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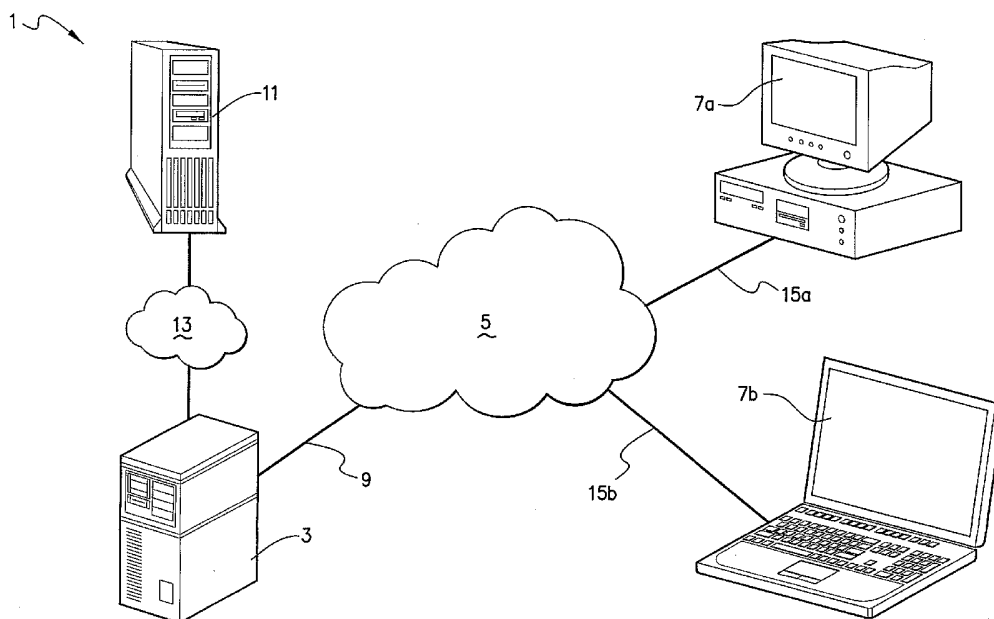
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[Continued on next page]

(54) Title: A SYSTEM, METHOD AND SOFTWARE FOR MANAGING SOFTWARE



(57) Abstract: A system (1) for managing software, the system comprising: issuing means arranged to issue the software to a first entity, and to issue a digital right that is associated with the software and which enables the software to be used to perform a function that would not be possible without the digital right having been issued; and transferring means arranged to perform a transfer of the digital right from the first entity to a second entity, to thereby manage the software.

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## A SYSTEM, METHOD AND SOFTWARE FOR MANAGING SOFTWARE

FIELD OF THE INVENTION

5           The present invention relates generally to a system,  
method and software for managing software. The system,  
method and software of the present invention has  
particular, but by no means exclusive, application to  
managing the distribution of software that represents a  
10 virtual trading card.

BACKGROUND OF THE INVENTION

          Over the past few years the Internet has evolved to  
15 support numerous virtual economies. The virtual economies  
have basically evolved from a perceived value associated  
with owning what is essentially a piece of software that  
is a 'virtual' version of a real world object. The piece  
of software commonly acquires its value for the same  
20 reasons as its real world counterpart. For instance,  
possession of a door key in the real world would enable  
the holder of the key to unlock a door and gain access to  
a room that would otherwise not be possible. Similarly if  
the piece of software represented a key to a virtual door,  
25 the piece of software (or virtual key) would acquire a  
value based on the perceived value of being able to unlock  
the virtual door.

          Trading of pieces of software such as that described  
30 above has become big business and it is not uncommon  
nowadays to find many pieces of such software for sale.  
Therefore, in order to sustain the virtual economies that  
have evolved based on these pieces of software it is  
desirable to have a mechanism in place for managing such  
35 software.

SUMMARY OF THE INVENTION

According to a first aspect of the present invention,  
5 there is provided a system for managing software, the  
system comprising:

issuing means arranged to issue the software to a  
first entity, and to issue a digital right that is  
associated with the software and which enables the  
10 software to be used to perform a function that would not  
be possible without the digital right having been issued;  
and

transferring means arranged to perform a transfer of  
the digital right from the first entity to a second entity  
15 to thereby manage the software.

Thus, management of the software becomes relatively  
straightforward by virtue of the fact that the issuing  
means and the transferring means control the issuing and  
20 transfer of the digital right. It is noted that the  
issuing means could issue the software and the digital  
right from a single computer, or alternatively issue the  
software from a first computer and the digital right from  
a second computer

25

Preferably, the issuing means is further arranged to  
issue the software and/or the digital right subsequent to  
receiving a payment from the first entity.

30

Thus, enabling the owner of the system to receive  
valuable consideration for providing the software and/or  
the digital right.

35

Preferably, the issuing means is further arranged to  
enable the entity to select the software from a plurality  
of other software.

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Thus, the system enables a range of different software to be made available.

5 Preferably, the system further comprises a communication means arranged to enable the first entity and the second entity to communicate in a manner that enables the first entity and the second entity to organise the transfer.

10 Thus, the communication means effectively provides a common meeting place for buyers and sellers to gather.

15 Preferably, the communication means is further arranged such that the first entity and/or the second entity can issue a transfer request to the transferring means, the transferring means being arranged to perform the transfer in response to the transfer request being issued.

20 Thus, the process of transferring the software can be selectively invoked.

Preferably, the software represents dynamic content.

