

FIG. 1

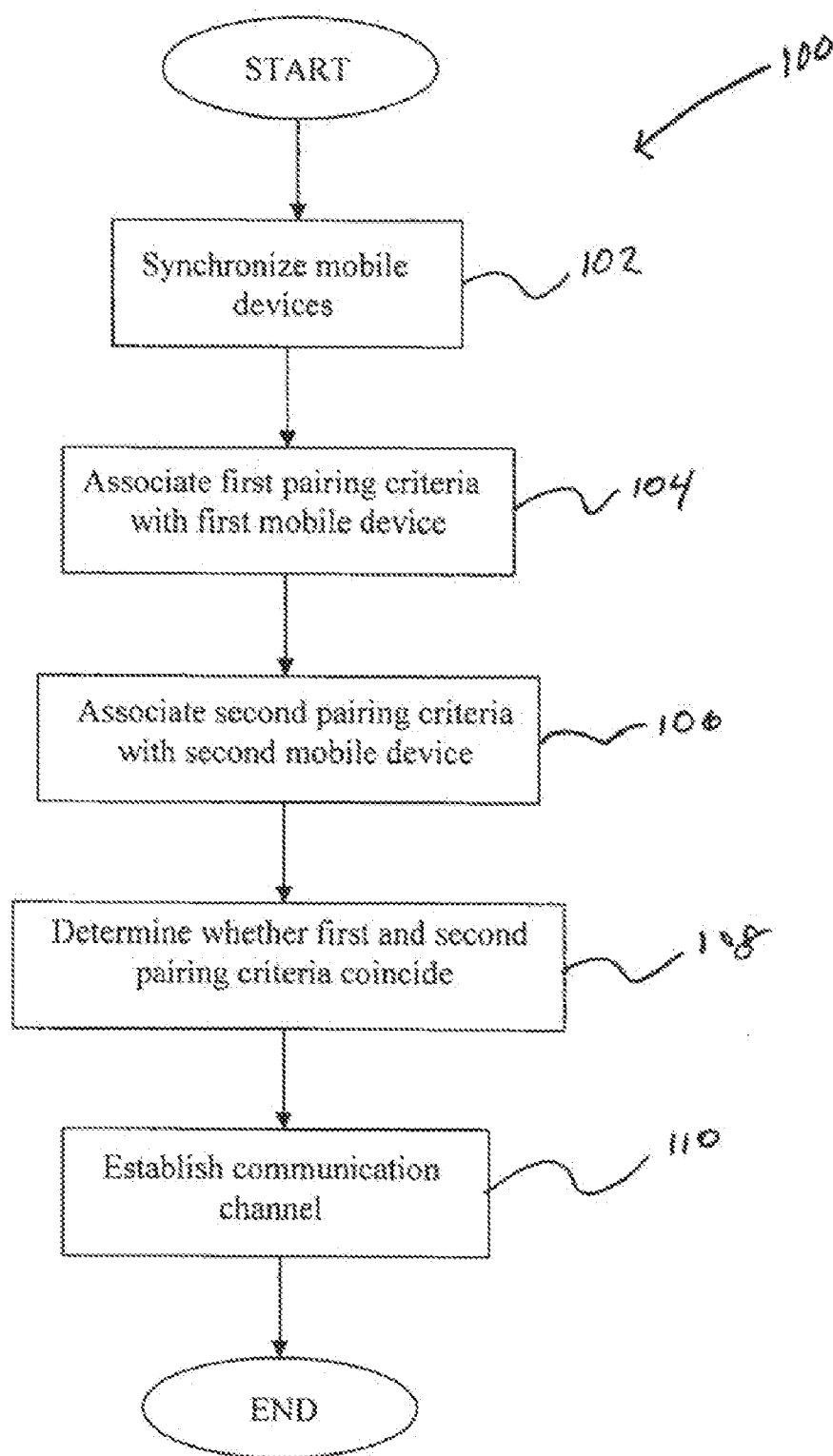


FIG. 2

