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(72) Inventor; and
(71) Applicant : **SHAI, Saar** [IL/IL]; Hashomron 1, 44864 Kochav Yair (IL).

(74) Agent: **DR. MARK FRIEDMAN LTD.**; Moshe Aviv Tower, 54th Floor 7, Jabotinsky St., 52520 Ramat Gan (IL).

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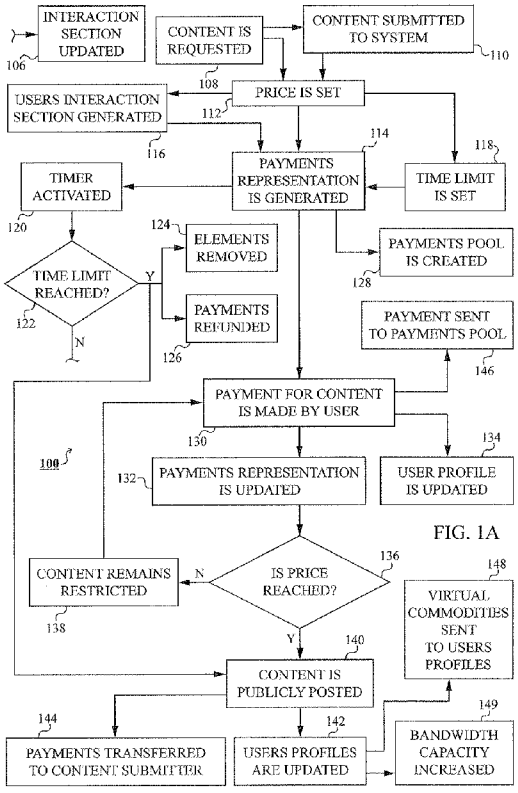

FIG. 1A

(57) Abstract: Systems and methods for dealing or exchanging content and currencies in transactions involving multiple users, whereas traded may be rights to content, such as copyrights, and bandwidth capacities.

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SYSTEMS AND METHODS FOR DEALING CONTENT

BACKGROUND OF THE INVENTION

The present invention is in the field of electronic commerce. More particularly, the present invention is in the field of transactions over networks or the Internet.

Conventional content hosting and/or delivering (e.g. streaming) platforms, or otherwise distributing or providing platforms, such as web-portals, websites or web-based applications, facilitate the consuming (e.g. downloading) of content by users. Some are free, making their profit from traffic (such as by utilizing advertisements), whereas others are payment-based, such as by selling memberships, collecting fees, or receiving any other type of payments in exchange for access to content. However, there exists a need for innovative systems and services which feature or facilitate new methods and means for content consumption, as known systems and services are facing issues requiring solutions. For example, content is being easily pirated between users which copy and share content after it has been published. Accordingly, creators and producers of content are not always properly compensated for their efforts and/or investment. Another issue is lacking the ability to charge for certain types of user-generated content, or to commercialize it such that the creator of the content will be properly paid for his creation.

Following the above, embodiments and methods of the invention solve issues facing state-of-the-art electronic commerce systems and services.

BRIEF SUMMARY OF THE INVENTION

Embodiments and methods of the invention provide novel ways for dealing content, such as novel types of transactions including content.

Some embodiments and methods of the invention provide novel ways for rewarding owners of content (e.g. creators, producers and/or distributors) and payers for content.

Various embodiments of the invention provide systems for trading content, whereas various methods of the invention facilitate providing services related to content.

In some embodiments and methods, content is published, or otherwise made available for a community of users, after a certain amount (or sum) of payments has been paid. Said certain amount may correspond to a set price for said content, or specifically for publishing said content.

Said payment may be paid by (or otherwise "collected from") a group of users, submitting payment separately or together.

In some embodiments and methods, users who paid for content more than other users and/or earlier than other users (such as in the process of collected the aforementioned certain amount of payments) receive more credit points then other users and/or other benefits which are not awarded to other users, such as an increased bandwidth for downloading said content (i.e. a higher (or "larger") bandwidth may be allocated for users which paid more and/or earlier than others), or such as a larger increase in community rating, reputation points and/or virtual trophies.

In some embodiments and methods there is a payments count which may or may not be visual indicated to users, such as visually indicated by displaying a payment "bar" which illustrates the amount of each payment, which user made each payment and/or when each payment was made.

In some embodiments and methods, a creator or producer of content waives ownership rights (or copyrights) to the content and is compensated by receiving different payments from a plurality of different users. Compensating said creator or producer which donates the content to the public domain may help reduce content piracy as known in file sharing.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWING

FIG. 1A is a flowchart of a method of the invention;

FIG. 1B is a flowchart of a section of methods of the invention;

FIG. 1C is a flowchart of a section of methods of the invention;

FIG. 1D is a flowchart of a section of methods of the invention;

FIG. 2A is a schematic diagram of an embodiment of the invention;

FIG. 2B is a schematic diagram of a section of an embodiment of the invention;

FIG. 2C is a schematic diagram of an embodiment of the invention;

FIG. 2D is a schematic diagram of an embodiment of the invention;

FIG. 2E is a schematic diagram of an embodiment of the invention;

FIG. 3A is a schematic layout of an embodiment of the invention;

FIG. 3B is a schematic layout of an embodiment of the invention;

DETAILED DESCRIPTION OF THE INVENTION

Note that for the described herein, the term "content" may be any form of information or data (e.g. file, program, code, etc.) which can be consumed by users and/or which can be computed by computational devices or mechanisms, and/or stored, and/or transferred between devices and/or systems, such as in a network (e.g. a servers network) or in a connection between two or more device (e.g. computers or mobile-phones). Content, in accordance with the described herein, preferably has value, such as by having certain desirability among users, and preferably can be consumed by user, such as downloaded (or in any way received), viewed, played, utilized, etc. For example, content may be a song or music track in the form of a file (e.g. an MP3 file, as known in the art). For another example, content may be software, such as a computer application or a widget for mobile phones (e.g. "smart phones") or for handheld devices (e.g. personal digital assistant or gaming console). For yet another example, content may be a tool (e.g. a browser toolbar) or a development kit (e.g. an SDK). For yet another example, content may be an upgrade, plug-in, add-on or patch for software, as known in the art for computer applications. For yet other examples, the content may be a movie or picture, arts or crafts (e.g. a drawing, a 3D model, a set of color-swatches, an actions' macro, a game or a stage thereof such as a level fabricated or devised by a user by utilizing a development kit of the game), a book (e.g. an "e-book") or article, a recipe, a code (e.g. a segment of code which may be useful to programmers) or hack or crack or fix (e.g. a so-called "hotfix"). For yet other examples, content may be a map, or information which can be integrated into a map (e.g. directions or instructions). Similarly, content may be a panoramic rendition of multiple pictures or a picture which can be utilized for a panoramic rendition. For yet other example, content may be information relevant to certain users (e.g. gossip, news and/or weather report, opinions, etc.) and/or information which is the result of labor and/or related to certain expertise (e.g. consultation or estimation, such as an estimation of the odds of a certain result of a sports match, which can be provided by an expert in the field).

