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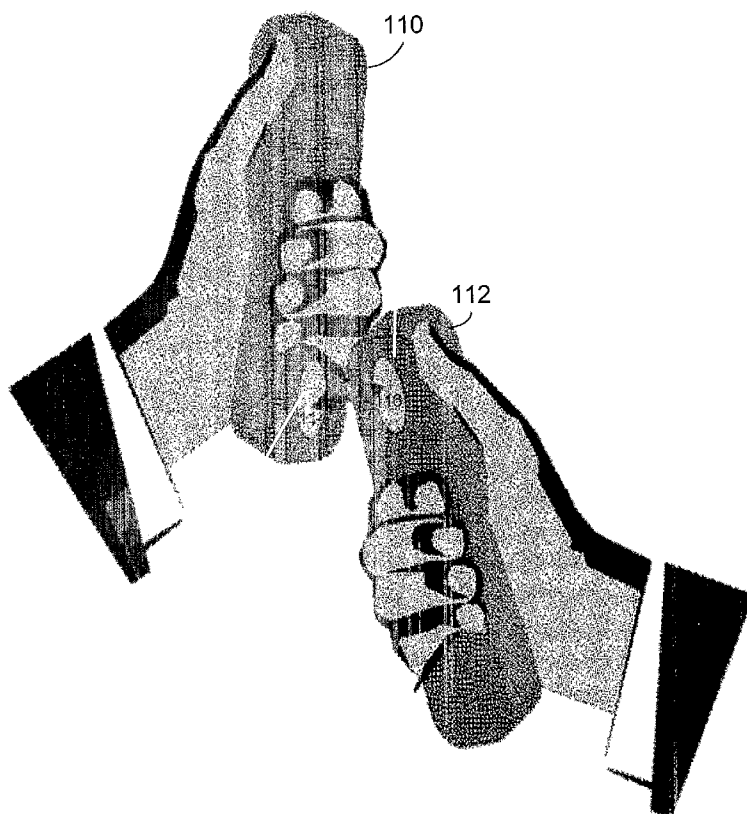
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(54) Title: DEVICE AND COMPUTER READABLE MEDIUM FOR PROVIDING CONTENT



(57) Abstract: A device adapted to send content to a mobile media player, the device includes: an identifying unit adapted to identify a predefined physical manipulation applied on the mobile media player; and a transmitter, adapted to send content to the mobile media player in response to the identification. A computer readable medium having computer-readable code embodied therein for authorizing access to a network, the computer-readable code including instructions for: identifying a predefined physical manipulation applied on the mobile media player; and sending content to the mobile media player in response to the identification.



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DEVICE AND COMPUTER READABLE MEDIUM FOR PROVIDING CONTENT

RELATED APPLICATIONS

[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 1149 titled "METHOD, DEVICE AND COMPUTER READABLE MEDIUM FOR UTILIZING MEDIA CONTENT" and patent application, attorney docket number 1148 titled "METHOD, MOBILE MEDIA PLAYER AND COMPUTER READABLE MEDIUM FOR SHARING MEDIA CONTENT" which are filed concurrently with the present application and are hereby incorporated herein, in their entirety, by this reference.

FIELD OF THE INVENTION

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

BACKGROUND OF THE INVENTION

[004] A single communication channel is typically used to initiate a communication session and to convey content. The initialization usually includes sending a predefined signal by a first device, sending an acknowledgement signal by the other device and then exchanging information over that single communication channel.

[005] This exchange of signals can result in an unwanted distribution of copyrightable materials over relatively large ranges and is prone to noises and/or errors. These characteristics of the prior art initialization deter copyright owners from allowing range limited distribution of copyrightable content.

[006] There is a need to provide a device and a computer readable medium that can initialize a provision of content.

SUMMARY OF THE PRESENT INVENTION

[007] A device adapted to send content to a mobile media player, the device includes: an identifying unit adapted to identify a predefined physical manipulation applied on the mobile media player; and a transmitter, adapted to send content to the mobile media player in response to the identification.

[008] A computer readable medium having computer-readable code embodied therein for authorizing access to a network, the computer-readable code including instructions for: identifying a predefined physical manipulation applied on the mobile media player; and sending content to the mobile media player in response to the identification.

[009] A method for sending content from a device to a mobile media player, the method comprising: (i) identifying a predefined physical manipulation applied on the mobile media player; and (ii) sending content to the mobile media player in response to the identification.

[0010] A method for receiving media content, the method includes: (i) receiving an invitation to receive content from a device; and (ii) receiving content, by a mobile media player, in response to an identification of a predefined physical manipulation applied on the mobile media player.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] The present invention will be understood and appreciated more fully from the following detailed description taken in conjunction with the drawings in which:

[0012] Figure 1 illustrates a method for sending content, according to an embodiment of the invention;

[0013] Figure 2 illustrates a method for receiving content according to an embodiment of the invention;

[0014] Figure 3 illustrates a kiss, according to an embodiment of the invention;

[0015] Figures 4A and 4B illustrate relationships between a circular-shaped kissing area and an annular content provision area, according to an embodiment of the invention;

[0016] Figures 5A-5B are timing diagrams illustrating relationships between one or more identifications and content provision periods according to an embodiment of the invention; and

[0017] Figure 6 illustrates a device according to an embodiment of the invention.

DETAILED DESCRIPTION OF THE DRAWINGS

[0018] 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.

[0019] 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.

[0020] A device that is adapted to send content to a mobile media player, the device includes: an identifying unit adapted to identify a predefined physical manipulation applied on the mobile media player; and a transmitter, adapted to send content to the mobile media player in response to the identification.

[0021] A computer readable medium having computer-readable code embodied therein for authorizing access to a network, the computer-readable code including instructions for: identifying a predefined physical manipulation applied on the mobile media player; and sending content to the mobile media player in response to the identification.

[0022] According to an embodiment of the invention the device can control a manner in which the content is sent to the mobile media device. The device can control the manner in which the mobile media player will play media content (if such content is sent to the mobile media player). The device can, for example, alter a speed of playing a media content, stop playing a media content, skip a video clip or a song, and the like.

[0023] Yet according to another embodiment of the invention the mobile media player can control the manner in which the content is sent and especially how is a media content (sent to the mobile media device) is played.

[0024] Accordingly, the entity (device or mobile media player) that controls the provision of content can send commands to the other entity, and, alternatively or additionally, controls the manner in which it played.

[0025] It is noted that the mentioned above control can require a user intervention. Thus, a user can send control commands to its device or its media player.

[0026] Figure 1 illustrates a method 307 for sending content from a device to a mobile media player, according to an embodiment of the invention.

[0027] Method 307 can start by stage 327 or by optional stage 317. Stage 317 is followed by stage 327.