25 Preferably, the digital right is arranged such that it can not be readily copied.

30 Thus, making it difficult for counterfeit software, which has the potential to degrade the value of genuine software.

According to a second aspect of the present invention, there is provided a method of managing software, the method comprising the steps of:

35 issuing the software to a first entity;  
issuing a digital right that is associated with the software and which enables the software to be used to

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perform a function that would not be possible without the digital right having been issued; and

transferring the digital right from the first entity to a second entity to thereby manage the software.

5

Preferably, the step of issuing the software and the step of issuing the digital right respectively comprise the step of issuing the software and the digital right subsequent to receiving a payment from the first entity.

10

Preferably, the method further comprises the step of the entity selecting the software from a plurality of other software.

15

Preferably, the method further comprises the step of the first entity and the second entity communicating with each other in a manner that enables the first entity and the second entity to arrange the transfer.

20

Preferably, the method further comprises the first entity and/or the second entity issuing a transfer request, and carrying out the transferring step subsequent to the transfer request being issued.

25

Preferably, the software represents dynamic content.

Preferably, the digital right is arranged such that it can not be readily copied.

30

According to a third aspect of the present invention, there is provided software comprising instructions for causing a computing device to carry out the method according to the second aspect of the present invention.

35

According to a fourth aspect of the present invention, there is provided a computer readable medium comprising the software according to the third aspect of

the present invention.

#### BRIEF DESCRIPTION OF THE DRAWINGS

5           Notwithstanding any other embodiments that may fall within the scope of the present invention, particular embodiment of the present invention will now be described, by way of example only, with reference to the accompanying figures, in which:

10

          figure 1 provides a schematic diagram of a system in accordance with the particular embodiment of the present invention;

15

          figure 2 illustrates the sequence of steps performed by the system shown in figure 1;

20

          figure 3 illustrates the sequence of further steps performed by the system shown in figure 2;

          figure 4 shows an example of some virtual trading cards managed by the system shown in figure 1; and

25

          figure 5 shows another example of some virtual trading cards managed by the system shown in figure 1.

#### AN EMBODIMENT OF THE PRESENT INVENTION

30           It is noted that throughout this description of the embodiment of the invention, the term "virtual trading card" is used. A virtual trading card is effectively a piece of software that can be considered an electronic version of a trading card that is found in the real world. Such real world trading cards are commonly issued for  
35 members of, for example, a football team. Figures 4 and 5 show examples of virtual trading cards. Virtual trading cards are similar to their real world counterparts in that

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they acquire a value based on factors such as availability and demand.

The virtual trading cards are such that they can  
5 present dynamic content such as a digital MP3 video clip  
and/or digital audio clip. For example, a virtual trading  
card representing a particular football player could be  
capable of presenting video, audio and text information  
about the particular football player. The video  
10 information may be clips of the football player in action.  
The audio information might be an interview with the  
player, and the text information might be statistics about  
the football player such as the number of games played and  
number of goals kicked. Dynamic content is content  
15 provided from a server or another computing device, either  
when requested (pull) or pushed from the server. The  
content is dynamic because it is always changing. For  
example, a dynamic content field in a virtual trading card  
could be a sports player's scoring average. If the player  
20 scores, the average changes and the dynamic content field  
for scoring average would be updated with a new average  
pushed from the server.

With reference to figure 1, which is a schematic  
25 diagram of a system 1 in accordance with an embodiment of  
the present invention, the system 1 comprises a central  
computer 3, a communication network 5 and several  
computing devices 7.

30 The communication network 5 is in the form of a  
public access Internet Protocol (IP) based packet switched  
network, such as the Internet. Consequently, the  
communication network 5 is made up of interconnected  
packet routers that support the IP protocol. Persons  
35 skilled in the field of the present invention will readily  
appreciate the technology used in the communication  
network 5. However, persons not skilled in the art are



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referred to the text entitled "Computer Networks" by Andrew S. Tanenbaum (ISBN 0-13-394248-1) for a description of the technology associated with IP based packet switched networks.

5

The central computer 3 comprises numerous components that cooperate with each other. The components include: a power supply; motherboard; random access memory; a network interface; and a hard disk loaded with the Linux operating system and a Sun Java application server. The Linux operating system basically cooperates with the other components of the central computer 3 to provide an environment in which applications, including the Sun Java application server can be executed.

15

The central computer 3 is connected to the communication network 5 via a high-speed ISDN link 9. Therefore, the network interface of the central computer 3 (which is electrically coupled to the high-speed ISDN link 9) supports the ISDN data communication standard. The central computer 3 is not actually connected directly to the communication network 5. Instead, the central computer 3 is connected to the communication network 5 via a third party network service provider (not shown in the figures). Thus, the high-speed ISDN link 9 extends between the central computer 3 and the third party network service provider.

25

The system 1 further comprises a storage device 11. The storage device 11 comprises numerous components that cooperate with each other. The components include: a power supply; motherboard; random access memory; a network interface; and a hard disk loaded with the Linux operating system and a database application. The Linux operating system cooperates with the other components to provide an environment in which applications, including the database application, can be executed. The database application is

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based on SQL technology in the form of the commercial database, Oracle.

