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(54) **Title**: RECORDED CONTENT GENERATION FOR MOBILE DEVICES

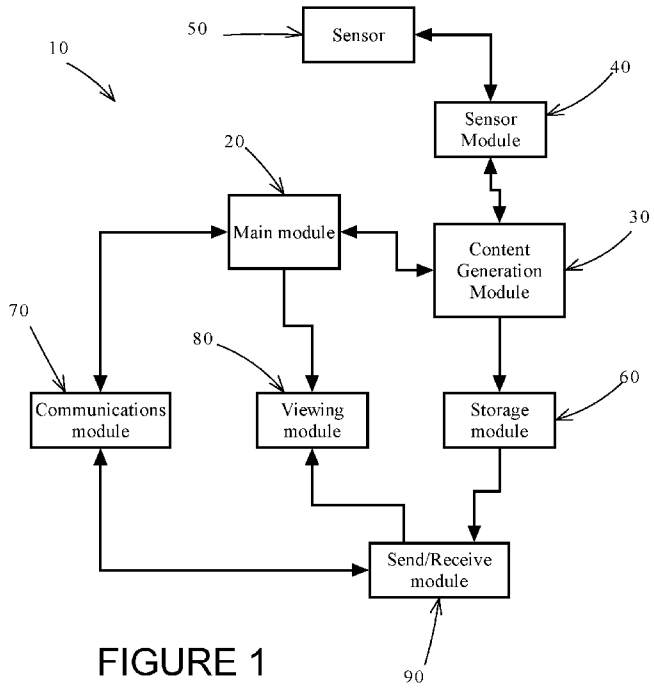


FIGURE 1

(57) **Abstract**: Systems, methods, and devices for generating digital media content. An application executing on a user digital device controls the device's audio or video sensor to record an event. The recorded content is then automatically copied to a segregated section of the device. The recorded content is then automatically uploaded to a server. Once uploaded, the recorded content is then assessed and considered by staff associated with the server and a specific service. If the recorded content is deemed to be acceptable, a monetary value is then associated with the recorded content according to a predetermined scale and this monetary value is applied to the user's account with the service. The recorded content is then marked as being associated with the service and is made available to the public. The user who generated the content can then withdraw the monetary value in his account or convert it into suitable currency.

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RECORDED CONTENT GENERATION FOR MOBILE DEVICES

TECHNICAL FIELD

[0001] The present invention relates to digital media content. More specifically, the present invention relates to systems, methods, and devices for generating digital media content using user consumer devices such as smartphones and tablet computers.

BACKGROUND

[0002] The proliferation of smartphones and other mobile computing devices equipped with audio-visual capabilities (e.g. tablet computers) has led to an explosion of user created digital content. Video sharing websites such as YouTube, Vimeo, Daily Motion, LiveLeak, and many others, allow users to freely upload and share their videos. Similarly, user generated pictures can also be shared using websites such as Vine, Flickr, 500px, imgur, and others. Audio files can also be shared using websites such as bandcamp, clyp, soundcloud, and others. However, other than revenues from advertisements for the various media content displayed, users who generate such content generally do not share in the profits from the content. While YouTube and a few other websites provide rewards to users who upload such content based on how many times the content is viewed, media content generators (*i.e.* users who create original content) have to wait until, and if, their uploaded content becomes famous.

[0003] One issue with the above model for generating monetary rewards for the content generator or user is that the content generator does not share in the profits until the content is widely viewed or seen. As well, the content generator is, generally, free to re-upload the content generated to multiple websites. The websites, therefore, do not have exclusivity with respect to the content generated.

[0004] As well, content generated that might be of cultural or historical significance, but that might not be overly popular, will not generate as much income for the user who generated that content. As has seen in recent events, social and political upheavals are usually caught on video by either the participants or by the spectators. Riots, protests, and other historic events might not be popular and, as such, would not generate income for the user who generated that content. However, such a user should be rewarded for capturing history as it unfolded. Currently, other than the dubious notoriety that comes with generating such content, these users are not rewarded.

[0005] Currently, there are no websites or services which reward users for generated digital media content before the content is presented to the public. As well, there are no websites or services that allows for exclusivity with respect to the content.

[0006] There is therefore a need for systems or methods which mitigate if not overcome the shortcomings of the prior art.

SUMMARY

[0007] The present invention provides systems, methods, and devices for generating digital media content. A software application executing on a user digital device controls the device's audio or video sensor to record an environment surrounding the device. The recorded content, once optionally tagged, described, and titled by the user, is then automatically copied to a segregated section of the device. The recorded content is then automatically uploaded to a server. Once uploaded, the recorded content is then assessed and considered by staff associated with the server and a specific service. If the recorded content is deemed to be acceptable, a monetary value is then associated with the recorded content according to a predetermined scale and this monetary value is applied to the user's account with the service. The recorded content is then marked as being associated with the service and is made available to the public. The user who generated the content can then withdraw the monetary value in his account or convert it into suitable currency.

[0008] In a first aspect, the present invention provides a method for generating digital media content using a user device, the method comprising:

a) activating a sensor on said device to thereby receive input from an environment about said device;

b) caching said input on said device to thereby record said input and produce recorded content;

c) receiving user input from said user to stop a recording of said input;

d) terminating said recording and copying recorded content to a segregated section of a storage medium on said user device;

e) automatically transmitting said recorded content to a remote server from said user device;

f) automatically deleting said recorded content from said user device;

wherein said user device is a mobile consumer device.

[0009] In a second aspect, the present invention provides a system for generating digital media content using a user device, the system comprising:

- a sensor module for activating and deactivating a sensor on said user device;

- a content generation module for communicating with said sensor module and for receiving content recorded by said sensor, recorded content being generated once recording by said sensor has been terminated;

- a storage module for caching said content recorded by said sensor and for automatically transferring recorded content to a segregated section of said user device once recording of said content has terminated;

- a send/receive module for automatically transmitting said recorded content from said user device to a remote server;

wherein said recorded content is automatically deleted from said user device once said recorded content has been transmitted to said remote server.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] The embodiments of the present invention will now be described by reference to the following figures, in which identical reference numerals in different figures indicate identical elements and in which:

FIGURE 1 is a block diagram of a system according to one aspect of the invention; and

FIGURE 2 is a flowchart detailing the steps according to another aspect of the invention.

DETAILED DESCRIPTION

[0011] Referring to Figure 1, a block diagram of a system according to one aspect of the invention is illustrated. The system 10 may take the form of a software application (or "app") executing on a user mobile consumer device such as a smart phone, mobile phone, tablet computer, or other portable computing device equipped with a video camera, a regular camera, and/or a microphone and is capable of recording video, photographs, or audio. As can be seen, the system 10 has a main module 20 that serves as a main gateway for a user using the system. The main module 20

communicates with a content generation module 30 which, in turn, communicates with a sensor module 40. The sensor module 40 controls a sensor 50 to receive analog input from its surroundings. Also part of the system 10 is a storage module 60, a communications module 70, and a viewing module 80. The communications module 70, the viewing module 80, and the storage module 60 interact with a send/receive module 90 to send/receive data by wireless means to a server 100.

[0012] In operation, the system 10 receives user input by way of the main module 20. Upon receiving user input to generate digital media content, the main module 20 commands the content generation module 30 to communicate with the sensor module 40. The sensor module 40 directly controls the sensor 50 to activate or deactivate the sensor 50. Activation of the sensor 50 causes the sensor 50 to receive analog input from its surroundings, digitize this analog input and send the digitized content to the content generation module 30. The digitized content is then cached or temporarily stored by a storage module 60 on the user device. Once the user wishes to terminate the recording of the content, the user initiates a terminate command by way of the main module 20. This causes the sensor 50 to be deactivated. After the sensor 50 has been deactivated, the recorded content has been generated. The recorded content is then transferred by the storage module 60 from its temporary storage on the user device to a segregated section or area of the user device. The user is then prompted to provide generated text content for the recorded content. Once this has been provided, the recorded content, along with the generated text

content, is then automatically transmitted to a remote server by way of the send/transmit module 90. Once transmission of the recorded content is complete, the recorded content is then automatically deleted from the segregated section of the user device. The only copy of the recorded content is therefore the copy sent to the remote server.

[0013] It should be noted that the sensor 50 may take the form of a video camera, a digital picture camera, an audio recording device (e.g. a microphone), or any combination thereof. Thus, the activation of the sensor 50 may cause both the video camera and the audio recording device to activate, thereby capturing both audio and video of what the user device is pointed to. Similarly, activation of the sensor 50 may activate a digital picture camera to cause a digital picture to be taken. Alternatively, the activation of the sensor 50 may simply cause an audio recording device to activate, thereby recording the audio of the area surrounding the user device. Thus, the recorded content may take the form of a digital video with audio, a silent digital video, a digital picture, or simply an audio recording.

[0014] Once the recorded content has been recorded and stored, the user is prompted to provide user generated text content. This text content may take the form of a title of the recorded content, a description of the recorded content, tags to be used with the recorded content, as well as any text which can be used to describe or indicate the recorded content. The user may be prompted to fill in specific fields of a form to be associated with the recorded content. Some fields of this form may be required while others may

be optional. Once completed, the form is then associated with the recorded content and is transmitted along with the recorded content to the remote server.

