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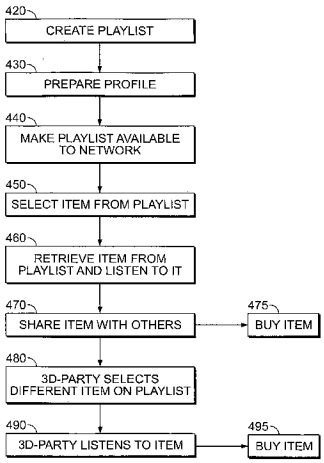


FIG. 4

(57) Abstract: The present invention enables a user to share his listening experience selectively with others without sharing headphones or disturbing others who do not want to listen. In a preferred embodiment, a first listener can accomplish this by storing in a Portable Electronic Device or similar device a library of listening experiences, listening to one of the listening experiences while streaming the one listening experience to at least one other Portable Electronic Device. A second listener at the other Portable Electronic Device can then listen at the same time. The first listener may also create a playlist in the library and make the playlist available to others. Others may use the playlist to access the library and listen to one or more stored listening experiences. Also, the technology platform detailed in this application can be used for commercial purposes to stream location based content, audio and otherwise, to a connected network of Portable Electronic Devices.

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MEDIA SHARING COMMUNITY

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BACKGROUND

[0002] This relates to media sharing communities and to methods, apparatus and software for supporting such communities. The invention is described in detail in the context of communities for sharing audio information such as music using Portable Electronic Devices and the like; but the invention may also be practiced to share other information and/or using other modalities. The sharing of location based audio streams and or other digital files can be used for both personal and commercial purposes using the described methods, apparatus and software networks for supporting such functionalities.

[0003] Portable Electronic Devices such as the iPhone and the Android and other consumer electronic products such as iPod touches and iPads are widely used to listen to music that is stored in the listener's Portable Electronic Device or other product and/or as it is streamed from a source such as the iTunes store. We will refer to these and all other devices capable of supporting our functionality as Portable Electronic Devices. Often, the listener uses a set of headphones to listen to the music. If the listener desires to share his/her listening experience, choices are limited. The use of speakers probably is not

feasible because the headphones are likely being used because the listener is in a public place where others do not want to listen to the music. And sharing the headphones at best creates an awkward situation in which two listeners are tethered together by the signal leads to the headphones.

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SUMMARY

[0004] In one embodiment, the present invention enables a user to share his/her listening experience selectively with others without sharing headphones and without disturbing others who do not want to listen.

[0005] In a preferred embodiment of the invention, a first listener can accomplish this by storing in a Portable Electronic Device a library of listening experiences, listening to one of the listening experiences, and while listening to that one listening experience streaming said listening experience to at least one other Portable Electronic Device. A second listener at the other Portable Electronic Device can then listen to the same listening experience as the first listener at the same time. It is expected that the listening experiences will typically be songs or other music but the invention may be practiced with any type of audio content.

[0006] Numerous variations may be practiced in the preferred embodiment. For example, the first listener may create a playlist of the listening experiences in the library and make the playlist available to others. Others may use the playlist to access the library

and listen to one or more listening experiences stored in the library and identified by the playlist.

[0007] Utilizing the same interface and communication methodologies as described herein, the technology platform can be used for commercial purposes to stream location based content, audio and otherwise, to a connected network of Portable Electronic Devices. Commercial uses of this functionality include providing commercial establishments with the ability to create a featured channel (location based) where they can stream any self created or otherwise authorized content to other Portable Electronic Devices in their range.

[0008] Commercial applications of said invention fall into two core categories: situations where users want to be able to start a transmission from the intended beginning of the file and situations where a user would like to come into a transmission at the exact point where the live transmission is being streamed in real time. Examples of the former include using the technology platform in a museum where a user would like to hear the audio description of an exhibit from the beginning, or going on a walking tour of a city and hearing a description of the landmark that they are near. Those functionalities utilize our asynchronous streaming technology described in greater detail below. Examples of the later include hearing the live audio feed of a TV station at a fitness club directly on a user's Portable Electronic Device, hearing the live (real time) audio of a Broadway play or movie (location based) in real time, hearing a featured audio channel at a department store or local coffee shop, or hearing the live (real time) audio of a lecture.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] These and other objects and advantages of the present invention will be apparent to those of ordinary skill in the art in view of the following detailed description in which:

[0010] FIG. 1 depicts a typical Portable Electronic Device that can be used in the practice of the invention;

[0011] FIG. 2 is a block diagram depicting several components of a Portable Electronic Device that may be used in the practice of the invention;

[0012] FIG. 3 depicts a user interface for use in practicing the invention;

[0013] FIG. 4 is a flowchart depicting an embodiment of the invention;

[0014] FIGS. 5A – 5O depict illustrative user interfaces in the practice of an illustrative embodiment of the invention; and

[0015] Throughout FIGS. 3, 4 and 5A – 5O, the same numbers are used to represent the same or similar components.

DETAILED DESCRIPTION

[0016] FIG. 1 depicts the front side of a typical Portable Electronic Device 100 that may be used in the practice of the invention. The Portable Electronic Device includes a touch sensitive display screen (or "touch screen") 110 mounted in a case 150. In the edge of the case at one end are a first microphone 160, a headphone jack 165 and an on/off switch 170. In the edge of the case at the opposite end are a second microphone 180 and a speaker 185. Keystrokes may be input to the Portable Electronic Device through a

keyboard displayed on the touch screen and messages may be displayed on the touch screen.

[0017] Various software applications (or Apps) come pre-loaded in some Portable Electronic Devices and additional Apps may be downloaded to the Portable Electronic Device from a variety of sources. In the case of Portable Electronic Devices sold by Apple, Inc such as the iPhone and other products such as iPod Touches and iPads, Apps may be obtained from Apple's iTunes Store. In one or more modes of operation, icons representing the Apps that are loaded in the Portable Electronic Device can be displayed on touch screen 110; and the software application can be activated by touching the appropriate icon. For purposes of illustration, FIG. 1 depicts an icon 120 that is used to obtain local weather information and an icon 130 labeled "MyStream" that is used to activate the software of the present invention. As will be appreciated, icon 130 is only illustrative of one way to activate the software. Other ways such as keyboard entries may also be used; and other designs and labeling may be used on the icon.

[0018] As is well known, Portable Electronic Devices have a wide range of capabilities. Some of these capabilities are depicted in the block diagram of FIG. 2. Within case 150 are one or more computer processors 210, a memory 220, a memory controller, 230 and a peripherals interface 240 which are interconnected by a communications bus 250. The peripherals interface connects to several components including radio frequency (RF) circuitry 260, audio circuitry 262, and an input/output (I/O) system 264 that includes touch screen 150. Memory 220 may include high speed random access memory and may also include flash memory and one or more magnetic disk drive storage devices. Memory 220 stores the operating system for the Portable

Electronic Device, various modules to control certain of its operations, and various software applications that are either pre-loaded or installed by the Portable Electronic Device's user. Some of these are depicted in FIG. 2. Of particular note, memory 220 includes an audio library. A more extensive listing of illustrative software is set forth in Figures 1A and 1B of U. S. Patent 7,479,949, which is incorporated herein by reference in its entirety.

[0019] Portable Electronic Devices have extensive communication capability using an antenna secured within the case. Of particular note, Portable Electronic Devices can connect to one or more wireless telephone networks. They may also connect to Bluetooth.RTM transceivers using Bluetooth.RTM technology; and they may also connect with other transceivers using Wireless Fidelity (Wi-Fi)(e.g., 808.11 protocols such as IEEE 802.11a, IEEE 802.11b, IEEE 802.11g, and/or IEEE 802.11n). Further information about typical Portable Electronic Device communication capabilities is found in the above-referenced U.S. Patent 7,479,949. See, for example, Figures 1A and 1B and Col. 10, line 53 to Col. 11, line 20.

[0020] As described above, in one embodiment, software for practicing the invention is made available as a software application (or App) and can be downloaded by a user to his/her Portable Electronic Device from a source such as the iTunes Store. In one embodiment, when such software is installed in the user's Portable Electronic Device an icon representing that software such as icon 130 is made available for display on touch screen 110 along with icons representing other Apps stored in the same Portable Electronic Device. A user may activate the software of the present invention by touching

icon 130. Upon doing so, a display 310 such as that depicted in FIG. 5G appears on touch screen 110.

[0021] FIG. 3 depicts the general format of an illustrative embodiment of the user interface used in the practice of the invention. Specific instances of the user interface are depicted in FIGS. 5A – 5O. The interface includes an upper margin 310, an intermediate space 330 and a lower margin 350. Intermediate space 330 is used for the display of graphic information, text and messages as well as certain soft keys as described more fully below. Illustratively, immediately above the upper margin is a display line 380 that indicates the name of the wireless service provider and the time. The upper margin includes at 315 the name of the App, which illustratively is myStream, and one or more soft keys 320, 325 that may be used as described below to perform functions such as adding or deleting items identified in intermediate space 330. Lower margin 350 contains four softkeys 360, 365, 370, and 375 that in the present example are labeled MyStream, Streamers, MyPlaylist and MyProfile, respectively. MyStream key 360 is used to access a home screen such as that illustrated in FIGS. 5H and 5I below; Streamers key 365 is used to provide a listing of users of the MyStream App within the network as illustrated in FIGS. 5I – 5K below; MyPlaylist key 370 displays the MyPlaylist screen such as that illustrated in FIG. 5F below; and the MyProfile key 375 displays user settings such as those illustrated in FIGS. 5N and 5O below.

[0022] FIG. 4 is a flowchart depicting the overall operation of an illustrative embodiment of the invention. Illustratively, the software is made available for purchase and download from a source such as the iTunes Store as described above. Upon downloading the software, the user is invited by a screen displayed on the touch screen

110 to begin the process as at step 420 of creating a playlist of listening experiences stored in his/her audio library in his/her Portable Electronic Device. At this point, the user is likely to complete a profile at step 430 that sets options on access to the listening experiences identified in MyPlaylist as well as methods of communication such as Bluetooth.RTM and availability of streaming. If the user approves of access to his/her listening experiences, MyPlaylist is made available at step 440 to everyone connected to the same communication network.

[0023] When a user wants to listen to one of the listening experiences identified in a MyPlaylist he/she created, he/she selects that experience from the list as at step 450. At step 460, the selected listening experience is read from memory in the Portable Electronic Device in the form of electromagnetic signals and these signals are converted by the audio circuitry of the Portable Electronic Device to audio signals that are supplied to the user through the speaker of the Portable Electronic Device or through headphones connected to the headphone jack of the Portable Electronic Device. The electromagnetic signals are also transmitted to others from an appropriate Portable Electronic Device transmitter if the user had indicated a willingness to share his/her listening experience in the profile completed at step 430. Accordingly, in this case, anyone connected to the same communication network can listen to the same listening experience at step 470 by touching the Streamers Tab 365 on his/her Portable Electronic Device and then selecting the streamer who is playing that listening experience. In a preferred embodiment of the invention, the listening experiences are synchronized by providing the same electromagnetic signal to all listeners at the same time so that everyone is listening to the same experience at substantially the same point in time. As a result, a listener will

ordinarily not hear the entire listening experience when he/she first begins listening because he/she will probably access the listening experience mid-file. He/she will only hear that portion of the listening experience that remains to be streamed at the time the listener selects that listening experience. However, after the initial connection is made, it is likely that users will be able to hear entire streamed listening experiences from the beginning since they have already made the connection to the other listener's device and subsequent streamed experiences will not have to start mid transmission.

[0024] In a preferred embodiment, each listener to a streaming listening experience is offered an opportunity at step 475 to purchase a copy of the listening experience from the iTunes store or some other source. Advantageously, a listener can initiate such a purchase by touching a "BUY" soft key on the listener's Portable Electronic Device.