Further note that for the described herein, the term "user" may refer any human (e.g. a person or individual operating a device and/or program to interact with a system of the invention), or any program, device or mechanism designed to perform operations or actions described herein for "a user" (or plurality thereof), such as on behalf of a person or such as by being controlled by a person. The term "user" may similarly refer a team or group (e.g. a band or forum), or an organization, establishment, company, partnership, cooperation, business or commercial party or

entity. For example, a user may be a person operation a computer and browsing a website of a system of the invention or utilizing a users interaction section (see ref. the described for step **116** of method **100**, and users interaction section **240** as shown in FIG. 2C) to interact with the system. For another example, a user may be a so-called "bot" program (as known in the art for programmed performing automated tasks) which may have been program by a person to access a system of the invention and interact with it according to a set of conditions set by said person. For another example, a user may be a social group, such as a group of members in a social network website, or such as a community of people registered to a message board. For yet another example, a user may be a company, the marketing representative thereof may be interacting with a system of the invention on behalf of said company.

Referring now to the invention in more detail, in FIG. 1A there is shown a flowchart of a method **100**. Method **100** may be a method for dealing (or otherwise exchanging or trading) content and payments.

In some methods, at a step **110**, content may be submitted to a system. The system may be (or may include) any system (e.g. network of devices), platform (e.g. a computer architecture and equipment, such as a server running a software), and/or web, network or online entity (e.g. a website or an online service which can host content and to which users may log in or otherwise connect). Preferably, the system can facilitate the described for methods of the invention. Accordingly, note that for the described herein (unless specifically stated otherwise) "the system" may refer to any embodiment of a system of the invention, or otherwise to any system which can perform or facilitate performing any number and/or sequence of steps of methods of the invention. Accordingly, any reference to "the system" as described herein may include an embodiment included in the scope of the invention.

At step **110**, content may be submitted to the system by any transferring of content to the system, such as by being uploaded (or otherwise sent) to the system or to a database or storage thereof (see e.g. ref. content hosting **324** of platform **300** in FIG. 3A), such as by or from a user. Alternatively, at step **110**, a commitment or intention or desire to submit content may be registered, whereas the actual transferring of the content to the system may be pending or queued until certain terms have been reached (or "met") or certain conditions occur (or "fulfilled"). For example, at step **110**, a user may submit his/her willingness to receive payment for agreeing to publish content (in accordance with the described below for methods of the invention), whereas

only when receiving payment does said user send the content to the system (preferably to be published). Accordingly, the described herein for submitted content may refer be content which was actually submitted to the system, or which the submitter submitted his/her (or "its", or "theirs", when referring to a user which is an entity of more than one individual) commitment, intention or desire to submit content, whereas the described herein for submitting content may refer to actually transferring content to the system, or to registering a commitment, intention to desire to submit content.

In some methods, content submitted to the system may remain restricted until (also "unless") publicly posted (or "published"). In other words, users cannot access (or are prevented from accessing) the content until it has been publicly posted (see ref. step **140**). Note that accordingly, and according to the described for step 140, "paying for content" and "payments for content" may refer to paying for content to be publicly posted, and/or for the submitter to waive right to content.

A user which submitted content, or submitted a commitment or intention or desire to submit content (step 110), which may be referred to simply as "the submitter", may be any user which owns that content (or in other words "to which that content belongs") or which owns or possesses any or all rights to that content. The submitter may, for example, be the creator, producer, author, editor and/or distributor of that content (i.e. content which may have been submitted to the system or which the submitter submitted his/her commitment, intention or desire to submit, which may be referred to simply as "submitted content").

In some methods, at a step **112**, a price for the submitted content may be set. Said price (referred to as "the price" for the described for method **100**) may be (or correspond to) an amount (or "sum") and/or value to be paid for the content to be publicly posted (or otherwise made accessible or available to users). The price may be of (or defined by) any measurement, amount, count, quantity, value or sum of currency (e.g. money, or more specifically dollars or euros) or commodity, or of any measurable and/or countable elements, units or values, such as points or credits.

Optionally, the price (set at step **112**) may be set by the user which submitted the content to the system (i.e. the submitter), by any other party (or plurality thereof) such as by other users of the system, and/or by the system (see e.g. the system computing the price for submitted content at a step **158** of section **150** in FIG. 1B). For example, the submitter may input an amount defined by

the system as "requested price", which may be the total amount the submitter wishes to receive for allowing access to the submitted content and/or for waiving rights to the submitted content (see ref. the described for step **140**). For another example, at step **112**, a group of users may request a certain content (see e.g. step **108**), such as English subtitles for a foreign movie, specifying a price said group is willing to pay for said certain content. Note that in some methods, step **112** may be performed before step **110**, such as in case a request for content (step **108**) is directly followed by setting a price of that content. For another example, the price may be automatically set (step **112**) by the system according to several factors, such as according to a price previously paid to publicly post other content of the same user (i.e. the submitter), and/or such as according the community rating or reputation rank of the same user (e.g. as appearing in a user profile, see e.g. rank 226 in user profile **220** in FIG. 2B).

Note that in some methods, the price set at step **112** may be posted (otherwise revealed to any user), such as in an additional step of method **100**. For example, the price may be represented as the scale or size of a payments bar (see e.g. payments representation **200** in FIG. 2A). For another example, the price may be specified in any section of the system with which users interact (e.g. a webpage designed for submitting payments for content), such as on a users interaction section of the system (see ref. the described for step **116**). In other methods, the price may be confidential. For example, the system may not provide users with information about the price (preferably users which did not take part in setting the price). This may be beneficial in case the submitter may wish to first review how much users are paying (e.g. at which rate and the average amount) before setting a price for publicly posting the content (see ref. FIG. 1C).

In some methods, at a step **114**, a payments representation is generated in (also "on", or "at") the system. The payments representation may be any representation of payments made for content submitted at step **110**. In other words, the payments representation may be descriptive of payments of users (see ref. step **132**). Optionally, the payments representation may be, or may include, a listing or count of payments. For example, once content has been submitted and the price for that content has been set, a webpage may be generated for facilitating paying, the webpage may include a specification or report of payments made by utilizing that webpage (preferably payments for the content mentioned for the example).

In some methods, the payments representation (generated at step **114**) may be visual and may optionally be posted, such as by being made visually available for users (e.g. in a webpage,

or as information sent to a program which visually renders the payments representation and which may be utilized by users).

In some methods, the payments representation may include a starting point, and/or an ending point which may correspond to the price set at step **112**. Accordingly, the starting point may represent an initial amount for payments, such as a minimum amount for the first payment, or such as zero, from which payments start to accumulate. Further accordingly, the ending point may represent the price set at step **112**, i.e. a sum to which payments need to amount to for content to be publicly posted (see ref. step **112**). The ending point may be described, in other words, as a goal or limit for payments, and may be utilized to notify users of the price set at step **112**. Note, accordingly, that the payments representation generated at step **114** may include a representation of the price set at step **112**, or may include a reference thereto, or otherwise may in any way relate to the price.

In some methods, the payments representation may be graphic, such as in the form of a chart or bar (see e.g. payments representation **200** in FIG. 2A).