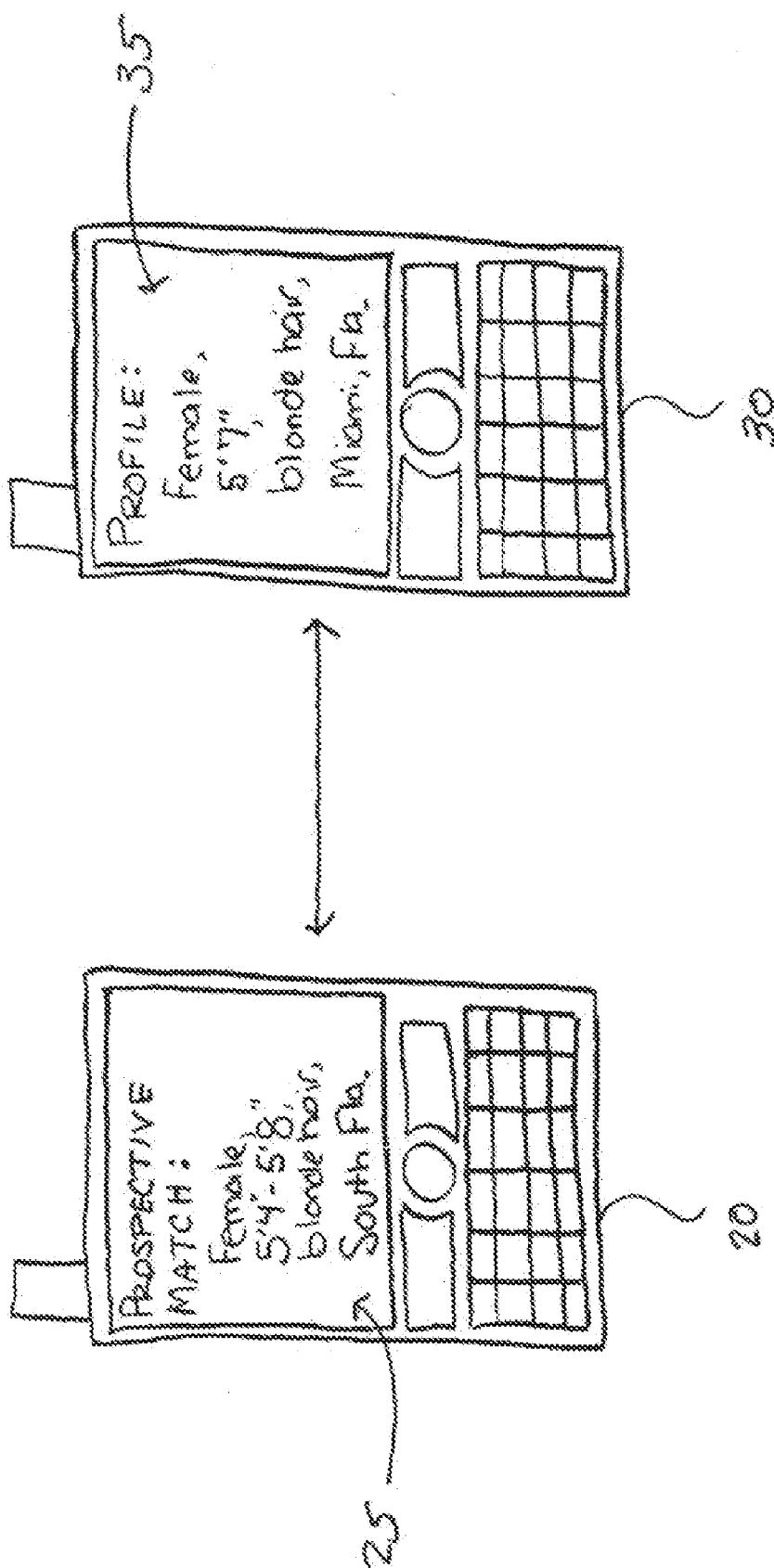
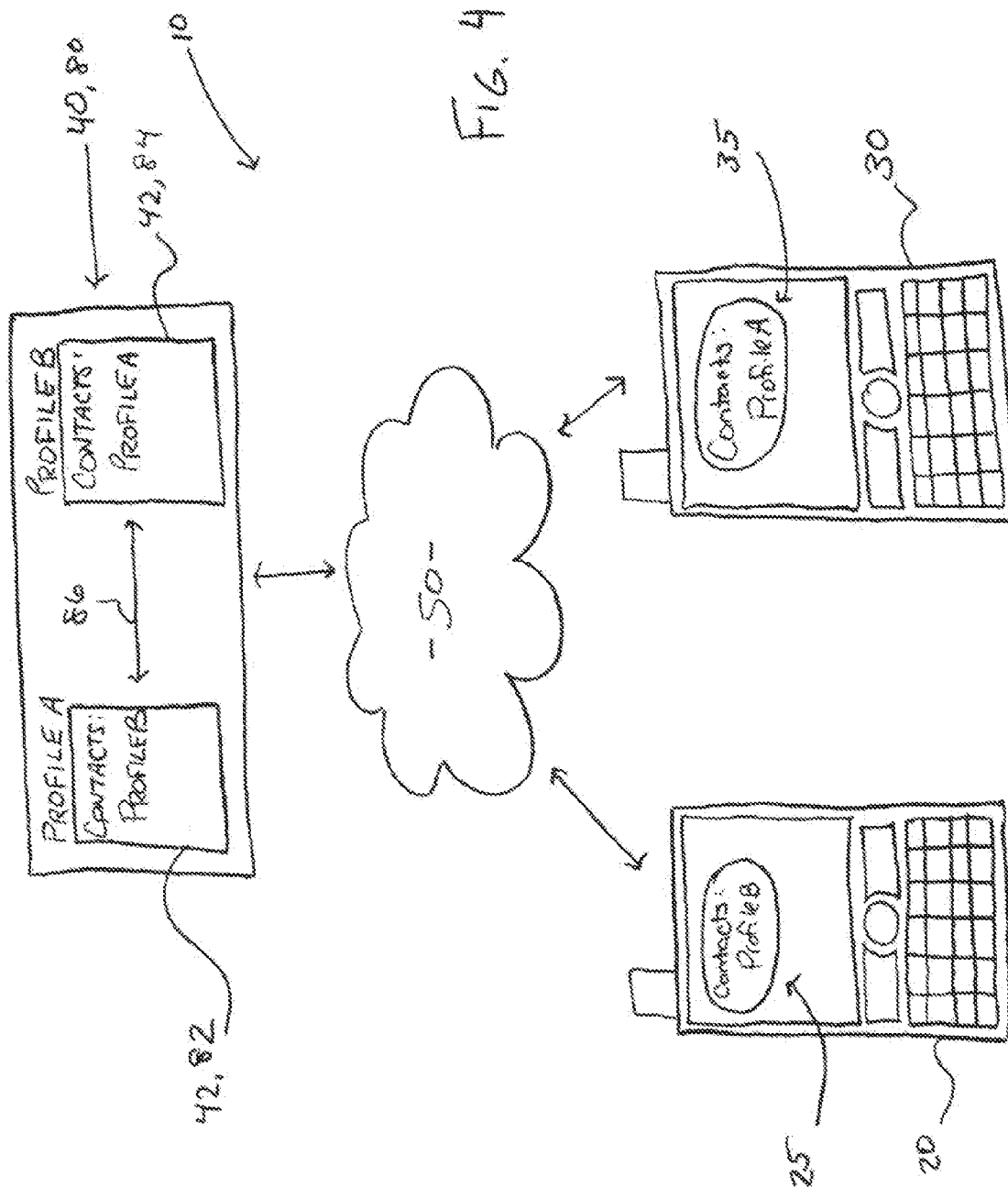


