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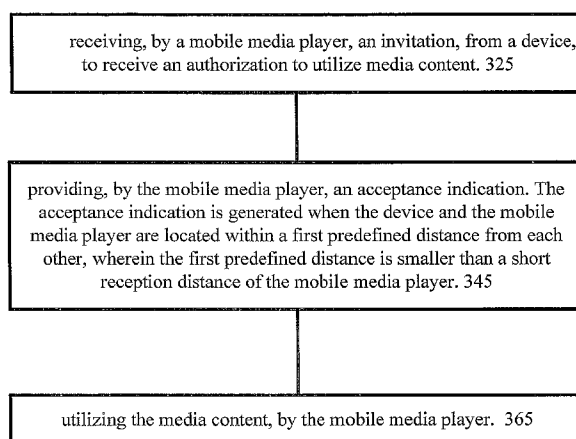
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(54) Title: METHOD, DEVICE AND COMPUTER READABLE MEDIUM FOR UTILIZING MEDIA CONTENT



305

(57) Abstract: A device that includes: a receiver, adapted to receive a request to utilize media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and logic, adapted to selectively authorize the mobile media player to use the media content. A method for utilizing media content, the method includes: receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and selectively authorizing the mobile media player to use the media content.

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METHOD, DEVICE AND COMPUTER READABLE MEDIUM FOR UTILIZING MEDIA CONTENT

RELATED APPLICATIONS

5 [001] This application claims priority of U.S provisional patents serial number 60/820,230 and 60/820,231 filing date 25 July 2006 and provisional patent serial number 60/867198 filing date 27 November 2006.

[002] This present application is related to patent application, attorney docket number 1148 titled "METHOD, MOBILE MEDIA PLAYER AND COMPUTER
10 READABLE MEDIUM FOR SHARING MEDIA CONTENT" and to patent application, attorney docket number 1150 titled "DEVICE AND COMPUTER READABLE MEDIUM FOR PROVIDING CONTENT", which are filed concurrently with the present application and is hereby incorporated herein, in its entirety, by this reference.

15

FIELD OF THE INVENTION

[003] The present invention relates to methods, devices and computer readable mediums for utilizing media content.

20 BACKGROUND OF THE INVENTION

[004] Portable (mobile) media players are very well known in the art of electronic entertainment. A portable media player is typically designed for entertaining one user, and the screen size and speaker power suit the short distance between the hand holding the device and the face of the user.

25 [005] Typically, such players are self-contained. Their content is stored in the memory of the player and is intended to be played on the device itself.

[006] Entertainment, being a social phenomenon, often calls for joint viewing by a group of two or more users. In many cases, each member of the group has its own portable device, but it is neither possible – nor permissible - for one player to play a
30 file that is stored on another player.

[007] Even if such parties were willing to play the same content from their individual devices and purchase multiple licenses, the joint viewing experience is typically associated with emotional reactions, such as laughter from a joke or startling

from a frightening scene. Joint viewing experience should require that the parties experience the media in synch. Such synchronization happens by default when the parties are watching the same screen, or listening to music from the same loudspeaker, this is not necessarily the case when each of the parties is viewing their own copy on their individual devices.

[008] It would be highly appreciated by consumers of multimedia entertainment if content originating from a single device could be played simultaneously on several devices of a small party. Due to the design of portable players, this is currently not possible, and due to the copyright constraints of the publisher of the media, it is currently not permissible.

[009] When the social circumstances are such that a party of two or more users in close vicinity to each other is motivated to view a media item together, they have to share one viewing device. This is inconvenient for the viewers, yet does not create any additional revenues to the publisher. It may even reduce the revenues of the publisher, because the party is likely to seek alternative means of entertainment that are more suitable for such intimate social circumstances, such as playing a board game, chatting, and so on.

[0010] It would be very useful to the users, and very valuable to the publishers, to have a means for sharing a single license between a few viewing devices, when the viewing party is small, co-located and in cooperation. Such a means will make the viewing experience much more pleasant to the users and will positively affect the sales of licenses by the publisher.

[0011] There is a need to provide efficient methods, devices and computer readable medium for utilizing media content.

SUMMARY OF THE PRESENT INVENTION

[0012] A device that includes: (i) a receiver, adapted to receive a request to utilize media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and (ii) logic, adapted to selectively authorize the mobile media player to use the media content.

[0013] A computer readable medium having computer-readable code embodied therein for sharing media content, the computer-readable code includes instructions for: receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and selectively authorizing the mobile media player to use the media content.

[0014] A method for utilizing media content, the method includes: receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and selectively authorizing the mobile media player to utilize the media content.

[0015] A method for utilizing media content, the method includes: receiving, by a mobile media player, an invitation to receive an authorization to utilize media content from a device; providing, by the mobile media player, an acceptance indication; wherein the acceptance indication is generated when the device and the mobile media player are located within a first predefined distance from each other, wherein the first predefined distance is smaller than a short reception distance of the mobile media player; and utilizing the media content, by the mobile media player.

BRIEF DESCRIPTION OF THE DRAWINGS

[0016] The present invention will be understood and appreciated more fully from the following detailed description taken in conjunction with the drawings in which:

[0017] Figure 1 illustrates a method for utilizing media content, according to an embodiment of the invention;

[0018] Figure 2 illustrates a method for utilizing media content, according to another embodiment of the invention; and

[0019] Figure 4 illustrates a mobile media player, according to an embodiment of the invention.

DETAILED DESCRIPTION OF THE DRAWINGS

[0020] The term "media player" can be interpreted in the normal conventional sense, as well as meaning device capable of playing back an audio and/or a video file. The playback includes generating audio signals, and additionally or alternatively, generating video signals in response to audio and/or video files.