[0025] Alternatively, at step 480, someone may select from MyPlaylist a different listening experience from that being listened to by the first user. In that case, the different listening experience is provided at step 490 ordinarily starting with the beginning of the experience. In some instances, it may be desirable to limit the time duration of the listening experience that is provided to avoid copyright issues. In a preferred embodiment, each listener is offered an opportunity at step 495 to purchase a copy of the listening experience from the iTunes store or some other source. Advantageously, a listener can initiate such a purchase by touching a "BUY" soft key on the listener's Portable Electronic Device.

[0026] FIGS. 5A – 5O are a set of screenshots that depict various stages in the operation of the MyStream App as it is applied to the illustrative example of managing and playing a collection of music.

[0027] At the time the MyStream App is obtained from a source such as the iTunes Store, the user has not had the opportunity to establish his/her playlist or profile. Accordingly, these are the first order of business. Upon touching the MyStream icon 130 on touch screen 110, the user is presented with the main screen depicted in FIGS. 5G and 5H. In the bottom margin 350 of FIGS. 5G and 5H are the MyStream, Streamers, MyPlaylist and MyProfile keys 360, 365, 370 and 375.

[0028] Upon first touching the MyPlaylist soft key 360, a screen 510 such as that of FIG. 5A is presented on touchscreen 110. Screen 510 includes in upper margin 310 soft keys 511, 512 and 513 which are labeled Add Media, Playing and Edit, respectively, and in lower margin 350 the MyStream, Streamers, MyPlaylist and My Profile soft keys 360, 365, 370, 375. Upon touching the MyPlaylist soft key again, a screen 515 such as that of FIG. 5B is presented on touchscreen 110. This screen provides a list of the various categories of listening experiences that are available in the audio library of the Portable Electronic Device. Screen 515 also provides soft keys 516, 517 and 518 labeled Select All, Cancel and Save, respectively.

[0029] To determine what is in any of these categories, the user touches that category on touch screen 110. If the number of entries in the audio library is relatively small, the user can select them all by touching Select All key 516. If the number of entries in the audio library is relatively large, some of the categories may be further sub-divided. For example, the Artists category may be sub-divided by the names of the individual artists.

[0030] As a result of this selection process, a list 520 such as that of FIG. 5C is ultimately displayed on touch screen 110. This list includes the names 521 of individual

songs, a checkmark 522 indicating the selected/not selected status of the songs, and soft keys 523, 524, 525, 526, labeled Back, Select All, Cancel, and Save, respectively. Songs may be selected for the user's playlist by touching Select All soft key 524 or the name of the individual song. Selected songs are indicated by a filled in checkmark 522. Songs may be deselected by touching the name or the checkmark of the song to be deselected.

[0031] When the selection process is complete, the user touches Save soft key 526. At this point the selected songs are mapped into a MyStream MyPlaylist; and a list of those songs is generated. A list 530 of selected songs such as that depicted in FIG. 5D is then displayed on touch screen 110. Also presented with list 530 are soft keys 531, 532 and 533, labeled Add Media, Playing and Edit, respectively, and the MyStream, Streamers, MyPlaylist and MyProfile soft keys 360, 365, 370 and 375. The soft keys allow the user to play selections from MyPlaylist and to edit MyPlaylist. To play a selection, the user touches Playing soft key 532 and then touches the name of the song. To add a song, the user touches Add Media soft key 531. This returns the user to the screen of FIG. 5C where the selection process can be resumed. To edit the list, the user touches Edit soft key 534.

[0032] Touching Edit softkey 534 presents the user with screen 535 of FIG. 5E which displays the names of the songs on MyPlaylist along with a symbol 536 and soft keys 537, 538 and 539 that are labeled Delete All, Playing and Done, respectively. The entire MyPlaylist can be deleted by touching Delete All soft key 537. The order of songs in the list can be changed by touching symbol 536 alongside the name of any song and dragging the symbol to any other spot on the list and then releasing it. When the user is satisfied with the order of the songs, he/she can then touch Done soft key 539.

[0033] The display on touch screen 110 then becomes a list of selected audio files showing artist name, song name, album name and length of song as depicted in FIG. 5F. The screen also includes the MyStream, Streamers, MyPlaylist, and MyProfile soft keys 360. 365, 370, 375. This same screen is also presented to the user anytime the user touches the MyStream icon 130 after MyPlaylist has been created.

[0034] FIGS. 5G and 5H depict the main screen. The main screen may be accessed from any screen that displays a MyStream soft key 360 by touching that key. The main screen may also be accessed by touching icon 130 on touch screen 110 before MyPlaylist is created. In the bottom margin of FIGS. 5G and 5H are the MyStream, Streamers, MyPlaylist and MyProfile soft keys 360, 365, 370, 375. In the intermediate portion are a logo that identifies the software program and two soft keys 541 and 542. Soft key 541 controls whether the contents of MyPlaylist are made asynchronously available to others so that a third party can select and listen to a listening experience identified on a user's MyPlaylist even though the user is not listening to it. Soft key 542 controls whether streaming is enabled so that a listening experience then being listened to be a user is also made available by streaming to others. As shown in FIG. 5G, MyPlaylist can be accessed asynchronously (key 541) and a listening experience can be shared with others by streaming (key 542). Touching either soft key toggles its state. Thus, touching soft key 542 disables streaming and changes the label on the key to that shown in FIG. 5H. Touching soft key 542 in FIG. 5H re-enables streaming and changes the label on the key back to the label in FIG. 5G. Soft key 541 operates the same way in enabling asynchronous access to MyPlaylist. Optionally, one or more advertisements 543 may also be displayed on the main screen.

[0035] FIGS. 5I -5M depict operation of the streaming function. These screens provide a listing of everyone who is connected to the network regardless of whether they are currently streaming a listening experience to the network. If a song is being streamed, the song title, artist and album title are shown in the display area as is the case for iPhone 4 in FIG. 4I and as is the case for both streamers in FIG. 4J. Others connected to the network but not actively listening will only be identified. These listings may be accessed from any screen that displays Streamers soft key 365 by touching that key. In the bottom margin 350 of FIGS. 5I – 5L are the MyStream, Streamers, MyPlaylist and MyProfile soft keys 360, 365, 370, 375. Optionally, one or more advertisements (not shown) may be included in the intermediate portion 330. FIGS. 5I – 5M also depict the user interface in which commercial content will be visible and featured. Element 554 depicts the button that allows a user to determine file selection, including starting a chosen file at the beginning of a request from a listening user. In its current depiction it is shown as a button labeled "Access My Playlist" which is supported by our asynchronous streaming technology. It can be utilized for commercial uses such as in a museum where a user would like to hear the audio description of an exhibit from the beginning, or for a walking tour of a city where a user would like to hear a description of a landmark that he/she is near. Element 550 depicts the button that allows a user to access the live (real time) transmission of commercial content. This commercial use is in addition to its functionality as a personal music sharing tool described below since both functionalities operate utilizing the same technological methodologies. Such commercial uses include hearing the live audio feed of a TV station at a fitness club directly on a user's Portable Electronic Device or a featured audio channel at that fitness club location,

hearing the live (real time) audio of a Broadway play or movie (location based), or hearing the live (real time) audio of a lecture. The following description of the invention will only depict the technology platform in terms of its use as a personal, location based, audio (primarily music) streaming application, since its commercial uses (described above) follow the same logical flow (and utilize the same technological communication methodologies and user interface) as described below except instead of commercial content being listed simply as another user's "Playlist" or "Live Stream" it is listed as a featured stream (within the "Streamers" tab shown as element 365) with unique content available from its "Live Stream" or in its "Playlist" tab.

[0036] Touching the identification of a particular streamer as displayed in FIG. 5I or 5J results in the display as depicted in FIG. 5K of the selected streamer's profile and soft keys 550, 552. Soft keys 550, 552 provide for connection to a listening experience being streamed and the streamer's playlist, respectively. If someone who is not actively listening is selected, his/her profile will be shown as depicted in FIG. 5L along with a soft key 554. for accessing his/her playlist.

[0037] If a new listener touches a soft key 550 that provides a connection to a listening experience then being streamed, the new listener's Portable Electronic Device connects to the streaming signal; and the listening experience begins for the new listener at whatever point the streaming signal has reached. Once one listening experience has finished, the next listening experience on the streamer's playlist will start. At the same time, the touch screen will provide a graphic such as an album cover or the dust jacket of an audio book related to the listening experience. One such example is shown in FIG. 5M. Information such a time elapsed, length of the selection and play list count is also

displayed. Start, stop, back and volume controls are also displayed as soft keys 542, 543, 544 and 545, respectively.

[0038] FIGS. 5N and 5O depict the MyProfile screens. In the bottom margin 350 of FIGS. 5N and 5O are the MyStream, Streamers, MyPlaylist and MyProfile soft keys 360, 365, 370, 375. In the intermediate portion 330 are ON/OFF soft keys 561, 562, 563 that allow the user to control access to his/her playlist, and to enable streaming and Bluetooth.RTM. Each switch is a toggle. Touching a switch that bears the label ON will disable the function controlled by the switch and change the label on the switch to OFF; and touching a switch that bears the label OFF will enable the function controlled by that switch and change the label to ON.

[0039] Numerous variations may be practiced in the embodiments depicted above. For example, the invention may be practiced with any form of listening experience. While music selections are likely to be most popular, the listening experiences may include audio books, drama, lectures and other instructional material, commentary, descriptions of sports events, and most of the experiences that have attracted radio audiences for years. The invention also makes it possible to reach selected groups of people with distinctive listening content in circumstances where the distinctive contents might otherwise have "drowned" each other out. For example, different streams of music might be provided to different listeners at a gym or other public assembly. Different shopping information might be provided to different shoppers in a department store or mall. Different instructions might be given to different students assembled in a common meeting room. Numerous other examples will be evident in view of the foregoing.

[0040] As will be apparent to those skilled in the art, numerous other variations may be practiced within the spirit and scope of the present invention.

WHAT IS CLAIMED IS;

1. A method of operating a wireless communication device having a transmitter and a receiver comprising

storing electronically in a library in the device at least one listening experience received at the receiver;

generating from the library electromagnetic signals representing a selected listening experience; and

providing the electromagnetic signals to the transmitter and to an audio output from the wireless device.

2. The method of claim 1 wherein at least some of the listening experiences stored in the library are songs.

3. The method of claim 1 wherein the electromagnetic signals provided to the transmitter are streamed.

4. The method of claim 1 further comprising the step of generating a list of listening experiences stored in the library and transmitting the list from the transmitter.

5. The method of claim 4 further comprising the step of receiving at the device a selection of one of the listening experiences on the list of listening experiences.

6. The method of claim 1 wherein the transmitter is a Bluetooth.RTM or Wi-Fi transmitter.

7. A wireless communication device including a transmitter, a receiver, and an audio output, said device storing mobile application software for:

storing electronically in a library in the device at least one listening experience received at the receiver;

generating from the library electromagnetic signals representing the selected listening experience; and

providing the electromagnetic signals to the transmitter and to the audio output from the wireless device.

8. The device of claim 7 wherein at least some of the listening experiences stored in the library are songs.

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9. The device of claim 7 wherein the electromagnetic signals provided to the transmitter are streamed.

10. The device of claim 7 further comprising mobile application software for generating a list of listening experiences stored in the library and transmitting the list from the transmitter.

11. The device of claim 7 further comprising mobile application software for receiving at the device a selection of one of the listening experiences on the list of listening experiences.