FIG. 3



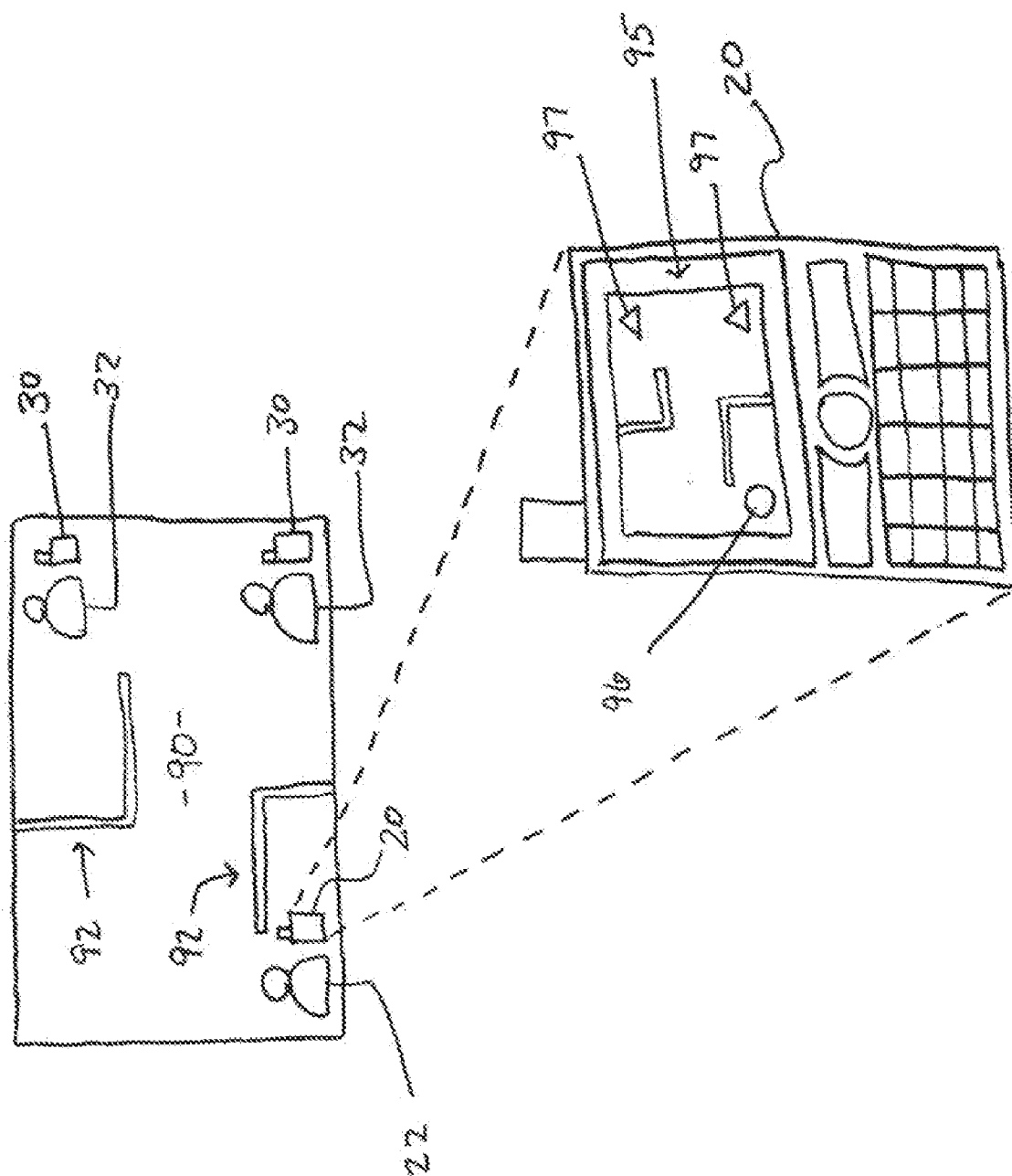


Fig. 5

ENABLING SOCIAL INTERACTIVE WIRELESS COMMUNICATIONS

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention is directed to a system and method for enabling social interactive wireless communication between at least two mobile devices, for instance, upon disposition of the wireless devices in a physical and/or geographic proximity to one another.

[0003] 2. Description of the Related Art

[0004] As the sophistication of mobile technology continues to increase, more individuals are using mobile devices to accomplish everyday tasks, including, but certainly not limited to, e-mail, web browsing, text messaging, and/or task management. Of course, many of these mobile devices may also serve as wireless and/or cellular telephones. In addition, many mobile devices include locational software and/or mechanisms, such as global positioning systems ("GPS") to estimate and/or locate the particular device's location.

[0005] In addition, social networking via the World Wide Web, such as via social networking websites including MYSPACE®, FACEBOOK®, LINKEDIN®, and/or dating websites including EHARMONY® or MATCH.COM®, continues to evolve and affect many individuals and entities of today's society. While many individuals are associated with a variety of "contacts" and/or "friends" within these social networking and/or dating websites, it would be beneficial to be advised when the individual is in a physical and/or geographic proximity to one or more "friends" or "contacts" and be able to communicate therewith via their respective mobile devices. It would also be beneficial to locate certain prospective dating and/or social matches who are disposed in a physically proximate location. This would facilitate communication therebetween and perhaps establish a long-time relationship.