[0028] Stage 317 includes transmitting an invitation to receive the content. The 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 players are located within an advertisement range from each other (this range is also referred to as "postering area").

[0029] Conveniently, stage 317 of transmitting can include at least one of the following stages, or a combination thereof: (i) transmitting an invitation by utilizing ultrasonic waves, (ii) transmitting an invitation by utilizing a radio frequency link; and (iii) transmitting an invitation by utilizing an infrared link.

[0030] Stage 327 includes identifying a predefined physical manipulation (also referred to as "kiss") applied on the mobile media player. If stage 327 is preceded by stage 317 then the appliance of the predefined manipulation can be regarded as an acceptance to the invitation. The predefined physical manipulation can be detected by a detection unit that is also referred to as a kissing organ.

[0031] According to an embodiment of the invention stage 327 occurs when the device and the mobile media player are located within a proximity area (also referred to as a kissing area) that is smaller than the predefined content sending area.

[0032] The proximity area and the content provision area can at least partially overlap, but this is not necessarily so. The content provision area and the proximity area can have different shapes, depending upon the radiation patterns of the device and mobile media player that participate in the sending of content and in the identification of the kiss and also in response to the environment of the device and the mobile media player. Conveniently, assuming omni-directional radiation patterns, the proximity area and the content provision area can be shaped as a ring and/or as a

circle. It is noted that the method and devices can be applied *mutatis mutandis* on radiation patterns that differ from omni-directional radiation patterns.

[0033] Each of these areas can be characterized by a minimal non-zero distance between the device and the mobile media player. It is noted that each one of these areas can also be characterized by including zero distance between the device and the mobile media player. Figures 4A and 4B illustrate a circular-shaped kissing area 118 and an annular content provision area 121 delimited by circles 120 and 122. Kissing area 118 and content provision area do not overlap but are concentric.

[0034] Figure 4A illustrates device 110 and device 112 that are located within kissing area 118. Each of these devices has a kissing organ (116 and 114) that can identify a kiss, and a communication link organ (113 and 115) that can be used for sending and/or receiving content. Conveniently, kissing organ 114 of device 110 recognizes a kiss performed at least partially by (or on) mobile media player 112. Figure 4B illustrates a provision of content from device 110 to mobile media player 112. In this figure device 110 is positioned at an imaginary axis of content provision area 121 while mobile media player 112 is located within content provision area 121, between rings 120 and 122.

[0035] According to an embodiment of the invention different predefined physical manipulations should occur within a certain space without interfering each other. A sample scenario can include a museum in which adjacent exhibits should provide different content to different mobile media players, while the provision of content is conditioned by performing the predefined physical manipulation. It is desired that a kiss will be detected by a certain exhibit (and hence content from that exhibit will be sent to the mobile media player) but not detected by an adjacent exhibit. This can be achieved by defining the proximity areas of adjacent exhibits in a non-overlapping manner. It is noted that once the proximity areas do not overlap the content providing areas of different adjacent exhibits can overlap.

[0036] Accordingly, the proximity area is defined such as to prevent other devices from identifying a predefined physical manipulation applied on the mobile media player when the mobile media player is located within the proximity area.

[0037] Conveniently, stage 327 includes receiving one or more proximity indications. A 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 second mobile media player touches the first mobile media player (and especially a dedicated component of the first mobile media player) and his fingerprints are acquired.

[0038] Yet according to an embodiment of the invention stage 327 of identifying the kiss can involve utilizing near field radiation, monitoring a velocity of the mobile media player, monitoring an acceleration of the mobile media player, or a combination thereof. The monitoring can involve using various sensors, processing signals, and the like.

[0039] Conveniently, the kiss requires to receive a signal and to modify it, on order to prevent false identification of a kiss that can result from merely shorting a kissing organ. Accordingly stage 327 can include the following stage: (i) receiving a modified signal from the mobile media player and (ii) determining a validity of the modified signal in response to a signal sent from the device to the mobile media player and an expected modification process applied by the mobile media player on the signal.

[0040] Conveniently, the reception of a proximity indication is not sufficient. A kiss usually requires more than just placing the device and the mobile media player within the kissing range.

[0041] The predefined physical manipulation should include placing the mobile media player at one or more locations and during one or more time periods such as to differentiate the predefined physical manipulation from merely placing the mobile media player and the device in proximity to each other. For example, the kiss 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.

[0042] It is noted that although the above-mentioned description refers to a manipulation applied on the mobile media player that the device and the mobile media player can be manipulated in order to provide a kiss. Figure 3 illustrates that a kiss shall at least partially include locating the kissing organs 114, 116 of device 110 and mobile media player 112 in close proximity and at a certain orientation.

[0043] It is noted that figure 3 illustrates device 110 as being a mobile media player but this is not necessarily so. Device 110 can be another mobile phone, can be a stationary device, can be fixed to a stationary device and the like.

[0044] It is noted that the timing difference between a transmitting of stage 317 and the identifying of stage 327 can be limited. Accordingly, if the kiss is not identified within a predefined time period then method 307 can end. For simplicity of explanation this option was not illustrated. It is further noted that the receiving of stage 327 can be preceded by a sequence of transmissions of stage 317.

[0045] Stage 327 is followed by stage 347 of sending content to the mobile media player in response to the identification. It is noted that content can also be provided from the mobile media player to the device. Stage 347 utilizes the establishment of a communication link between the mobile media player and the device.

[0046] Conveniently, the content can be provided while a predefined proximity policy is fulfilled. The predefined proximity policy can require that content is provided while the device and the mobile media player are within a content provision area (also referred to as communication area or communication ring). It is further noted that the predefined proximity policy can tolerate one or more violations. For example the predefined proximity policy can tolerate short duration periods during which the mobile media player is outside of the content provision area defined by the device.

[0047] According to an embodiment of the invention once a violation is detected an alert (audio and/or visual) can be generated. Accordingly stage 347 can include generating a violation indication and terminating the sending of content if the violation is not amended within a predefined time period.

[0048] It is noted that the number of allowed violations as well as the duration of each allowed violation can be predefined and that stage 347 can terminate once this number is reached (or is exceeded) and/or once a violation is too long.

[0049] It is noted that stage 347 can include monitoring a fulfillment of the predefined proximity policy. The monitoring can be solely preformed by the device, at least partially performed by the device and, additionally or alternatively, at least partially performed by the mobile media player.

[0050] Conveniently, stage 347 includes at least one of the following stages, or a combination thereof: (i) monitoring, by the device, a fulfillment of the predefined proximity policy, and (ii) receiving, by the device, at least one predefined proximity policy fulfillment indication from the mobile media player.

[0051] According to various embodiments of the invention a successful identification of the predefined physical manipulation can be followed by a virtually unlimited

content providing period. According to other embodiments of the invention a successful identification can be followed by a time limited period during which content can be provided. Accordingly, if the users of the device and the mobile media player wish to continue the provision of content they should execute one or more iterations of stage 327.