As detailed in the following paragraphs of this specification, the central computer 3 is arranged such that it has access to the storage device 11 so that it can retrieve and/or store information using the database application. The central computer 3 and storage device 11 are connected to each other via a local area network 13. The local area network 13, which is based on Ethernet technology, is such that it enables the central computer 3 to access the storage device 11 using the IP protocol. In order to allow the central computer 3 to make use of the local area network 13, the network interface of the central computer 3 is connected to the network 13 and is capable of supporting the Ethernet data communications standard. The network interface of the storage device 11 is also connected to the local area network 13. The network interface of the storage device 11 supports the Ethernet data communications standard.

As mentioned previously, the system 1 also comprises computing devices 7. Whilst figure 1 shows only two computing devices 7, it is envisaged that the system 1 can accommodate many computing devices 7. The computing devices 7 can be heterogeneous computing equipment and therefore could comprise, for example, personal computers, mobile phones or personal digital assistants. A computing device 7 essentially comprises a number of components that cooperate with each other. These components comprise: a power supply; motherboard; random access memory; video monitor; a network interface; and a hard disk loaded with an operating system (such as Microsoft XP) and a media player. The operating system basically interacts with the other components to provide an environment in which applications, such as the media player, can be executed.

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The computing devices 7 are connected to the communication network 5 via communication links 15. Depending on the circumstances, the communication links 15 can be, for example, a wireless link, a fibre optic link or a traditional copper wire telephone line. A wireless link might be used where, for example, a computing device 7 is in the form of a mobile telephone. Alternatively, the copper wire line could be used if a computing device 7 is in the form of a personal computer installed in a house. As with the central computer 3, the computing devices 7 are not connected directly to the communication network 5. Instead, the computing devices 7 are connected to the communication network 5 via a third party network service provider. The computing devices 7 also comprise communication software that enables the computing devices 7 to communicate via the communication network 5 using the IP protocol. The network interface of a computing device 7 is such that it supports the protocol being used over the communication link 15, which for example could be xDSL.

The media player loaded onto the hard disk of each of the computing devices 7 is such that it can process a piece of software to present a user with information such as audio, video or text. The piece of software that is processed by the media player is such that the information presented to the user can be dynamic in that its content can change. The piece of software processed by the media player effectively models a virtual trading card that is similar to trading cards found in the real world. Such trading cards are typically issued for members of a football team.

The media player is also arranged such that the user can use it to log onto the central computer 3. In this regard, the media player is arranged to communicate with the central computer 3 via the communication network 5

- 10 -

using the Hypertext Transfer Protocol (HTTP). By using the media player to log onto the central computer 3, the user of the media player can perform several tasks, one of which includes purchasing the piece of software from the central computer 3. In this regard, the Sun Java application server loaded on the hard disk of the central computer 3 is arranged to send, via the communication network 5, a web page to the media player loaded on a computing device 7. The media player is arranged to present the web page to the user on the monitor of the computing device 7. When the web page is presented to the user the user can view, select and purchase the piece of software from a plurality of different pieces of software, each of which represents a different virtual trading card. In order to facilitate the purchase of the piece of software via the central computer 3, the Sun Java application server on the central computer 3 is capable of making arrangements to receive and process the user's credit card details.

20

Once the user's credit card details have been successfully processed, the Sun Java application server on the central computer 3 issues the piece of software to the media player by sending it to the relevant computing device 7 via the communication network 5. In addition to issuing the media player with the piece of software, the Sun Java application server also issues the media player with an encrypted digital right. The encrypted digital right is effectively used to control the user's ability to make use of the piece of software with the media player. Without the digital right the media player will not process the piece of software and therefore the user will be unable to view the virtual trading card that the piece of software represents. The reason the digital right is encrypted is to make it difficult to be replicated (copied). The digital right can be encrypted using any one of the commonly used algorithms including Triple-DES.

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Once a computing device 7 has been issued with the piece of software, the user can proceed to view the trading card (which the piece of software represents) by effectively 'playing' it in the media player. Playing the virtual trading card in the media player results in dynamic content (digital video and/or audio) being presented to the user on the monitor of the computing device 7. However, before processing the piece of software (which represents a virtual trading card), the media player determines whether the user has the right to view the virtual trading card by decrypting the encrypted digital right and processing the decrypted digital right. If by processing the decrypted digital right the media player determines that the user is entitled to view the virtual trading card (that is, use the piece of software), the media player will proceed to process the piece of software and present the virtual trading card to the user. On the other hand, if on processing the digital right the media player determines the user is not entitled to view the virtual trading card the media player will not proceed to process the piece of software and therefore the user will not be able to view the virtual trading card.

Persons skilled in the art will appreciate that whilst access to the central computer 3 to purchase the piece of software has been described as being by use of the actual media player, this action could easily be performed using a traditional web browser such as Microsoft Explorer.

In addition to enabling the piece of software to be purchased from the central computer 3, the Sun Java application server of the central computer 3 is arranged to reassign and/or revoke the digital right that has been issued to the media player. For example, the Sun Java application server is such that it can revoke the digital

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right from the media player after a certain period of time has expired.

The storage device 11 contains the different pieces  
5 of software and digital rights that the Sun Java  
application server issues to the media player. As such  
the Sun Java application server loaded on the central  
computer 3 is arranged to retrieve the pieces of software  
and the digital rights from the storage device 11.