[0006] Accordingly, there is a current need in the art of mobile technology for a system and/or method of synchronizing or affiliating one or more mobile devices with an interactive social network and enabling social interactive wireless communication therebetween, for example, upon disposition of the mobile devices in a physical and/or geographic proximity to one another.

SUMMARY OF THE INVENTION

[0007] The various embodiments of the present invention are related to a computer-implemented system and/or method for enabling or facilitating social interactive wireless communication between at least two mobile devices. In particular, the mobile devices may comprise virtually any portable, mobile, or easily transportable device equipped with the various structures and/or software applications so as to facilitate the practice of the present invention in the intended manner, as will be apparent from the description provided herein.

[0008] At least one embodiment of the present invention comprises synchronizing and/or affiliating the one or more mobile devices, such as a first and second mobile device, with an interactive network, such as, for example, an interactive social network, social networking website(s), dating service(s), affinity groups, etc. Furthermore, the present invention comprises associating at least one first and second interactive or social interactive pairing criterion with the first and second mobile devices, respectively. The first interactive pairing cri-

teria may correspond with a desired prospective match, and may include for instance, certain physical features of the desired prospective match. The second interactive pairing criteria may include, for instance, a pre-established profile associated with a user of the second device.

[0009] Accordingly, at least one embodiment of the present invention further comprises disposing the first and second mobile devices in a physical and/or geographic proximity to one another, and determining whether the first and second social interactive pairing criterion at least partially coincide with one another. Specifically, if the physical features associated with a prospective match identified by the user of the first mobile device at least partially corresponds or coincides with the profile of the user associated with the second mobile device, then, in at least one embodiment, a communication channel is established therebetween. The respective users may then communicate with one another via the first and second mobile devices.

[0010] In yet another embodiment, the first and second mobile devices are synchronized or affiliated with a social networking website, such as, for example, MYSPACE®, FACEBOOK®, LINKEDIN®, etc. The first and second social interactive pairing criteria may thus be associated with a "friend" or "contact" list within the social networking website. As such, upon disposition of the first and second mobile devices in a physical and/or geographic proximity to one another, if the users are "friends" or "contacts" within the social networking website, a communication channel between the mobile devices may automatically and/or upon selective confirmation by the users, be established.

[0011] These and other objects, features and advantages of the present invention will become clear when the drawings as well as the detailed description are taken into consideration.

BRIEF DESCRIPTION OF THE DRAWINGS

[0012] For a more complete understanding of the nature of the present invention, reference should be had to the following detailed description taken in connection with the accompanying drawings in which:

[0013] FIG. 1 is a schematic representation of at least one embodiment of the system for enabling social interactive wireless communication as disclosed in accordance with the present invention.

[0014] FIG. 2 is a flow chart illustrating at least one embodiment of the method for enabling social interactive wireless communication as disclosed in accordance with the present invention.

[0015] FIG. 3 is a schematic representation of a first and second mobile device comprising coinciding first and second social interactive pairing criteria.

[0016] FIG. 4 is a schematic representation of yet another embodiment of the system for enabling social interactive wireless communication as disclosed in accordance with the present invention.

[0017] FIG. 5 is a schematic representation of another embodiment of the system and method for enabling interactive wireless communication disclosed in accordance with the present invention.

[0018] Like reference numerals refer to like parts throughout the several views of the drawings.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0019] The present invention is directed to a system, generally indicated as 10, and method, generally indicated as

100, for enabling or facilitating interactive wireless communication between at least two mobile devices **20, 30** and/or the respective users **22, 32** thereof. In particular, the various embodiments of the present invention comprise at least one first mobile device **20** and at least one second mobile device **30** disposable in a physical and/or geographic proximity relative to one another.

[0020] The first and second mobile devices **20, 30** of the various embodiments of the present invention may comprise virtually any device or structure which is movable, portable, and/or can otherwise be easily carried or transported by a user **22, 32** thereof and which is further structured to facilitate the practice of the present invention in the intended manner, as described in detail herein. As such, the first and second mobile devices **20, 30** may include, but are certainly not limited to, a cellular telephone, personal digital assistant (“PDA”), portable video game console, portable media player, pager, digital and/or wireless camera, etc.

[0021] Moreover, in at least one embodiment of the present invention, the first and second mobile devices **20, 30** are structured to synchronize with, or otherwise be affiliated with, an interactive network **40**, as generally illustrated at **102**. As will become apparent from the following discussion, the interactive network **40** of the various embodiments of the present invention may include, for example, an interactive social network, social networking website(s), dating service(s), dating website(s), affinity groups, etc., such as, MYSPACE®, FACEBOOK®, EHARMONY®, a college fraternity, a group of friends, the United States Army, or any other network comprising a plurality of users and/or members associated or registered therewith. Particularly, in at least one embodiment, synchronizing and/or affiliating the first and second mobile devices **20, 30** with the interactive network **40** comprises a user **22, 32** of the respective mobile device **20, 30** to opt into the interactive network **40**, by, for instance, registering, downloading, installing, and/or linking with the interactive network **40**. Upon doing so, as will be explained in greater detail below, in at least one embodiment, a first interactive or social interactive pairing criterion **25** is associated with the first mobile device **20**, as generally indicated at **104**, and a second interactive or social interactive pairing criterion **35** is associated with the second mobile device **30**, as generally indicated at **106**. More in particular, and as will become apparent from the discussion herein, the first and second interactive pairing criteria **25, 35** are structured and disposed to at least partially define a match or other communicative or pairing relationship between the respective first and second mobile devices **20, 30**.