[0052] Accordingly, method 307 can include conditioning a continuation of the sending by identifying at least one predefined physical manipulation during the provision of content, can include stopping the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing and can include transmitting, after the sending started, at least one request to perform the predefined physical manipulation.

[0053] Figure 5A illustrates a successful identification (illustrated by curve 171 that spans between points in time t_0 and t_1) that is followed by a virtually unlimited content provision period (illustrated by curve 181 that starts at point in time t_2 . Point in time t_2 follows point in time t_1).

[0054] Figure 5B illustrates a successful identification (illustrated by curve 171 that spans between points in time t_0 and t_1) that is followed by a time limited content provision period (illustrated by curve 182 that starts at point in time t_2 and end at point in time t_6).

[0055] Figure 5C illustrates a sequence of successful identifications (illustrated by curves 171-175) that are spaced apart from each other that enable a time limited content provision period (illustrated by curve 183 that starts at point in time t_2 and end at point in time t_7).

[0056] According to an embodiment of the invention stage 327 of the identifying includes utilizing a first channel and stage 347 of sending the content includes sending content over a second channel that differs from the first channel.

[0057] The first channel can be characterized by a lower capacity than the second channel, by a power consumption level that differs (typically lower) from a power consumption level of the second channel, or by a combination thereof. It is noted that the first channel can differ from the second channel by other characteristics and that usually the first and second channels use different transmission / reception technologies. Communication over the first channel can involve using kissing organs

114 and 116 can while communicating over the second channel can involve using communication link organs 113 and 115.

[0058] Figure 2 illustrates method 407 for receiving media content according to an embodiment of the invention.

[0059] Method 407 starts by stage 417 of receiving an invitation to receive content from a device.

[0060] Stage 417 is followed by stage 427 of receiving content, by a mobile media player, in response to an identification of a predefined physical manipulation applied on the mobile media player.

[0061] Conveniently, stage 417 includes receiving content while the device and the mobile media player are within a content provision area; and wherein the identification occurs while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.

[0062] According to an embodiment of the invention stage 417 of receiving an invitation includes utilizing a first channel and wherein stage 427 of receiving content includes sending content over a second channel that differs from the first channel.

[0063] The first channel can be characterized by a lower capacity than the second channel, by a power consumption level that differs from a power consumption level of the second channel, or by a combination thereof. It is noted that the first channel can differ from the second channel by other characteristics and that usually the first and second channels use different transmission / reception technologies. Communication over the first channel can involve using kissing organs 114 and 116 can while communicating over the second channel can involve using communication link organs 113 and 115.

[0064] According to various embodiments of the invention a successful identification of the predefined physical manipulation can be followed by a virtually unlimited content receiving period. According to other embodiments of the invention a successful identification can be followed by a time limited period during which content can be received. Accordingly, if the user of the mobile media player wish to continue the reception of content he should perform one or more predefined physical manipulations.

[0065] Accordingly, method 407 can include conditioning a continuation of the reception of content by performing at least one predefined physical manipulation

during the receiving, can include stopping the reception of the content unless a repetitive sequence of predefined physical manipulations is performed during the receiving and can include receiving, after the reception of content started, at least one request to perform the predefined physical manipulation. Figures 5A-5B illustrates sample relationships between performing the predefined physical manipulation and a continuation of a reception of content (that is equivalent to the periods of content provision illustrated in these figures).

[0066] Figure 6 illustrates device 110 according to an embodiment of the invention.

[0067] For simplicity of explanation it is assumed that device 110 is a mobile media player. This is not necessarily so. For example, device 110 does not necessarily include peripherals 114' and it also does not necessarily have media playing capabilities.

[0068] System 100 includes unit 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 unit 90 is expected to provide content (not necessarily media content) to mobile media player 112 of previous figures. Unit 90 can be connected to access information providers, encryption key generators and the like, in order to provide an authorized mobile media player such as mobile media player 112 to utilize media content.

[0069] Content source module 110' can be connected to unit 90, can be included within unit 90, can be detachably connected to unit 90, but this is not necessarily so. For example, content source module 110' can transmit (via wired and/or wireless channels) content to unit 90. Yet for another example, content source module 110' can be a local storage unit included within unit 90, can be a removable storage device attached to the unit 90.

[0070] Content is provided to unit 90 via link 100 that can be a wired link (internal to mobile media unit 90 or external) or a wireless link.

[0071] Unit 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) 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.

[0072] It is noted that a "kissing" organ (also referred to as identification unit) 114

can include proximity sensor 108 and logic module 102. Optionally, range monitor module 112' can also be regarded as a part of that identification unit.

[0073] It is further noted that a communication link organs 113 can include RF transmitter 92, RF receiver 120, decoder 122, encoder 94 and even logic module 102.

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

[0075] Unit 90 can receive content via input module 96. If unit 90 wishes to transmit the received 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 be provided to a user of unit 90 (via audio and/or visual components or peripherals 114').

[0076] 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.

[0077] 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'.

[0078] It is noted that the transmitter and receiver can utilize radiation that differs from radio frequency radiation. For example, they can utilize infrared radiation, ultrasonic waves, wires links, ultra wideband radiation and the like.

[0079] 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 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 of sound waves in air.

[0080] 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.

[0081] According to an embodiment of the invention unit 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'.

[0082] Conveniently, unit 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.

[0083] 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.

[0084] Conveniently, logic module 102 is adapted to perform at least one of the following: (i) identify or at least participate in an identification of the predefined physical manipulation applied on the mobile media player, (ii) control RF transmitter 92 such as to send content to the mobile media player in response to the identification, (iii) control RF transmitter 92 such as to transmit an invitation to receive the content, (iv) monitor or participate in the monitoring of a fulfillment of a predefined proximity policy; (v) condition a continuation of the sending of content by an identification at least one predefined physical manipulation during the sharing, (vi) stop the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing; and (vii) determine a velocity of the mobile media player; (viii) determine an acceleration of the mobile media player.

[0085] A computer readable medium having computer-readable code embodied therein for authorizing access to a network, the computer-readable code comprising

instructions for: identifying a predefined physical manipulation applied on the mobile media player; and sending content to the mobile media player in response to the identification.

[0086] Conveniently, the computer readable code includes instructions for transmitting an invitation to receive the content.

[0087] Conveniently, the computer readable code includes instructions for sending content while the device and the mobile media player are within a content provision area; and wherein the identifying comprises identifying the predefined physical manipulation while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.

[0088] Conveniently, the computer readable code includes instructions for sending the content while a predefined proximity policy is fulfilled.

[0089] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation by utilizing a first channel and sending content over a second channel that differs from the first channel.