[0021] The term "area" can encompass two dimensional spaces as well as three dimensional spaces. An area is typically defined by a radiation patterns of a receiver and, alternatively or additionally by radiation patterns of the transmitter.

[0022] Methods, devices and computer readable mediums for utilizing media content are provided. The device can authorize a mobile media player to utilize media content. The device can be a mobile media player but this is not necessarily so. It can be a mobile device, a stationary device and the like. Mobile media player are portable devices that are capable of playing media.

[0023] Figure 1 illustrates method 205 for utilizing media content according to an embodiment of the invention.

[0024] Method 205 includes various stages that are conveniently executed by a device that is adapted to authorize a utilization of media content.

[0025] Method 205 can start by optional stage 225 or by stage 245.

[0026] Stage 225 includes transmitting, by a device, an invitation to utilize the media content. This transmitting is also referred to as "postering". The transmitted invitation can be conveniently received by a mobile media player while the device and the mobile media player are located within an advertisement range from each other (this range is also referred to as "postering area").

[0027] Conveniently, stage 225 of transmitting can include at least one of the following stages, or a combination thereof: (i) transmitting an invitation by utilizing ultrasonic wave, (ii) transmitting an invitation by utilizing a radio frequency link; and (iii) transmitting an invitation by utilizing an infrared link.

[0028] Stage 245 includes receiving, by the device, a request to utilize media content by the mobile media player. The request is generated when the mobile media player and the device are located within a first predefined distance from each other. The first predefined distance is smaller than a reception distance (conveniently a short range reception distance) of the device.

[0029] Stage 245 can follow stage 225, but this is not necessarily so. For example, the mobile media player can transmit the request to utilize the media content even if the device did not previously transmit an invitation to utilize the media content.

5 [0030] If stage 245 was preceded by stage 225 then the request that is received during stage 245 is an acceptance indication that indicates that the mobile media player accepts the invitation transmitted during stage 225.

10 [0031] Conveniently, the acceptance indication can be received while the device and the mobile media player are located within a proximity area that is smaller than a reception area of the device. The proximity area and the reception area of the device at least partially surround the device.

[0032] It is noted that the timing difference between a transmitting of stage 225 and the receiving of stage 245 can be limited. Accordingly, if an acceptance indication is not received within a predefined time period then method 205 can end. For simplicity of explanation this option was not illustrated.

15 [0033] It is further noted that the receiving can be preceded by a sequence of transmissions of invitations.

[0034] Conveniently, stage 245 of receiving includes receiving a proximity indication. The proximity indication can indicate that the user of the mobile media player is interested in utilizing the media content.

20 [0035] The proximity indication can be a galvanic proximity indication, a Hall effect proximity indication or a biometric proximity indication. The biometric proximity indication can be received once a user of the mobile media player touches the device (and especially a dedicated component of the device) and his fingerprints are scanned.

25 [0036] According to another embodiment of the invention the acceptance indication should represent a more complex physical manipulation applied on the mobile media player. For example, stage 245 can include receiving an acceptance indication representative of a gesture that affects at least a location of the mobile media player. The gesture can represent a physical manipulation applied on the mobile media player. The gesture can also be referred to as a "kiss" and the acceptance indication
30 can be received while the device and the mobile media player are within a kissing range.

[0037] Conveniently, the gesture requires placing the mobile media player at one or more locations and during one or more time periods such as to differentiate the

gesture from merely placing the device and the mobile media player in proximity to each other. For example, the gesture can include one or more rotations of the mobile media player about predefined axes, placing the mobile media player at a certain distance from the device for a certain time period (that usually exceeds 1 second), and the like.

[0038] It is noted that although the above-mentioned description refers to a manipulation applied on the mobile media player that both the device and the mobile media player can be manipulated in order to generate an acceptance indication. It is further noted that a gesture can be detected by monitoring the velocity of the mobile media player, the acceleration of the mobile media player and the relative distances between the device and the mobile media player.

[0039] Stage 245 is followed by stage 265 of selectively authorizing the mobile media player to utilize the media content.

[0040] Conveniently, stage 265 includes determining whether to authorize the mobile media device to utilize the media content in response to a predefined authorization policy and in response to the determination either authorizing the use or not.

[0041] The authorizing can include sending the media content to the mobile media device, sending authorization information (such as encryption key), license and the like to the mobile media player, notifying an authorization entity that the mobile media device can utilize the media content, sending access information (such as but not limited to a link) to the media content, sending access information to authorization information, and the like.

[0042] The predefined authorization policy can include one or more constraints. Conveniently, one or more constraints can be provided by an owner of the media content, by a user of the device, by a manufacturer of the device, or a combination thereof.

[0043] It is noted that the mentioned above constraints can relate to mobile media devices (especially their type, the identity of their owner and the like) that can be authorized to utilize the media content, the extent of the authorization (for example which operations can be authorized), the time period of the authorized use, maximal number of mobile media players that can be allowed to concurrently utilize the media content, and a proximity rule that can indicate a distance between the device and the mobile media player that should be substantially maintained during the authorization period. The proximity rule can allow the authorization to be maintained while the

mobile media player and the device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance. Yet another proximity rule can allow the authorization to be maintained despite one or more short duration periods during which the distance between the mobile media player and the device exceeds the second predefined distance.

[0044] It is noted that stage 265 can include monitoring a fulfillment of the predefined authorization policy. The monitoring can be preformed at least partially by the device and, additionally or alternatively, at least partially by the mobile media player.

[0045] Accordingly, stage 265 can include authorizing the mobile media player to utilize the media content while the mobile media player and the device are within a second predefined distance from each other. Additionally or alternatively, stage 265 can include authorizing the mobile media player to utilize the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance.