[0022] Further, at least one embodiment of the present invention comprises at least one social network server **60** which is structured to store, manage, or control the interactive network **40** of the present invention. A user **22, 32** of the first and/or second mobile devices **20, 30** of at least one embodiment may thus register or develop a profile **42** with the interactive network **40** by communicating certain profile information to the social interactive server **60**. The profile information may include, for example, the user’s name, age, sex, occupation, salary or income, education, one or more selected affinity groups, as well as one or more physical features, including height, weight, eye color, hair color, etc. Of course, the profile information may include digital media such as photographs, videos, audio files, etc.

[0023] In addition, the user **22, 32** of one or more mobile devices **20, 30** may also or instead upload or communicate to

the social interactive server **60** certain information pertaining to a desired or prospective social match, such as, for instance, certain physical features or other similar profile information which the user **22, 32** desires a social match to comprise, including age, sex, occupation, income level, location, etc. In at least one embodiment, the first and second social interactive pairing criterion **25, 35** associated with the first and second mobile devices **20, 30** identified above are defined to include the prospective match information and/or, the profile information, which may be stored on the social interactive server **60** and/or the corresponding user’s **22, 32** mobile device **20, 30**.

[0024] In at least one embodiment wherein the first and/or second social interactive pairing criterion **25, 35**, such as for instance the profile information and/or prospective match information identified above, is stored or contained on the social interactive server **60**, as will be described below, the first and second mobile devices **20, 30** may communicate with one another via the server **60**, at least for purposes of developing a match and/or establishing a communication channel **70** therebetween. For example, the server **60** may automatically, and/or upon selective confirmation by the users **22, 32**, detect the location of the respective mobile devices **20, 30**, and determine whether there is a match. The server **60** may send notifications, confirmations, etc. to the respective devices **20, 30**, for example, via text message, e-mail, pop-up, voice call, etc., in connection with the same.

[0025] In at least one embodiment wherein the first and/or second social interactive pairing criterion **25, 35** is stored or contained on the corresponding first and/or second mobile devices **20, 30**, however, the mobile devices **20, 30** may communicate directly with one another, such as via a peer-to-peer, Bluetooth network, cellular, satellite, infrared, or other wireless network, for example, and completely bypass use of or a need for the social interactive server **60**. This feature may be important and/or convenient when or if the mobile devices **20, 30** are not able to connect with a server **60**, and/or are otherwise out of range of the server **60**, satellite, cellular tower, or other communication or connection structure. As such, the first and/or second mobile devices **20, 30** of at least one embodiment are equipped or configured to detect the presence of proximately disposed other mobile devices **20, 30**, and determine whether there is a match therebetween. Of course at least some or all of the social interactive pairing criterion **25, 35** may be disposed or stored on the devices **20, 30** themselves while communication therebetween is processed and/or developed thorough the server **60**.

[0026] In particular, in at least one embodiment, the mobile devices **20, 30** include software or executable applications which are structured to facilitate the practice of the present invention in the intended manner without the need or use of a social interactive server **60**. Specifically, the user **22, 32** of the mobile device(s) **20, 30** may enter certain profile information and/or prospective match information directly into the device **20, 30** itself, such as via typing, voice command, transfer from a computer, etc. Accordingly, the mobile devices **20, 30** comprise corresponding software and/or hardware structured to facilitate practice of the present invention independent of and without the need for a social interactive server **60**.

[0027] Furthermore, upon disposition of the first and second mobile devices **20, 30** in a physical and/or geographic proximity to one another, the present invention includes determining whether there is a match therebetween, or otherwise determining whether the first and second social inter-

active pairing criteria **25, 35** coincide with one another, as generally indicated at **108**. Particularly, in at least one embodiment, the first and/or second social interactive pairing criteria **25, 35** may include, and a user **22, 32** of the mobile device(s) **20, 30** may specify or indicate, a maximum, minimum, or preferred distance or range in which to communicate with another mobile device **20, 30**. For instance, the user **22, 32** may indicate on the device **20, 30** itself, on the social interactive server **60**, during registration with the interactive social network **40**, etc., a preferred distance from another device **20, 30** in which to communicate with, for instance, five (5) feet or one (1) mile. Of course, the distance may be preset by the software, application, and/or server **60** and thus, in at least one embodiment, unable to be modified by a user **22, 32**.

[0028] Specifically, in at least one embodiment, the mobile devices **20, 30** are equipped with certain locational mechanisms and/or software, such as global positioning system(s) ("GPS") in order for the mobile devices **20, 30** and/or the server **60** to detect or estimate the mobile devices' **20, 30** location. Of course, the server **60** and/or other structure may use certain algorithms or triangulation calculations in order to determine or estimate the location of the one or more mobile device(s) **20**, of the present invention.

[0029] Either way, as indicated above, once the devices **20, 30** are disposed in a physical and/or geographic proximity to one another, for instance, in the same room, party, wedding, meeting, etc., the present invention includes determining whether the first and second social interactive pairing criterion **25, 35** coincide with one another, as at **108**. In particular, the mobile devices **20, 30** may, in at least one embodiment, be configured by the corresponding user **22, 32** to be disposed in a communicating mode so as to either detect or be detected by other mobile devices **20, 30**. In such an instance, the particular mobile device **20, 30** may be attempting to search and/or filter for other proximately disposed devices **20, 30**, and/or be configured as being available or in a broadcasting mode in order to be detected by other devices **20, 30**. Particularly, in at least one embodiment, the user **22, 32** of a mobile device **20, 30** may notify the social interactive server **60** via the device **20, 30** that he/she desires to place the mobile device **20, 30** in the communicative mode. The server **60** and/or the software disposed thereon may thus be configured to locate the mobile device(s) **20, 30** and search for other mobile device(s) **20, 30** disposed in a proximate location thereto. In at least one embodiment, however, and as mentioned above, the mobile devices **20, 30** are equipped with hardware and/or software or otherwise configured to detect or be detected by other mobile devices **20, 30** independent of any server **60**. As such, the mobile devices **20, 30** may utilize wireless communications, Bluetooth, infrared, cellular technology or other mechanisms to communicate, detect, and/or be detected.