10

The system 1 is arranged to allow people to trade the  
digital right. In order to facilitate trading of the  
digital right, the Sun Java application server supports a  
communication means that is in the form of a bulletin  
15 board style web site that enables an owner of the digital  
right to advertise the fact that they are interested in  
disposing (selling) the digital right. The communication  
means also enables people seeking a particular digital  
right to advertise the fact that they are interested in  
20 acquiring that particular digital right. The communication  
means enables interested parties to communicate with each  
other, typically using text based messages, in order to  
negotiate a trade. Access to the communication means (a  
web site) is via the media player that is loaded on a  
25 computing device 7. However, it is envisaged that a  
traditional web browser could be used to access the  
communication means.

25

Once an agreement to trade a digital right has been  
30 reached using the communication means, the parties  
involved in the trade use the communication means of the  
central computer 3 to register therewith a request to have  
the digital media transferred from the current owner to  
the new owner; that is, to execute the transfer.

35

To support the transfer of the digital right, the Sun  
Java application server is such that upon the transfer

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request (that is, the request to have the digital right transferred) being issued by either one of the relevant parties, the Sun Java application server disassociates the digital right from the original owner and then proceeds to  
5 associate the digital right with the new owner. This is achieved by the Sun Java application server revoking the digital right from the media player associated with the original owner, and reissuing the digital right to the media player associated with the new owner.

10

With reference to figure 2, the following is a summary of the various steps that are performed during a set-up phase of the present embodiment of the invention:

15 S1: Create a set of limited, individually numbered virtual trading cards.

S2: Customer purchases virtual trading card from central computer 3.

20 S3: Application server of the central computer 3 issues virtual trading card to customer. Issued virtual trading card is digitally licensed such that it is associated with customer.

S4: Central computer 3 providing a MIDP midlet to customer mobile device.

25 S5: Customer runs virtual trading card application on computing device 7.

S6: Computing device 7 connects to the central computer 3.

S7: Central computer 3 verifies customer.

30 S8: Central computer 3 informs virtual trading card application of available trading card list, templates in virtual trading card application opened and fields therein populated in real-time.

35 The following is a summary of the various steps that are performed regarding the digital rights associated with a virtual trading card:

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S1: Purchase a new digital right from central computer 3.

S2: Virtual trading card application dynamically  
5 updates interface with the new digital right.

S3: Virtual trading card associated with the new digital right and record updated on server.

10 With reference to figure 3, the following is a summary of the various steps that are performed during the trade of a virtual trading card:

S1: Buyer and seller negotiate trade using communication means of the central computer 3. Upon  
15 agreeing on a trade, a request to transfer virtual trading card is lodged with central computer 3 via the communication means.

S2: Central computer 3 generates confirmation requests from both parties' computing devices 7, who  
20 inturn verify authenticity.

S3: Central computer 3 updates storage means 11, and transfers virtual trading card from current owner to new owner.

25 It is noted that whilst the description of the present embodiment refers to the piece of software as representing a virtual trading card, the present invention also has application to a range of different pieces of software. In this regard, another area to which the  
30 invention could be applied is the area of electronic ticketing and coupons, in which the piece of software represents a ticket or coupon. In the same way that rights for virtual trading cards can be transferred between two individuals, the right of entry for an event,  
35 the right of carriage on transport, or the right to redeem a purchase or prize can be transferred between individuals whilst still retaining the uniqueness of the ticket.



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These exchanges might represent the transfer throughout the value chain, such as between wholesalers and retailers, as well as from consumer to consumer. Consequently, these transfers could be performed equally  
5 between PC devices as well as portable devices such as PDAs and mobile phones.

The transference of digital rights can likewise be extended to coupons in the financial markets, where huge  
10 volumes of trades and transfers are moved between desks on large broking and trading floors without passing through market exchanges, and often without record of the transfer. By tracking and protecting the value of these informal trades, a better understanding of a company's  
15 risk position could be obtained, and provide preventative measures for protecting an organisation against rogue trading scenarios.

It will be appreciated that embodiments of the  
20 present invention in which the piece of software does not represent the virtual trading card, it may not be necessary to employ the media player to present the virtual trading card to the user. However it is necessary for the computing devices 7 to use in place of the media  
25 player an application that is capable of processing the digital right to determine whether the user is entitled to use the piece of software.

It is envisaged that the present embodiment of the  
30 invention would be supported by the software technology that is the subject of US patent application number 10/434463, the subject matter of which is incorporated into this document by reference thereto.

35 Those skilled in the art will appreciate that the invention described herein is susceptible to variations and modifications other than those specifically described.

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It should be understood that the invention includes all such variations and modifications which fall within the spirit and scope of the invention.

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## CLAIMS:

1. A system for managing software, the system comprising:
- 5 issuing means arranged to issue the software to a first entity, and to issue a digital right that is associated with the software and which enables the software to be used to perform a function that would not be possible without the digital right having been issued;
- 10 and
- transferring means arranged to perform a transfer of the digital right from the first entity to a second entity, to thereby manage the software.
- 15 2. The system as claimed in claim 1, wherein the issuing means is further arranged to issue the software and/or the digital right subsequent to receiving a payment from the first entity.
- 20 3. The system as claimed in any one of claims 1 or 2, wherein the issuing means is further arranged to enable the entity to select the software.
- 25 4. The system as claimed in any one of the preceding claims, further comprises a communication means arranged to enable the first entity and the second entity to communicate with each other in a manner that enables them to arranged the transfer.
- 30 5. The system as claimed in claim 4, wherein the communication means is further arranged such that the first entity and/or the second entity can issue a transfer request to the transferring means, the transferring means being arranged to perform the transfer in response to
- 35 receiving the transfer request being issued.
6. The system as claimed in any one of the

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preceding claims, wherein the digital right is arranged such that can not be readily copied.