12. The device of claim 7 wherein the transmitter is a Bluetooth.RTM or Wi-Fi transmitter.

13. A wireless network comprising at least two wireless devices, each device including a transmitter, a receiver, an audio output and mobile application software that configures each device for:

storing electronically in a music library in the device at least one listening experience received at the receiver;

generating from the library electromagnetic signals representing the selected listening experience;

providing the electromagnetic signals to the transmitter and to the audio output from the wireless device; and

receiving electromagnetic signals transmitted from the other device.

14. The network of claim 13 wherein at least some of the listening experiences stored In the libraries are songs.

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15. The network of claim 13 wherein the electromagnetic signals provided to the transmitter of a first wireless device are received by the receiver of a second wireless device.

16. The network of claim 15 wherein the electromagnetic signals are streamed.

17. The network of claim 13 further comprising mobile application software for generating a list of listening experiences stored in the library and transmitting the list from the transmitter of a first device to the receiver of a second device..

18. The network of claim 17 further comprising mobile application software for receiving at the first device from the second device a selection of one of the listening experiences on the list of listening experiences.

19. The network of claim 13 wherein the transmitter is a Bluetooth.RTM or Wi-Fi transmitter.

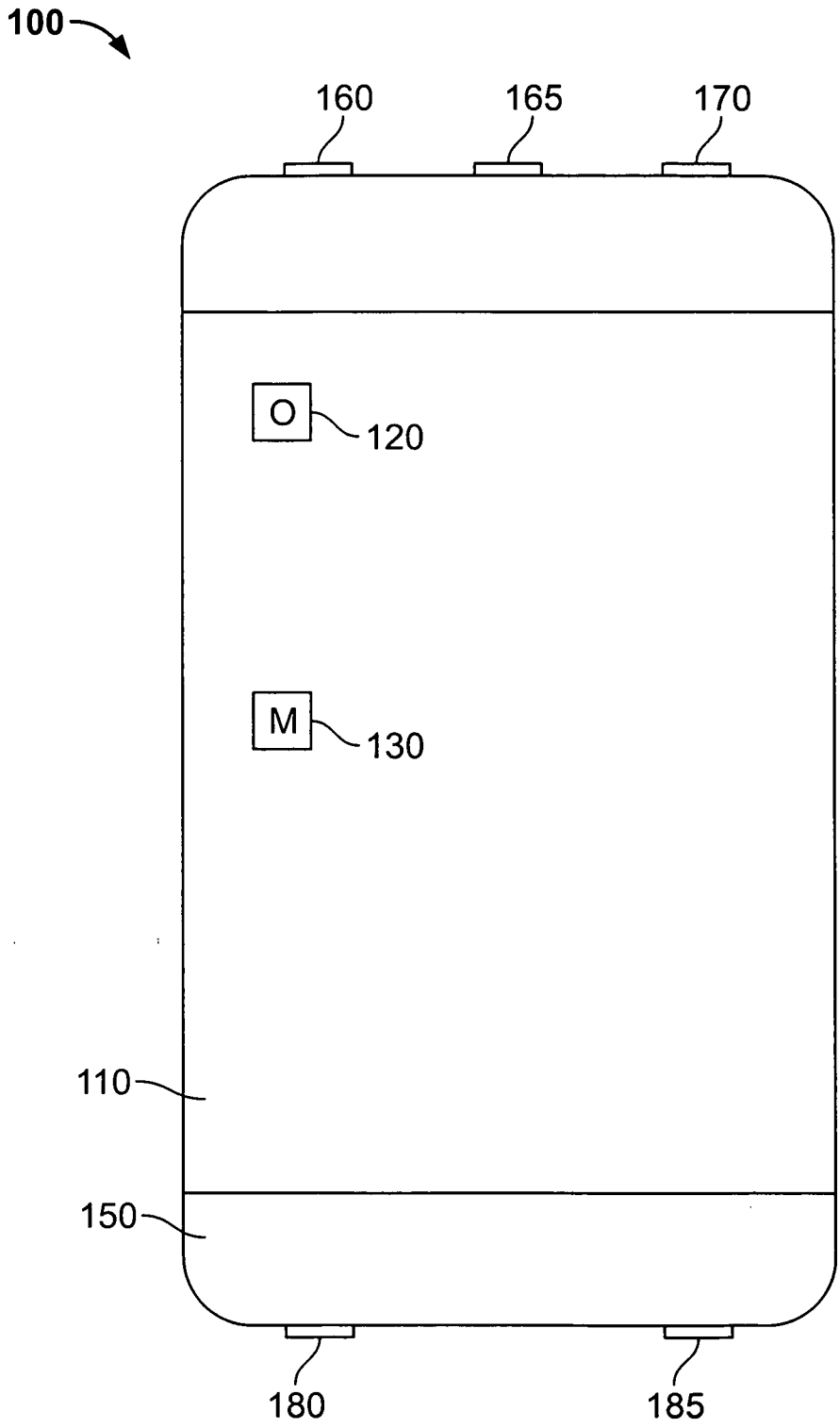


FIG. 1

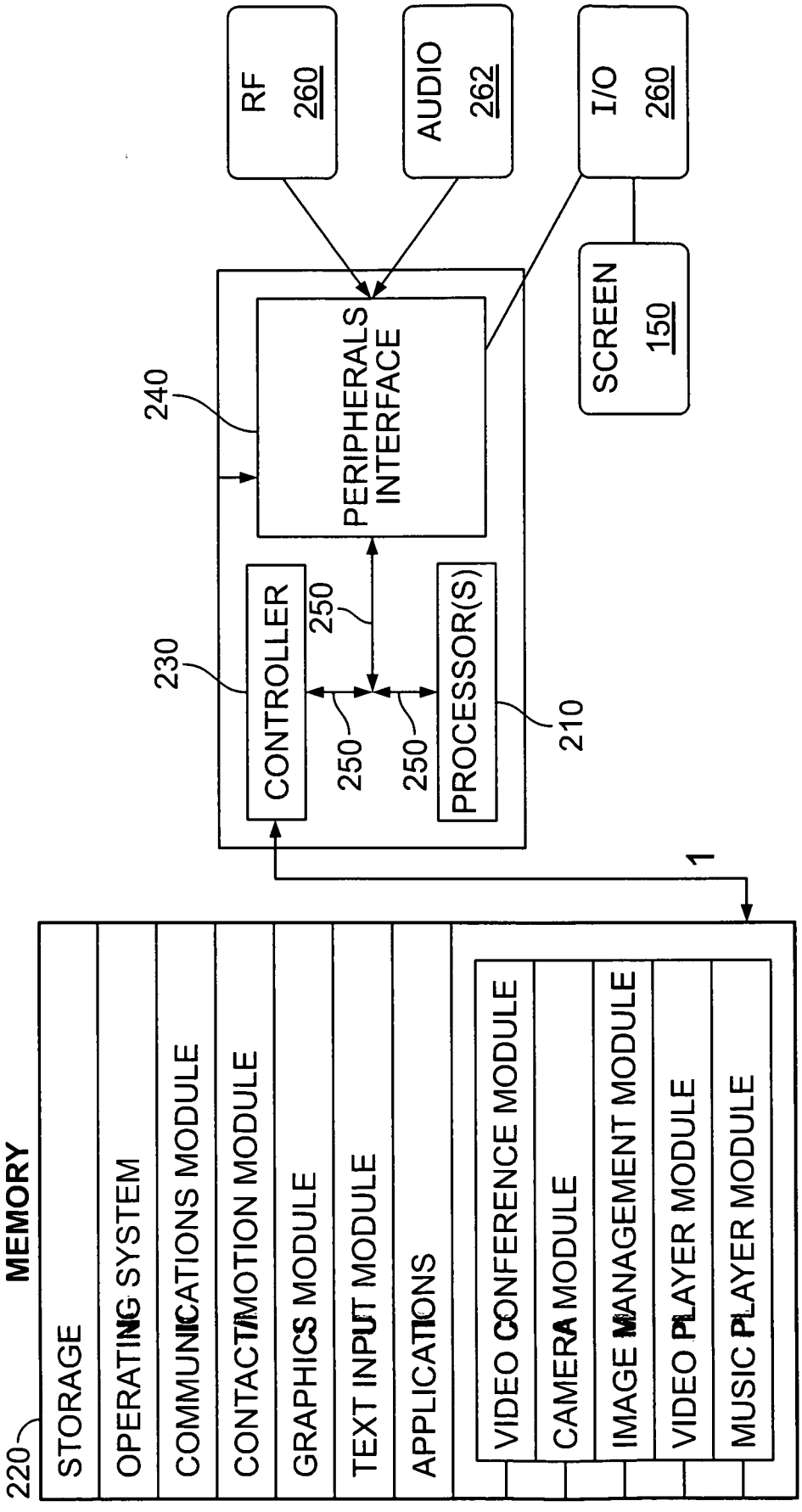

RF 260
AUDIO 262
I/O 260
SCREEN 150
240
PERIPHERALS INTERFACE
230
CONTROLLER
250
250
250
PROCESSOR(S)
210
1
MEMORY
220
STORAGE
OPERATING SYSTEM
COMMUNICATIONS MODULE
CONTACT/MOTION MODULE
GRAPHICS MODULE
TEXT INPUT MODULE
APPLICATIONS
VIDEO CONFERENCE MODULE
CAMERA MODULE
IMAGE MANAGEMENT MODULE
VIDEO PLAYER MODULE
MUSIC PLAYER MODULE