In some methods, the payments representation is influenced by payments made by users (see ref. step **132**), or by registered intentions or commitments of users to pay. In other words, the payments representation may change (or "be changed", "be altered", or "be modified") correspondingly to payments and/or intentions or commitments to pay. Note that accordingly, and as described herein for paying for content (see ref. step **130**), or more specifically for paying for content to be published or posted, a payment may refer to any value or measurement (e.g. amount of currency or and/or credit) transferred to the system (or to a section thereof, or to users thereof), or any action of such a transfer or related thereto (e.g. the action of a user approving the transferring of money to the system, or to a section thereof), and/or may refer to submitting and/or registering a commitment of a user (or plurality thereof) to perform a payment (or plurality thereof) in the future (e.g. in later steps or in later time) or once certain terms have been reached or certain conditions occur (see e.g. step 136). Accordingly, a payment may also refer to a registration or record (e.g. a database entry or a file) of such a commitment. Such a commitment may, for example, be any notification, authorization or acknowledgement of the intention or willingness (or more strictly "obligation", in some methods) of a user (or plurality thereof) to pay.

Referring to the previous paragraph, an example of an influence of payments of the payments representation may be, in case the payments representation is posted as visuals, or

specifically graphics, a visual change corresponding to the payments as they are made (or after which). For a more specific example, in case the payments representation is (or includes) a bar, the bar may be "filled-up" by visual elements (e.g. rectangles), the size of each may represent a sum paid (i.e. represent the amount of a payment made), such as shown in FIG. 2A. In a similar example, a marker of the bar moving towards an ending point (see ending point mentioned above) of the bar correspondingly to sums paid.

Note that an embodiment of a payments representation of the invention is shown in FIG. 2A (payments representation **200**).

In some methods, a users interaction section is generated at a step **116**. Preferably, the users interaction section is posted, or otherwise access thereto is granted to users. The users interaction section may be any section of the system, whereat users may interact with the system. Preferably, the users interaction section facilitates paying for content. Additionally or alternatively, the users interaction section may include the payments representation (optionally generated at step **114**) or may facilitate viewing (or otherwise "accessing") the payments representation, and/or the price (set at step **112**) and/or the time limit and/or the time (see ref. step **118**), and/or any other information related to the submitted content and/or to the submitter. Further additionally or alternatively, the users interaction section may facilitate any interaction between users, such as chats (e.g. in a chat room), exchanging messages (e.g. in a comments area) and/or conduct discussions (e.g. in a message board or forum), and such as specifically exchange information (e.g. messages) related to submitted content and/or the user which submitted the content (step **110**).

In some methods, the users interaction section may be generated specifically for facilitating paying for submitted content (or otherwise any execution of step **130**), such as in case the users interaction section a webpage designated for viewing the payments representation and for paying for submitted content.

In some methods and in some embodiments, the users interaction section may include any information or any number of details related to users, payments and/or the submitted content (see e.g. ref. information **222a-c** in FIG. 2B and ref. profiles info **318** in FIG. 3A), such as how much money each of the users participating in a discussion paid for the submitted content, and/or the file size and/or duration of the submitted content (in case the submitted content is a movie).

Note that an embodiment of a users interaction section of the invention is shown in FIG. 2C (users interaction section **240**).

In some methods, a time limit for paying for submitted content may be set at a step **118**. The time limit may define a period of time in which paying for the submitted content is permitted (or "allowed", or "enabled").

In some methods, at a step **120**, after (or while) the payments representation is generated (optionally at step **114**), and/or after (or while) the users interaction section is generated, a timer (optionally set at step **118**) may be activated. The timer may count or measure time passing from generating the payments representation and/or the users interaction section, or approximately from thereon, such as from shortly before the generating.

In some methods, a check for whether the time limit (optionally set at step **118**) is reached is performed at a step **122**. The check may be performed by the system, or by any section or function, such as any section or function designed to access the timer (optionally activated at step **120**) or compute information from the timer. The time limit may be reached if (or when) the time which passed from the activation of the timer (step **120**) is equal to the time limit (optionally set at step **118**), or if more time had passed compared to a period of time defined by the time limit.

In some methods, if the time limit (optionally set at step **118**) is not reached, such as in case the result of a check at step **122** is negative - further steps of methods of the invention may be performed or continued to. For example, if the time limit is not reached, the progress of method **100** may be directed to any execution of step **130**.

In some methods, if the time limit is reached (i.e. more time has passed compared to the time limit, optionally since a timer was activated at step **120**), such as in case the result of a check at step **122** is positive – any element generated in the process of method **100** before the time limit was reached (e.g. the payments representation and/or the users interaction section, or any elements therein or thereof, such as information posted in the users interaction section or representations of payments in the payments representation) may be removed, erased, stopped or hid.

In some methods, if the time limit is reached (additionally or alternatively to the described above) - payments made so far (i.e. made until the time limit is reached) may be refunded at a step **126**. For example, if the price (which may have been set at step **112**) for submitted content is not matched by the total value of payments made within a certain time limit, a webpage devoted to the submitted content, which may include a payments representation and/or a users interaction

section, may be removed from the system, whereas payments made within said certain time limit may be refunded to users who made the payments.

Note that in some methods step **124** may be omitted, whereas in other methods step **126** may be omitted. Further note that step **122** may be performed at any time during the steps of method **100**, or at any time during the process or progress of performing the method. Accordingly, a check for whether a time limit is reached may be performed at any time, and any number of times, during the progress of the method.

In some methods, a payments pool may be created at a step **128**. The payments pool may be, or include, any storage (e.g. an account, a fund, a deposit or an escrow) and/or record (e.g. listing, database, log or archive) of payments made for submitted content. The payments pool may include or relate to any information related to payments (e.g. the amount thereof or the time at which they were made) and/or users who paid (e.g. system profile references or otherwise personal information). For example, the payments pool may be a temporary bank or credit account, or an escrow mechanism, in which payments (preferably payments performed by users, as described for step 130) are stored, or to which payments are transferred or collected, until a total amount of payments (preferably corresponding to the price set at step 112 is reached (or otherwise until any other conditions occur). For another example, a payments pool may include a datasheet (or "spreadsheet", or "worksheet") of users who paid (e.g. at multiple executions of step 130), and of the sums each user paid.

Following the above, it is to be made clear that the payments pool, as described herein, may refer to a storage of payments, and/or may refer to a record (or plurality thereof) of payments. Note that an embodiment of a payments pool of the invention is shown in FIG. 2A (payments pool **210**).

In some methods, the payments pool created at step **128** (or simply "the payments pool") may be visually represented by the payments representation. Accordingly, the payments representation may be descriptive (or "representative") of the payments pool, or of any section or element thereof. For example, the payments representation may include a graphic pie chart of a listing included in the payments pool (e.g. stored as a file on a server of a system of the invention), such as by retrieving information from said listing and rendering said graphic pie chart.

In some methods, at a step **130**, a payment for submitted content is made by a user. As noted above, a payment (or plurality thereof), for the described herein, may refer to any value or measurement (e.g. amount of currency or and/or credit, which may be in the form of digital information for being received through a network) transferred to the system (or to a section thereof, or to users thereof), or any action of such a transfer or related thereto (e.g. the action of a user approving the transferring of money to the system, or to a section thereof), and/or may refer to submitting and/or registering a commitment (or "obligation") of a user (or plurality thereof) to perform a payment (or plurality thereof) in the future, or once certain terms have been reached or certain conditions occur (see e.g. step **136**). Accordingly, a payment may also refer to a registration or record (e.g. a database entry or a file) of such a commitment. Similarly, a payment may be an agreement (or the establishment and/or registration thereof) between users, or between a user (or plurality thereof) and the system. Further similarly, a payment be any approval, statement, declaration, indication, notification, verification, authorization or acknowledgement of the obligation (or, in some methods, less strictly, the willingness or intention) of a user (or plurality thereof) to pay.