[0015] It should be noted that the segregated section of the user device may be a section of a storage medium that either forms part of the storage device or a storage medium which has been added to the user device (*e.g.* a micro-SD card). The segregated section serves as a temporary storage for the recorded content prior to, and while, the recorded content is being transmitted to the remote server. While the recorded content is being recorded, the digital file being used may be the file used by the user device's operating system. Once the recording is finished, the recorded content is then moved from the default location to the segregated section. The segregated section can thus store the recorded content while the user enters the text content to be associated with the recorded content. Once the text content is complete, the text content is stored and associated with the recorded content in the segregated section, along with the user information such as the user's account information to allow the user device to communicate with the remote server. The recorded content, its associated text content, and the user's account information are all automatically uploaded to the remote server. Once transmission is complete, the recorded content and the associated text content are then deleted from the user device. This prevents the user from posting the recorded content to other websites or servers. To prevent the user from copying the recorded content from the segregated section, the segregated section should be inaccessible

to the user and, preferably, only accessible to the system 10. The system can thus write to and delete from the segregated section but the user should not be able to copy from or write to the segregated section.

[0016] It should be clear that the remote server and the application operating on the user device are both associated with and operated by a service entity that shares content uploaded by its users. Once the recorded content has been uploaded to the remote server, the recorded content can be assessed by the service entity's personnel or software. If determined to be suitable material for sharing, the recorded material is accepted by the service entity. A predetermined bounty or reward is then awarded by the service entity to the user. The reward can be credited to the user's account with the service entity and the user can be notified of this credit by any suitable means such as email. Alternatively, the reward can be sent using any suitable cryptocurrency such as BitCoin™. As another alternative, the reward can be credited to a third party account in the name of the user. Such a third party account (*e.g.* a PayPal™ account) would, of course, have to be known to the service entity so that funds or a credit which can be converted into funds, can be deposited. The notification to the user regarding the reward can be sent to the user by way of an electronic communication such as an email, an SMS message (*i.e.* a text message), or by using a dedicated communications link between the service entity and the user. In one implementation, the communications module 70 can be used as an electronic communications portal between the user (who is registered with the service entity)

and the personnel at the service entity. The communications module 70 may also be used as a communications link between the user and other users registered with the service entity.

[0017] In yet another implementation, the predetermined bounty or reward awarded to users for their recorded content is based on a predetermined scale or table of values. Each instance of recorded content is associated with a monetary value based on a publicly available table of values provided by the service entity. Depending on the recorded content and on what the service entity desires in terms of type of content to be shared with its users, the table of values may assign differing values to different recorded content. As an example, the service entity may desire to be more news-centered. As such, recorded content relating to breaking news stories (*e.g.* a natural disaster, political upheaval, civil unrest, etc.) may be assigned higher monetary values than a humorous event. Conversely, the service entity may wish to have more user-created or user-staged content. As such, user-created content, such as humorous or outrageous stunts, pranks, or staged events may be assigned a higher monetary value than a humorous but unexpected event such as a cat playing on, and subsequently falling down, stairs. In one implementation, the predetermined scale or table of values is accessible to the user by way of the system (*i.e.* viewable by the user using the system). In another implementation, the scale or table is communicated to the user using the communication module or using any other means of electronic communication.

[0018] In addition to a pre-set table of values or scale of monetary rewards for certain types of recorded content, the service entity may offer time limited bounties for specific content based on any number of changing conditions. As an example, changing viewer preference trends may be used by the service entity to determine what content would be eligible for such time limited bounties. Thus, if videos involving llamas are trending with viewers as a preferred viewing choice, the service entity may offer a 24 hour bounty on videos with llamas or perhaps on videos involving other, similar animals such as camels or donkeys. Or, as another example, the service entity may offer bounties on recorded content relating to specific on-going events. A specific political rally or a press conference by a well-known politician, for example, might be occurring and the service entity may offer a bounty for recorded videos or recording audio from such an event. The bounty may, of course, be time limited to a few hours to a few days or even a few weeks as deemed necessary by the service entity. Such time limited bounties could be broadcast to users by the service entity using the communications module 70.

[0019] It should also be clear that the amount of the reward awarded to the user who generates the recorded content may be dependent upon a number of factors. These factors may include a quality of the recorded content. For example, a grainy picture or a grainy video or an unfocused picture or video may command less of a reward than a properly focused picture or video. Similarly, the length of the recorded content may also affect the amount of the reward for the user. For example, a 15 second video or audio clip may command

less of a reward than a 30 second or a 5 minute video or audio clip. However, the length and/or quality of the recorded content may be superfluous in determining the amount of the reward if the event recorded by the recorded content is compelling. As an example, a 15 second video clip of a famous person committing a crime or a 10 second clip of a UFO landing may command a much higher reward than a 5 minute video of a dog playing in the snow. Thus, the nature of the event recorded in the recorded content as well as the fame or notoriety of the participants in the event may be used as a factor in determining the amount of the reward for the user.

[0020] Similarly, for recorded content that is a combination of both audio and video, the amount of audio or video content in the recorded content may also be a factor in the amount of reward for the user. As an example, a video recording of an event where there is minimal video but where the audio content is present (e.g. a political rally where the user is prevented from shooting video but the audio is recorded) may have a lower reward than a full audio and video recording of the same event. Conversely, a recording of an event where, for some reason, video is present but audio has been suppressed may qualify for a lower reward than, again, a full audio and video recording of the same event. These and other factors and the actual amounts of the rewards are, of course, dependent on the implementation of the invention.

[0021] Regarding assessment and/or filtering of recorded content, it should be clear that the service entity may employ various means to review uploaded recorded content for suitability. Software may be used to

automatically filter the user generated text content associated with the recorded content to determine which recorded content is to be further reviewed. Recorded content that does not pass the initial software filters are rejected and no bounty or reward is awarded to the user. Recorded content that have passed the initial filters can be reviewed by human reviewers and approved or rejected by such reviewers. Recorded content which is approved can then be posted on the service entity's website or content feed for consumption by users. As noted above, if a user's recorded content is approved, the user is awarded a bounty or reward.

[0022] Approved recorded content can be marked by the service entity as being associated with a specific website or service. This marking, which may take the form of watermarking the videos or the pictures of the recorded content, can be done to prevent reuse by other websites or content providers. In addition to this marking, approved recorded content can have its associated text content edited by the service entity for content or suitability. Thus, a recorded content's user assigned title or description may be edited, changed, or completely replaced by the service entity prior to the recorded content being distributed or displayed on the service entity's website or content feed.

[0023] As can be imagined, a user using the software application aspect of the invention should, preferably, have an existing registered account with the service entity managing the remote server. Such a registered account would allow for ease of uploading

recorded content to the remote server and the awarding of the reward or bounty for approved recorded content.

[0024] As part of the system 10, a viewing module 80 may be used by the user to view/consume content provided to the service entity from other users or from the user himself or herself. The viewing module 80 can communicate with the remote server to receive approved recorded content from other users for viewing and/or listening by the user. The viewing module 80 can thus be used to stream content from the remote server or to download content to the user device on a temporary basis. Content can be downloaded from the remote server to the segregated section so that the content can be played back to the user. Of course, once the downloaded content has been viewed/played back, it is then deleted from the user device. This can be done to prevent the downloaded content from being reused by the user in a manner which might not be approved by the service entity.

[0025] The viewing module 10 can be configured to present the user with the top viewed content according to user viewership or it can be presented to provide the latest recorded content approved for display by the service entity. Of course, in addition to the recorded content viewable by the user, the viewing module also presents text associated with the recorded content. As an example, each video or picture accepted for distribution would be displayed for the user along with descriptive text (which may be from the user who generated the recorded content or from the service entity staff), title, time and date of the recorded event, and length of the recording (if applicable). Optionally, tags associated with the recorded content

or with the content of the recorded content (*e.g.* the event or the participants to the event) may also be displayed for the user.

[0026] Also as part of the system 10, the communications module 70 can be used for communications between the user and the service entity. As noted above, the communications module 70 can be used to notify the user of any rewards or bounty awarded by the service entity. Similarly, the communications module 70 can deliver messages from other users or other people with accounts with the service entity to the user. The communications module 70 may be dedicated to communications within the ecosystem of the service entity (*e.g.* communications between registered account holders using the service entity and communications to and from the service entity) or it may be used as a communications portal that accesses other email or electronic communication systems. As an example, the communications module 70 may have an email client able to access POP or IMAP servers. Alternatively, the communications module 70 may also be equipped with a user chat sub-module that allows for communications using any of the XMPP, SIMPLE, SIP, IRC, or AMQP protocols. The communications module may, in conjunction with the send/receive module, operate to use well-known communication technologies and protocols such as Wi-Fi, 802.11xx, 3G, 4G, and other similar devices and sub-systems.

[0027] It should further be noted that the send/receive module for use in automatically transmitting the recorded content to the server may use various types of communications protocols to communicate with the server. As an example, protocols used by mobile

telephone handsets may be used as well as protocols used for short range wireless communications (e.g. Wi-Fi, Bluetooth). To this end, well-known communications modules used in mobile telephone handsets as well as in tablet computers may be used.

[0028] It should be noted that the service entity can generate revenue in ways other than the traditional advertising or subscription models. Traditionally, content sharing websites such as those listed above generate income by selling advertising space. More compelling or more user desired content on the website would increase the number of viewers for content and this, correspondingly, would lead to higher advertising revenues as greater viewership means more exposure for the advertisers. Conversely, users may need to subscribe to the website to access its content. Paying account holders thus generate revenue for the service entity. As another source of revenue, the system 10 may be either exclusively or preferably be installed on mobile devices such as mobile phones or handsets. Data consumption by the mobile handset, because of users accessing content on the service entity's website or by using the viewing module, would generate revenue for the mobile handset's mobile data service provider. This revenue can then be shared between the mobile data service provider and the service entity.