7. The system as claimed in any one of the preceding claims, wherein the software represents dynamic content.

8. A method of managing software, the method comprising the steps of:

10 issuing the software to a first entity;  
issuing a digital right that is associated with the software and which enables the software to be used to perform a function that would not be possible without the digital right having been issued; and

15 transferring the digital right from the first entity to a second entity, to thereby manage the software.

9. The method as claimed in claim 8, wherein the steps of issuing the software and the digital right

20 further comprises the step of issuing the software and/or the digital right subsequent to receiving a payment from the first entity.

10. The method as claimed in claim 8 or 9, further

25 comprising the step of the entity selecting the software from a plurality of other software.

11. The method as claimed in any one of claims 8 to 10, further comprising the step of the first entity and

30 the second entity communicating with each other in a manner that enables them to arrange the transfer.

12. The method as claimed in any one of claims 8 to 11, further comprising the step of the first entity and/or

35 the second entity issuing a transfer request, and carrying out the transferring step subsequent to the transfer request being issued.

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13. The method as claimed in any one of claims 8 to 12, wherein the software represents dynamic content.

5 14. The method as claimed in one of claims 8 to 13, wherein the digital right is arranged such that it can not be readily copied.

10 15. Software comprising instructions for causing a computer to carry out the method as claimed in any one of claims 8 to 14.

15 16. A computer readable medium comprising the software as claimed in claim 15.

17. The system substantially as herein described with reference to the accompanying figures.

20 18. The method substantially as herein described with reference to the accompanying figures.