[0030] It should be apparent that at least one mobile device **20**, of the present invention, may be structured and configured to be disposed in a communicative relation with one or a plurality of second mobile devices **30** in the manner as described in detail herein. In particular, the first mobile device **20** of at least one embodiment may be structured and configured to simultaneously, selectively, or successively communicate with one or more second mobile devices **30** disposed in a proximate relation thereto. In addition, the first mobile device **20** may be configured or programmed to be disposed in a communicative relation with a certain predetermined or selected maximum number of second mobile devices **30**.

[0031] Furthermore, in at least one embodiment, the first social interactive pairing criteria **25** comprises a selective characteristic of an individual or user associated with a prospective wireless match. The selective characteristic(s) may include, for example, physical, locational, emotional, or personality type characteristics. In addition, the second social interactive pairing criteria **35** associated with the second mobile device **30** may comprise a pre-established or pre-defined profile associated with the user **32** thereof. Specifically, the profile may be stored on the second mobile device **30** itself and/or one or more social interactive servers **60**, as described above.

[0032] In particular, and for exemplary purposes only, the first social interactive pairing criteria **25** associated with the first mobile device **20** may essentially represent that the user **22** thereof is searching for a 25 to 30 year old female individual, between 5'4" and 5'8", blonde or brown hair, living in South Florida. If the second social interactive pairing criterion **35** associated with the second mobile device **30** includes a pre-established or pre-defined profile which coincides therewith, or represents, for example, a 28 year old, 5'6", blonde female, living in Miami, Fla., at least one embodiment of the present invention would determine that the first and second social interactive pairing criteria **25, 35** coincide with one another, assuming that each of the respective devices **20, 30** are configured to be in the communicative mode, as described above. Of course, the various embodiments of the present invention include certain predefined software algorithms which are structured to determine a match. The algorithms of the various embodiments may weigh certain attributes or profile information more heavily than others and/or only compare certain pre-specified attributes.

[0033] Furthermore, in at least one embodiment, upon disposition of the first and second mobile devices **20, 30** in the physical or geographic proximity with one another, and/or upon determining a match therebetween, the second social interactive pairing criteria **35**, such as, for example, the profile associated with the user **32**, is communicated to the first mobile device **20**. Upon its receipt, the user **22** of the first mobile device **20** may selectively confirm or deny whether to establish a communication channel therewith. Similarly, in at least one embodiment, the first social interactive pairing criteria **25**, such as the prospective match information, and/or a profile associated with the user **22** of the first mobile device **20** may be communicated to the second mobile device **30**. Upon its receipt, the user **32** of the second mobile device **30** may selectively confirm or deny whether to establish a communication channel therebetween. It should be noted that, in at least one embodiment, the entire profile associated with the first and/or second mobile device **20, 30** may be communicated to the other device **20, 30** for review thereof. However, certain information may be withheld upon the corresponding user's **22, 32** request.

[0034] Furthermore, in at least one embodiment, the present invention is structured to graphically display a map illustrating the user's **22** location as well as the location of any one or more prospective matches disposed in a proximate location. In particular, the method of the present invention may, in at least one embodiment, comprise graphically displaying on the first mobile device **20** the location of one or a plurality of proximately disposed second mobile devices **30**. Of course, the second mobile device(s) **30** may also graphically display the location of the first mobile device(s) **20**. For exemplary purposes only, and referring now to the schematic

representation illustrated in FIG. 5, while in a large room 90 or trade show, at least one embodiment is structured to graphically display a map 95 of the room 90 and/or trade show while indicating the location of the user 22, 32 and/or one or more potential matches thereon via for instance, an icon 96, 97, respectively. Of course any indication or indicia may be used to represent the location of the users 22, 32, and/or the respective mobile devices 20, 30. The walls, tables, chairs, doors, desks, booths, or other structures or devices 92 within the room 90 may also be graphically displayed on the map 95, as illustrated in the expanded view of the first mobile device 20 of FIG. 5.

[0035] In addition, an introduction communication channel may be established wherein the users 22, 32 may electronically communicate with one another via limited means, such as, for instance, only e-mail, text message, or live chat. The user's 22, 32 may later decide to establish a full communication channel where digital media can also be communicated.

[0036] Furthermore, once a match has been determined, or otherwise once it has been determined that the first and second social interactive pairing criteria 25, 35 coincide with one another, at least one embodiment of the present invention is structured to automatically or upon the user's 22, 32 selective confirmation, establish a communication channel 70 between the first and second mobile devices 20, 30 so as to facilitate communication therebetween, as generally indicated at 110. As such, the user 22 at the first mobile device 20 may communicate with the user 32 at the second mobile device 30 via voice messages, live chatting, text messages, photographs, videos, contact information, electronic mail, and/or any other digital media or communication techniques, and vice-versa.