[0029] Referring to Figure 2, a flowchart detailing the steps executed by the system in Figure 1 is illustrated. The method beings with step 200 as the system receives user input to being recording an event. Step 210 is that of activating the user device’s sensor. As noted above, the sensor may be the user device’s video

camera, the microphone, the still camera, or any of combination thereof. The event is then recorded in step 220. The file generated as the event is being recorded is cached on the user device. In step 230, the system receives user input to terminate the recording. This causes step 240 as the system saves the recorded content to the user device's segregated section. The system can then receive user input for the text content to be associated with the recorded content (step 250). With the recorded content finished, including associating the user generated text content, the recorded content is then uploaded to the remove server (step 260). After the recorded content is uploaded, this recorded content is automatically deleted from the user device (step 270). At the remote server, the recorded content is then assessed as to its suitability for the service entity's website or content feed (step 280). As noted above, this may be done in discrete steps using both software filters and human viewers. In the event that the recorded content is not approved, the user may receive a communication that the recorded content has not been approved (step 290). Conversely, if the recorded content is approved, the user may then receive a communication that the recorded content has been approved and that a reward or bounty for the recorded content has been applied to the user's account (step 300). At some point subsequent to this, the user's recorded content is then displayed or distributed to the public by way of the service entity's website or content feed.

[0030] The embodiments of the invention may be executed by a computer processor or similar device programmed in the

manner of method steps, or may be executed by an electronic system which is provided with means for executing these steps. Similarly, an electronic storage means such as computer diskettes, CD-ROMs, Random Access Memory (RAM), Read Only Memory (ROM) or similar computer software storage media known in the art, may be used in conjunction with programmed processors to execute such method steps. As well, electronic signals representing these method steps may also be transmitted via a communication network. Computer processors, microcontrollers, and other processing devices and means including microprocessors (e.g. microprocessors manufactured by Intel Corp., ARM, AMD, Freescale Semiconductor, and other companies), microcontrollers, SoC devices, and others may be used.

[0031] Embodiments of the invention may be implemented in any conventional computer programming language. For example, preferred embodiments may be implemented in a procedural programming language (e.g."C") or an object-oriented language (e.g."C++", “java”, “PHP”, “PYTHON” or “C#”). Alternative embodiments of the invention may be implemented as pre-programmed hardware elements, other related components, or as a combination of hardware and software components.

[0032] Embodiments can be implemented as a computer program product for use with a computer system. Such implementations may include a series of computer instructions fixed either on a tangible medium, such as a computer readable medium (e.g., a diskette, CD-ROM, ROM, or fixed disk) or transmittable to a computer system, via a modem or other interface device, such as a communications adapter connected to

a network over a medium. The medium may be either a tangible medium (e.g., optical or electrical communications lines) or a medium implemented with wireless techniques (e.g., microwave, infrared or other transmission techniques). The series of computer instructions embodies all or part of the functionality previously described herein. Those skilled in the art should appreciate that such computer instructions can be written in a number of programming languages for use with many computer architectures or operating systems. Furthermore, such instructions may be stored in any memory device, such as semiconductor, magnetic, optical or other memory devices, and may be transmitted using any communications technology, such as optical, infrared, microwave, or other transmission technologies. It is expected that such a computer program product may be distributed as a removable medium with accompanying printed or electronic documentation (e.g., shrink-wrapped software), preloaded with a computer system (e.g., on system ROM or fixed disk), or distributed from a server over a network (e.g., the Internet or World Wide Web). Of course, some embodiments of the invention may be implemented as a combination of both software (e.g., a computer program product) and hardware. Still other embodiments of the invention may be implemented as entirely hardware, or entirely software (e.g., a computer program product).

[0033] A person understanding this invention may now conceive of alternative structures and embodiments or variations of the above all of which are intended to fall within the scope of the invention as defined in the claims that follow.

We claim:

1. A method for generating digital media content using a user device, the method comprising:

a) activating a sensor on said device to thereby receive input from an environment about said device;

b) caching said input on said device to thereby record said input and produce recorded content;

c) receiving user input from said user to stop a recording of said input;

d) terminating said recording and copying recorded content to a segregated section of a storage medium on said user device;

e) automatically transmitting said recorded content to a remote server from said user device;

f) automatically deleting said recorded content from said user device;

wherein said user device is a mobile consumer device.

2. A method according to claim 1, wherein said mobile consumer device is at least one of:

- a mobile cellular handset;
- a smartphone; and
- a tablet computing device.

3. A method according to claim 1, wherein before step e) is executed, step d1) is executed, step d1) comprising:

- receiving user generated text content from said user and associating said user generated text content with said recorded content;

and wherein said user generated text content is transmitted to said remote server with said recorded content.

4. A method according to claim 1, wherein said sensor is at least one of:

- a video camera;
- a picture camera; and
- a microphone.

5. A method according to claim 3, wherein said user generated text content includes at least one of:

- a title
- a description of said recorded content;
- text indicative of said recorded content; and
- tags to be associated with said recorded content.

6. A method according to claim 1, wherein said method includes a step of:

g) receiving a communication from a service connected with said remote server that said user's account with said service has been credited with a predetermined value.

7. A method according to claim 6, wherein said communication indicates that a version of said recorded content is available for consumption by a public.

8. A method according to claim 1, wherein said recorded content is at least one of:

- a picture;
- a video clip; and
- an audio recording.

9. A method according to claim 6, wherein said method includes a step of receiving a previous communication from said service indicating a type or content of recorded content requested by said service from said user.

10. A method according to claim 9, wherein said previous communication indicates an amount to be paid by said service for said recorded content requested by said service from said user.

11. A method according to claim 9, wherein said type of recorded content requested by said service from said user is based on changing viewer preferences for recorded content.

12. A method according to claim 7, wherein data used by said public to consume said recorded content generates revenue for a mobile data service provider, said revenue being shared between said mobile data service provider and said service.

13. A method according to claim 6, wherein step g) is executed only after said recorded content has been accepted by said service to be made available for consumption by a public.

14. A method according to claim 6, wherein said predetermined value is based on a content of said recorded content.

15. A method according to claim 14, wherein said predetermined value is based on at least one of:

- a picture quality of said recorded content;
- a length of said recorded content;
- an event recorded by said recorded content;
- participants in an event recorded by said recorded content;
- a type of said event recorded by said recorded content;
- an amount of audio content contained in said recorded content; and
- an amount of video content contained in said recorded content.

16. A method according to claim 1, wherein said segregated section is inaccessible to said user.

17. A system for generating digital media content using a user device, the system comprising:

- a sensor module for activating and deactivating a sensor on said user device;

- a content generation module for communicating with said sensor module and for receiving content recorded by said sensor, recorded content being generated once recording by said sensor has been terminated;

- a storage module for caching said content recorded by said sensor and for automatically transferring recorded content to a segregated section of said user device once recording of said content has terminated;

- a send/receive module for automatically transmitting said recorded content from said user device to a remote server;

wherein said recorded content is automatically deleted from said user device once said recorded content has been transmitted to said remote server.

AMENDED CLAIMS
received by the International Bureau on 12 April 2017 (12.04.17)

We claim:

1. A method for generating digital media content using a user device, the method comprising:

a) activating a sensor on said device to thereby receive input from an environment about said device;

b) caching said input on said device to thereby record said input and produce recorded content;

c) receiving user input from a user to stop a recording of said input;

d) terminating said recording and copying recorded content to a segregated section of a storage medium on said user device, said segregated section being inaccessible to said user;

e) automatically transmitting said recorded content to a remote server from said user device;

f) automatically deleting said recorded content from said user device to prevent said user from accessing said recorded content and to thereby prevent said user from using said recorded content;

wherein said user device is a mobile consumer device.

2. The method according to claim 1, wherein said mobile consumer device is at least one of:

- a mobile cellular handset;
- a smartphone;
- a tablet computing device; and

AMENDED SHEET (ARTICLE 19)

- any electronic device capable of implementing the method steps of (a) through (f).

3. The method according to claim 1, wherein before step e) is executed, step d1) is executed, step d1) comprising:

- receiving user generated text content from said user and associating said user generated text content with said recorded content;

and wherein said user generated text content is transmitted to said remote server with said recorded content.

4. The method according to claim 1, wherein said sensor is at least one of:

- a video camera;
- a picture camera; and
- a microphone.

5. The method according to claim 3, wherein said user generated text content includes at least one of:

- a title
- a description of said recorded content;
- text indicative of said recorded content; and
- tags to be associated with said recorded content.

6. The method according to claim 1, wherein said method includes a step of:

g) receiving a communication from a service connected with said remote server that said user's account with said service has been credited with a predetermined value.

7. The method according to claim 6, wherein said communication indicates that a version of said recorded content is available for consumption by a public.

8. The method according to claim 1, wherein said recorded content is at least one of:

- a picture;
- a video clip; and
- an audio recording.

9. The method according to claim 6, wherein said method includes a step of receiving a previous communication from said service indicating a type or content of recorded content requested by said service from said user.

10. The method according to claim 9, wherein said previous communication indicates an amount to be paid by said service for said recorded content requested by said service from said user.

11. The method according to claim 9, wherein said type of recorded content requested by said service from said user is based on changing viewer preferences for recorded content.

12. The method according to claim 7, wherein data used by said public to consume said recorded content generates revenue for a mobile data service provider, said revenue being shared between said mobile data service provider and said service.

13. The method according to claim 6, wherein step g) is executed only after said recorded content has been accepted by said service to be made available for consumption by a public.