[0046] According to an embodiment of the invention once a predefined authorization policy violation is detected an alert (audio and/or visual) can be generated. Accordingly stage 265 can include generating a predefined authorization policy violation indication and terminating the authorizing if the violation is not amended within a predefined time period.

[0047] It is noted that the number of allowed violations as well as the duration of each allowed violation can be predefined and that stage 265 can terminate once this number is reached (or is exceeded) and/or once a violation is too long.

[0048] Conveniently, the method can include controlling a utilization of the media content by the mobile media player.

[0049] Conveniently, the method can include receiving media content utilization control signals from the mobile media player.

[0050] Conveniently, the method includes selectively authorizing another mobile media device to use the media content, if the other mobile media device sent to mobile device player a request to utilize media content; wherein the request is generated when the mobile media player and other mobile media player are located within a first predefined distance from each other. Thus, a device can selectively authorize one or more mobile devices to utilize a media content even they requested

to utilize the media content from another mobile media device. It is noted that the utilization is not limited to two mobile media players.

[0051] Figure 2 illustrates method 305 for utilizing media content according to an embodiment of the invention.

5 [0052] Method 305 includes various stages that are conveniently executed by a mobile media player that receives an authorization to utilize media content.

[0053] Method 305 starts by stage 325 of receiving, by a mobile media player, an invitation, from a device, to receive an authorization to utilize media content.

10 [0054] Conveniently, stage 325 of receiving can include at least one of the following stages, or a combination thereof: (i) receiving an invitation by utilizing ultrasonic waves, (ii) receiving an invitation by utilizing a radio frequency link; and (ii) receiving an invitation by utilizing an infrared link.

[0055] It is noted that method 305 can include receiving multiple invitations from one or more devices and selecting between these multiple invitations. The selection can be
15 done automatically, semi-automatically or manually. A manual or semi-automatic selection process requires the user to intervene. This can involve displaying to the user invitation information and receiving from the user selection information.

[0056] Stage 325 is followed by stage 345 of providing, by the mobile media player, an acceptance indication. The acceptance indication is generated when the device and
20 the mobile media player are located within a first predefined distance from each other, wherein the first predefined distance is smaller than a short reception distance of the mobile media player.

[0057] Conveniently, stage 345 of providing includes providing a proximity indication by the second mobile media player.

25 [0058] The proximity indication can be a galvanic proximity indication, a Hall effect proximity indication, a biometric proximity indication and the like. The biometric proximity indication can be received once a user of the device touches the mobile media player (and especially a dedicated component of the mobile media player) and his fingerprints are scanned. It is noted that the proximity indication can be regarded
30 as the acceptance indication but according to another embodiment of the invention the acceptance indication should represent a more complex physical manipulation applied on the first mobile phone.

[0059] According to an embodiment of the invention stage 345 includes providing an acceptance indication representative of a gesture that affects at least a location of the mobile media player. The gesture can represent a physical manipulation applied on the mobile media player.

5 [0060] Conveniently, the gesture requires placing the device at one or more locations and during one or more time periods such as to differentiate the gesture from merely placing the device and the mobile media player in proximity to each other. For example, the gesture can include one or more rotations of the mobile media player about predefined axes, placing the mobile media player at a certain distance from the
10 device for a certain time period (that usually exceeds 1 second), and the like.

[0061] It is noted that although the above-mentioned description refers to a manipulation applied on the device that the device and the mobile media player can be manipulated in order to generate an acceptance indication.

[0062] Stage 345 is followed by stage 365 of utilizing the media content, by the
15 mobile media player.

[0063] The utilizing can be subject to a predefined authorization policy. The mobile media unit can participate in monitoring the predefined authorization policy.

[0064] Assuming that the device is a mobile media player then the user of the device can determine whether to authorize other mobile media player to utilize the media
20 content (and then execute method 205) or to utilize media content provided from another device (and then execute method 305). It is further noted that the determination can be preformed in an automatic or semi-automatic manner and that the determination rules can be set in advance.

[0065] Those of skill in the art will appreciate that a user of a device can determine
25 whether to request from other devices an authorization

[0066] It is noted that the method can include receiving media content utilization control signals from the mobile media player.

[0067] Figure 3 illustrates system 100 according to an embodiment of the invention.

[0068] For simplicity of explanation it is assumed that device 90 is a mobile media
30 player. This is not necessarily so. For example, device 90 does not necessarily include peripherals 114.

[0069] System 100 includes device 90 and optionally content source module 110. It can also include additional components (such as power supply source) which are not

shown. Content source module 110 is conveniently required when device 90 is expected to provide media content after approving its utilize by a mobile media player. As indication above, this is not necessarily so and the media content can be provided to a mobile media player from another source. Device 90 can be connected
5 to access information providers, encryption key generators and the like, in order to provide an authorized mobile media player to utilize media content.

[0070] Content source module 110 can be connected to device 90, can be included within device 90, can be detachably connected to device 90, but this is not necessarily so. For example, content source module 110 can transmit (via wired and/or wireless
10 channels) media content to device 90. Yet for another example, content source module 110 can be a local storage unit included within device 90, can be a removable storage device attached to the device 90.

[0071] The media content can include, for example movies of any type, audio content, pictures, or a combination thereof.

15 [0072] The media content is provided to device 90 via link 100 that can be a wired link (internal to mobile media device 90 or external) or a wireless link.