[0090] Conveniently, the computer readable code includes instructions for conditioning a continuation of the sending by identifying at least one predefined physical manipulation during the sharing.

[0091] Conveniently, the computer readable code includes instructions for stopping the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing.

[0092] Conveniently, the computer readable code includes instructions for transmitting, after the sending started, at least one request to perform the predefined physical manipulation.

[0093] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation in response to a reception of a galvanic proximity indication.

[0094] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation in response to a reception of a Hall effect proximity indication.

[0095] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation in response to a reception of a biometric proximity indication.

[0096] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation by utilizing near field radiation.

[0097] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation by monitoring a velocity of the mobile media player.

[0098] Conveniently, the computer readable code includes instructions for identifying the predefined physical manipulation by monitoring an acceleration of the mobile media player.

[0099] 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.

[00100] 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 adapted to send content to a mobile media player, the device comprising:
 - an identifying unit adapted to identify a predefined physical manipulation applied on the mobile media player; and
 - a transmitter, adapted to send content to the mobile media player in response to the identification.
2. The device according to claim 1 wherein the device is adapted to transmit an invitation to receive the content.
3. The device according to claim 1 wherein the device is adapted to send content while the device and the mobile media player are within a content provision area; and wherein the identifying unit is adapted to identify the predefined physical manipulation while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.
4. The device according to claim 3 wherein the proximity area partially overlaps the predefined content sending area.
5. The device according to claim 3 wherein the proximity area does not overlap the predefined content sending area.
6. The device according to claim 3 wherein the proximity area is characterized by a minimal non-zero distance between the device and the mobile media player.
7. The device according to claim 1 wherein the device is adapted to send the content while a predefined proximity policy is fulfilled.
8. The device according to claim 1 wherein the identifying unit utilizes a first channel and wherein the transmitter sends content over a second channel that differs from the first channel.
9. The device according to claim 9 wherein the first channel is characterized by a lower capacity than the second channel.
10. The device according to claim 9 wherein the first channel is characterized by a power consumption level that differs from a power consumption level of the second channel.

11. The device according to claim 1 further adapted to condition a continuation of the sending by identifying at least one predefined physical manipulation during the sharing.
12. The device according to claim 1 further adapted to stop the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing.
13. The device according to claim 1 further adapted to transmit, after the sending started, at least one request to perform the predefined physical manipulation.
14. The device according to claim 1 wherein the identifying unit is adapted to receive a galvanic proximity indication.
15. The device according to claim 1 wherein the identifying unit is adapted to receive a Hall effect proximity indication.
16. The device according to claim 1 wherein the identifying unit is adapted to receive a biometric proximity indication.
17. The device according to claim 1 wherein the identifying unit is adapted to receive utilize near field radiation.
18. The device according to claim 1 wherein the device is adapted to monitor a velocity of the mobile media player.
19. The device according to claim 1 wherein the device is adapted to monitor an acceleration of the mobile media player.
20. The device according to claim 1 wherein the identifying unit is adapted to receive a modified signal from the mobile media player and determine a validity of the modified signal in response to a signal sent from the device to the mobile media player and an expected modification process applied by the mobile media player on the signal.
21. The device according to claim 1 wherein the device is stationary.
22. The device according to claim 1 further adapted to control the sending of content.
23. The device according to claim 1 further adapted to receive content sending control signals from the mobile media player.
24. A computer readable medium having computer-readable code embodied therein for authorizing access to a network, the computer-readable code comprising instructions for: identifying a predefined physical manipulation applied on the mobile

media player; and sending content to the mobile media player in response to the identification.

25. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for transmitting an invitation to receive the content.

26. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for sending content while the device and the mobile media player are within a content provision area; and wherein the identifying comprises identifying the predefined physical manipulation while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.

27. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for sending the content while a predefined proximity policy is fulfilled.

28. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation by utilizing a first channel and sending content over a second channel that differs from the first channel.

29. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for conditioning a continuation of the sending by identifying at least one predefined physical manipulation during the sharing.

30. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for stopping the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing.

31. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for transmitting, after the sending started, at least one request to perform the predefined physical manipulation.

32. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation in response to a reception of a galvanic proximity indication.

33. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation in response to a reception of a Hall effect proximity indication.

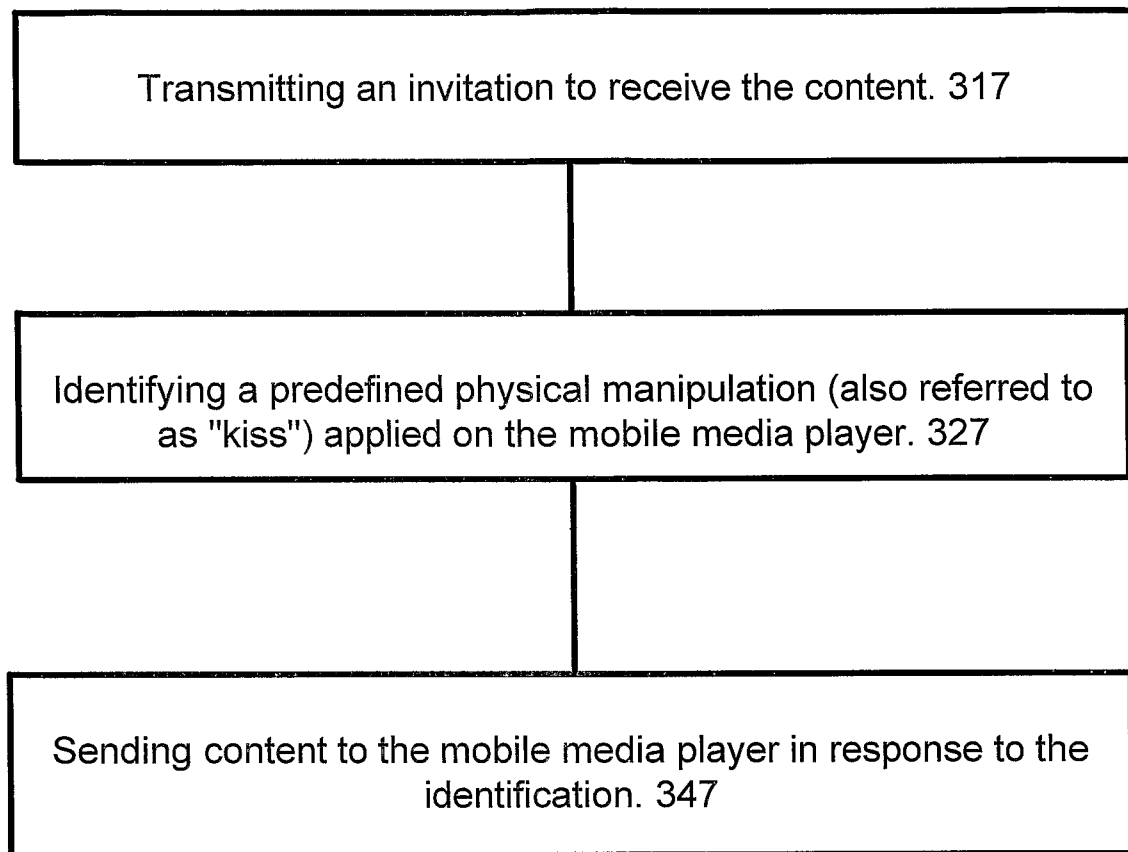
34. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation in response to a reception of a biometric proximity indication.
35. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation by utilizing near field radiation.
36. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation by monitoring a velocity of the mobile media player.
37. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for identifying the predefined physical manipulation by monitoring an acceleration of the mobile media player.
38. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for controlling, by the device, the sending of content.
39. The computer readable medium of claim 24, wherein the computer-readable code comprises instructions for receiving content sending control signals from the mobile media player.
40. A method for sending content from a device to a mobile media player, the method comprising: identifying a predefined physical manipulation applied on the mobile media player; and sending content to the mobile media player in response to the identification.
41. The method according to claim 40 wherein the identifying is preceded by transmitting an invitation to receive the content.
42. The method according to claim 40 wherein the sending comprises sending content while the device and the mobile media player are within a content provision area; and wherein the identifying comprises identifying the predefined physical manipulation while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.
43. The method according to claim 42 wherein the proximity area is defined such as to prevent other devices from identifying a predefined physical manipulation applied on the mobile media player when the mobile media player is located within the proximity area.