14. The method according to claim 6, wherein said predetermined value is based on a content of said recorded content.

15. The method according to claim 14, wherein said predetermined value is based on at least one of:

- a picture quality of said recorded content;
- a length of said recorded content;
- an event recorded by said recorded content;
- participants in an event recorded by said recorded content;
- a type of said event recorded by said recorded content;
- an amount of audio content contained in said recorded content; and
- an amount of video content contained in said recorded content.

16. The method according to claim 6, wherein a version of said recorded content is posted on a website after said recorded content has been accepted by said service.

17. The method according to claim 6, wherein a version of said recorded content is transmitted to specific subscribers of said service.

18. A system for generating digital media content using a user device, the system comprising:

- a sensor module for activating and deactivating a sensor on said user device;

- a content generation module for communicating with said sensor module and for receiving content recorded by said

sensor, recorded content being generated once recording by said sensor has been terminated;

- a storage module for caching said content recorded by said sensor and for automatically transferring recorded content to a segregated section of said user device once recording of said content has terminated, said segregated section being inaccessible to a user of said user device;

- a send/receive module for automatically transmitting said recorded content from said user device to a remote server;

wherein said recorded content is automatically deleted from said user device once said recorded content has been transmitted to said remote server to thereby prevent said user from further transmitting said recorded content to another remote server.

19. The method according to claim 12, wherein said service is a telecommunication operator.

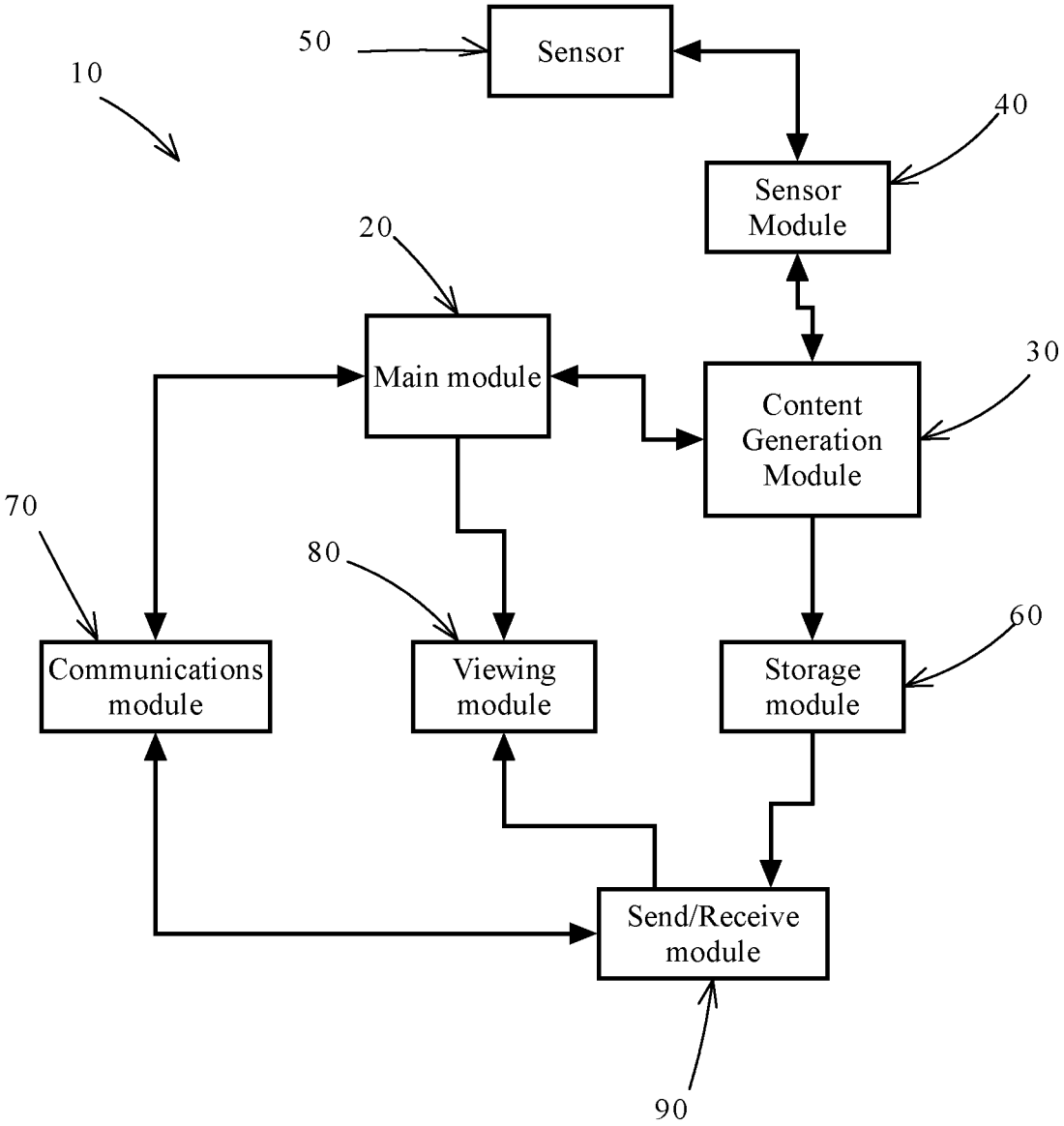

10
50
Sensor
40
Sensor Module
20
Main module
30
Content Generation Module
70
80
60
Communications module
Viewing module
Storage module
Send/Receive module
90

FIGURE 1

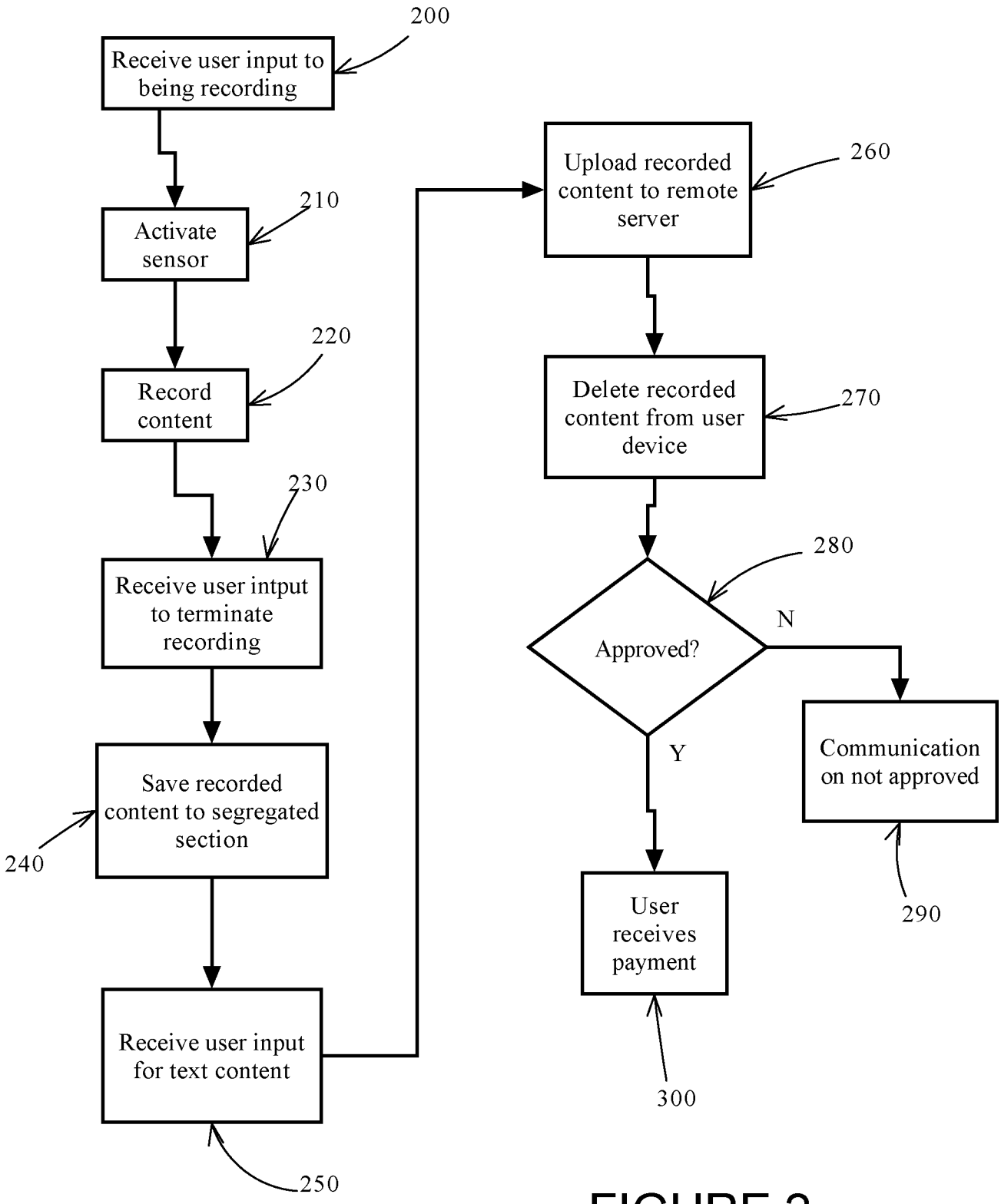

200
Receive user input to being recording
210
Activate sensor
220
Record content
230
Receive user intput to terminate recording
240
Save recorded content to segregated section
Receive user input for text content
250
260
Upload recorded content to remote server
270
Delete recorded content from user device
280
Approved?
N
Y
Communication on not approved
290
User receives payment
300

FIGURE 2

INTERNATIONAL SEARCH REPORT

International application No
PCT/GB2016/050753

A. CLASSIFICATION OF SUBJECT MATTER
INV. G06Q10/10 G06Q30/06
ADD.

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)
G06Q

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)
EPO-Internal, WPI Data

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	EP 1 906 666 A2 (CREATECNA XXI S L [ES]) 2 April 2008 (2008-04-02) the whole document	1-17
X	US 8 477 196 B2 (WANG CHI-CHIH [TW] ET AL) 2 July 2013 (2013-07-02) the whole document	1-17
X	WO 2012/009458 A2 (MYSONGTOYOU INC [US]; POLLACK SHANE [US]) 19 January 2012 (2012-01-19) the whole document	1-17
X	US 2007/257782 A1 (ETCHESON JAMIE [US]) 8 November 2007 (2007-11-08) the whole document	1-17

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

☒ See patent family annex.