Preferably, each user making a payment decides how much to pay, so that payments of different users are different, such as in amount, type and/or value. Accordingly, the amount, type and/or value of each payment may be determined by each user making a payment, such as according to his/her discretion or considerations.

Following the above, at step **130**, a user may transfer currency (e.g. to the system or to another user of the system, such as the user which submitted content at step **110**), or otherwise currency (or any other measurable, countable or valuable elements, units or values) may be transferred and/or received. Similarly, at step **130**, a user may submit a commitment (e.g. by sending a digital or electronic signature), or register an intention, to transfer currency, or otherwise such a commitment or intention may be registered (or otherwise received and/or recorded). For example, at step **130**, a user (e.g. a member of a website of the system) may declare he is willing to pay a certain sum of money, or a certain amount of credit points, for the publication of certain content. The declaration of said user may be submitted to and/or registered at the system, such by said user interacting with the system or with a section thereof (e.g. by said user inputting text, operating controls (e.g. a link or key), or sending a code to the system).

Interaction with the system may be facilitated by logging into it or connecting to it (e.g. loading a webpage of the system in a web-browser software).

Optionally, the payment is made to the payments pool (optionally created at step **128**). In some methods, the payment (made at step **130**) is made (e.g. transferred or performed) promptly, whereas in some methods the payment may be queued or pending until certain terms have been reached or certain conditions have occurred. For example, the payment may be a sum of money which may be transferred to the system after the details of the credit card of the user paying are verified (e.g. through an online banking service). For another example, the payment may be a commitment of a user to pay a certain amount of currency, whereas the actual transferring of said certain amount of currency may be queued until the total sum of currency which other users committed to pay amounts to the price set at step **112**, at which time said certain amount of currency which said user committed to pay is transferred to the system.

Following the latter example, at some methods, the commitment of a user to pay (for publicly posting the content submitted at step **110**), as made at step **130**, may be put into practice if (or when) the sum total of payments other users committed to pay (preferably together with the payment said user committed to pay) is equal the price set at step **112** (see ref. step **136**). For example, a user may register a willingness (as an exemplary commitment, which may or may not be binding) to pay a certain amount of credit points for the content (submitted at step **110**) to be publicly posted, but is not required to actually pay (e.g. transfer said credit points) until a total price for publicly posting the content is reached or until other users register their willingness to pay additional amounts of credit points which, together with said certain amount of credit points (said user is willing to pay), add up to the price set at step **112**.

Note that it is to be made clear that step **130** may be executed any number of times by any number of users. For example, multiple users may pay for submitted content, either simultaneously or at different times (such as by a sequence of executions of step **130**). For another example, multiple events of paying for submitted content by a user may occur during the process or progress of some of the methods of the invention.

Following the above, a step of a method of the invention may be, or may include, multiple executions of the described for step **130**, specifically multiple payments made by multiple users.

In some methods, as noted above, payment made at step **130** may be sent (or "transferred") at a step **146** to a payments pool (optionally created at step **128**), or may be registered thereat.

Otherwise, at step **146**, the payment made at step **130** may cause any change to the payments pool, preferably a change corresponding to the payment. For example, at step **146**, the payment may be registered or otherwise recorded in (or "at") the payments pool, or specifically in a database thereof. For another example, in case the payments pool is a bank account, the sum of money paid at step **130** may be transferred (e.g. from a user's bank account) to the payments pool at step **146**.

Note that in some methods, in case payment made at step **130** a commitment of a user (in accordance with the described above for "the payment"), sending of the payment to the payments pool (at step **146**) may refer to any recording of said commitment of said user in the payments pool. Otherwise, sending of the payment to the payments pool may refer to sending any information about (or related to) said commitment. For example, the payments pool may be a listing holding information about users and their commitments to pay certain sums (as opposed to the payments pool being a storage of actual sums, as in other methods of the invention), so that when a user commits to pay a certain sum (at step **130** in some methods), the commitment (or a information thereabout) may be sent to said listing (at step **146** in some methods), such as to be logged thereat.

In some methods, at a step **132**, a payments representation (optionally posted at step **114**) is updated correspondingly to the payment made at step **130**, and/or correspondingly to updates to the payments pool (optionally created at step **128**) which are caused by the payment being made at step **130** (as described for step **146** for payment sent to the payments pool).

In some methods, updating the payments representation (step **146**) may be (or may include) visually representing the payment made at step **130** (preferably by updating, or otherwise changing the payments representation). In other words, the update to the payments representation may include any visual representation of the payment made at step **130**, or any visual change which is descriptive of the payment. For example, after the payment is made by a user (step **130**), the payments representation is added a representation of the amount paid by said user (e.g. a graphic element descriptive of said amount and optionally also of said user). For a more specific example, in case the payments representation is a payments bar having a graphic marker which marks the total of all payments made, the payment at step **130** may prompt said market to move closer to an ending point of the payments bar (preferably said ending point representing the price for publishing a submitted content), whereas the movement of said marker may correspond to the payment (made at step **130**), such that after step **130**, and in accordance with step **146**, said marker

marks a new total of all payments (which then includes the payment made at step **130**). For another example, the payments representation may visually represent the payments pool such that when the payment is sent to the payments pool, or otherwise the payments pool is updated correspondingly to the payment (in accordance with the described for step **146**), the payments representation is updated with respect (or "correspondingly") to the change in the payments pool.

In some methods, the profile of the user who made payment at step **130** may be updated at step **134**. The profile of the user (simply "the user profile") may be (or may include, or be included in) any section of (or "in") the system associated with that user, such as an account, membership or personal webpage. Alternatively, the profile may be (or may include, or be included in) any program and/or device which is owned and/or operated (or controlled) by the user (who made payment at step **130**), which is not necessarily a part of the system but which may be interacting or communicating with the system. For example, the profile may be a section of the system (e.g. an account of webpage) registered to or associated with the user. For another example, the profile may be an application or software (and/or a computer running it) with which the user interacts with the system.

In some methods, the update at step **134** may be any change or modification related to the payment made at step **130**, or any change or modification which corresponds to the payment. The change may be of (or to) any number of elements or sections of the profile, or a change of any information or details therein. For example, a commitment of a user to pay a certain amount for content (as an exemplary payment made at step **130**) may be posted on said user's system profile. For another example, when a user has made payment for content, a certain rating included in the user's profile (e.g. community rating or "payer rank") may be updated (preferably increased).

In some methods, at a step **136**, a check for whether the price (optionally set at step **112**) is reached is performed. The price is reached when the total amount of payments made (or transferred, or collected, or registered, or recorded) reached (i.e. is equal or higher than) the price set at step **112**. In other words, at step **136**, the sum (or collection, or value) of payments made by users is compared to the price set at step **112**. Said sum may be of all the payments in the payments pool (optionally created at step **146**), or a record of all the payments that were made, as recorded in the payments pool.