44. The method according to claim 42 wherein the proximity area partially overlaps the predefined content sending area.
45. The method according to claim 42 wherein the proximity area does not overlap the predefined content sending area.
46. The method according to claim 42 wherein the proximity area is characterized by a minimal non-zero distance between the device and the mobile media player.
47. The method according to claim 40 wherein the sending comprises sending the content while a predefined proximity policy is fulfilled.
48. The method according to claim 40 wherein the identifying comprises utilizing a first channel and wherein the sending comprises sending content over a second channel that differs from the first channel.
49. The method according to claim 48 wherein the first channel is characterized by a lower capacity than the second channel.
50. The method according to claim 48 wherein the first channel is characterized by a power consumption level that differs from a power consumption level of the second channel.
51. The method according to claim 40 further comprising conditioning a continuation of the sending by identifying at least one predefined physical manipulation during the sharing.
52. The method according to claim 40 further comprising stopping the sending of the content unless a repetitive sequence of predefined physical manipulations is identified during the sharing.
53. The method according to claim 40 further comprising transmitting, after the sending started, at least one request to perform the predefined physical manipulation.
54. The method according to claim 40 wherein the identifying comprises receiving a galvanic proximity indication.
55. The method according to claim 40 wherein the identifying comprises receiving a Hall effect proximity indication.
56. The method according to claim 40 wherein the identifying comprises receiving a biometric proximity indication.
57. The method according to claim 40 wherein the identifying comprises utilizing near field radiation.

58. The method according to claim 40 wherein the identifying comprises monitoring a velocity of the mobile media player.
59. The method according to claim 40 wherein the identifying comprises monitoring an acceleration of the mobile media player.
60. The method according to claim 40 wherein the identifying comprises receiving a modified signal from the mobile media player and determining a validity of the modified signal in response to a signal sent from the device to the mobile media player and an expected modification process applied by the mobile media player on the signal.
61. The method according to claim 40 wherein the device is stationary.
62. The method according to claim 40 further comprising controlling, by the device, the sending of content.
63. The method according to claim 40 further comprising receiving content sending control signals from the mobile media player.
64. A method for receiving media content, the method comprising:
receiving an invitation to receive content from a device; and
receiving content, by a mobile media player, in response to an identification of a predefined physical manipulation applied on the mobile media player.
65. The method according to claim 64 wherein the receiving comprises receiving content while the device and the mobile media player are within a content provision area; and wherein the identification occurs while the device and the mobile media player are located within a proximity area that is smaller than the predefined content sending area.
66. The method according to claim 65 wherein the proximity area partially overlaps the predefined content sending area.
67. The method according to claim 65 wherein the proximity area does not overlap the predefined content sending area.
68. The method according to claim 65 wherein the proximity area is characterized by a minimal non-zero distance between the device and the mobile media player.
69. The method according to claim 64 wherein the identification utilizes a first channel and wherein the receiving comprises receiving content over a second channel that differs from the first channel.

70. The method according to claim 69 wherein the first channel is characterized by a lower capacity than the second channel.
71. The method according to claim 69 wherein the first channel is characterized by a power consumption level that differs from a power consumption level of the second channel.
72. The method according to claim 64 wherein the receiving comprises receiving the content while a predefined proximity policy is fulfilled.
73. The method according to claim 64 further comprising applying at least one predefined physical manipulation during the receiving of the content.
74. The method according to claim 64 further comprising applying a sequence of predefined physical manipulations during the receiving of the content
75. The method according to claim 64 further comprising receiving at least one request to apply the predefined physical manipulation, after the receiving of the content started.
76. The method according to claim 64 further comprising sending content sending control signals from the mobile media player.

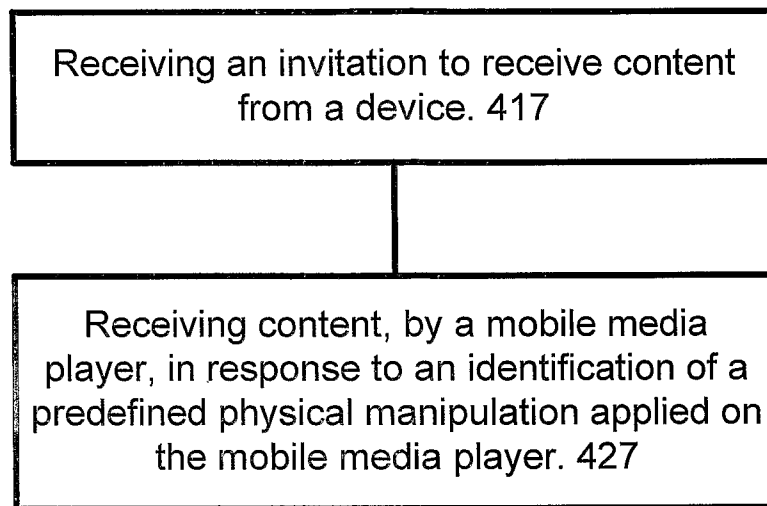
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Figure 1