[0037] In addition, the first and second mobile devices 20, 30 may be configured to automatically, or upon the user's selective confirmation, communicate and/or push certain selective digital media, such as photographs, messages, videos, etc. upon the establishment of the communication channel therebetween. The digital media may comprise, but is certainly not limited to MP3, AAC, WMV, MPEF, AVI, MICROSOFT WORD®, MICROSOFT EXCEL®, ADOBE ACROBAT®, PDF, or VCF files. In particular, the pushing of the digital media allows users 22, 32 to communicate with one another via the mobile devices 20, 30 without any human voice one-to-one communication. As such, in at least one embodiment, the mobile devices 20, 30 of at least one embodiment may be at least partially autonomous in connection with establishing a match, and communicating certain media and/or messages.

[0038] In yet another embodiment, upon disposition of the first and second mobile devices 20, 30 in a physical and/or geographic proximity to one another, the present invention is structured to query the second mobile device 30 so as to determine whether the first and second interactive pairing criterion 25, 35 coincide with one another. The queries may, in at least one embodiment, occur automatically upon disposition of the mobile devices 20, 30 in a physical proximity to one another and/or upon interactive or selective input from the respective users 22, 32 thereof. In addition, as will be described below, at least one embodiment may comprise a series of successive queries to the first and/or second mobile devices 20, 30.

[0039] In particular, as identified above, the first social interactive pairing criteria 25 and/or the prospective match information of the present invention may comprise a plurality of selective characteristics, such as female, blonde hair, blue

eyes, 5'5", living in Miami, Fla. Further, the prospective match information may be compound and may include the following, for example: a female with blonde or brown hair, and living in Miami, Fla.; if blonde hair, then blue eyes, but if brown hair, then brown eyes.

[0040] As identified above, in at least one embodiment, the present invention is structured to query the second mobile device 30 to determine if the first and second social interactive pairing criteria 25, 35 coincide with one another, or otherwise determine if the selective characteristics associated with the first mobile device 20 coincide with the profile of the second mobile device 30. Accordingly, upon disposition of the devices 20, 30 in a proximate relation with one another, the first device 20 and/or the server 60 of at least one embodiment is structured to query the second mobile device 30, wherein the user 32 may selectively respond. However, it is contemplated that, in at least one embodiment, the second mobile device 30 may automatically respond with or without the user's 32 knowledge based upon, for example, the user's 32 pre-established profile.

[0041] For instance, the second mobile device 30 may be asked male or female? Using the example identified above, if the second mobile device 30 responds with "male", the query session ends as there is no match. However, if the second mobile device 30 responds with "female," at least one embodiment of the present invention is structured to provide a series of successive queries, and may thus ask a follow-up question, such as, what is your hair color? Again using the example above, if the response is "red" the query session ends. However, "blonde" or "brown" will continue the series of successive queries.

[0042] In yet another embodiment of the present invention, the interactive social network 40 comprises one or more social networking websites 80 accessible via an interactive computer network 50. Specifically, in at least one embodiment, the interactive computer network 50, as used herein, may generally refer to a collection of computer networks commonly known as the World Wide Web. Specifically, the World Wide Web represents a collection of computer networks cooperatively connected to each other and accessed by virtue of the Internet Protocol or other like protocols. It is contemplated, however, that the interactive computer network 50 may include virtually any computer network, such as, for example, a Wide Area Network ("WAN"), Local Area Network ("LAN"), Intranet, peer-to-peer network ("P2P"), Blue Tooth network, mobile network, etc.

[0043] In addition, the one or more social networking websites 80 may comprise, for example, MYSPACE®, FACEBOOK®, LINKEDIN®, etc. Accordingly, synchronizing the first mobile device 20 and the second mobile device 30 with an interactive social network 40, as represented at 102, may, in at least one embodiment, comprise virtually linking the mobile devices 20, 30 with a social networking website 80 such as MYSPACE®, FACEBOOK®, or LINKEDIN®. Specifically, in at least one embodiment, the first mobile device 20 is linked with a first profile 82 associated with the social networking website 80 and the second mobile device 30 is linked with a second profile 84 associated with the same social networking website 80. Upon doing so, in at least one embodiment, the first and second profiles 82, 84 of the social networking website 80, and/or an identification of the "contacts" or "friends" associated therewith, is downloaded or saved to the respective mobile device 20, 30 and/or the server 60. However, in at least one embodiment, the mobile devices

20, 30 and/or server 60 may be structured, configured, and authorized to access in real-time the associated social networking website profile 82, 84 so as to compare the corresponding “contacts” and/or “friends” with other mobile devices 20, 30, as explained below.

[0044] For instance, a member or profile 82, 84 of the social networking website 80 may include or otherwise be associated with one or more “contacts” and/or “friends.” The “contacts” and/or “friends” are generally other members of the same social networking website 80. Moreover, in at least one embodiment of the present invention, the user 22 of the first mobile device 20 is associated with the first profile 82 of the social networking website 80, and thus the “contacts” or “friends” thereof are those of the user 22. Similarly, the user 32 of second device 30 is associated with the second profile 84 of the social networking website 80, and thus the “contacts” or “friends” thereof are those of the user 32. As such, in at least one embodiment of the present invention, the first social interactive pairing criterion 25 comprises an identification of at least one social contact or friend associated with the first profile 82 of the social networking website 80. Similarly, the second social interactive pairing criterion 35 of at least one embodiment comprises an identification of at least one social contact associated with the second profile 84 of the social networking website 80.

[0045] Thus, in such an embodiment, if the first profile 82 and the second profile 84 are in fact virtually connected with one another via the social networking website 80, upon disposition of the first and second mobile devices 20, 30 in a physical and/or geographic proximity to one another, at least one embodiment of the present invention is structured to dispose the mobile devices 20, 30 in a communicative relation with one another, or otherwise notify the users 22, 32 thereof of each other’s presence. In particular, the first and second profiles 82, 84 are said to be virtually connected with one another if the first and second profiles 82, 84 are “contacts” or “friends” with one another within the social networking website, as schematically illustrated as 86 in FIG. 4.