Checking whether the price is reached (or comparing the sum of payments to the price) may be any function, process, operation, execution or procedure which can be performed or

facilitated by the system. Accordingly, the checking may be performed by any element, part, unit, section, module or component of the system. For example, an application or software of the system may include a code which can be executed for the purpose of adding all payments made by users and matching the result with the price set for publishing the content (for which said users paid). For a more specific example, after several payments are made by users, the sum of the payments (i.e. a total of adding all the payments) is equal to a price previously set for allowing access for users to submitted content. As each user makes each payment, the amount of each payment may be added to the sum of all payments previously made, and a representation of the payments may be updated correspondingly (e.g. may progress towards an ending point which marks represents the total price). Accordingly, when the sum of payments is equal to the price, the payments representation may be reflective of that. A program may check if the payments representation reflects a sum of payments which is equal to the price, such as in case the payments representation is a payments bar – checking whether said payments bar is filled up to an ending point (which optionally represents the price). Note that said program of the latter example may perform a check for a payments pool, which the payments representation optionally describes (alternatively to checking the payments representation).

In some methods, checking if the sum of payments may be for determining (or concluding, or deducing) to which step of the method to progress, or in other words for knowing (or otherwise ascertaining information about) which step of the method is to be performed next, or is to be continued to.

Note that step **136** may be performed at any time during the steps of method **100**, or otherwise at any time during the process or progress the method. Accordingly, a check for whether the price reached (as described above) may be performed at any time, and any number of times.

In some methods, if the price is not reached (i.e. the sum of payments is lower than the price, in accordance with the described above), such as in case of a negative result to a check at step **136**, the content (submitted at step **110**) may remain restricted, or is not publicly posted, at a step **138**. Optionally, then (i.e. after step **138**) more payments can be made by users, such as by returning to step **130** (performing step **130** again, in other words). For example, no user may have access to submitted content until the result to the check at step **136** is positive, or otherwise until

the price for publishing the content is reached, whereas more payments may be made until then (or otherwise while the check is negative).

In some methods, if the price is reached (i.e. the sum of payments is equal or higher than the price, in accordance with the described above), such as in case of a positive result to a check at step **136**, the content may be publicly posted (or "published") at a step **140**. For example, a check of whether the price for submitted content is reached (optionally at step **136**) may return a positive result (i.e. the price is reached), according to which said submitted content may be published.

In some methods, publicly posting (or "publishing") content may refer to making submitted content (as described for content submitted at step **110**) available (or "accessible"), such as for consumption (e.g. by downloading). This may include any repositioning or relocating of the submitted content in the system (e.g. from one database to another, or from one server to another, or from one address to another), or any change to information related to the submitted content, such as to an entry in a database which corresponds to the submitted content.

In some methods, at step **140**, only users which paid for the content may be granted access to the content. In other words, the content may be made available only to users which paid (optionally at step **130**).

In some methods, at step **140**, the content may become (or may be made) available to any user of a specific group of users, or to any user among users following any number of similar criteria or details. For example, the content may become available only to users which have user profiles (see e.g. user profile **220**) which includes a rank (see e.g. rank **226**) above a certain value.

In some methods, at step **140**, the content may become (or may be made) available to any user of the system and only to users of the system. For example, only members or "registered users" of the system may access the content. Note that in such methods, ANY user of the system, regardless of having paid for the content or not, may be granted access to the content.

In some methods, at step **140**, the content may become available to anyone, regardless of their relation or association to the system. For example, at step **140**, the content may be distributed to other systems or services, such as to websites offering free content.

In some methods, publicly posting (or "publishing") content (additionally or alternatively to the described above for making the content accessible) may refer to the system and/or to the user which submitted the content waiving some or all right to that content, such as copyrights. In other words, step **140** may be or may include any change in ownership of, or rights to, the

submitted content. Preferably, publishing content (step **140**) may include transferring rights for the submitted content (from the submitter of the submitted content and/or from the system) to the public domain. For example, at step **140**, the submitter of content (e.g. the creator of the content and the owner of its copyrights) may submit a waiver (e.g. a signed legal document or a binding declaration) of rights to the content. The submitted content may accordingly become available by low for consumption by any person.

In some methods, at a step **142**, the profiles of any or all of the users who paid for submitted content are updated (similarly to the described for step **134** for a user profile update as consequence of payment made). Optionally, each profile may be updated separately and/or differently. Alternatively, the profiles may be updated together and/or similarly. The update may be to any number of elements or sections of each profile, or to any information in each profile (see e.g. ref. information **222a-c** in FIG. 2B).

In some methods, the profiles may be updated at step **142** if the submitted content (submitted at step **110** and optionally for which users paid at any number of executions of step **130**) is publicly posted. In other words, the profiles may be updated at step **142** as a consequence (or following) a positive result to the check at step **136**, or only consequently to the execution of step **140**.

In some methods, updating the profiles of users at step **142**, preferably users which paid for the content submitted at step **110** (and optionally published at step **140**), may include sending (also "distributing, or "giving", or "adding", or "transferring") virtual commodities to the profiles. Otherwise, in some methods, at a step **148**, virtual commodities are sent to, and preferably received or registered at, the profiles of users which paid. Accordingly, note that the described for step **148** may be a specific example of executing step **142**, or otherwise may be included in any execution of step **142**.

In some methods, the virtual commodities sent at step **148** may be any number of elements, units or values, such as credits, points, rankings, ratings, scores, marks, certificates (also "certifications"), notifications, acknowledgements or otherwise any documentation, which can be utilized by the system and/or by any other system interacting with the system or which includes the system. Accordingly, the virtual commodities may be units (or any type of elements) defined by the system, or which the system can utilize (or "make use of"), compute and/or manipulate. For example, virtual commodities, as described for methods and embodiments of the invention, may

be values in a counting scheme supported by the system (and/or by any other system communicating with the system). For a more specific example, in case the system is a website, virtual commodities may be points, any amount of which can be associated with a user of the system (e.g. a registered member of said website). For another example, virtual commodities may be, or include, trophies, awards and other so-called "achievements" as commonly known in gaming in "achievement systems" (see e.g. World of Warcraft game, and Xbox Live online multiplayer gaming delivery services).

Note that as described above for step **134**, the profiles of users, as described for step **148** and step **142**, may be (or may include, or be included in) any number of sections of (or "in") the system associated with said users, such as an account, membership or personal webpage. Additionally or alternatively, the profiles may be (or may include, or be included in) any number of programs and/or devices which are owned and/or operated (or controlled) by said users (preferably users who made payments at any number of executions of step **130**), which are not necessarily parts (or sections) of the system, but which may be interacting or communicating with the system.

In some methods, the virtual commodities sent to the profile of each user may correspond to (or represent, or reflect), or be in proportion to, a payment made by that user (e.g. in an execution of step **130**). More specifically, in some methods, the sum, number, amount, type and/or value of the virtual commodities sent to the profile of each user may correspond to or factor (or "be based upon", or "be influenced by") the amount, type and/or value of the payment made by that user. In other words, the amount, type and/or value of the payment made by a user (optionally at step **130**) may be a factor for determining the amount, type and/or value of the virtual commodities sent to the profile of that user (step **148**).