2/7



407

Figure 2

3/7

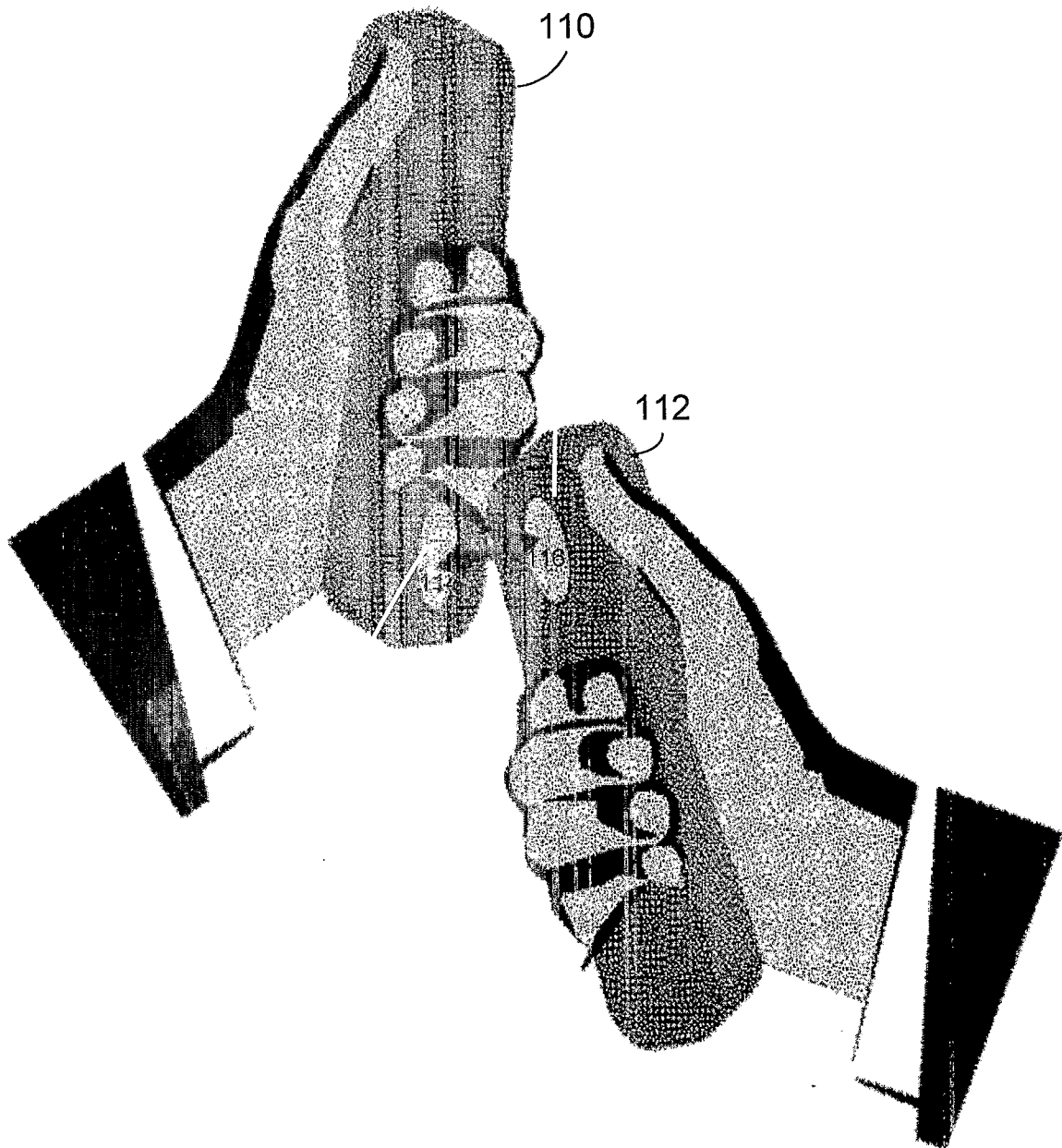


Figure 3

4/7

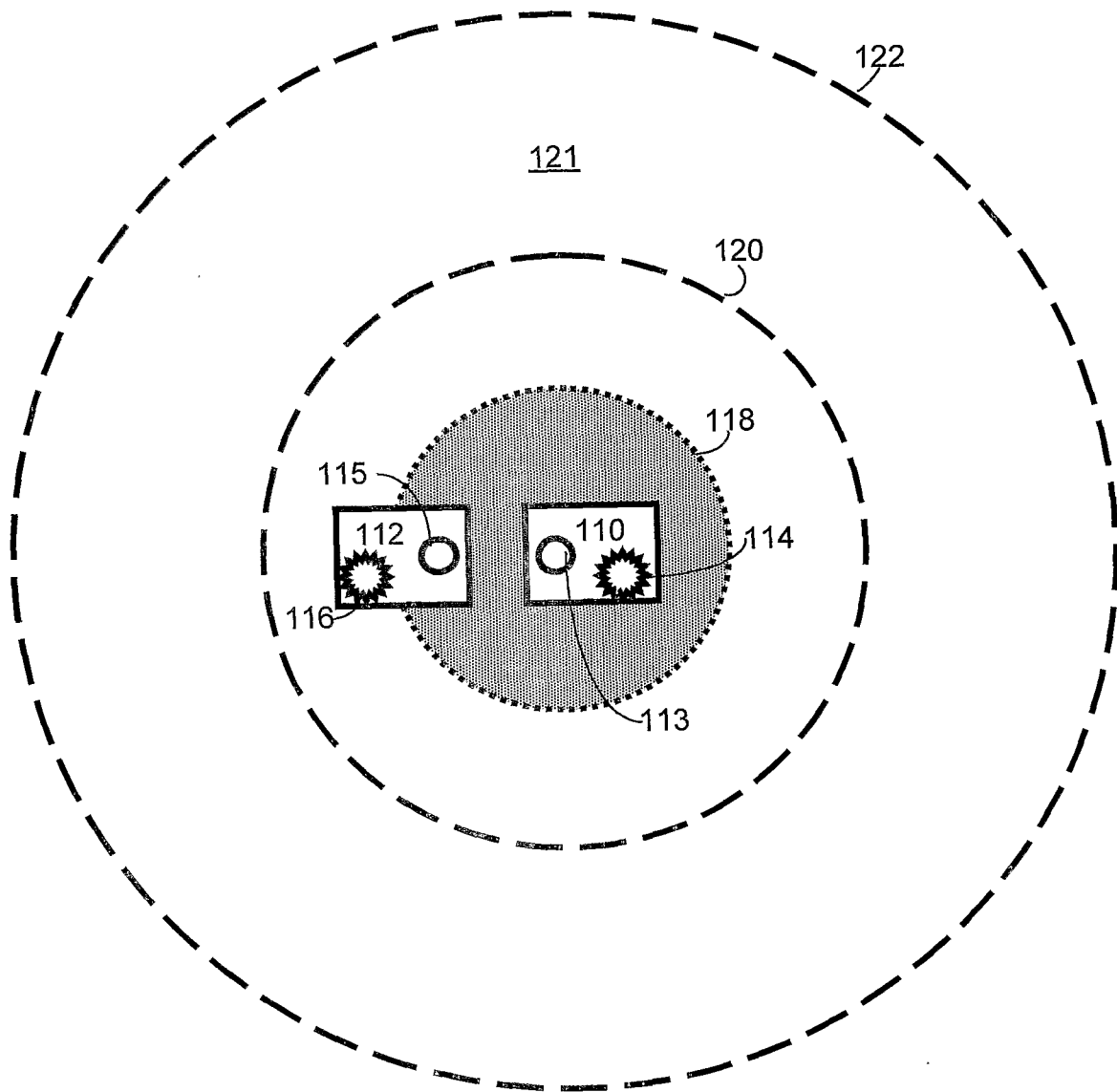


Figure 4A

5/7