* 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
30 May 2016	07/06/2016

Name and mailing address of the ISA/	Authorized officer
European Patent Office, P.B. 5818 Patentlaan 2 NL - 2280 HV Rijswijk Tel. (+31-70) 340-2040, Fax: (+31-70) 340-3016	Pastore, Edoardo

1

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No
PCT/GB2016/050753

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(19)中华人民共和国国家知识产权局

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(51)Int.Cl.
G06Q 10/10(2006.01)
G06Q 30/06(2006.01)

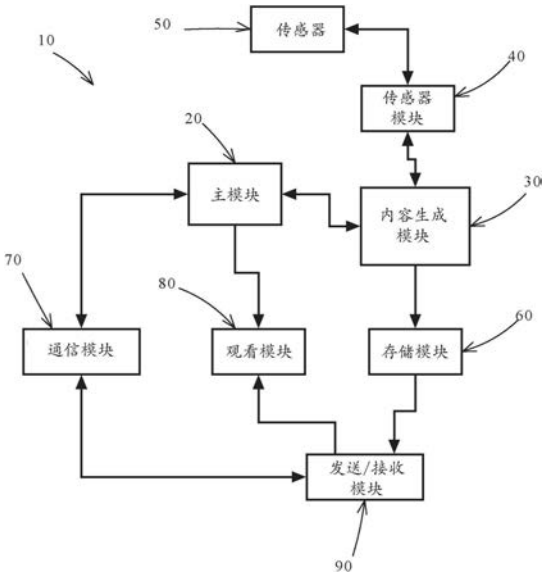
权利要求书2页 说明书7页 附图2页

(54)发明名称

用于移动设备的所记录内容生成

(57)摘要

用于生成数字媒体内容的系统、方法和设备。在用户数字设备上执行的应用控制所述设备的音频或视频传感器来记录事件。然后，所记录内容自动复制到所述设备的分离部分。然后，所述所记录内容自动上传到服务器。一旦被上传，所述所记录内容就由与所述服务器和特定服务相关联的员工进行评估和考虑。如果所述所记录内容被视为可接受，则根据预定量表将货币值与所述所记录内容相关联，并且将此货币值应用到所述用户与所述服务的账户。然后，所述所记录内容被标记为与所述服务相关联并且被使得对公众可用。然后，生成所述内容的所述用户可以在他的账户中取出所述货币值或者将所述货币值转换成适当的货币。



CN 108369693 A

1.一种用于使用用户设备来生成数字媒体内容的方法,所述方法包括:

a)激活所述设备上的传感器以便由此从所述设备周围的环境接收输入;

b)在所述设备上高速缓存所述输入以便由此记录所述输入并且产生所记录内容;

c)从所述用户处接收用于停止对所述输入的记录的用户输入;

d)终止所述记录并且将所记录内容复制到所述用户设备上的存储介质的分离部分;

e)将所述所记录内容从所述用户设备自动传输到远程服务器;

f)从所述用户设备中自动删除所述所记录内容;

其中,所述用户设备是移动消费者设备。

2.根据权利要求1所述的方法,其中,所述移动消费者设备是以下各项中的至少一项:

-移动蜂窝手持机;

-智能电话;以及

-平板计算设备。

3.根据权利要求1所述的方法,其中,在执行步骤e)之前,执行步骤d1),步骤d1)包括:

-从所述用户处接收用户生成的文本内容并且将所述用户生成的文本内容与所述所记录内容相关联;

并且其中,所述用户生成的文本内容连同所述所记录内容被传输到所述远程服务器。

4.根据权利要求1所述的方法,其中,所述传感器是以下各项中的至少一项:

-摄像机;

-图片相机;以及

-麦克风。

5.根据权利要求3所述的方法,其中,所述用户生成的文本内容包括以下各项中的至少一项:

-标题

-对所述所记录内容的描述;

-指示所述所记录内容的文本;以及

-将与所述所记录内容相关联的标记。

6.根据权利要求1所述的方法,其中,所述方法包括以下步骤:

g)从与所述远程服务器连接的服务处接收表明所述用户与所述服务的账户已经记入有预定值的通信。

7.根据权利要求6所述的方法,其中,所述通信指示所述所记录内容的版本可供公众消费。

8.根据权利要求1所述的方法,其中,所述所记录内容是以下各项中的至少一项:

-图片;

-视频剪辑;以及

-音频记录。

9.根据权利要求6所述的方法,其中,所述方法包括以下步骤:从所述服务处接收指示由所述服务从所述用户处请求的所记录内容的类型或内容的之前通信。

10.根据权利要求9所述的方法,其中,所述之前通信指示待由所述服务为所述服务从所述用户处请求的所述所记录内容而支付的金额。

11.根据权利要求9所述的方法，其中，由所述服务从所述用户处请求的所记录内容的所述类型基于对所记录内容的变化的观看者偏好。

12.根据权利要求7所述的方法，其中，由所述公众用于消费所述所记录内容的数据为移动数据服务提供商产生收入，所述收入在所述移动数据服务提供商与所述服务之间共享。

13.根据权利要求6所述的方法，其中，仅在所述所记录内容已经被所述服务接受以被使得可供由公众消费之后才执行步骤g)。

14.根据权利要求6所述的方法，其中，所述预定值基于所述所记录内容的内容。

15.根据权利要求14所述的方法，其中，所述预定值基于以下各项中的至少一项：

-所述所记录内容的图片质量；

-所述所记录内容的长度；

-通过所述所记录内容记录的事件；

-通过所述所记录内容记录的事件的参与者；

-通过所述所记录内容记录的所述事件的类型；

-包含在所述所记录内容中的音频内容的量；以及

-包含在所述所记录内容中的视频内容的量。

16.根据权利要求1所述的方法，其中，所述分离部分对所述用户来说不可访问。

17.一种用于使用用户设备来生成数字媒体内容的系统，所述系统包括：

-传感器模块，所述传感器模块用于激活和去激活所述用户设备上的传感器；

-内容生成模块，所述内容生成模块用于与所述传感器模块通信并且用于接收由所述传感器记录的内容，一旦由所述传感器进行的记录已经终止，所记录内容就被生成；

-存储模块，所述存储模块用于高速缓存由所述传感器记录的所述内容并且用于一旦对所述内容的记录已经终止就将所记录内容自动转移到所述用户设备的分离部分；

-发送/接收模块，所述发送/接收模块用于将来自所述用户设备的所述所记录内容自动传输到远程服务器；

其中，一旦所述所记录内容已经被传输到所述远程服务器，所述所记录内容就从所述用户设备中自动删除。

用于移动设备的所记录内容生成

技术领域

[0001] 本发明涉及数字媒体内容。更具体地，本发明涉及用于使用如智能电话和平板计算机等用户消费者设备来生成数字媒体内容的系统、方法和设备。

背景技术

[0002] 智能电话以及配备有视听能力的其他移动计算设备(例如，平板计算机)的增长已经导致了用户创建的数字内容的爆发。如YouTube、Vimeo、Daily Motion、LiveLeak等视频共享网站允许用户自由地上传和共享他们的视频。类似地，还可以使用如Vine、Flickr、500px、imgur等网站来共享用户生成的图片。还可以使用如bandcamp、clyp、soundcloud等网站来共享音频文件。然而，除了来自所显示的各种媒体内容的广告收入之外，生成这种内容的用户通常并不共享来自所述内容的利益。虽然YouTube和其他几个网站基于内容被观看的次数向上传这种内容的用户提供奖励，但是在媒体内容生成者(即，创建原创内容的用户)的所上传内容变得出名之前并且如果所述内容变得出名，媒体内容生成者必须等待。

[0003] 用于为内容生成者或用户产生货币奖励的以上模式的一个问题在于：在内容被广泛观看或看到之前，内容生成者并不共享利益。而且，内容生成者通常自由地将所生成内容重新上传到多个网站。因此，网站不具有关于所生成内容的排他性。

[0004] 而且，可能具有文化或历史意义但可能并不过度流行的所生成内容同样将不会为生成此内容的用户产生收入。如在最近的事件中已经看到的，参与者或者旁观者经常将社会和政治剧变拍上视频。暴动、抗议以及其他历史事件可能不流行，并且如此将不会为生成此内容的用户产生收入。然而，这种用户应当因在历史被展现时捕获历史而得到奖励。当前，除了随生成这种内容而产生的可疑恶名之外，这些用户并未得到奖励。