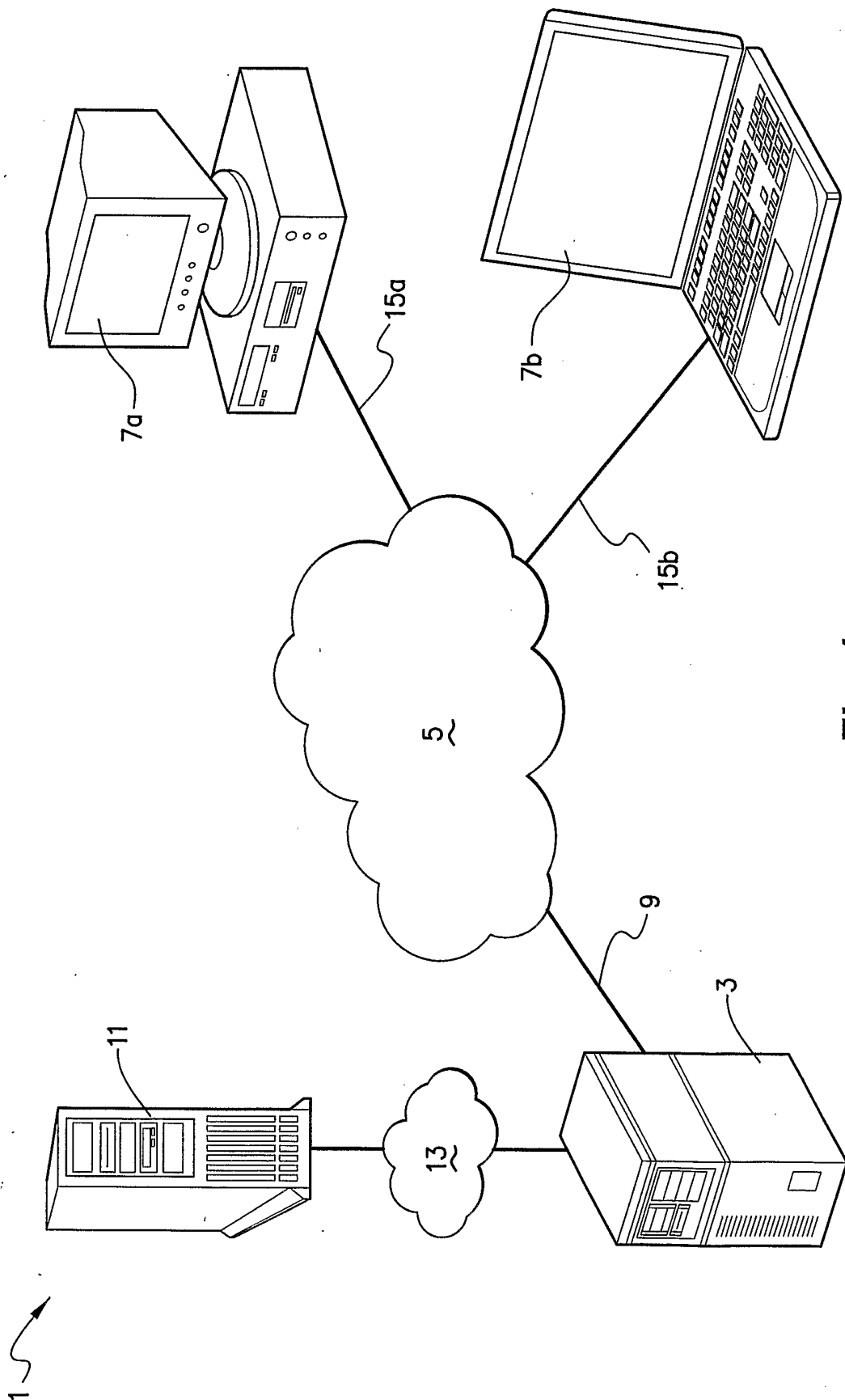


Fig. 1

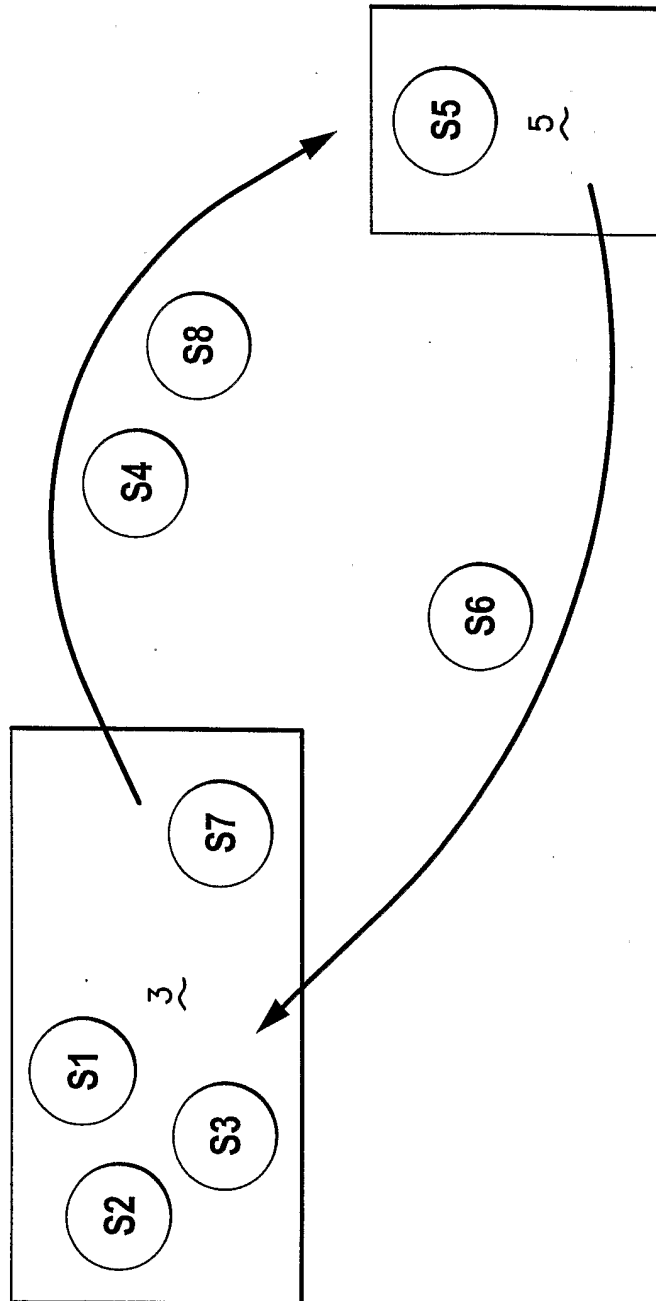


Fig. 2

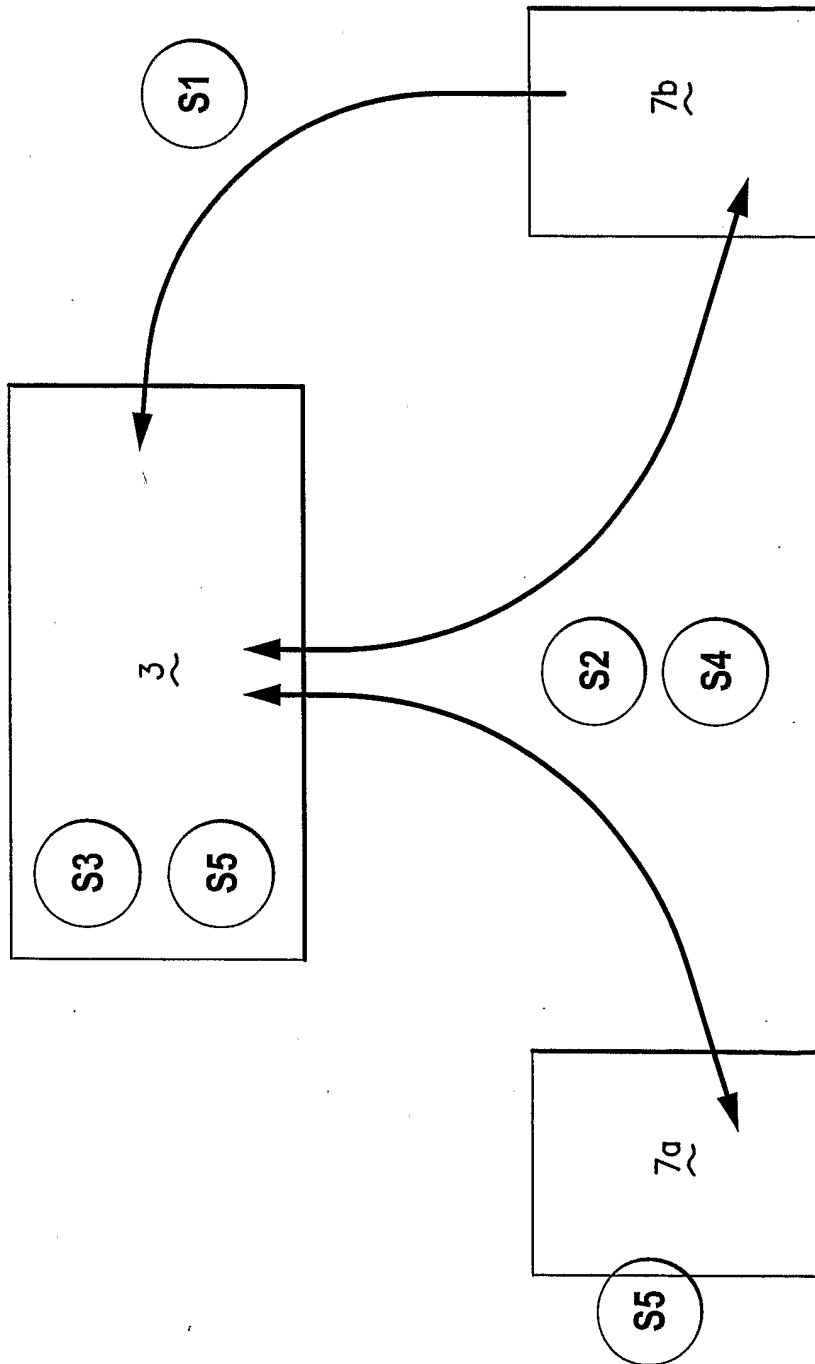


Fig. 3



### My Active Footy Cards

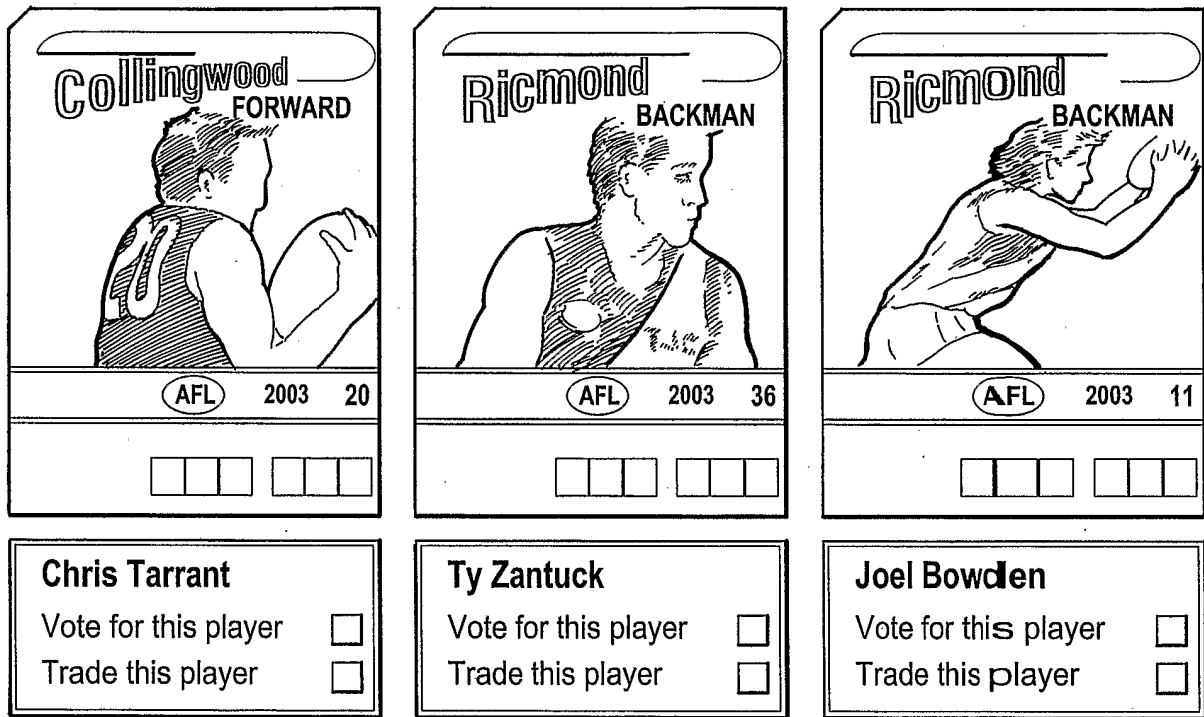


Fig. 4

### My Active Footy Cards

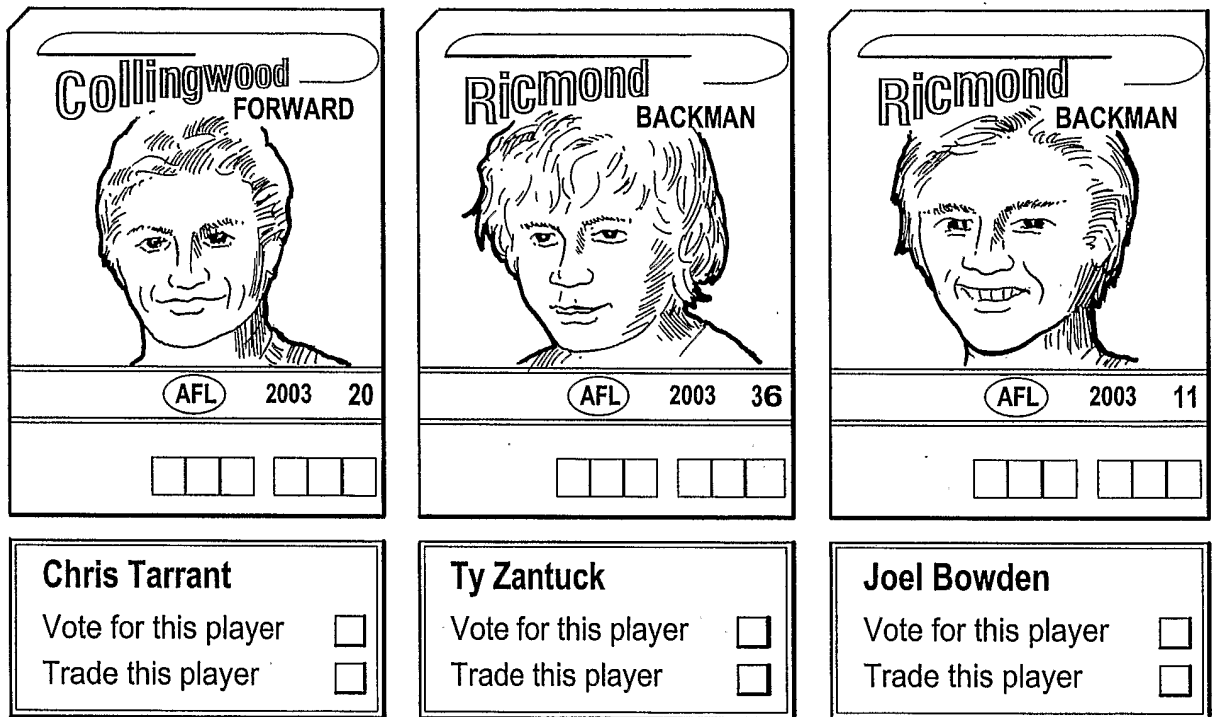


Fig. 5

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU2004/001550

A. CLASSIFICATION OF SUBJECT MATTER		
Int. Cl. <sup>7</sup> : G06F 17/60, H04L 09/32		
According to International Patent Classification (IPC) or to both national classification and IPC		
B. FIELDS SEARCHED		
Minimum documentation searched (classification system followed by classification symbols)		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) DWPI: IPC as above and keywords: software, management, digital right, licence, certificate, key, unlock, transfer, issue, piracy, pay and similar terms		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 2002/101577 A (CONTENTGUARD HOLDINGS, INC.) 19 December 2002 Entire document, see in particular paragraph [0051]	1-18
X	US 6233684 B (STEFIK et al.) 15 May 2001 Entire document, see in particular figure 5 and column 8 lines 5 to 38	1-18
P,X	WO 2004/093062 A (VERISIGN, INC.) 28 October 2004 Entire document, see in particular figure 3 and paragraphs [0008] to [0011]	1-18
P,A	WO 2004/092931 A (KONINKLIJKE PHILIPS ELECTRONICS) 28 October 2004 Entire document	1-18