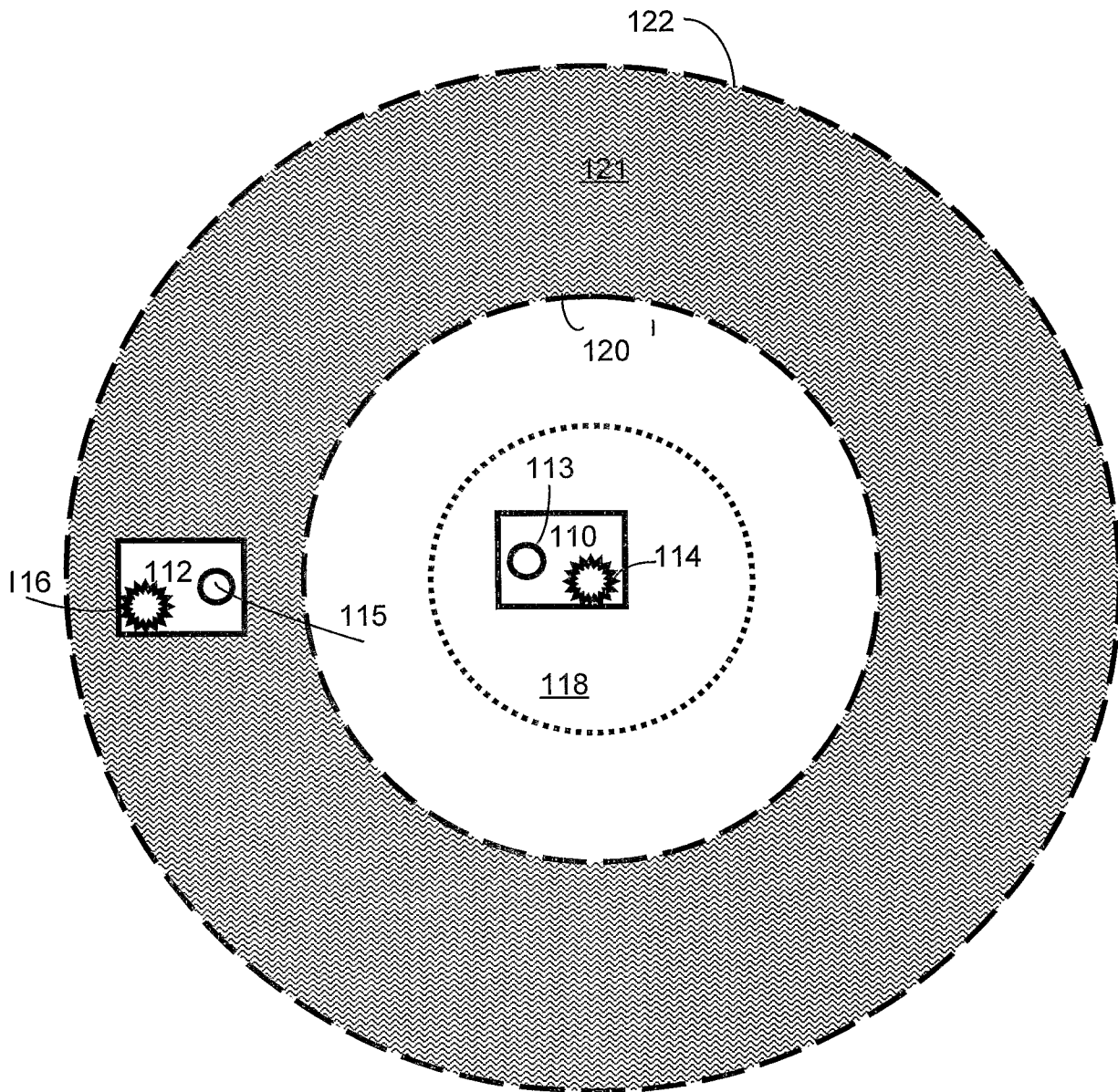


Figure 4B

6/7

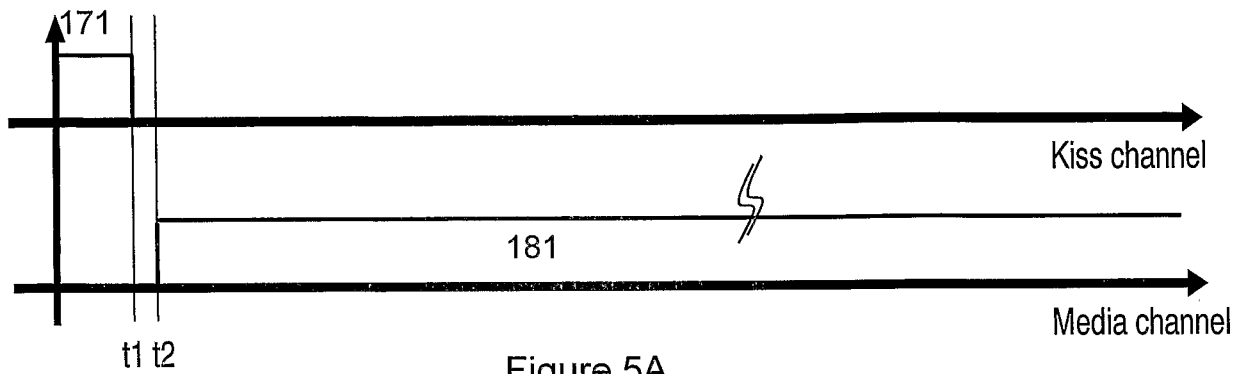


Figure 5A

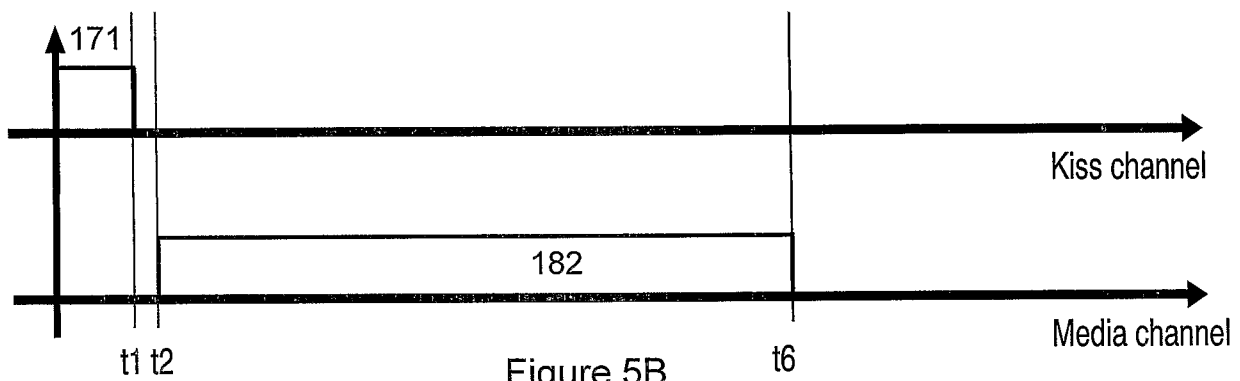


Figure 5B