[0005] 目前，不存在所生成数字媒体内容被呈现给公众之前因所述内容而奖励用户的网站或服务。而且，不存在允许关于内容的排他性的网站或服务。

[0006] 因此，需要减轻(如果不克服)现有技术的缺点的系统或方法。

发明内容

[0007] 本发明提供了用于生成数字媒体内容的系统、方法和设备。在用户数字设备上执行的软件应用控制所述设备的音频或视频传感器记录所述设备周围的环境。一旦可选地用户对所记录内容加上标签、进行描述并且加上标题，所记录内容就自动复制到设备的分离部分。然后，所述所记录内容自动上传到服务器。一旦被上传，所述所记录内容就由与所述服务器和特定服务相关联的员工进行评估和考虑。如果所述所记录内容被视为可接受，则根据预定量表将货币值与所述所记录内容相关联，并且将此货币值应用到所述用户与所述服务的账户。然后，所述所记录内容被标记为与所述服务相关联并且被使得对公众可用。然后，生成所述内容的所述用户可以在他的账户中取出所述货币值或者将所述货币值转换成适当的货币。

[0008] 在第一方面，本发明提供了一种用于使用用户设备来生成数字媒体内容的方法，

所述方法包括：

a)激活所述设备上的传感器以便由此从所述设备周围的环境接收输入；

b)在所述设备上高速缓存所述输入以便由此记录所述输入并且产生所记录内容；

c)从所述用户处接收用于停止对所述输入的记录的用户输入；

d)终止所述记录并且将所记录内容复制到所述用户设备上的存储介质的分离部分；

e)将所述所记录内容从所述用户设备自动传输到远程服务器；

f)从所述用户设备中自动删除所述所记录内容；

其中，所述用户设备是移动消费者设备。

[0009] 在第二方面，本发明提供了一种用于使用用户设备来生成数字媒体内容的系统，所述系统包括：

-传感器模块，所述传感器模块用于激活和去激活所述用户设备上的传感器；

-内容生成模块，所述内容生成模块用于与所述传感器模块通信并且用于接收由所述传感器记录的内容，一旦由所述传感器进行的记录已经终止，所记录内容就被生成；

-存储模块，所述存储模块用于高速缓存由所述传感器记录的所述内容并且用于一旦对所述内容的记录已经终止就将所记录内容自动转移到所述用户设备的分离部分；

-发送/接收模块，所述发送/接收模块用于将来自所述用户设备的所述所记录内容自动传输到远程服务器；

其中，一旦所述所记录内容已经被传输到所述远程服务器，所述所记录内容就从所述用户设备中自动删除。

附图说明

[0010] 现在将通过参考以下附图对本发明的实施例进行描述，其中不同附图中的相同参考数字表示相同元件，并且其中：

图1是根据本发明的一个方面的系统的框图；并且

图2流程图，详述了根据本发明的另一方面的步骤。

具体实施方式

[0011] 参照图1，展示了根据本发明的一个方面的系统的框图。系统10可以采用在用户移动消费者设备上执行的软件应用(或“app”)的形式，所述用户移动消费者设备如智能电话、移动电话、平板计算机或配备有摄像机、普通相机和/或麦克风并且能够记录视频、照片或音频的其他便携式计算设备。如可以看到的，系统10具有主模块20，所述主模块充当使用所述系统的用户的主网关。主模块20与内容生成模块30通信，所述内容生成模块进而与传感器模块40通信。传感器模块40控制传感器50从其周围环境接收模拟输入。而且，系统10的一部分是存储模块60、通信模块70以及观看模块80。通信模块70、观看模块80以及存储模块60与用于通过无线方式向服务器100发送/接收数据的发送/接收模块90。

[0012] 在操作中，系统10通过主模块20接收用户输入。在接收到用于生成数字媒体内容的用户输入时，主模块20命令内容生成模块30与传感器模块40通信。传感器模块40直接控制传感器50激活或去激活传感器50。激活传感器50使传感器50从其周围环境接收模拟输入、将此模拟输入数字化并且将数字化内容发送到内容生成模块30。然后，数字化内容被存

储模块60高速缓存或临时存储在用户设备上。一旦用户希望终止对内容的记录，用户就通过主模块20发起终止命令。这使传感器50被去激活。在传感器50已经被去激活之后，所记录内容已经生成。然后，所记录内容由存储模块60从用户设备上的其临时存储设备转移到用户设备的分离部分或区域。然后，用户被提醒提供所记录内容的所生成文本内容。一旦已经提供了所生成文本内容，所记录内容连同所生成文本内容就通过发送/传输模块90自动传输到远程服务器。一旦对所记录内容的传输完成，所记录内容就从用户设备的分离部分中自动删除。因此，所记录内容的唯一副本是发送到远程服务器的副本。

[0013] 应当注意的是，传感器50可以采用摄像机、数字图片相机、音频记录设备(例如，麦克风)或其任何组合的形式。因此，激活传感器50可以使摄像机和音频记录设备两者激活，由此捕获用户设备所指向的事物的音频和视频两者。类似地，激活传感器50可以激活数字图片相机以使数字图片被拍摄。可替代地，激活传感器50可以仅使音频记录设备激活，由此记录用户设备周围区域的音频。因此，所记录内容可以采用数字视频连同音频、无声数字视频、数字图片或仅音频记录的形式。

[0014] 一旦所记录内容已经被记录和存储，用户就被提醒提供用户生成的文本内容。此文本内容可以采用以下形式:所记录内容的标题、对所记录内容的描述、将与所记录内容一起使用的标签、以及可以用于描述或指示所记录内容的任何文本。可以提醒用户填写将与所记录内容相关联的表格的特定字段。此表格的一些字段可以是必须的，而其他可以是可选的。一旦表格完成，就将表格与所记录内容相关联并且将表格连同所记录内容传输到远程服务器。

[0015] 应当注意的是，用户设备的分离部分可以是存储介质的形成已经添加到用户设备中的存储设备或存储介质(例如，微型SD卡)的一部分的部分。在所记录内容被传输到远程服务器之前以及之时，分离部分充当所记录内容的临时存储设备。在所记录内容正被记录的同时，正使用的数字文件可以是由用户设备的操作系统使用的文件。一旦记录结束，所记录内容就从默认位置移动到分离部分。因此，在用户输入将与所记录内容相关联的文本内容的同时，分离部分可以存储所记录内容。一旦文本内容完成，文本内容连同如用户的账户信息等用于允许用户设备与远程服务器通信的用户信息就被存储并且与分离部分中的所记录内容相关联。所记录内容、其相关联文本内容以及用户的账户信息全都自动上传到远程服务器。一旦传输完成，所记录内容和相关联文本内容就从用户设备中删除。这防止了用户将所记录内容发布到其他网站或服务器。为了防止用户从分离部分中复制所记录内容，分离部分应当对用户来说不可访问并且优选地仅对系统10可访问。因此，系统可以对分离部分进行写入以及从分离部分中进行删除，但是用户应当不能够从分离部分中进行复制或对分离部分进行写入。

[0016] 应当清楚的是，远程服务器以及在用户设备上操作的应用两者都与共享由其用户上传的内容的服务实体相关联且由其进行操作。一旦所记录内容已经上传到远程服务器，就可以由服务实体的人员或软件评估所记录内容。如果确定所记录内容是适合共享的资料，则所记录资料被服务实体接受。然后，由服务实体向用户授予预定奖金或奖励。可以将奖励记入用户与服务实体的账户，并且可以通过如电子邮件等任何适当方式将此记入通知给用户。可替代地，可以使用如BitCoin™等任何适当的加密货币来发送奖励。作为另一替代方案，可以以用户的名义将奖励记入第三方账户。当然，这种第三方账户(例如，PayPal™账

户)对于服务实体来说将必须是已知的,使得可以存入资金或可以转换成资金的积分。可以通过如电子邮件、SMS消息(即,文本消息)等电子通信或通过使用服务实体与用户之间的专用通信链路向用户发送关于奖励的用户通知。在一种实施方式中,通信模块70可以用作用户(所述用户向服务实体进行了注册)与服务实体处的人员之间的电子通信入口。通信模块70还可以用作用户与向服务实体进行了注册的其他用户之间的通信链路。

[0017] 在又另一实施方式中,因用户的所记录内容而向用户授予的预定奖金或奖励基于预定值量表或表。所记录内容的每个实例都基于由服务实体提供的可公开获得的值表与货币值相关联。根据所记录内容并且根据服务实体就将与其用户共享的内容的类型而言期望得到的东西,值表可以将不同的值分配给不同的所记录内容。作为示例,服务实体可能期望更以新闻为中心。如此,可以向与突发新闻故事(例如,自然灾害、政治剧变、内乱等)相关的所记录内容分配比幽默事件更高的货币值。相反,服务实体可能希望具有更多用户创建或用户上演的内容。如此,可以向用户创建的内容如幽默或惊人绝技、恶作剧或分阶段事件分配比幽默但意外的事件如猫在楼梯上玩耍并且随后掉下楼梯更高的货币值。在一种实施方式中,预定值量表或表可由用户通过系统访问(即,可由用户使用系统观看)。在另一实施方式中,使用通信模块或使用任何其他电子通信方式向用户传达所述量表或表。

[0018] 除了针对某些类型的所记录内容的货币奖励的预设值表或量表之外,服务实体还可以基于任何数量的变化条件为特定内容提供时间限制的奖金。作为示例,变化的观看者偏好趋势可以由服务实体用于确定什么内容将符合这种时间限制的奖金的条件。因此,如果涉及美洲驼的视频趋于被观看者视为优选观看选择,则服务实体可以对具有美洲驼的视频或者可能对涉及如骆驼或驴等其他类似动物的视频提供24小时奖金。或者作为另一示例,服务实体可以对与特定的进行中事件相关的所记录内容提供奖金。可能正发生由例如著名政治家进行的特定政治集会或新闻发布会,并且服务实体可以为来自这种事件的所记录视频或记录音频提供奖金。当然,可以将奖金时间限制为由服务实体视为必要的几小时到几天或者甚至几周。可以由服务实体使用通信模块70向用户广播这种时间限制的奖金。