Following the above, virtual commodities sent to profiles of users (in any number of executions of step **148**) may include any representation of the payment each of the users made. For example, the amount of money (or any other currency) a user paid for content at step **130** may, in case the content is published (step **140**), may be the same amount of credits or "virtual money" (as exemplary virtual commodities) said user is awarded (by his profile being updated at step **148**). For another example, virtual commodities may be points, or units measured in points, whereas each point may correspond to an amount of money, such that the number of points transferred to a profile of a user (step **148**) may be calculated (or deduced) by knowing (or

ascertaining) how much money said user paid for content. For a more specific example, virtual commodities of the system (or otherwise which are sent at step **148**) may be credit units, whereas each credit unit may correspond to a dollar, such that three credit units may be transferred to a profile of a user who paid three dollars. Similarly, a user who paid a hundred dollars may receive a hundred credit units to his/her profile. For yet another example, a certain variable (e.g. a score) in a profile of a user who paid for submitted content may be updated correspondingly to how much said user paid, such as increased correspondingly to the payment made by the user.

In some methods, virtual commodities may be or include any number of visual elements, such as symbols, signs, icons, characters, illustrations, graphics or otherwise any visual depiction. Preferably, the visual elements may correspond or be representative or descriptive of payments (or specifically the amount, type and/or or value thereof), such as specifically the amounts thereof or the time at which they were made (in accordance with the described below). For example, the webpage (as an exemplary profile) of a user who paid for submitted content may be added an illustration of a medal (i.e. said illustration may be posted on the webpage), which denotes the fact that said user paid for submitted content. For another example, a mobile phone of a user (as an exemplary profile as described for the invention) may receive (e.g. via a WiFi or cellular connection, optionally by utilizing an email or file transfer application) a new wallpaper (as common in certain graphic user interfaces of mobile phones and other computers) which features additional graphic items than a previous wallpaper, in accordance with how much said user paid for content, and so said user may exhibit his/her mobile phone to others for proving or otherwise demonstrating how much he/she (or "it" or "they", in some said user is an entity of more than one individual) had paid, such as to receive recognition from others, or such as to receive benefits from others (e.g. receive a discount at a restaurant which acknowledges virtual commodities as cause for providing discounts).

Following the above, virtual commodities, as described herein (such as described transferred to users profiles at step **148**), may be traded, exchanged, or otherwise be part of certain transactions. For example, virtual commodities in any step of methods of the invention, and/or which are utilized by some systems of the invention, may be certified or accepted by third party retailers as valuable goods which can be traded for other goods. For a more specific example, virtual commodities may be similar to frequent flyers airline miles in that they can be exchanged for tangible commodities (flight tickets in the case of frequent flyers airline miles).

In some methods, the number, sum, amount, type and/or value of virtual commodities sent to profiles (step **148**) may, additionally or alternatively to corresponding to the amount, type and/or value of payments, correspond to any number of factors (or details) other than the amount, type and/or value of payments.

Following the above, in some methods, the number, sum, amount, type and/or value of virtual commodities sent to a profile of a user may, additionally or alternatively to corresponding to the amount, type and/or value of payments, correspond to the time (or turn, as relative to other users) at which said user made the payment (at step **130**), such as how soon after generating the payments representation (optionally at step **114**) did the user make the payment. This may be because users which pay sooner than other users (i.e. at an earlier time or at an earlier turn) may encourage other users to pay and/or may be facing a higher risk for their payments, and so may be awarded by appropriate virtual commodities (preferably more virtual commodities than users which paid later). For example, after submitted content is published, a user which made the first payment for the submitted content may receives more credits (as exemplary virtual commodities) to his/her profile than any other user receives. This may be regardless of the amount of said first payment, yet in other cases may factor the amount of said first payment (in which cases said user may have also had to pay above a certain amount to receive more credits, yet said certain amount may be lower than such a certain amount for other users which paid later). For another example, a user which made the first payment for the submitted content receives to his/her profile a trophy (as an exemplary virtual commodity) representing the fact that he/she was the first to pay, optionally in addition to other virtual commodities sent to the profile which are in direct proportion to the amount of the first payment. Accordingly, note that some virtual commodities may correspond to the amount, type and/or value of the payment, whereas other virtual commodities may correspond to the time at which the payment was made, whereas yet other virtual commodities may correspond to both factors. For yet another example, a user which made payment for the submitted content receives to his/her profile a number of virtual commodities which is the result of a calculation which factors how much time passed from posting of a payments bar (as an exemplary payments representation) to the time the user paid, and optionally also factors how much was paid.

Note that it is made clear that any of the described for virtual commodities, or specifically the amount, type and/or value thereof, corresponding to payments made (or specifically the

amount, type and/or value thereof) may similarly refer to virtual commodities, or specifically the amount, type and/or value thereof, corresponding to the time at which payments were made.

Note that it is made clear that profiles of users may include (or feature) virtual commodities which were not received at step **148**. Virtual commodities which were not received at step **148** may have been received from any source, and by any operation, function or procedure, and as a consequence of any event or occurrence. Optionally, virtual commodities which were not received at step **148** may be the same type or kind and/or value of virtual commodities as virtual commodities which were received (or which can be received) at step **148**, such as in case virtual commodities which can be received at step **148** may be the same type and/or value of virtual commodities received at processes not included in methods of the invention. Further optionally, virtual commodities which were not received at step **148** may be added to or joined with virtual commodities received (at a user profile, or sent thereto) at step **148**, and vice versa, such as in case all virtual commodities in the profiles of users, no matter from which source or received at the profiles by any operation, may be added up to the same score. Additionally or alternatively, virtual commodities which were not received at step **148** may be a different type or kind and/or value of virtual commodities (see e.g. ref. other credits **226** in FIG. 2B) than virtual commodities which were received at step **148** (see e.g. ref. credits **224** in FIG. 2B), such as being different types of points of a different value.

Further note that in some methods, any of the described for step **148** may similarly refer to (or be included as part of) step **134**, whereat the profile of a user which paid for content is updated regardless of whether the submitted content is eventually published or not. Accordingly, in some methods, virtual commodities may be sent (as an execution of step **134** or as a process or operation included in the execution of step **134**) to a profile of a user which paid for submitted content, regardless of whether the submitted content is eventually publicly posted or not. Optionally, in case the updating of a profile of a user at step **134** includes sending virtual commodities to said profile - the virtual commodities (or the amount, type and/or value thereof) sent to the profile may be different than virtual commodities (or than the amount, type and/or value of thereof) sent at step **148**. Accordingly and more specifically, in some methods, if a user paid for content which is not published (i.e. which is not yet published or which is not published anytime thereafter) - virtual commodities (or the amount, type and/or value thereof) may be sent to a profile of the user which are different than virtual commodities (or the amount, type and/or

value thereof) sent to the profile during or after publishing the content. For example, a user paying for submitted content may receive to his/her profile virtual commodities which have a certain value (step **134**), whereas if the content is eventually published, the user may receive to his/her profile more virtual commodities of the same value, or - virtual commodities which have higher (also "more") value (step **148**). This may be similar to receiving a certain type of virtual commodities for (or when) paying for submitted content (step **134**), and receiving a different type of virtual commodities if and when the submitted content is published.

In some methods, at a step **149**, bandwidth capacity for accessing (e.g. downloading or being presented with) submitted content (see e.g. ref. bandwidth capacity **334** in FIG. 3A), which has preferably been published at step **140**, is increased for users which paid for the submitted content. In other words, more (or increased) bandwidth is allocated at step **149** for users which paid for the submitted content.