[0073] Device 90 includes: (i) a logic module (also referred to as logic) 102, (ii) input module (also referred to as input section) 96, (iii) encoder (also referred to as content encoding) 94, (iv) radio frequency (RF) transmitter 92, (v) RF receiver 120, (vi)
20 decoder (also referred to as content decoding) 122, (vii) proximity sensor 108, (viii) range monitor module (also referred to as range controller) 112, and (ix) a small display, such as button display 104.

[0074] Logic module 102 is connected to RF receiver 120, encoder 94, RF transmitter 92, decoder 122, range controller 112, proximity sensor 108 and button display 104.

25 Input module 96 is connected to encoder 94. Decoder 122 is also connected to output module 118.

[0075] Figure 3 illustrates multiple receiving components (RF receiver 102, proximity sensor 108 and even a receiving portion of range monitor module 112) it is noted that the term "receiver" can be regarded as a combination of these receiving components
30 or any of these components, depending upon the signal that is being received. For example, assuming that the received signal is a proximity indication or a signal representative of an appliance of a physical manipulation of a mobile media device then the receiver is proximity sensor 108.

[0076] Figure 3 illustrates multiple transmitting components (RF transmitter 92, and even a transmitting portion of range monitor module 112) it is noted that the term "transmitter" can be regarded as a combination of these transmitting.

5 [0077] Device 90 can receive media content via input module 96. If device 90 wishes to transmit the received media content (for example- transmitting the media content to a mobile media player that is authorized to receive the media content) then the received media content is provided to encoder 94, encoded by encoder 94, provided to logic module 102 and finally transmitted via RF transmitter 92 to the authorized mobile media player. It is noted that while the media content is transmitted it can also
10 be provided to a user of device 90 (via audio and/or visual components or peripherals 114).

[0078] Peripherals 114 can include an earphone, a speakerphone, a display and the like. It is further noted that the playing can be executed regardless of the transmission of the media content.

15 [0079] Media content is received by RF receiver 102, sent to logic module 102, sends to decoder 122, decoded by decoder 122 and sent, via output module 118 to peripherals 114.

[0080] It is noted that the transmitter and receiver can utilize radiation that differs from radio frequency radiation. For example, they can utilize infrared radiation,
20 ultrasonic waves, wires links, ultra wideband radiation and the like.

[0081] Range monitor 112 is capable of monitoring the range between the device and the mobile media player. It can be implemented in several alternative ways, for example by measuring the time of arrival of acoustic signals transponder between the master and the audient. This measurement makes use of the velocity of acoustic
25 waves in free air. The device sends an ultrasonic signal. Once the signal is detected by the mobile media player, it immediately sends an "echo" ultrasonic signal back. The device then detects the "echo" signal, measures the time lapse between a transmission of the signal and a detection of the "echo" signal. This time is directly correlated to the range between the device and the mobile media player, based on the known speed
30 of sound waves in air.

[0082] Proximity sensor 108 can sense that a mobile media player is within a proximity area. The proximity sensor 108 can sense the proximity by utilizing the

Hall effect, by sensing a biometric feature of the user of the other mobile media player, by utilizing a galvanic effect, and the like.

[0083] According to an embodiment of the invention device 90 is adapted to sense a manipulation applied on the other mobile media device. This sensing can include tracking the location, velocity and/or acceleration of the other mobile media player. This more complex sensing scheme can utilize a proximity sensor such as proximity sensor 108 as well as one other sensor. It is noted that more complex sensing schemes can include determining velocity, acceleration, movement patterns by processing proximity and other signals outputted from proximity sensor 108 and/or range monitor module 112.

[0084] Conveniently, device 90 can determine an identity of the mobile media player that requests to utilize the media content. This can involve receiving identification information by proximity sensor 108, and/or utilizing other components and/or techniques to gain this information. For example, the proximity sensor based upon Hall Effect does not sense identification information of the other mobile media player. Alternatively, other techniques such as RFID or biometric access control can be used.

[0085] The control button 104 may be any type of user-controlled component, such as a switch or button, with or without illumination, or a joystick.

[0086] Logic module 102 conveniently selectively authorizes a mobile media player to utilize the media content. Conveniently, the authorization is subject to a fulfillment of a predefined authorization policy.

[0087] Conveniently, logic module 102 is adapted to perform at least one of the following: (i) limit a number of mobile media players that are concurrently authorized to utilize the media content; (ii) authorize the mobile media player to utilize the media content while the mobile media player and the device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance, (iii) authorize the mobile media player to utilize the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance, (iv) selectively authorize the mobile media player to utilize the media content in response to at least one constraint provided by an owner of the media content; (v) selectively authorize the mobile media player to utilize the media content in response to at least one constraint provided by a user of the device; (vi) selectively authorize the mobile

media player to utilize the media content in response to at least one constraint provided by a manufacturer of the device; (v) selectively authorize the mobile media player to utilize the media content in response to at least two of the following constraints: a constraint provided by an owner of the media content, a constraint provided by a user of the device and a constraint provided by a manufacturer of the device.

[0088] It is noted that the distance between the device and mobile media player can be provided to logic 102 by range monitor module 112.

[0089] Conveniently, logic module 102 can maintain a list of mobile media players that are authorized to utilize the media content. A mobile media player can be removed from the list if the predefined authorization policy is not fulfilled.

[0090] Conveniently, logic module 102 is adapted to control additional operations of device 90, such as: (i) a transmission of invitations to utilize media content (this operation is also referred to as a postering process), and (ii) a reception of an acceptance indication representative of a gesture (this operation is also referred to as "Kiss" recognition and identification of a "kissing" mlink device).

[0091] Conveniently, invitations can be transmitted via a channel that differs from a channel used to transmit the media content (if the authorization requires that such a transmission should take place).