<input checked="" type="checkbox"/> Further documents are listed in the continuation of Box C <input checked="" type="checkbox"/> See patent family annex		
* "A"	Special categories of cited documents: document defining the general state of the art which is not considered to be of particular relevance	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"E"	earlier application or patent but published on or after the international filing date	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"L"	document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"O"	document referring to an oral disclosure, use, exhibition or other means	"&" document member of the same patent family
"P"	document published prior to the international filing date but later than the priority date claimed	
Date of the actual completion of the international search 13 January 2005	Date of mailing of the international search report 27 JAN 2005	
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaaustralia.gov.au Facsimile No. (02) 6285 3929	Authorized officer  <b>PETER THONG</b> Telephone No : (02) 6283 2128	

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU2004/001550

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	WO 2002/001494 A (THE UPPER DECK COMPANY, LLC) 3 January 2002 Entire document	1-18
A	US 6119229 A (MARTINEZ et al.) 12 September 2000 Abstract	1-18

# INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No.

PCT/AU2004/001550

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document Cited in Search Report		Patent Family Member					
WO	02101577	BR	0206506	BR	0210932	BR	0211184
		CA	2432283	CA	2432294	CA	2432314
		CA	2432317	EP	1290823	EP	1302019
		EP	1309926	EP	1317702	EP	1323018
		EP	1334431	EP	1346307	EP	1381993
		EP	1393230	EP	1399796	EP	1456763
		EP	1456797	EP	1459197	EP	1483714
		EP	1485833	US	2002109707	US	2002184155
		US	2002184158	US	2002198843	US	2002198846
		US	2003009423	US	2003009424	US	2003023564
		US	2003066884	US	2003125976	US	2003140003
		US	2003144869	US	2003182142	US	2003182235
		US	2003220880	US	2004006542	US	2004034582
		US	2004039704	US	2004111694	US	2004162784
		US	2004220878	US	2004230529	WO	02057922
		WO	02098041	WO	02098042	WO	02101491
		WO	02101493	WO	02101494	WO	02101975
		WO	02101983	WO	03007213	WO	03044680
		WO	03044681	WO	03044716	WO	03073231
		WO	03102736	WO	2004046862	WO	2004109450
US	6233684	EP	0862318	JP	2000122977	US	2001008557
WO	2004093062	US	2004199471				
WO	2004092931	NONE					
WO	0201494	AU	68476/01	EP	1299852		
US	6119229	AU	23566/00	AU	69632/98	AU	73298/00
		BR	0005205	BR	9808865	CA	2286056
		CA	2328480	EP	0974118	JP	2001256402
		NZ	500145	NZ	509945	US	6341353
		US	6378075	US	2002073043	WO	0036539
		WO	0141527	WO	9847091		
Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.							
END OF ANNEX							