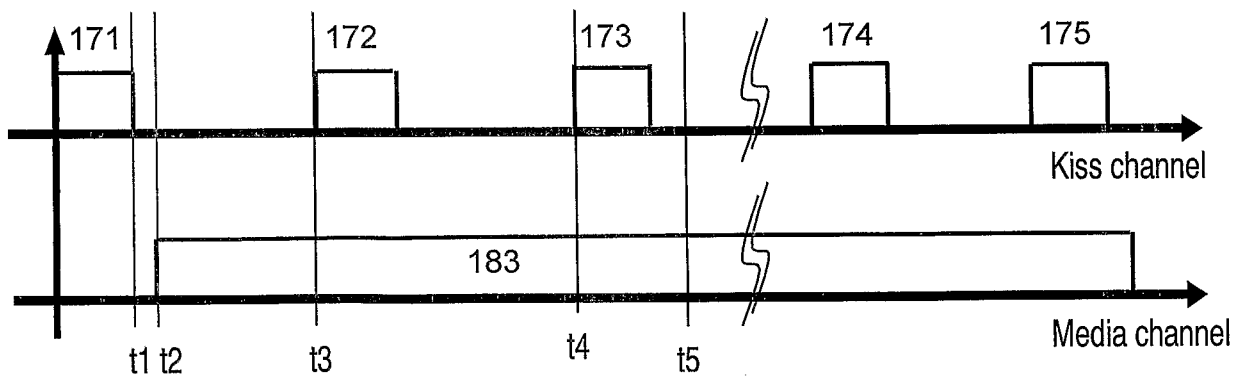


Figure 5C

7/7

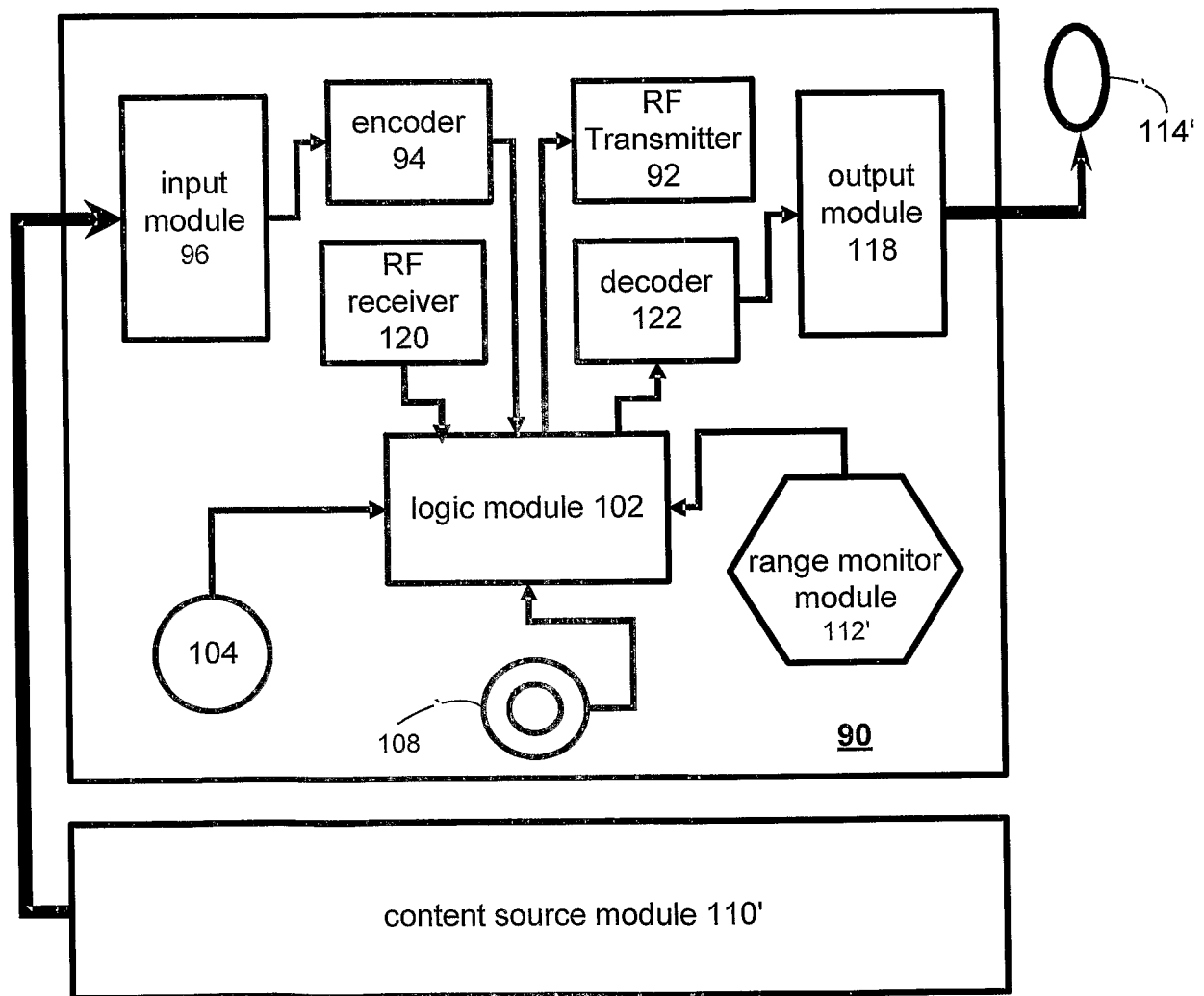
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Figure 6