[0092] Alternatively or additionally, main logic 102 can detect an invitation (transmitted from another device) to utilize media content. Main logic 102 can also control a generation of an invitation reception indication that can be provided to the user of device 90. Button display 104 can be used to display such an indication.

[0093] It is noted that the mobile media player that is authorized to utilize the media content can include at least part of the components of device 90. The functionality of various components (including its main logic) can differ from those of device 90, especially if the mobile media player is not expected to authorize other mobile media players to utilize media content.

[0094] A computer readable medium having computer-readable code embodied therein for sharing media content, the computer-readable code includes instructions for: receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other

that is smaller than a reception distance of the mobile media player; and selectively authorizing the mobile media player to use the media content.

[0095] Conveniently, the computer readable code includes instructions for limiting a number of mobile media players that are concurrently authorized to use the media content.

[0096] Conveniently, the computer readable code includes instructions for authorizing the mobile media player to use the media content while the mobile media player and the device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance.

[0097] Conveniently, the computer readable code includes instructions for authorizing the mobile media player to use the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance. .

[0098] Conveniently, the computer readable code includes instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by an owner of the media content.

[0099] Conveniently, the computer readable code includes instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by a user of the device.

[00100] Conveniently, the computer readable code includes instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by a manufacturer of the device.

[00101] Conveniently, the computer readable code includes instructions for selectively authorizing the mobile media player to use the media content in response to at least two of the following constraints: a constraint provided by an owner of the media content, a constraint provided by a user of the device and a constraint provided by a manufacturer of the device.

[00102] Conveniently, the computer readable code includes instructions for transmitting, by the device, an invitation to utilize the media content and wherein the stage of receiving the request comprises receiving an acceptance to utilize the media content.

[00103] Conveniently, the computer readable code includes instructions for receiving an acceptance indication that represents a gesture that affects at least a location of the mobile media player.

5 [00104] Conveniently, the computer readable code includes instructions for transmitting an invitation by utilizing ultrasonic waves.

[00105] Conveniently, the computer readable code includes instructions for transmitting an invitation over a channel selected from a group consisting of a radio frequency channel and an infrared channel.

10 [00106] Conveniently, the computer readable code includes instructions for receiving a galvanic proximity indication.

[00107] Conveniently, the computer readable code includes instructions for receiving a Hall effect proximity indication.

[00108] Conveniently, the computer readable code includes instructions for receiving a biometric proximity indication.

15 [00109] Conveniently, the computer readable code includes instructions for receiving a near field proximity indication.

[00110] Variations, modifications, and other implementations of what is described herein will occur to those of ordinary skill in the art without departing from the spirit and the scope of the invention as claimed.

20 [00111] Accordingly, the invention is to be defined not by the preceding illustrative description but instead by the spirit and scope of the following claims.

WE CLAIM

1. A device, comprising:
5 a receiver, adapted to receive a request to utilize media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and
logic, adapted to selectively authorize the mobile media player to use the
10 media content.
2. The device according to claim 1 wherein the logic is adapted to limit a number of mobile media players that are concurrently authorized to use the media content.
3. The device according to claim 1 wherein the logic is adapted to authorize the mobile media player to use the media content while the mobile media player and the
15 device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance.
4. The device according to claim 3 wherein the logic is adapted to authorize the mobile media player to use the media content despite at least one short duration period during which the distance between the device and the mobile media device
20 exceeds the second predefined distance.
5. The device according to claim 1 wherein the logic is adapted to selectively authorize the mobile media player to use the media content in response to at least one constraint provided by an owner of the media content.
6. The device according to claim 1 wherein the logic is adapted to selectively
25 authorize the mobile media player to use the media content in response to at least one constraint provided by a user of the device.
7. The device according to claim 1 wherein the logic is adapted to selectively authorize the mobile media player to use the media content in response to at least one constraint provided by a manufacturer of the device.
- 30 8. The device according to claim 1 wherein the logic is adapted to selectively authorize the mobile media player to use the media content in response to at least two of the following constraints: a constraint provided by an owner of the media content, a

constraint provided by a user of the device and a constraint provided by a manufacturer of the device.

9. The device according to claim 1 further comprising a transmitter that is adapted to transmit an invitation to utilize the media content and wherein the receiver
5 is adapted to receive an acceptance to utilize the media content.

10. The device according to claim 9 wherein the receiver is adapted to receive an acceptance indication that represents a gesture that affects at least a location of the mobile media player.

11. The device according to claim 9 wherein the transmitter is adapted to transmit
10 an invitation by utilizing ultrasonic waves.

12. The device according to claim 9 wherein the transmitter is adapted to transmit an invitation over a channel selected from a group consisting of a radio frequency channel and an infrared channel.

13. The device according to claim 1 wherein the receiver is adapted to receive a
15 galvanic proximity indication.

14. The device according to claim 1 wherein the receiver is adapted to receive a Hall effect proximity indication.

15. The device according to claim 1 wherein the receiver is adapted to receive a biometric proximity indication.

20 16. The device according to claim 1 wherein the receiver is adapted to receive a near field proximity indication.

17. The device according to claim 1 further adapted to control a utilization of the media content by the mobile media player.

25 18. The device according to claim 1 further adapted to receive media content utilization control signals from the mobile media player.

19. The device according to claim 1 further adapted to selectively authorizing another mobile media device to use the media content, if the other mobile media device sent to mobile device player a request to utilize media content; wherein the request is generated when the mobile media player and other mobile media player are
30 located within a first predefined distance from each other.

20. A computer readable medium having computer-readable code embodied therein for sharing media content, the computer-readable code comprising instructions for:

receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and

5 selectively authorizing the mobile media player to use the media content.

21. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for limiting a number of mobile media players that are concurrently authorized to use the media content.