In some methods, at step **149**, more bandwidth capacity is allocated for users which paid more for the submitted content. In other words, the bandwidth capacity allocated (or designated) for users which paid more (or "higher amounts") for submitted content is increased more than the bandwidth capacity allocated for users which paid lower sums. Optionally, in some methods, the allocation or increase of bandwidth capacity (step **149**) for each of the users which paid for submitted content may correspond to how much each of the users paid (i.e. to the payment of each user, or specifically to the amount, type and/or value of the payment). The allocation or increase may similarly correspond to when each of the users paid (additionally or alternatively to how much each of the users paid). For example, a user may have paid a hundred dollars for submitted content, whereas a second user may have paid two hundred dollars for the same content. Following the above, the bandwidth capacity for downloading the content allocated for said second user may be increased by twice as much as the increase in bandwidth capacity allocated for said first user. Notice that the latter example does not take into account the times at which said first and second users paid, yet it is understood that the increase in bandwidth capacity may additionally or alternatively correspond to said times.

In some methods, additionally or alternatively to the described above, the allocation or increase of bandwidth capacity, as described for step **149**, may correspond to any number of factors or details, such as the duration of the period in which a user was registered at the system,

whereas preferably the longer a user is registered at the system, the larger the bandwidth capacity allocated for said user.

As noted above for step 148, it is made clear that any or both of steps **148** and **149** may be performed before, after or during step **142**, or otherwise may be processes, executions, procedures operations or functions included in step **142**, i.e. may be included (e.g. as specific sub-steps) in updating profiles of users. For example, in some methods, step **142** may include several procedures, one of which may be the sending of virtual commodities to profiles of users as described for step **148**.

In some methods, at a step **144**, payments are transferred to the submitter of content (see ref. step **110**), and/or commitments of users to pay are put into practice. Transferring of the payments (and/or putting to practice commitments to pay, as described for payments) may be automatic, such as by a program of the system automatically sending money, or may be manual, such as in case each payment is transferred by each user who paid for the content (or committed to pay) to the user who submitted the content. For example, payments may have been stored at a payments pool until the price (set at step **112**) for submitted content is reached (according to a check at step **136**), whereas when the price is reached - payments are transferred from the payments pool to an account (e.g. a bank account) of the submitter of the content. For another example, several users may have committed to pay certain amounts of money for submitted content, whereas the total sum of said certain amount of money may be equal to a price set for the publishing the submitted content. A check may confirm that said total sum is equal to said price, at which time (or consequently) the content is published and each of said several users transfers (or "is obligated to transfer") the certain amount (which he/she committed to pay) to the submitter of the content.

In some methods, the system may deduct a fee or commission from payments transferred to the submitter of content, such as in an operation as part of step **144** or such as in an additional step to method **100**.

In some methods, at a step **108**, specific content may be requested by a user (or plurality thereof) or by a defined group of users. In other words, a request for the submission of specific content may be submitted to and/or registered at (or in) the system, at step **108**. The request may be any declaration, notification of indication of the need and/or desire of a user (or plurality thereof, or group) for specific content which may be defined or described in the request.

In some methods, at any point (or time) during the execution or process of a method, the users interaction section (optionally generated at step **116**) may be updated at a step **106**. The update to the users interaction section at step **106** may include any change or addition to the users interaction section corresponding to any event or occurrence in the system, and/or to any execution of any of the steps of method **100**. For example, the users interaction section may be added a notification that the duration since the timer has been activated (step **120**) is close to the time limit (optionally set at step **118**), so that users which utilize the users interaction section may know or be aware that there is not much time left to pay. For another example, when virtual commodities are transferred to the profile of a user, the details of the transfer may be posted in the users interaction section.

Referring now to FIG. 1B, there is shown a flowchart of a section **150** of some methods of the invention. Note that any or all of the steps of section **150** may be included in any method of the invention, or that otherwise any steps described for methods of the invention (preferably steps described for method **100**) may be added to steps of section **150**, in some methods of the invention. Step **150** may accordingly be any part of a method of the invention.

Note that referring to "the system" in the described for any sections may refer to the system described above for method **100**.

Section **150** may begin at a step **110**, whereat content is submitted to a platform, similarly to the described for FIG. 1A for step **110**.

In some methods (referring to methods including section **150** or any of the steps thereof), a part of the content (i.e. content which have been or may be submitted at step **110**) may submitted at a step **152**. The part of the content may be any part, section, segment, feature, preview or component of the submitted content. Similarly, the part of the content may be any version or edition of the content. For example, submitted content may be a movie (such as in the form of a media file uploaded to a system, such as the system described for method **100**), whereas a part of the submitted content may be a so called "teaser" or "trailer" of the movie, as known in the art. For another example, submitted content may be an original application (such as software), whereas a part of the submitted content (as described for step **152**) may be a limited version of the application (i.e. a version lacking some of the features of the original application, such as a so-called "lite version") or a previous edition of the application (e.g. an old edition without the new features of the original application).

Note in some methods, a part of content may be submitted at step **152** before that content has been actually submitted. Accordingly, the submission of the part of the content may be performed before, during or after the submission of the content, such as in case a submitter uploads both the content and the part of the content to a website (as an exemplary system) simultaneously. For example, the steps of section **150** (other than step **110**) may be performed before submitting the content at step **110**, an operation which may be performed after said steps have been performed.

In other methods, at a step **154**, a part of the submitted content may be produced from the submitted content. Producing a part of the submitted content may be performed by the system, such as by a program or operation or function or procedure of the system or a section thereof. Producing a part of the submitted content may be performed automatically, such as by a processing unit and/or a processing program of the system, or manually, such as by personnel or by other users of the system. Producing a part of the submitted content may include any number of steps, such as a step for extracting relevant information or segments from the submitted content, and/or a step for editing extracted information or segments. Such steps may accordingly be included in methods of the invention, for the purpose of producing a part of content which was submitted to the system. For example, the system may analyze submitted content, such as by searching for key or main features, and composing a condensed version of the content (as an exemplary production of a part of the content) by extracting and/or manipulating said key or main features (e.g. editing the features or elements thereof). Said key or mean features may be the most frequent elements in the submitted content, such as the face of the actor in the leading role in a movie which may be the submitted content, or such as special functions in an application which may be the submitted content. Accordingly, in case the submitted content is a video, elements from the video may be captured and utilized for composing a short clip (as an exemplary part of the content) of the video, whereas in case the submitted content is an application, elements from the application (e.g. certain functions, or specifically certain segments of the code of the application) may be utilized to construct a limited version (as an exemplary part of the application) which may be an application featuring only the utilized elements and lacking any additional elements which may be included in the original application (i.e. the application which was submitted as content). For yet another example, submitted content may be a game (e.g. a video or computer game) containing any number of levels or stages, whereas at step **154** any of

said levels or stages, such as levels or stage which were recognized by the system as the first few levels or stages of said game, may be copied, such as by the system or by certain users of the system, to form a short edition of said game, to be regarded as a part of the submitted content in accordance with the described herein for parts of submitted content.

