals are configured to cause the housing of the game controller to vibrate in a vibrational pattern during use of the controller; wherein said vibrational pattern is configured for generation based on a combined vibrational response of each of said first and second vibrational actuators.   
   
**Regarding claim 2**. The game controller of claim 1, further comprising,  
a first driver circuit coupled to the controller device; a second driver circuit coupled to the controller device; wherein the first driver circuit transfers vibrational signals to the first vibration actuator and the second driver circuit transfers vibrational signals to the second vibration actuator.   
   
**Regarding claim 3**. The game controller of claim 1, wherein said one or more vibrational signals is associated with a direction, amplitude and frequency for generation of said combined vibrational response.   
   
**Regarding claim 4**. The game controller of claim 1, wherein one or more of vibration patterns are activated in correlation to one or more game actions occurring during gameplay of a video game using the game controller.   
   
**Regarding claim 5**. The game controller of claim 3, wherein the direction, amplitude and frequency is communicated to first and second driver circuits, and said first and second driver circuits respectively cause the first vibration actuator and second vibration actuator to activate said vibrational pattern during said one or more game actions during said gameplay of the video game.   
   
**Regarding claim 6**. The game controller of claim 3, wherein the direction, amplitude and frequency is applied to each of a first driver circuit and a second driver circuit to produce said combined vibrational response, and said vibrational response is associated with a combinational force vector (CFV).   
   
**Regarding claim 7**. The game controller of claim 1, further comprising,  
a mounting platform secured to the housing of the controller, wherein the first vibration actuator is attached to a first side of the mounting platform proximate to the first handgrip, and the second vibration actuator is attached to a second side of the mounting platform proximate to the second handgrip.   
   
**Regarding claim 8**. The game controller of claim 1, wherein at least one driver circuit is configured to feed back information for a closed loop control to said controller device.   
   
**Regarding claim 9**. The game controller of claim 1, wherein the controller device comprises a digital signal processor configured to perform closed loop control of at least one of the first and second vibration actuators.   
   
**Regarding claim 10**. The game controller of claim 1, wherein the first and second vibration actuators are electromagnetic actuators.   
   
**Regarding claim 11**. The game controller of claim 1, wherein each of the first and second vibration actuators employs a voice coil.   
   
**Regarding claim 12**. The game controller of claim 1, wherein each of the first and second vibration actuators is categorized as a voice coil motor.   
   
**Regarding claim 13**. The game controller of claim 1, wherein the first and second vibration actuators are linear resonant actuators.   
   
**Regarding claim 14**. The game controller of claim 1, wherein the first and second vibration actuators each have at least one resonant frequency.   
   
**Regarding claim 15**. The game controller of claim 1, wherein the first and second vibration actuators each have a magnetic moving mass that is constrained to travel along a linear path fixed in relation to the housing.   
   
**Regarding claim 16**. The game controller of claim 14, further comprising,  
travel stops configured to limit the travel of the magnetic moving masses of the first and second vibration actuators along their respective linear paths.   
   
**Regarding claim 17**. The game controller of claim 15, wherein the vibrational signals provide information to cause one or more of the moving masses to impact its respective one of the travel stops to thereby generate a haptic force effect of an impact.   
   
**Regarding claim 18**. The game controller of claim 1, wherein one or more vibrational patterns are correlated to a combined haptic force effect associated with one or more haptic vibration waveforms.   
   
**Regarding claim 19**. The game controller of claim 17, wherein said haptic vibration waveforms corresponds to a line, a circle, an ellipse pattern, or a Lissajous vibration pattern.   
   
**Regarding claim 20**. The game controller of claim 1, wherein one or more vibration patterns have an amplitude of a combined haptic force effect associated with one or more of haptic vibration waveforms that is varied over time.   
   
**Regarding claim 21**. The game controller of claim 1, wherein one or more vibration patterns have a direction of a combined haptic force effect associated with one or more of haptic vibration waveforms, and said direction is rotated with respect to a reference frame of the housing.