10 22. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for authorizing the mobile media player to use the media content while the mobile media player and the device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance.

15 23. The computer readable medium of claim 22, wherein the computer-readable code comprises instructions for authorizing the mobile media player to use the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance.

20 24. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by an owner of the media content.

25 25. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by a user of the device.

26. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for selectively authorizing the mobile media player to use the media content in response to at least one constraint provided by a manufacturer of the device.

30 27. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for selectively authorizing the mobile media player to use the media content in response to at least two of the following constraints: a constraint

provided by an owner of the media content, a constraint provided by a user of the device and a constraint provided by a manufacturer of the device.

28. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for transmitting, by the device, an invitation to utilize the media content and wherein the stage of receiving the request comprises receiving an acceptance to utilize the media content.

29. The computer readable medium of claim 28, wherein the computer-readable code comprises instructions for receiving an acceptance indication that represents a gesture that affects at least a location of the mobile media player.

30. The computer readable medium of claim 28, wherein the computer-readable code comprises instructions for transmitting an invitation by utilizing ultrasonic waves.

31. The computer readable medium of claim 30, wherein the computer-readable code comprises instructions for transmitting an invitation over a channel selected from a group consisting of a radio frequency channel and an infrared channel.

32. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for receiving a galvanic proximity indication.

33. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for receiving a Hall effect proximity indication.

34. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for receiving a biometric proximity indication.

35. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for receiving a near field proximity indication.

36. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for controlling a utilization of the media content by the mobile media player.

37. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for receiving media content utilization control signals from the mobile media player.

38. The computer readable medium of claim 20, wherein the computer-readable code comprises instructions for selectively authorizing another mobile media device to use the media content, if the other mobile media device sent to the mobile device player a request to utilize the media content; wherein the request is generated when

the mobile media player and the other mobile media player are located within a first predefined distance from each other.

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39. A method for utilizing media content, the method comprising:

receiving, by a device, a request to utilize the media content by a mobile media player; wherein the request is generated when the mobile media player and the device are located within a first predefined distance from each other that is smaller than a reception distance of the mobile media player; and

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selectively authorizing the mobile media player to use the media content.

40. The method according to claim 39 wherein the selectively authorizing comprises limiting a number of mobile media players that are concurrently authorized to use the media content.

15

41. The method according to claim 39 wherein the selectively authorizing comprises authorizing the mobile media player to use the media content while the mobile media player and the device are within a second predefined distance from each other, wherein the second predefined distance differs from the first predefined distance.

20

42. The method according to claim 39 wherein the selectively authorizing comprises authorizing the mobile media player to use the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance.

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43. The method according to claim 39 wherein the selectively authorizing is responsive to at least one constraint provided by an owner of the media content.

44. The method according to claim 39 wherein the selectively authorizing is responsive to at least one constraint provided by a user of the device.

45. The method according to claim 39 wherein the selectively authorizing is responsive to at least one constraint provided by a manufacturer of the device.

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46. The method according to claim 39 wherein the selectively authorizing is responsive to at least two of the following constraints: a constraint provided by an owner of the media content, a constraint provided by a user of the device and a constraint provided by a manufacturer of the device.

47. The method according to claim 39 wherein the receiving is preceded by transmitting, by the device, an invitation to utilize the media content and wherein the stage of receiving the request comprises receiving an acceptance to utilize the media content.

5 48. The method according to claim 47 wherein the receiving comprises receiving an acceptance indication that represents a gesture that affects at least a location of the mobile media player.

49. The method according to claim 47 wherein the transmitting comprises transmitting an invitation by utilizing ultrasonic waves.

10 50. The method according to claim 47 wherein the transmitting comprises transmitting an invitation over a channel selected from a group consisting of a radio frequency channel and an infrared channel.

51. The method according to claim 39 wherein the receiving comprises receiving a galvanic proximity indication.

15 52. The method according to claim 39 wherein the receiving comprises receiving a Hall effect proximity indication.

53. The method according to claim 39 wherein the receiving comprises receiving a biometric proximity indication.

20 54. The method according to claim 39 wherein the receiving comprises receiving a near field proximity indication.

55. The method according to claim 39 further comprising controlling a utilization of the media content by the mobile media player.

56. The method according to claim 39 further comprising receiving media content utilization control signals from the mobile media player.

25 57. The method according to claim 39 further comprising selectively authorizing another mobile media device to use the media content, if the other mobile media device sent to the mobile device player a request to utilize the media content; wherein the request is generated when the mobile media player and the other mobile media player are located within a first predefined distance from each other.

30 58. A method for utilizing media content, the method comprising:
receiving, by a mobile media player, an invitation to receive an authorization to utilize media content from a device;

providing, by the mobile media player, an acceptance indication; wherein the acceptance indication is generated when the device and the mobile media player are located within a first predefined distance from each other, wherein the first predefined distance is smaller than a short reception distance of the mobile media player; and

5 utilizing the media content, by the mobile media player.

59. The method according to claim 58 wherein the providing comprises providing an acceptance indication that represents a gesture that affects at least a location of the mobile media player.

60. The method according to claim 58 wherein the receiving comprises receiving
10 an invitation by utilizing ultrasonic waves.

61. The method according to claim 58 wherein the receiving comprises receiving an invitation over a channel selected from a group consisting of a radio frequency channel and an infrared channel.