FIG. 2

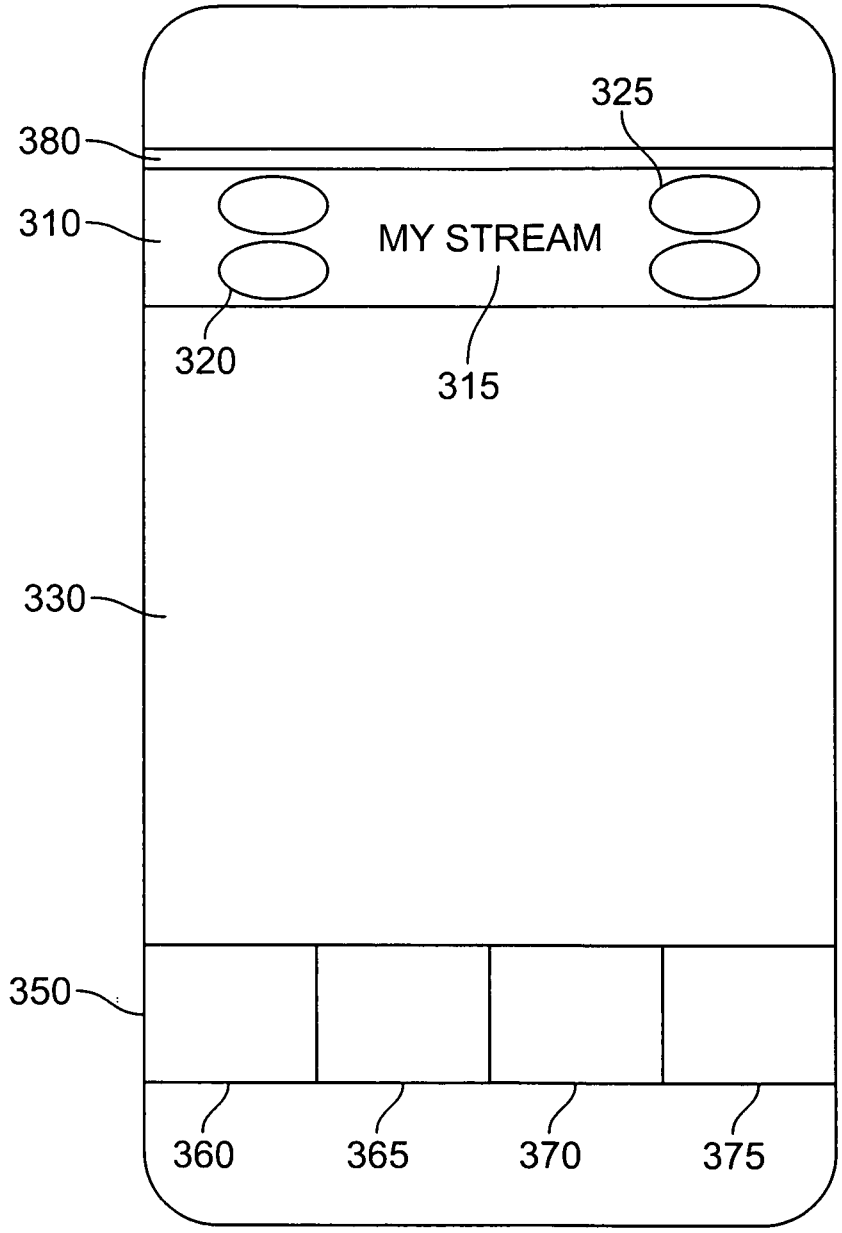


FIG. 3

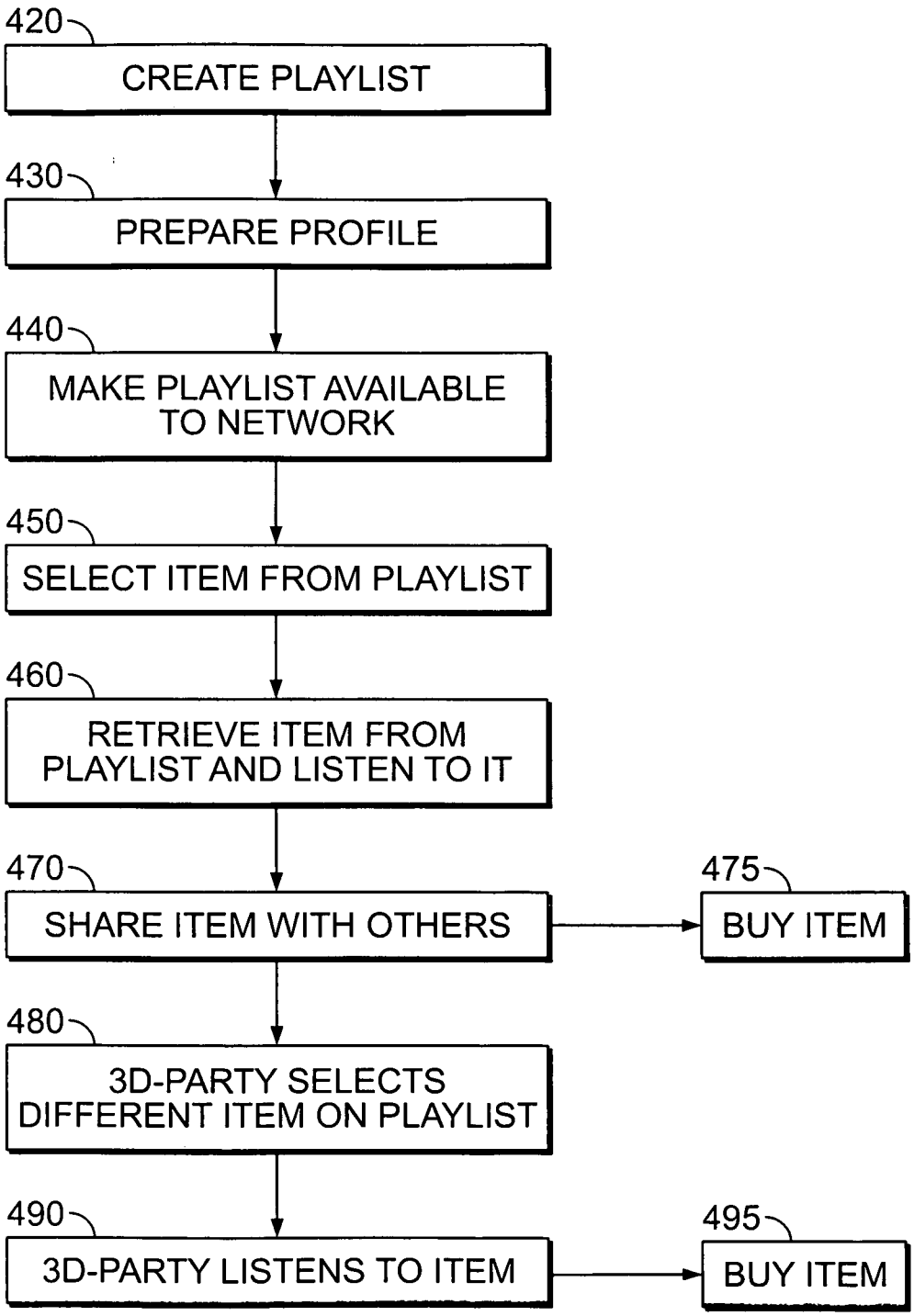

420
CREATE PLAYLIST
430
PREPARE PROFILE
440
MAKE PLAYLIST AVAILABLE TO NETWORK
450
SELECT ITEM FROM PLAYLIST
460
RETRIEVE ITEM FROM PLAYLIST AND LISTEN TO IT
470
SHARE ITEM WITH OTHERS
475
BUY ITEM
480
3D-PARTY SELECTS DIFFERENT ITEM ON PLAYLIST
490
3D-PARTY LISTENS TO ITEM
495
BUY ITEM