[0046] Furthermore, as presented below, the following are mere illustrative examples of the present invention in accordance with the detailed description of the various embodiments disclosed herein. For instance, a user 22 may walk into a meeting room and instruct his/her mobile device 20 to search for other users 32 who are on a pre-established “friend” or “contact” list associated with a particular social networking website, such as MYSPACE®. The user’s 22 mobile device 20 may receive communications from a social networking server 60 that another individual who is identified on the “friend” or “contact” list is in a geographic proximity to the user 22, for instance, within the same meeting room. Both users 22, 32 are advised of each other’s presence via communication from the server 60 and may selectively choose to communicate with one another in virtually any manner, such as, walking over to each other, instant messaging, telephone, or e-mail.

[0047] In yet another illustrative example of the present invention, a user 22 is at a party and desires to selectively advise other individuals that he or she is there. The user 22 may push or communicate to the server 60 via the first mobile device 20 that he/she is at the party and also indicate certain prospective match information directly on the mobile device 20 in real-time. The user 22 may update or modify the prospective match information or any profile information at any

time via the mobile device 20, itself, and without the need to access a separate computer or server 60.

[0048] In a further illustrative example, a user 22 is at a trade show and desired to transmit his electronic business card, for instance in a .vcf format, or other digital media or data to other individuals who are interested in receiving it. The user 22 may then instruct the mobile device 20 to push his or her location to the server 60, and the server 60 may thereafter search for other users or mobile devices 30 disposed in a geographic proximity who are interested in receiving the user’s 22 electronic business card. If so, the server 60 may send the information to such individuals or mobile devices 30.

[0049] As another illustrative example, a user 22 is at a function and desires to meet another individual who is a member of the same affinity group. The affinity group may include, for example, a military group, the U.S. Air Force, a school, an online community, a common interest group, a member of a particular company, charity, or sports group, etc. The user 22 may instruct his mobile device 20 to push his geographic location and an identification of his affinity group to the server 60. The server 60 is then structured to locate any other individuals in a geographic proximity who are members of the same or similar affinity group.

[0050] Since many modifications, variations and changes in detail can be made to the described preferred embodiment of the invention, it is intended that all matters in the foregoing description and shown in the accompanying drawings be interpreted as illustrative and not in a limiting sense. Thus, the scope of the invention should be determined by the appended claims and their legal equivalents.

[0051] Now that the invention has been described,

1-35. (canceled)

36. A method, executed by a first mobile device having a first interactive pairing criterion associated therewith, comprising:

issuing, upon a second mobile device having a second interactive pairing criterion being geographically positioned within a predetermined geographic distance from the first mobile device, a series of successive automatic queries to determine whether the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another; and graphically displaying, upon a determination that the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another, locations of a plurality of second mobile devices.

37. The method of claim 36, further comprising: determining a first geographic location of the first mobile device.

38. The method of claim 37, further comprising: determining a second geographic location of the second mobile device.

39. The method of claim 37, wherein the first geographic location of the first mobile device is determined using a global positioning system.

40. The method of claim 36, further comprising: receiving a selection of the predetermined geographic distance.

41. The method of claim 36, further comprising: receiving a selection of one of the plurality of second mobile devices; and establishing a communication channel between the first mobile device and the selected second mobile device.

42. The method of claim 41, wherein the communication channel between the first mobile device and the selected second mobile device is established via a peer-to-peer network.
43. The method of claim 41, wherein the communication channel between the first mobile device and the selected second mobile device is established via a social network to which the first mobile device and the second mobile device are both connected.
44. The method of claim 36, wherein the series of successive automatic queries are issued via a social network to which the first mobile device and the second mobile device are both connected.
45. The method of claim 36, further comprising: receiving a pre-established profile associated with the second mobile device upon the determination that the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another.
46. A first mobile device having a first interactive pairing criterion associated therewith, comprising:
a display; and
a processor, wherein the processor is configured to perform:
issuing, upon a second mobile device having a second interactive pairing criterion being geographically positioned within a predetermined geographic distance from the first mobile device, a series of successive automatic queries to determine whether the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another; and
graphically displaying on the display, upon a determination that the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another, locations of a plurality of second mobile devices.
47. The first mobile device of claim 46, wherein the processor is further configured to perform:

determining a first geographic location of the first mobile device.

48. The first mobile device of claim 47, wherein the processor is further configured to perform:

determining a second geographic location of the second mobile device.

49. The first mobile device of claim 47, wherein the first geographic location of the first mobile device is determined using a global positioning system.

50. The first mobile device of claim 46, wherein the processor is further configured to perform:

receiving a selection of the predetermined geographic distance.

51. The first mobile device of claim 46, wherein the processor is further configured to perform:

receiving a selection of one of the plurality of second mobile devices; and

establishing a communication channel between the first mobile device and the selected second mobile device.

52. The first mobile device of claim 51, wherein the communication channel between the first mobile device and the selected second mobile device is established via a peer-to-peer network.

53. The first mobile device of claim 51, wherein the communication channel between the first mobile device and the selected second mobile device is established via a social network to which the first mobile device and the second mobile device are both connected.

54. The first mobile device of claim 46, wherein the series of successive automatic queries are issued via a social network to which the first mobile device and the second mobile device are both connected.

55. The first mobile device of claim 46, wherein the processor is further configured to perform:

receiving a pre-established profile associated with the second mobile device upon the determination that the first interactive pairing criterion and the second interactive pairing criterion at least partially coincide with one another.

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