62. The method according to claim 58 wherein the providing comprises providing
15 a galvanic proximity indication.

63. The method according to claim 58 wherein the providing comprises providing a Hall effect proximity indication.

64. The method according to claim 58 wherein the providing comprises providing a biometric proximity indication.

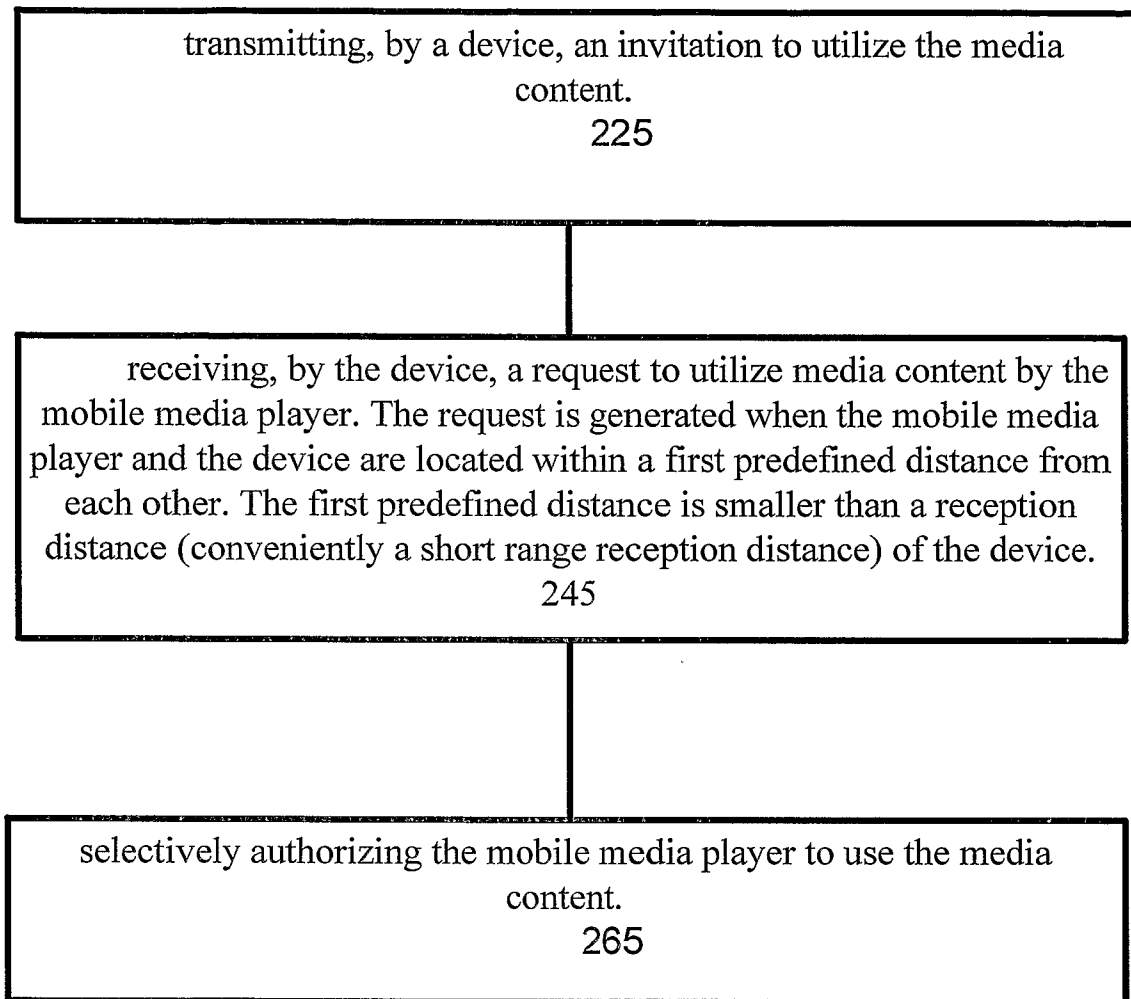
20 65. The method according to claim 58 wherein the providing comprises providing a near field proximity indication.

66. The method according to claim 58 wherein the utilizing comprises utilizing the media content while the mobile media player and the device are within a second predefined distance from each other; wherein the second predefined distance differs
25 from the first predefined distance.

67. The method according to claim 66 wherein the utilizing comprises utilizing the media content despite at least one short duration period during which the distance between the device and the mobile media device exceeds the second predefined distance.

30 68. The method according to claim 58 further comprising sending media content utilization control signals to the device.