FIG. 4

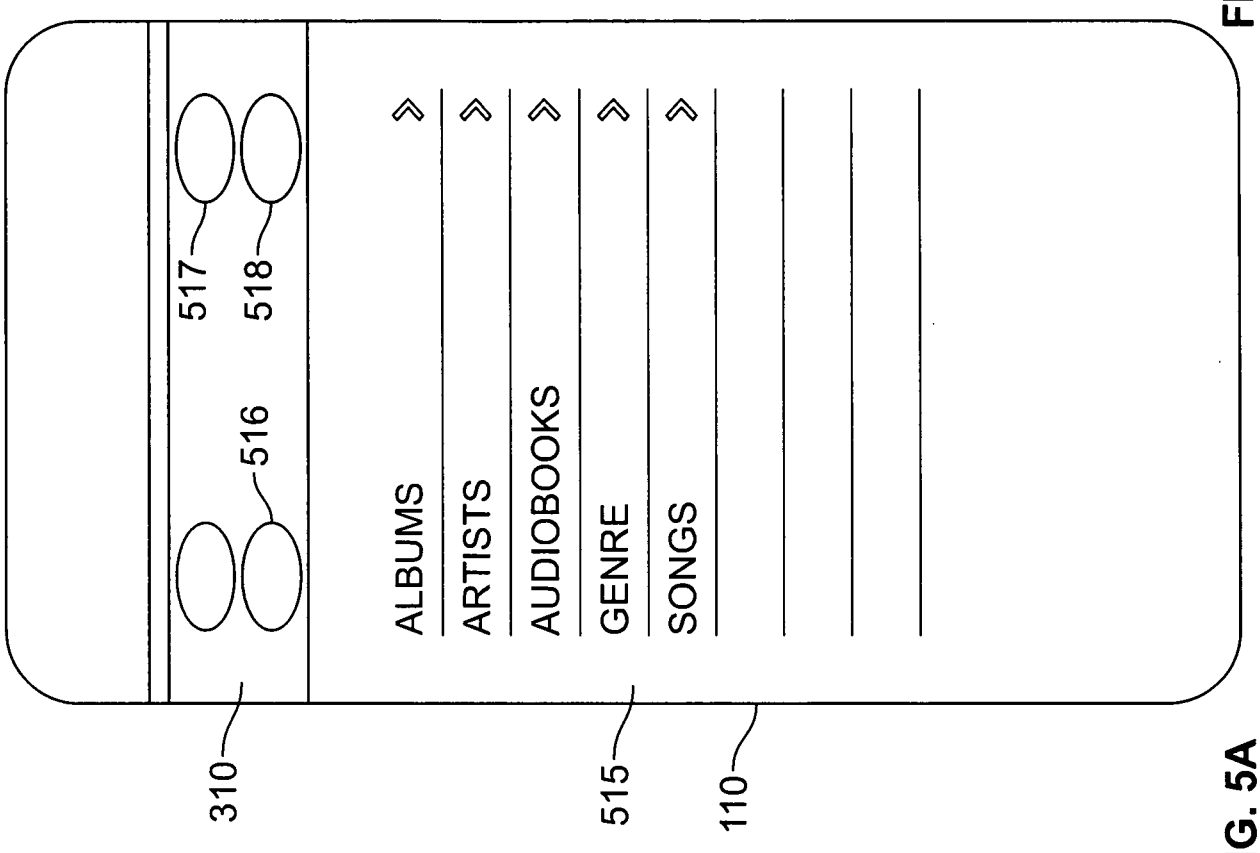

ALBUMS
ARTISTS
AUDIOBOOKS
GENRE
SONGS
517
518
516
310
515
110

FIG. 5B

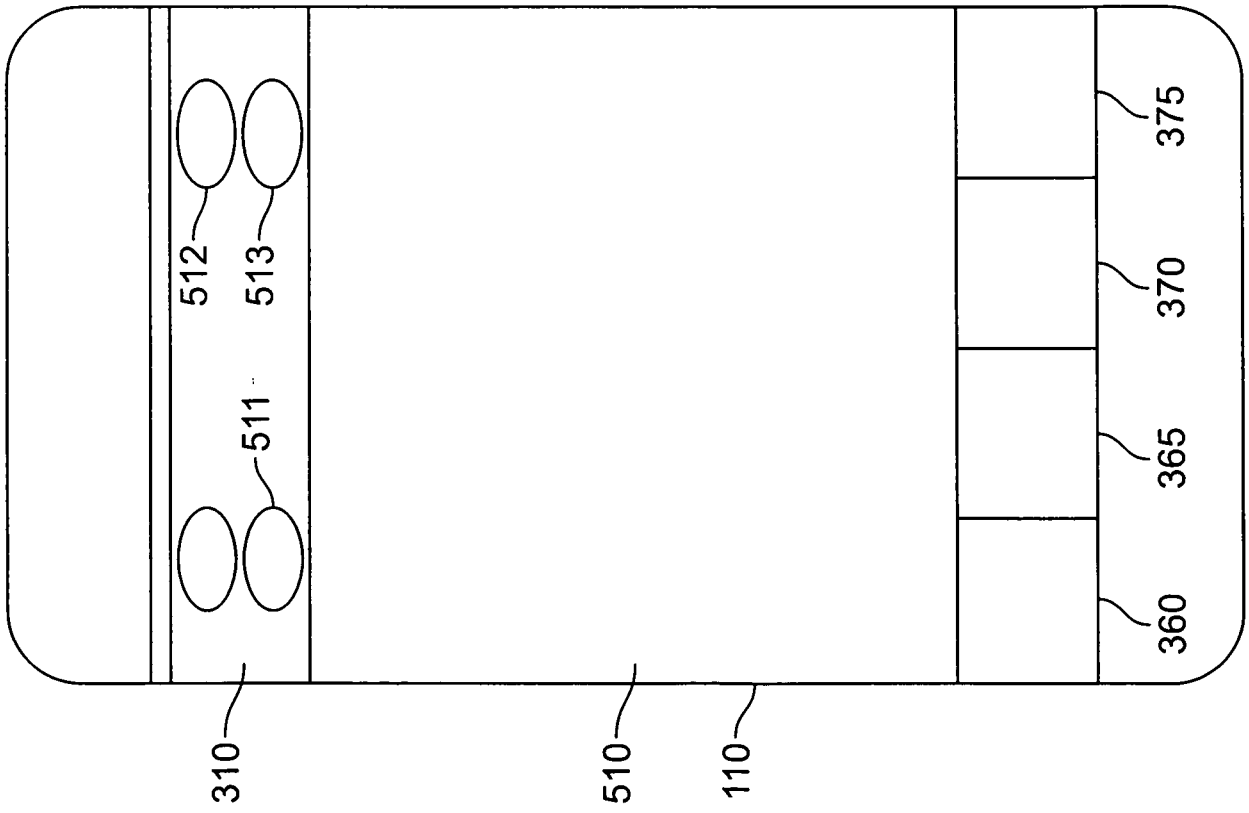

512
513
511
375
370
365
360
310
510
110

FIG. 5A

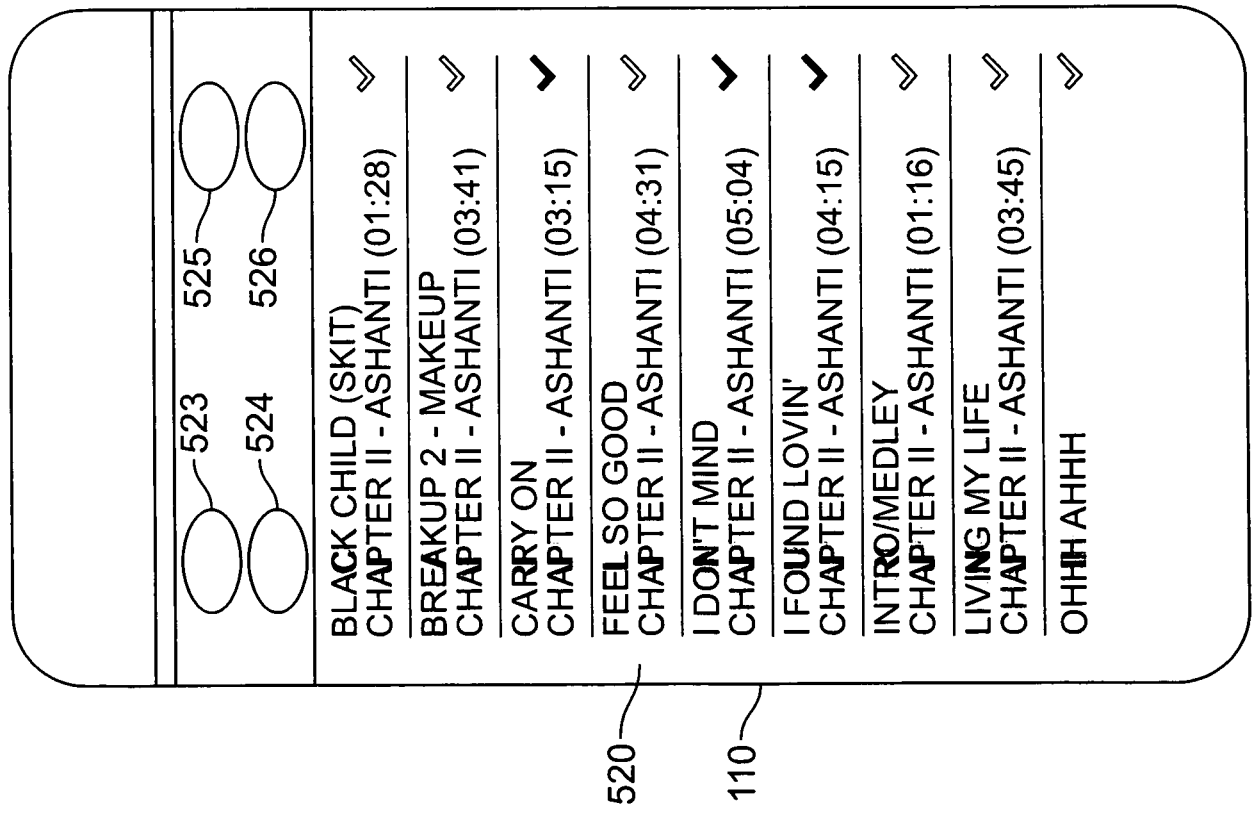

523
524
525
526
BLACK CHILD (SKIT)
CHAPTER II - ASHANTI (01:28)
BREAKUP 2 - MAKEUP
CHAPTER II - ASHANTI (03:41)
CARRY ON
CHAPTER II - ASHANTI (03:15)
FEEL SO GOOD
CHAPTER II - ASHANTI (04:31)
I DON'T MIND
CHAPTER II - ASHANTI (05:04)
I FOUND LOVIN'
CHAPTER II - ASHANTI (04:15)
INTRO/MEDLEY
CHAPTER II - ASHANTI (01:16)
LIVING MY LIFE
CHAPTER II - ASHANTI (03:45)
OHHH AHHH
520
110

FIG. 5C

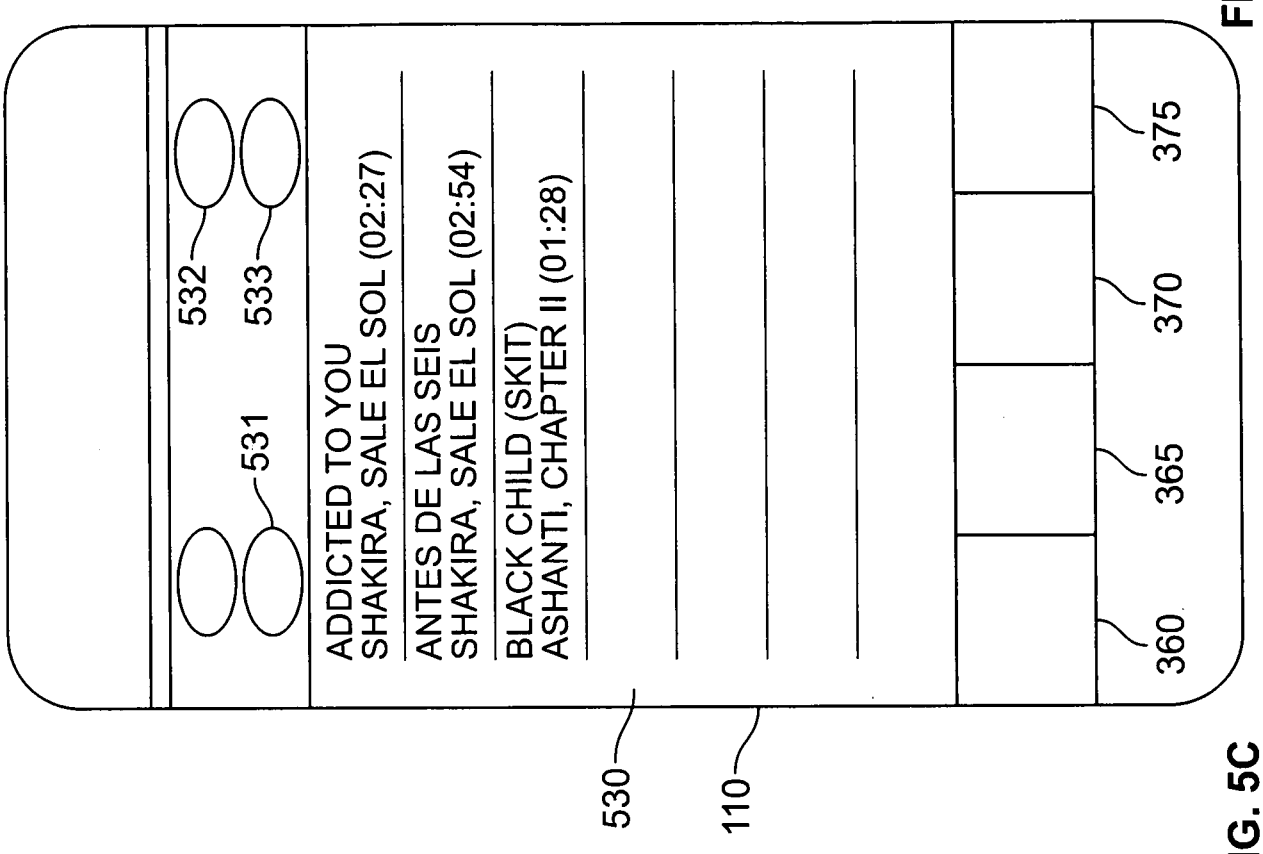

531
532
533
ADDICTED TO YOU
SHAKIRA, SALE EL SOL (02:27)
ANTES DE LAS SEIS
SHAKIRA, SALE EL SOL (02:54)
BLACK CHILD (SKIT)
ASHANTI, CHAPTER II (01:28)
530
110
360
365
370
375

FIG. 5D

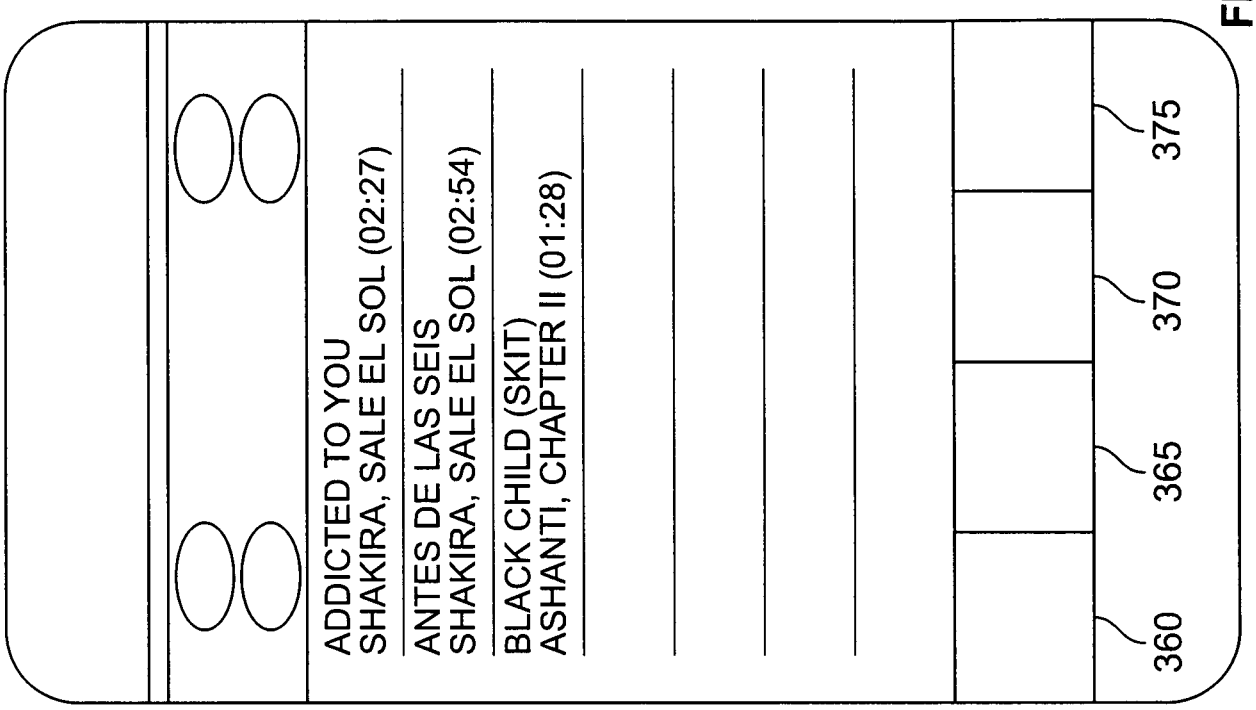

ADDICTED TO YOU
SHAKIRA, SALE EL SOL (02:27)
ANTES DE LAS SEIS
SHAKIRA, SALE EL SOL (02:54)
BLACK CHILD (SKIT)
ASHANTI, CHAPTER II (01:28)
360
365
370
375