[0019] 应当清楚的是,向生成所记录内容的用户授予的奖励金额可以取决于多种因素。这些因素可以包括所记录内容的质量。例如,模糊图片或模糊视频或未聚焦图片或视频可能需要的奖励比适当对焦图片或视频更少。类似地,所记录内容的长度也可能影响用户奖励的金额。例如,15秒视频或音频剪辑可能需要的奖励比30秒或5分钟视频或音频剪辑更少。然而,如果通过所记录内容记录的事件让人叹服,则在确定奖励金额时,所记录内容的长度和/或质量可能是多余的。作为示例,犯下罪行的名人的15秒视频剪辑或UFO登陆的10秒剪辑可能需要的奖励比狗在雪中玩耍的5分钟视频高得多。因此,在确定用户的奖励金额时,在所记录内容中记录的事件的性质以及事件参与者的名声或恶名可以用作因素。

[0020] 类似地,对于作为音频和视频两者的组合的所记录内容,所记录内容中的音频或视频内容的量也可以是用户的奖励金额中的因素。作为示例,存在最低限度的视频但是存在音频内容的事件(例如,用户被防止拍摄视频但是记录了音频的政治集会)的视频记录可以具有的奖励比同一事件的完整音频和视频记录更低。相反,出于某种原因存在视频但已经抑制了音频的事件的记录可能有资格获得的奖励再次比同一事件的完整音频和视频记录更低。当然,这些和其他因素以及实际奖励金额取决于本发明的实施方式。

[0021] 关于对所记录内容的评估和/或过滤,应当清楚的是,服务实体可以采用各种方式

审查所上传的所记录内容的适当性。可以使用软件来自动过滤与所记录内容相关联的用户生成的文本内容以确定要进一步审查哪个所记录内容。未通过初始软件过滤器的所记录内容被拒绝，并且不向用户授予奖金或奖励。可以由人类审查者对已经通过初始过滤器的所记录内容进行审查并且由这种审查者批准或拒绝所记录内容。然后，经批准的所记录内容可以发布在服务实体的网站或内容提要(feed)上以供用户消费。如上所述，如果用户的所记录内容被批准，则用户被授予奖金或奖励。

[0022] 经批准的所记录内容可以由服务实体标记为与特定网站或服务相关联。这种标记可以采用对所记录内容的视频或图片进行水印的形式，可以进行这种标记以防止其他网站或内容提供商重新使用。除了这种标记之外，经批准的所记录内容可以具有由服务实体针对内容或适当性而编辑的其相关联文本内容。因此，在所记录内容被分发或显示在服务实体的网站或内容提要上之前，可以由服务实体对所记录内容的用户分配标题或描述进行编辑、改变或完全替换。

[0023] 如可以想象的，使用本发明的软件应用方面的用户应当优选地具有与管理远程服务器的服务实体的现有注册账户。这种注册账户将允许便于将所记录内容上传到远程服务器以及针对经批准的所记录内容而授予奖励或奖金。

[0024] 作为系统10的一部分，观看模块80可以由用户用于观看/消费从其他用户或从用户他自己或她自己向服务实体提供的内容。观看模块80可以与远程服务器通信以从其他用户处接收经批准的所记录内容以供用户观看和/或收听。因此，观看模块80可以用于对来自远程服务器的内容进行流式传输或者用于在临时的基础上将内容下载到用户设备。可以将内容从远程服务器下载到分离部分，使得可以向用户回放内容。当然，一旦所下载内容已经被观看/回放，所述内容就从用户设备中删除。可以完成这种操作以防止用户以可能未被服务实体批准的方式重新使用所下载内容。

[0025] 观看模块10可以被配置用于根据用户收视率向用户呈现观看人数最多的内容，或者可以呈现所述观看模块以提供由服务实体批准显示的最新所记录内容。当然，除了可由用户观看的所记录内容之外，观看模块还呈现与所记录内容相关联的文本。作为示例，将向用户显示接受分发的每个视频或图片，连同描述文本(其可以来自生成所记录内容的用户或者来自服务实体员工)、标题、所记录事件的时间和日期、以及记录的长度(如果适用的话)。可选地，还可以向用户显示与所记录内容或者与所记录内容的内容(例如，事件或事件的参与者)相关联的标记。

[0026] 而且，作为系统10的一部分，通信模块70可以用于用户与服务实体之间的通信。如上所述，通信模块70可以用于向用户通知由服务实体授予的任何奖励或奖金。类似地，通信模块70可以向用户递送来自具有与服务实体的账户的其他用户或其他人员的消息。通信模块70可以专用于服务实体的生态系统内的通信(例如，使用服务实体的注册账户持有者之间的通信以及来往于服务实体的通信)，或者所述通信模块可以用作对其他电子邮件或电子通信系统进行访问的通信入口。作为示例，通信模块70可以具有能够访问POP或IMAP服务器的电子邮件客户端。可替代地，通信模块70还可以配备有允许使用XMPP、SIMPLE、SIP、IRC或AMQP协议中的任何协议进行通信的用户聊天子模块。通信模块可以结合发送/接收模块而操作用于使用已知的通信技术和协议如Wi-Fi、802.11xx、3G、4G以及其他类似设备和子系统。

[0027] 应当进一步注意的是，用于向服务器自动传输所记录内容的发送/接收模块可以使用各种类型的通信协议与服务器通信。作为示例，除了用于短距离无线通信的协议(例如，Wi-Fi、蓝牙)之外，还可以使用由移动电话手持机使用的协议。为此，可以使用在移动电话手持机中以及在平板计算机中使用的已知通信模块。

[0028] 应当注意的是，服务实体可以采用除了传统的广告或订阅模式之外的方式来产生收入。传统地，如以上所列的内容共享网站等内容共享网站通过销售广告空间来产生收入。网站上更令人叹服或更具用户期望的内容将增大内容观看者的数量，并且相应地，这将导致更高的广告收入，因为较高收视率意味着更多地向广告商曝光。相反，用户可能需要订阅网站以访问其内容。因此，付款账户持有者为服务实体产生收入。作为另一收入来源，系统10可以专有地或优选地安装在如移动电话或手持机等移动设备上。由于用户访问服务实体的网站上的内容或通过使用观看模块而由移动手持机进行的数据消费将为移动手持机的移动数据服务提供商产生收入。然后，此收入可以在移动数据服务提供商与服务实体之间共享。

[0029] 参照图2，展示了流程图，所述流程图详述了由图1中的系统执行的步骤。所述方法开始于步骤200，其中，系统接收用于开始记录事件的用户输入。步骤210是激活用户设备的传感器的步骤。如上所述，传感器可以是用户设备的摄像机、麦克风、静物相机或其任何组合。然后，在步骤220中，对事件进行记录。在事件正被记录时生成的文件被高速缓存在用户设备上。在步骤230中，系统接收用于终止记录的用户输入。这引起步骤240，其中，系统将所记录内容保存到用户设备的分离部分。然后，系统可以接收使文本内容与所记录内容相关联的用户输入(步骤250)。在所记录内容结束的情况下，包括使用户生成的文本内容相关联，然后将所记录内容上传到远程服务器(步骤260)。在所记录内容被上传之后，此所记录内容从用户设备中自动删除(步骤270)。在远程服务器处，然后关于所记录内容对服务实体的网站或内容提要的适当性而对所记录内容进行评估(步骤280)。如上所述，可以使用软件过滤器和人类观看者两者以离散的步骤进行这种操作。如果所记录内容未被批准，则用户可以接收表明所记录内容还未被批准的通信(步骤290)。相反，如果所记录内容被批准，则用户然后可以接收表明所记录内容已经被批准并且针对所记录内容的奖励或奖金已经应用到用户账户的通信(步骤300)。在这之后的某个点，用户的所记录内容然后通过服务实体的网站或内容提要向公众显示或分发。

[0030] 本发明的实施例可以由计算机处理器或以方法步骤的方式编程的类似设备执行或者可以由设置有用于执行这些步骤的装置的电子系统执行。类似地，可以结合用于执行这种方法步骤的编程处理器使用如计算机磁盘、CD-ROM、随机存取存储器(RAM)、只读存储器(ROM)或类似计算机软件存储介质等本领域中已知的电子存储装置。而且，还可以经由通信网络传输表示这些方法步骤的电子信号。可以使用计算机处理器、微控制器以及其他处理设备和装置，包括微处理器(例如，由因特尔公司(Intel Corp.)、ARM、AMD、飞思卡尔半导体(Freescale Semiconductor)以及其他公司制造的微处理器)、微控制器、SoC设备等。

[0031] 本发明的实施例可以采用任何常规的计算机编程语言来实施。例如，优选实施例可以采用程序编程语言(例如，“C”)或面向对象语言(例如，“C++”、“java”、“PHP”、“PYTHON”或“C#”)来实施。本发明的可替代实施例可以被实施为预编程硬件元件、其他相关部件、或者实施为硬件部件和软件部件的组合。