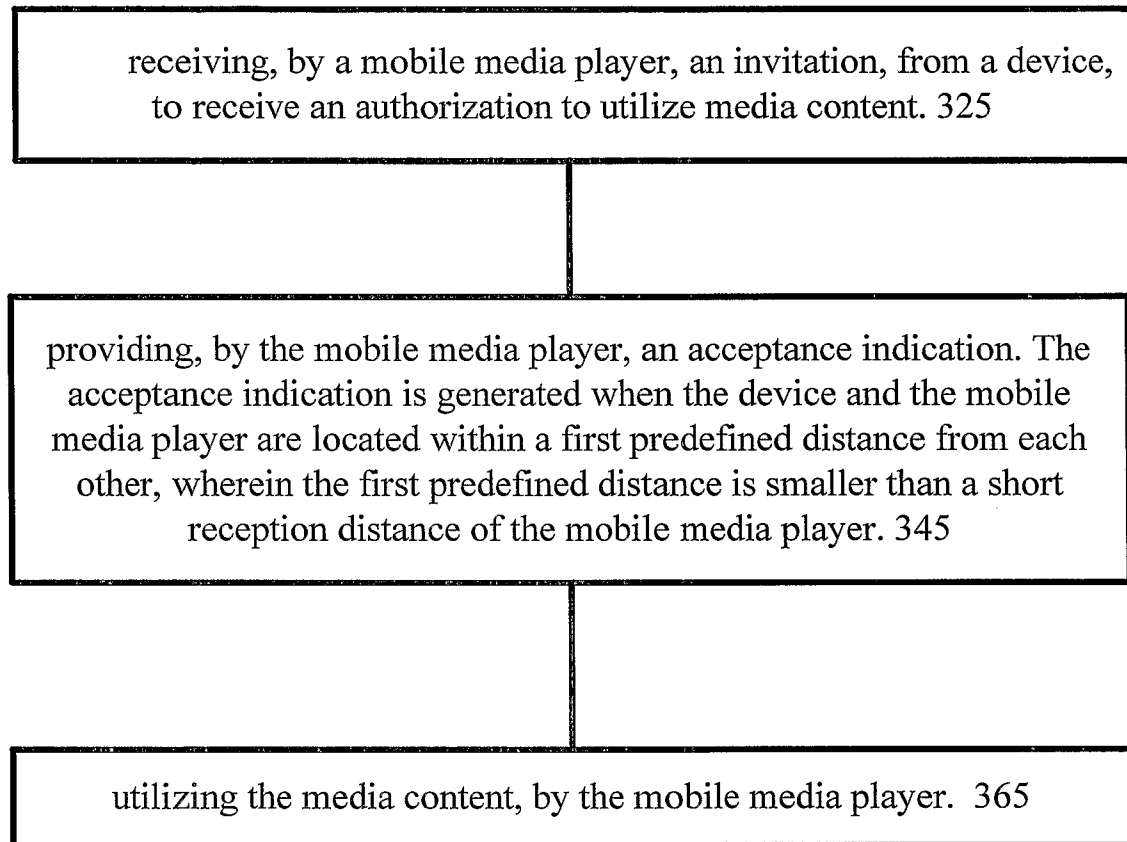
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Figure 1

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Figure 2

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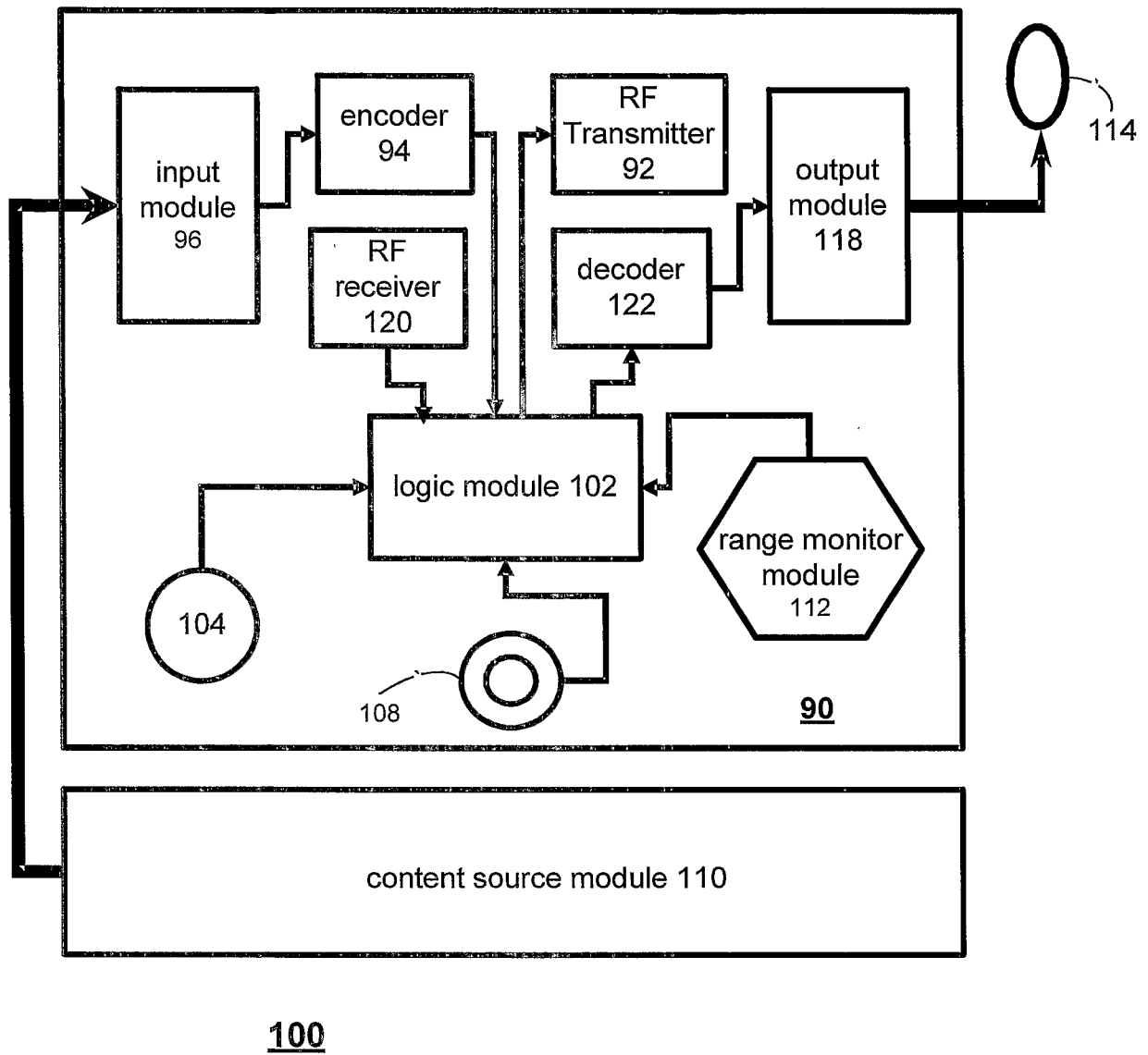


Figure 3