FIG. 5F

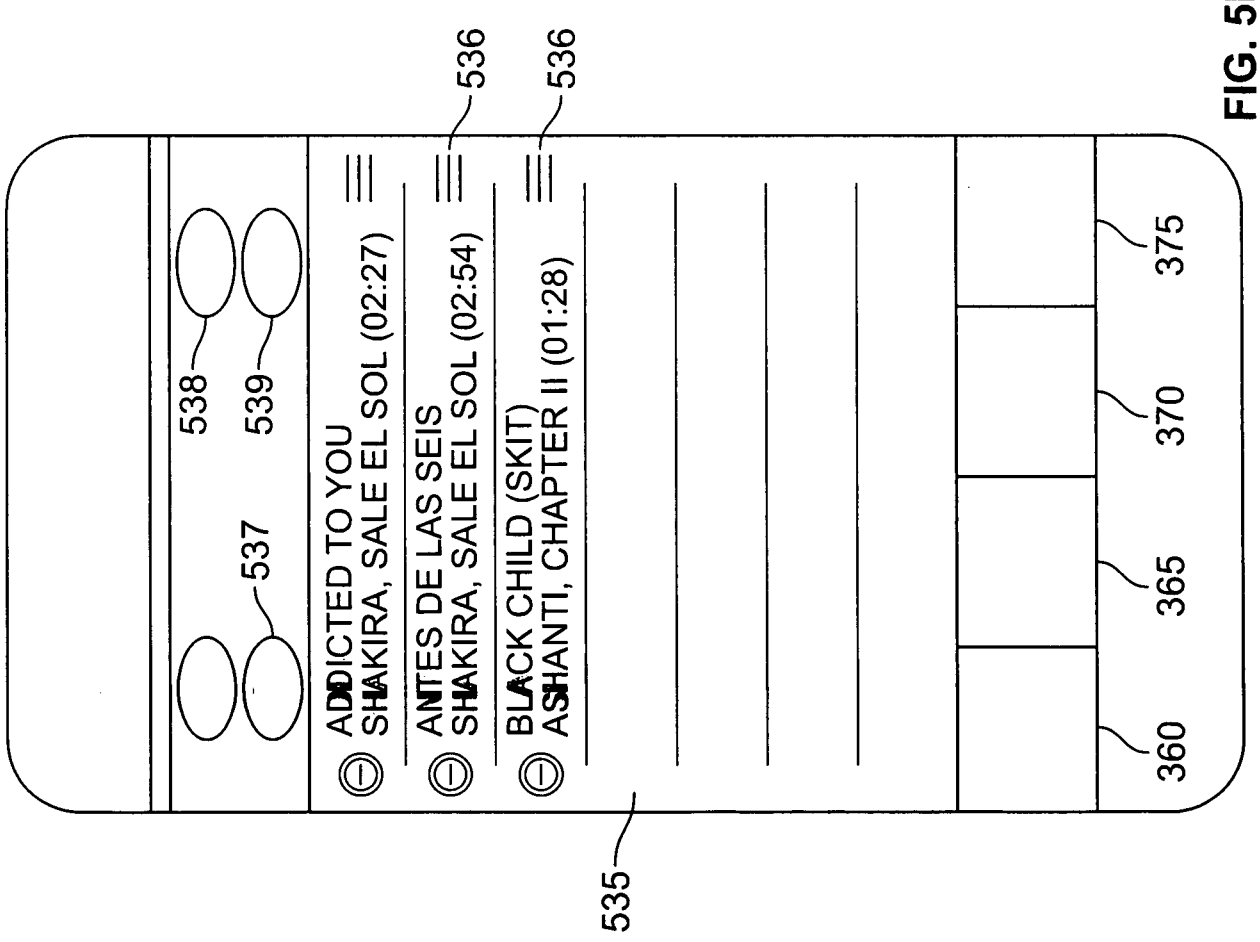

538
539
537
536
536
535
360
365
370
375

FIG. 5E

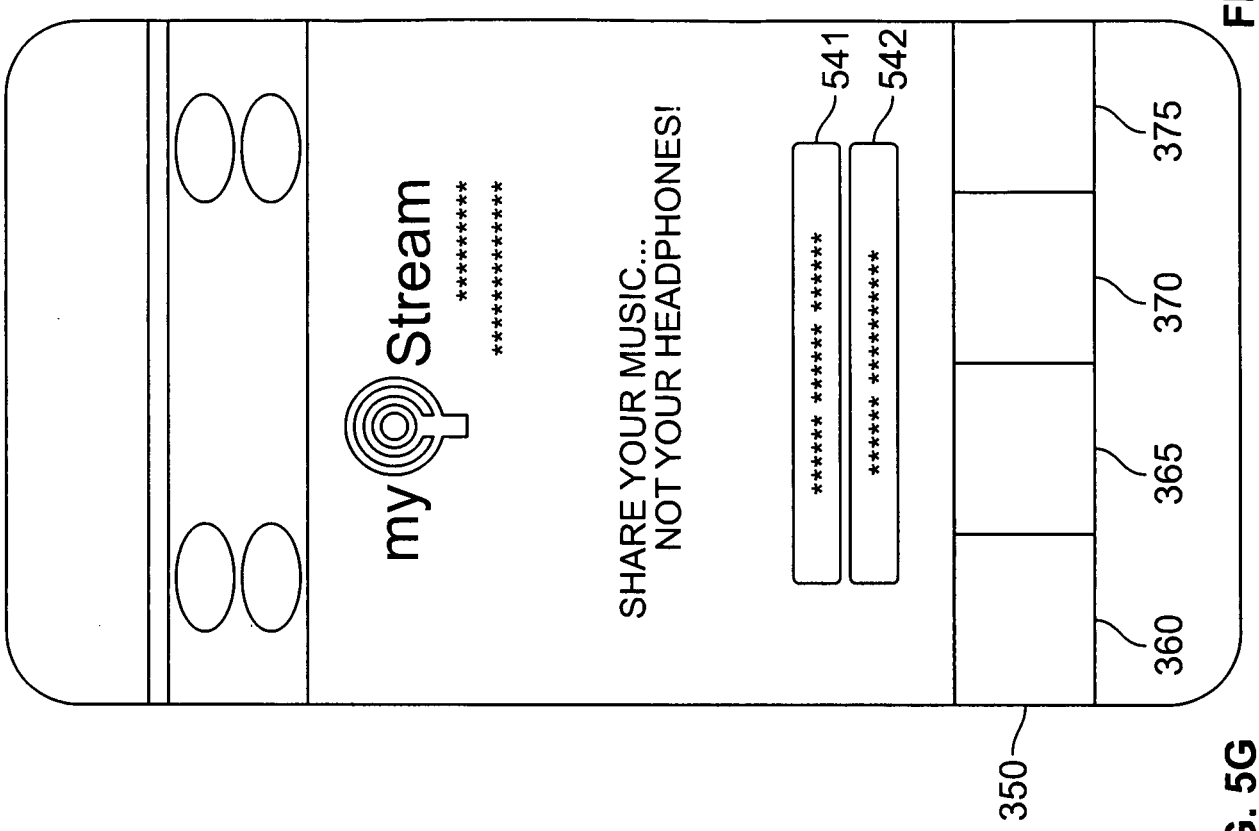

my Stream
****
****
SHARE YOUR MUSIC...
NOT YOUR HEADPHONES!
****** ****** ******
****** **********
541
542
360
365
370
375
350

FIG. 5H

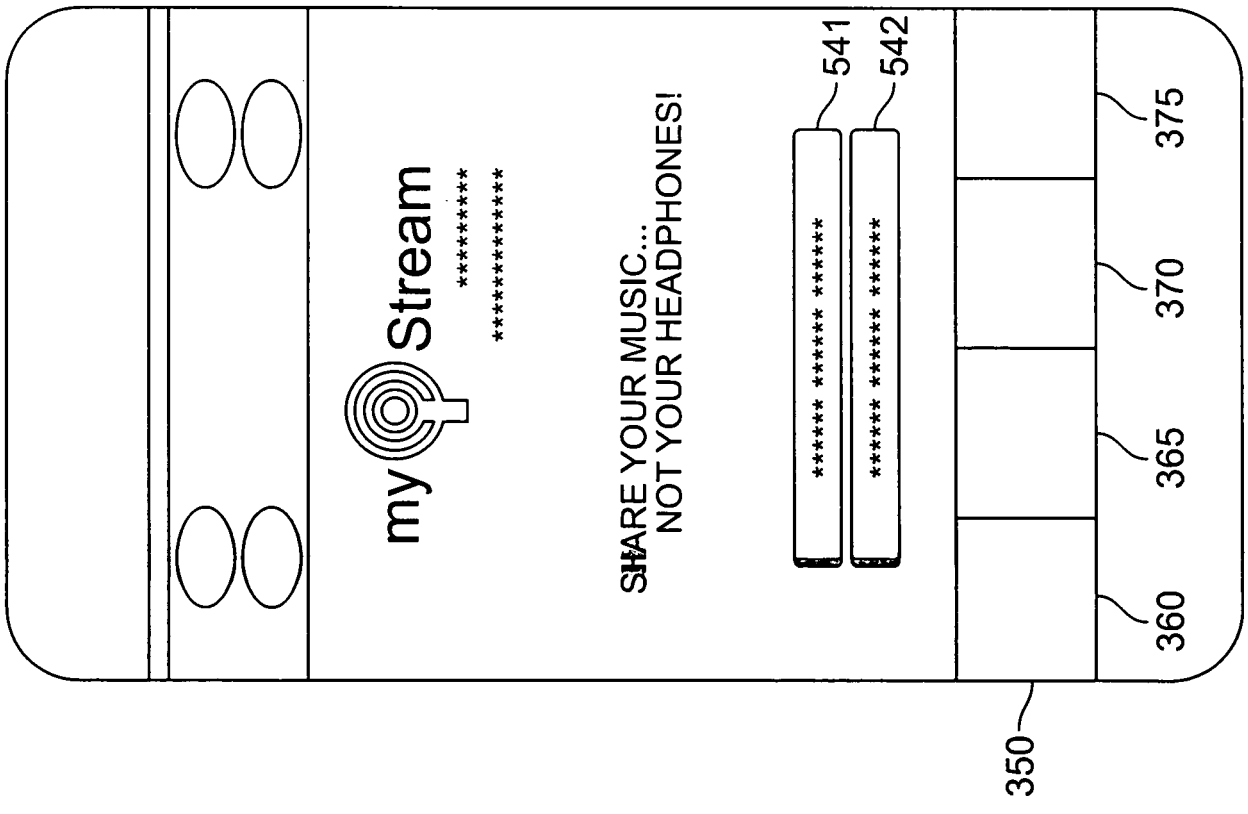

my Stream
****
****
SHARE YOUR MUSIC...
NOT YOUR HEADPHONES!
****** ****** ******
****** ****** ******
541
542
360
365
370
375
350