[0032] 实施例可以被实施为供与计算机系统一起使用的计算机程序产品。这种实施方式可以包括一系列计算机指令，所述计算机指令固定在有形介质如计算机可读介质(例如，磁盘、CD-ROM、ROM或固定磁盘)上或可经由调制解调器或如通过介质连接至网络的通信适配器等其他接口设备传输至计算机系统。介质可以是有形介质(例如，光学或电气通信线路)或使用无线技术(例如，微波、红外或其他传输技术)实施的介质。所述一系列计算机指令使之前在本文中描述的功能的全部或一部分具体化。本领域的技术人员应当理解，这种计算机指令可以采用多种编程语言来编写以供与许多计算机架构或操作系统一起使用。此外，这种指令可以存储在任何存储器设备如半导体、磁性、光学或其他存储器设备中，并且可以使用任何通信技术如光学、红外、微波或其他传输技术来进行传输。预期的是，这种计算机程序产品可以连同随附的打印文档或电子文档(例如，压缩打包软件)作为可移除介质而分发、预加载有计算机系统(例如，在系统ROM或固定磁盘上)、或通过网络(例如，互联网或万维网)从服务器分发。当然，本发明的一些实施例可以被实施为软件(例如，计算机程序产品)和硬件两者的组合。本发明的仍其他实施例可以被完全实施为硬件或完全实施为软件(例如，计算机程序产品)。

[0033] 理解本发明的人员现在可以设想以上内容的可替代结构和实施例或变体，所述可替代结构和实施例或变体全都旨在落入如以下权利要求书中限定的本发明范围。

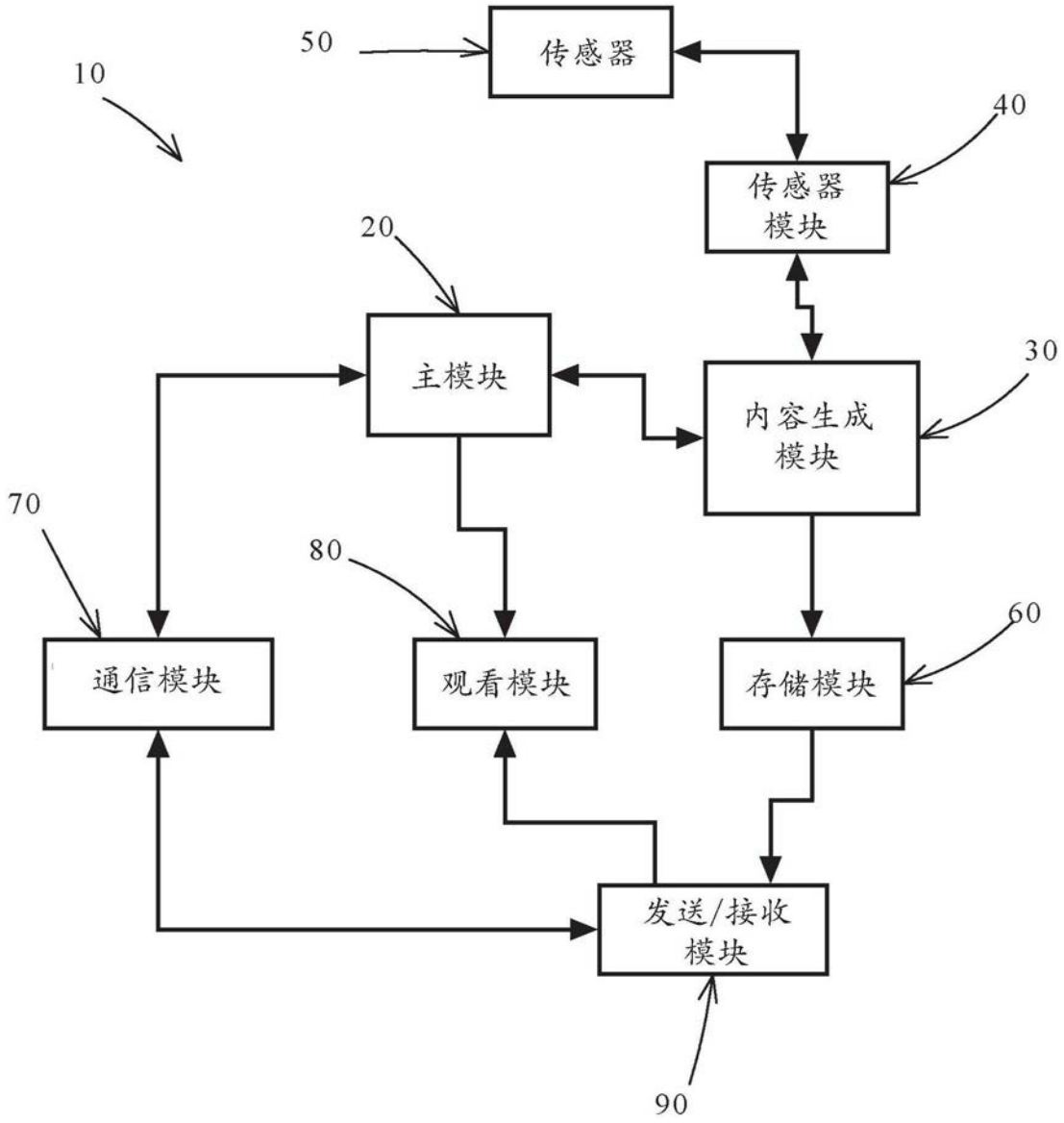

10
50
传感器
40
传感器模块
20
主模块
30
内容生成模块
70
80
60
通信模块
观看模块
存储模块
发送/接收模块
90

图1

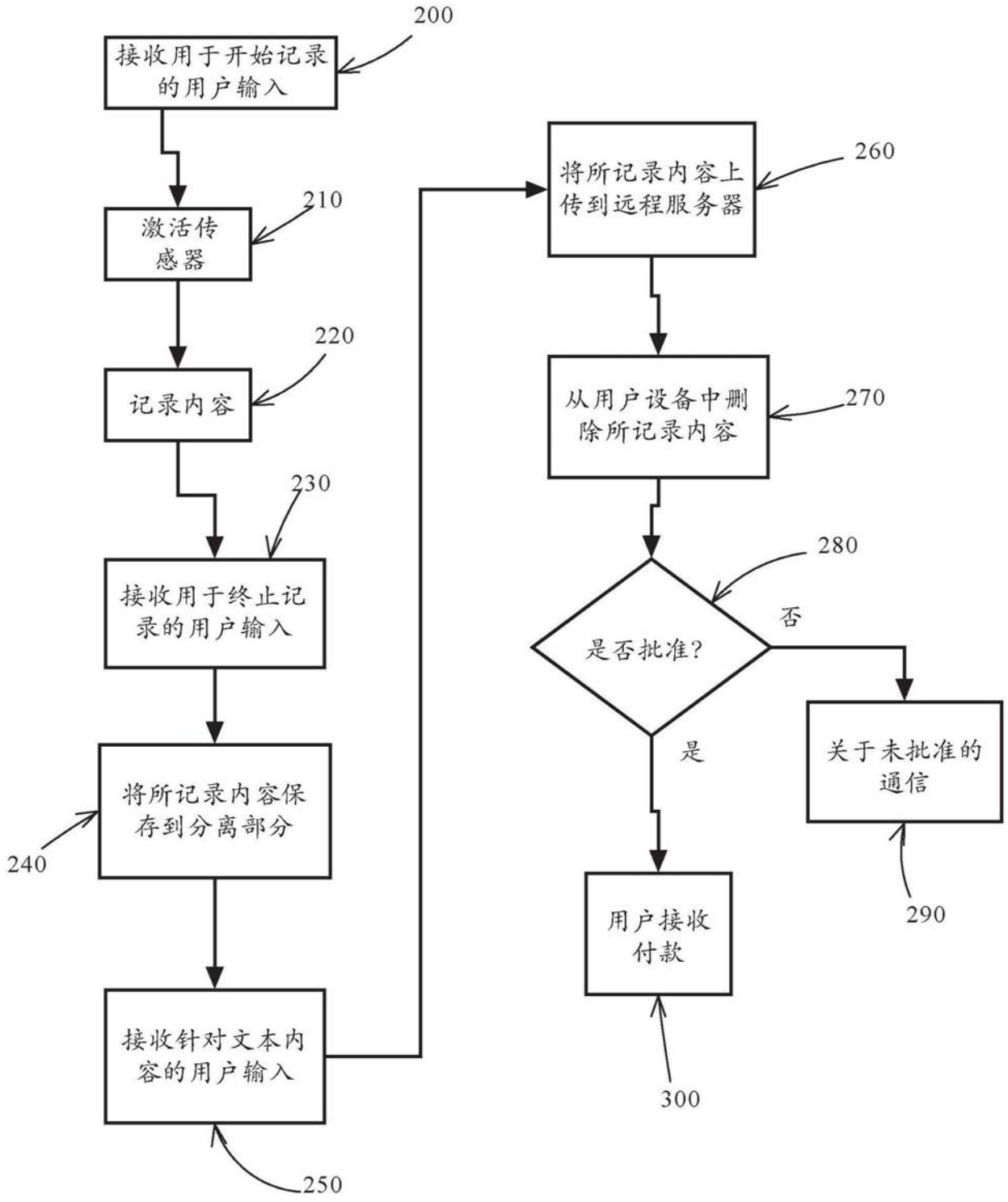

200
接收用于开始记录的用户输入
210
激活传感器
220
记录内容
230
接收用于终止记录的用户输入
240
将所记录内容保存到分离部分
250
接收针对文本内容的用户输入
260
将所记录内容上传到远程服务器
270
从用户设备中删除所记录内容
280
是否批准?
否
是
290
关于未批准的通信
300
用户接收付款

图2