FIG. 5G

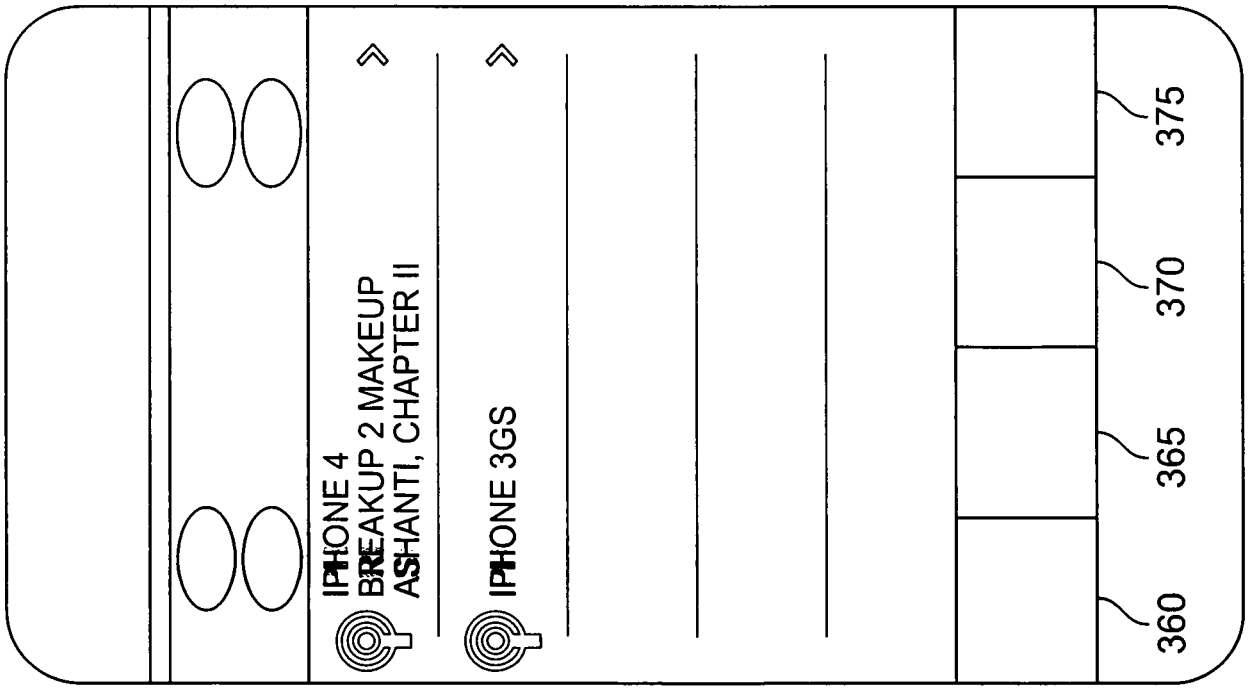

IPHONE 4
BREAKUP 2 MAKEUP
ASHANTI, CHAPTER II
IPHONE 3GS
360
365
370
375

FIG. 5I

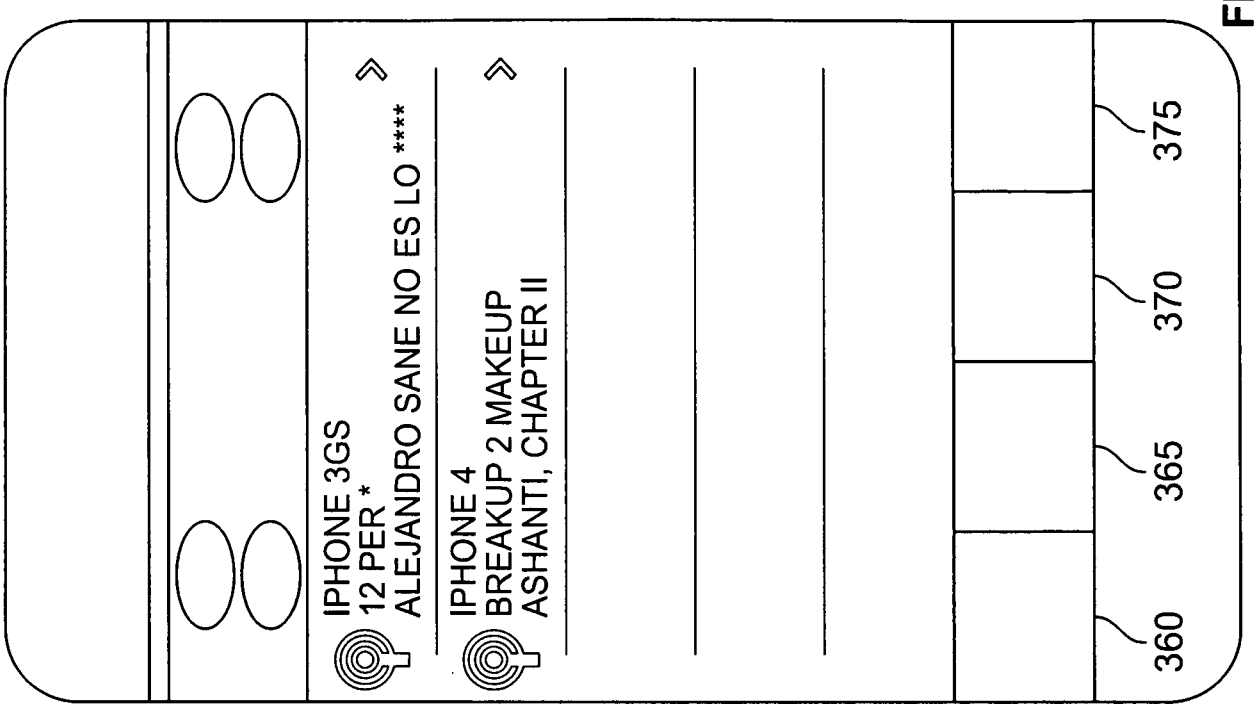

IPHONE 3GS
12 PER *
ALEJANDRO SANE NO ES LO ****
IPHONE 4
BREAKUP 2 MAKEUP
ASHANTI, CHAPTER II
360
365
370
375

FIG. 5J

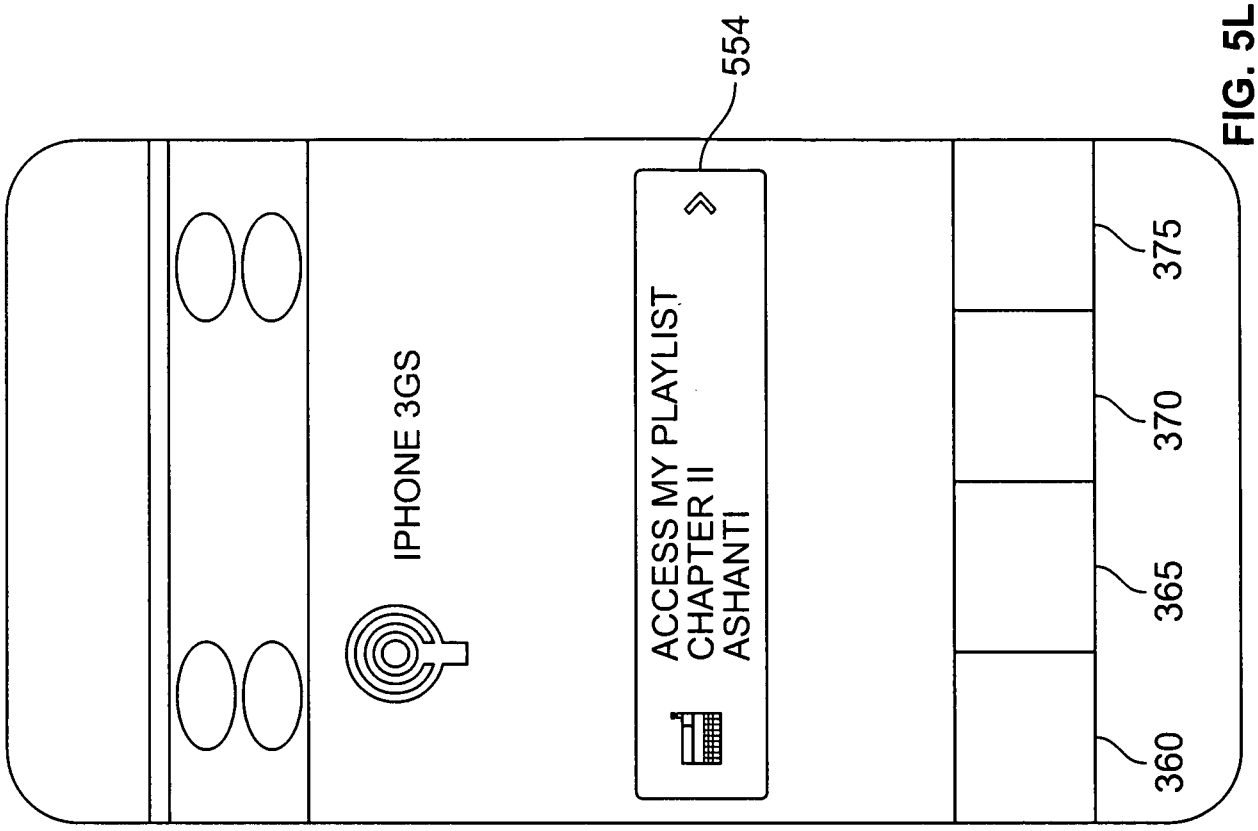

IPHONE 3GS
ACCESS MY PLAYLIST
CHAPTER II
ASHANTI
554
375
370
365
360

FIG. 5L

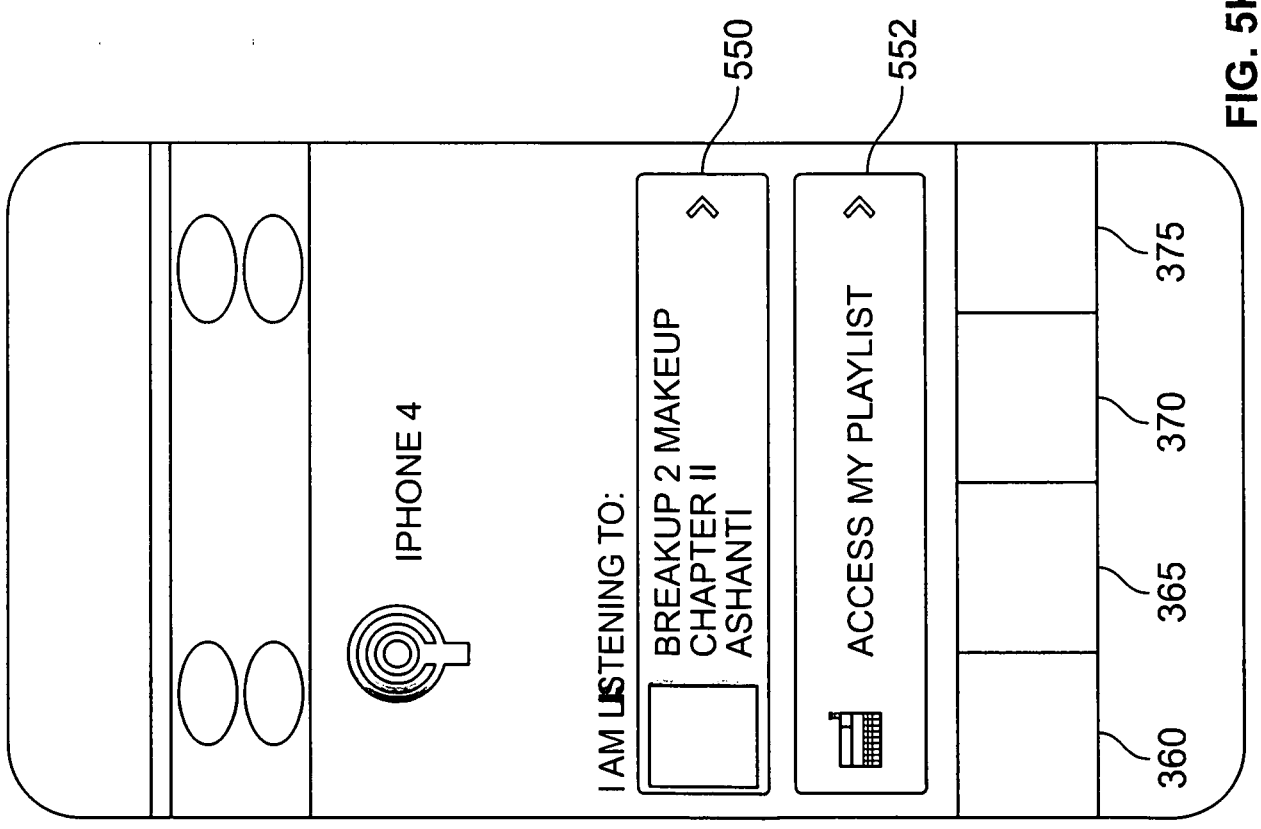

IPHONE 4
I AM LISTENING TO:
BREAKUP 2 MAKEUP
CHAPTER II
ASHANTI
ACCESS MY PLAYLIST
550
552
375
370
365
360

FIG. 5K

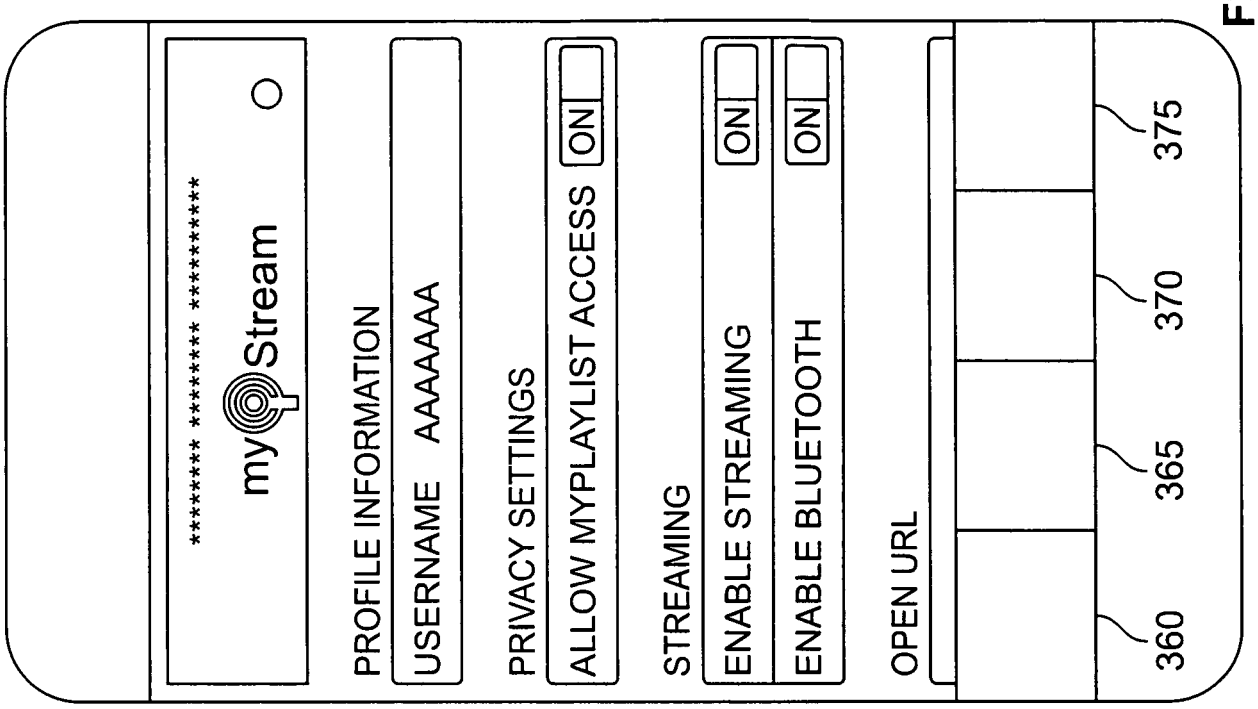

********** ********** **********
myStream
PROFILE INFORMATION
USERNAME AAAAAAA
PRIVACY SETTINGS
ALLOW MYPLAYLIST ACCESS ON
STREAMING
ENABLE STREAMING ON
ENABLE BLUETOOTH ON
OPEN URL
360
365
370
375

FIG. 5N

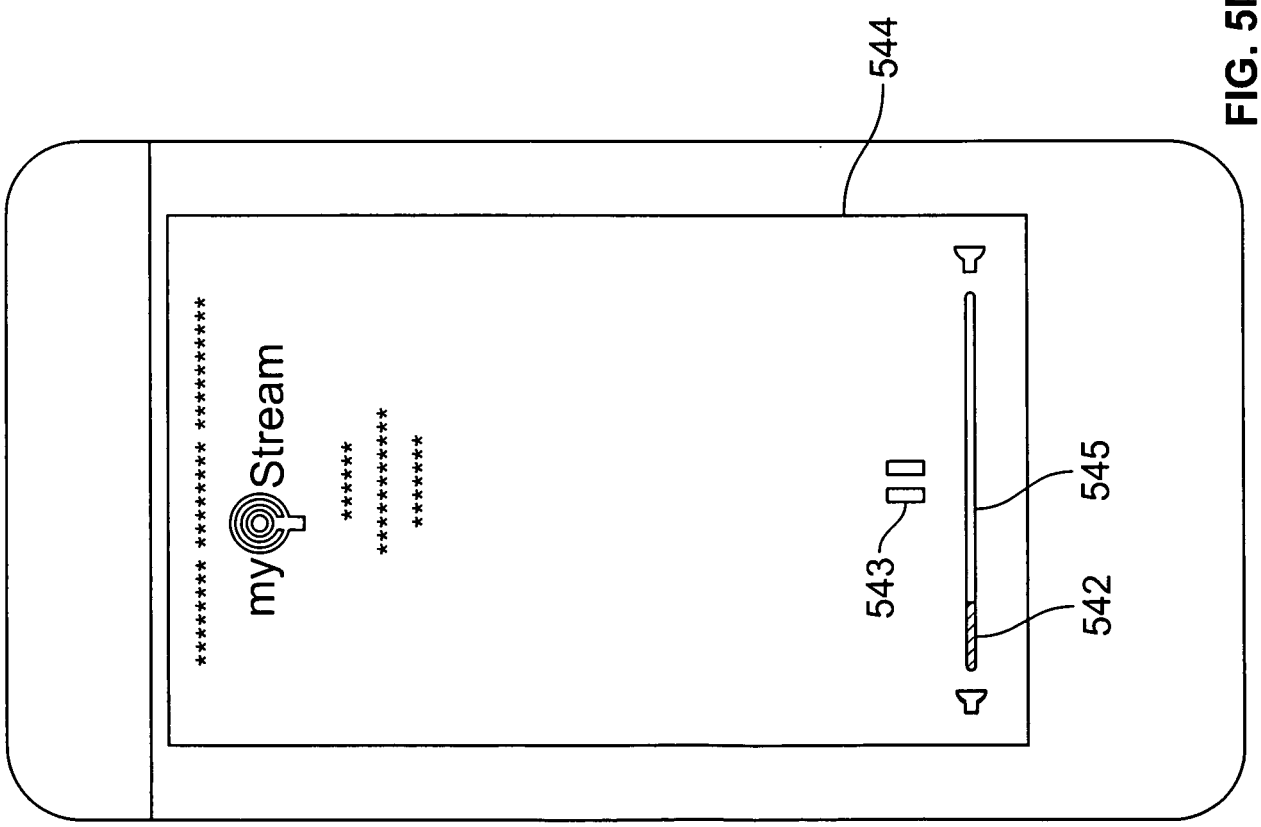

********** ********** **********
myStream
******
****
****
544
543
542
545

FIG. 5M

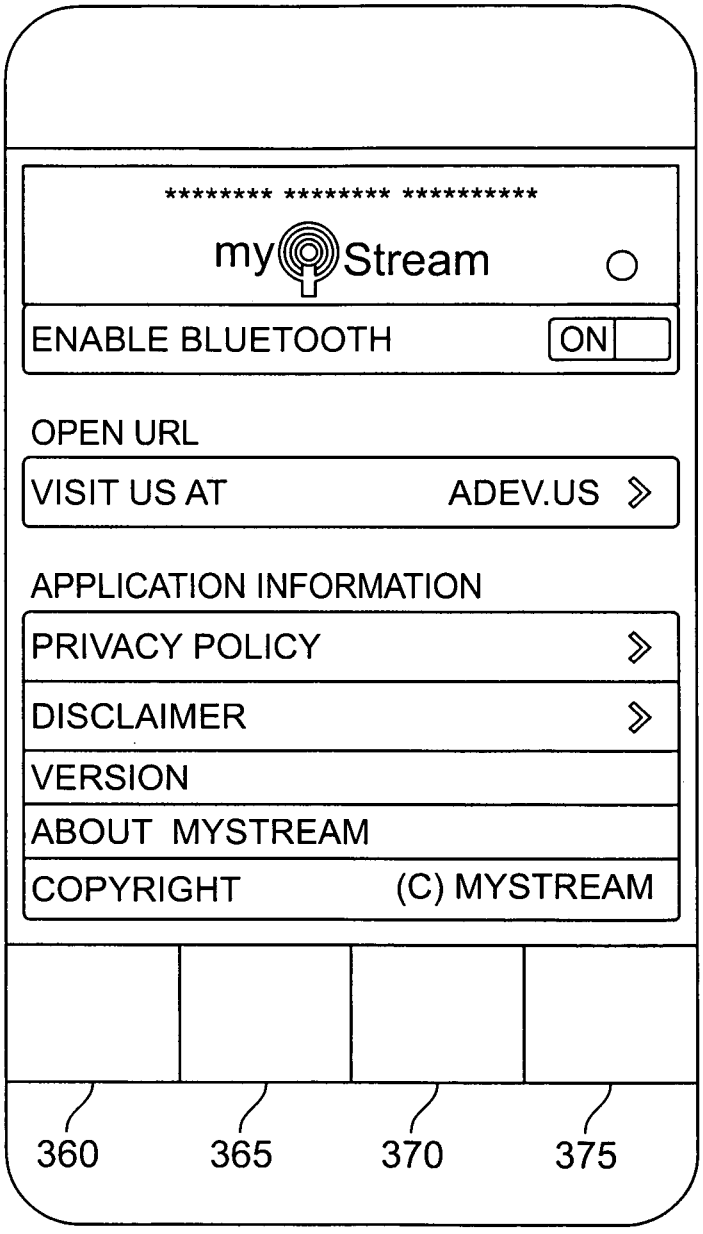

******** ******** **********
myStream
ENABLE BLUETOOTH
ON
OPEN URL
VISIT US AT
ADEV.US
APPLICATION INFORMATION
PRIVACY POLICY
DISCLAIMER
VERSION
ABOUT MYSTREAM
COPYRIGHT
(C) MYSTREAM
360
365
370
375

FIG. 5O

INTERNATIONAL SEARCH REPORT

International application No.
PCT/US2011/001213

A. CLASSIFICATION OF SUBJECT MATTER
IPC(8) - H04H 40/00 (2011.01)
USPC - 455/3.06
According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
IPC(8) - G06F 3/00; H04B 1/40; H04H 40/00 (2011.01)
USPC- 455/3.06, 76; 704/E19.048; 707/622; 715/751; 725/105

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
USPTO WEST System (US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT), Google Patents, Google Scholar, PatBase

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 2008/0305738 A1 (KHEDOURI et al) 11 December 2008 (11.12.2008) entire document	1-19
A	US 2008/0162668 A1 (MILLER) 03 July 2008 (03.07.2008) entire document	1-19
A	US 2007/0005503 A1 (ENGSTROM et al) 04 January 2007 (04.01.2007) entire document	1-19
A	US 2007/0297426 A1 (HAVESON et al) 27 December 2007 (27.12.2007) entire document	1-19

☐ Further documents are listed in the continuation of Box C. ☐

* Special categories of cited documents:
"A" document defining the general state of the art which is not considered to be of particular relevance
"E" earlier application or patent but published on or after the international filing date
"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)
"O" document referring to an oral disclosure, use, exhibition or other means
"P" document published prior to the international filing date but later than the priority date claimed
"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
03 November 2011	21 NOV 2011
Name and mailing address of the ISA/US Mail Stop PCT, Attn: ISA/US, Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201	Authorized officer: Blaine R. Copenheaver PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774