Following the above, in some methods (and/or sections thereof), submitted content (as described in reference to step **110**, may be modular. Preferably, the system can identify each module of submitted content and/or manipulate it separately from other modules. For example, video content (e.g. TV show) may include three segments such that the system can divide the video content to three video clips (a video clip for each segment), whereas each video clip may be regarded for the described herein as a part of the submitted content. For another example, a software (as exemplary submitted content) may include a code in which different sections correspond to different features of said software, whereas said code may mark each different section such that the system, by analyzing the code, may recognize any (or all) of the sections and extract them (e.g. copy them from the code) for producing an altered software (e.g. a different version) which may be regarded as a part of the content for the described herein. For a similar example, a computer program (as exemplary submitted content) may include plug-ins, add-ons, patches, skins and/or themes, as known in the art, which can be manipulated separately from the rest of said computer program, and/or which can be separated from said computer program. Considering the latter example, and in accordance with the described for step **152**, said plug-ins, add-ons, patches, skins and/or themes may be parts of submitted content, any of which may be submitted separately to the submitted content (at step **152**).

In some methods, at step **156**, the part of the submitted content (submitted at step **152** or produced at step **154**) may be posted (or, "publicly posted", or "published"), or otherwise made accessible to users. Posting of the part of the submitted content may be described similarly to the described for step **140** for posting submitted content. For example, such as in case the part is a movie "trailer", users may view the movie "trailer", such as by streaming a video feed thereof from the system. For another example, such as in case the part is a limited version of the content, a webpage designated for downloading the part may be generated so that users may access it for downloading the part.

In some methods, posting the part of the submitted content (step **156**) may be performed before, after or during generating a users interaction section as described for step **116** of method **100** (FIG. 1A).

In some methods, after posting the part of the submitted content (and optionally the users interaction section), users may pay for the submitted content similarly to the described for step **130** of method **100**. Accordingly, in some methods, a step **130** may follow step **156**, whereas step **130** following step **156** may be followed by any step of method **100** (FIG. 1A) or of any sections of methods described herein. Alternatively, step **156** may be followed by any step described herein, such as by step **112** (of method **100**). For example, after posting the part of submitted content (step **156**, a time limit for paying for the content may be set (at a step similar to the described for step **118** of method **100**).

In some methods, a price for the submitted content may be computed at a step **158**. Computing the price for submitted content (i.e. for publishing the submitted content, in accordance with the described herein) may include any operation, function, execution, process or procedure for deriving a price for to set at a step **112** (see ref. FIG. 1A) which may follow step **158**. For example, the system may employ any information about the submitted content, such as length and quality (information about quality may be obtained by analyzing the compression details of a file of the submitted content, such as in case said file includes video which is compressed by a certain video compression method), and/or about the user which submitted the content, such as his/her community rating (e.g. a score which may be included in the profile of the user), for concluding the most appropriate price to set at step **112**, which may be the result of any computation by the system of said information. The system may additionally or alternatively employ economic models or algorithms for determining (or estimating) the worth of the submitted content.

In some methods, computing the price for submitted content (step **158**) may be facilitated by collecting information from the users interaction section (optionally generated at step **116**). Accordingly, at a step **159**, information may be collected from the users interaction section for the purpose of deriving a price of submitted content. Said information may be provided by users (which may utilize the users interaction section to interact with each other and/or with the system) intentionally or unintentionally. For example, users may access (e.g. download or otherwise consume) a part of submitted content (in accordance with the described for steps **152**, **154** and **156**

for a part of the submitted content) and discuss and/or comment in the users interaction section (optionally generated at step **116**) about how much they think the submitted content is worth, whereas their opinions, such as in the form of textual comments in the users interaction section, may be analyzed by the system to compute the price for the submitted content (said opinions may preferably include or refer to a figure or value, such as for the system to calculate the average of the figures in users opinions). Note that the opinions of the users may be based on accessing the part of the submitted content. For another example, users may submit their evaluations about a reasonable price for submitted content. For yet another example, users may submit their interest in (or desire for) consuming the submitted content (without necessarily referring to a figure or value for the submitted content), whereas the system may deduce a price for the submitted content correspondingly to how many users submitted their interest. For yet another example, a poll may be conducted between users to establish a statistical agreement for a price.

Following the above, a price for submitted content may be set at a step **112** (shown in FIG. 1B following step **158**) correspondingly or according to the price computed at step **158**. In other words, in some methods, step **112** may follow step **158** and may be based on or influenced by the result of step **158** (i.e. a price computed by the system according to any number of factors and computation models).

Referring now to FIG. 1C, there is shown a flowchart of a section **160** of some methods of the invention. Note that any or all of the steps of section **160** may be included in any method of the invention.

Section **160** may begin at a step **130** whereat payment for submitted content is made by a user ("the submitter"), similarly to the described for step **130** of method **100** in FIG. 1A. Note that any steps described for method **100** may precede step **130** in methods which include any or all of the steps of section **160**.

In some methods, at a step **162**, a check for whether the submitter agrees for the submitted content to be published may be performed. In other words, the system may check if the submitter which submitted content approves the public posting (or "publishing") of the submitted content, and/or in accordance with the described for publicly posting content, the submitter waives some or all rights (e.g. ownership) to the submitted content. Alternatively, the submitter may notify the system that he/she agrees that the submitted content will be published (in accordance with the described herein for publicly posting content, which may optionally include waiving rights for the

submitted content). In case the system performs the check, the system does not necessarily communicate or interact with the submitter (i.e. the user which submitted the content), but may, in some methods, access information, such as terms or conditions previously submitted to the system under which the submitter agrees that the submitted content be published. By accessing said information, the system may determine whether said terms or conditions have been filled (or whether they exist or have occurred). In other methods, the check may be performed by contacting the submitter for receiving his/her agreement to publish the submitted content, such as by sending an email is sent to the submitter in which he/she is notified that he/she can agree to the publishing of the content.

Note that in some cases and in some methods, the check at step **162** may be performed before the total amount and/or value of payments paid for the submitted content has reached or surpassed a price set for publishing the submitted content (see ref. setting a price as described for step **112** of method **100**). Similarly, the check at step **162** may be performed after a time limit (see ref. setting a time limit at step **118** of method **110**) for paying for the submitted content has been reached or exceeded.

In some methods, if the submitter of content agrees for the submitted content to be published, such as in case of a positive result to a check at step **162** - the submitted content may be published (also "publicly posted") at a step **140**, similarly to the described for step **140** of method **100** in FIG. 1A.

In some methods, if the submitter of content does not agree for the submitted content to be published, such as in case of a negative result to a check at step **162** - the submitted content remains restricted at a step **138**, similarly to the described for step **138** of method **100** in FIG. 1A.

In some methods, if the submitter of content agrees for the submitted content to be published (which may result in a positive outcome of the check at step **162**) and the submitted content is published (and/or rights thereto are waived), a user profile of the submitter may be updated at a step **164**. The update may be any change or modification related (or corresponding) to, or reflective of, the fact that the submitter agreed to release the content. For example, an indication of the fact that the submitter agreed to release content (which he/she had submitted) may be created in a history section (see e.g. ref. information **222b** in FIG. 2B) of a user profile of the submitter.

In some methods, similarly to the described for step **148** of method **100** (see ref. FIG. 1A), updating the profile of the submitter at step **164** may include sending (also "distributing", or "giving", or "granting", or "adding", or "transferring") virtual commodities to the profile. Otherwise, in some methods, at a step **166**, credits are sent to a profile of the submitter. The sum, amount, number, type or value of credits sent to a profile of the submitter may correspond to, or represent, or reflect, any number of factors or details. Otherwise, the sum, amount, number, type or value of credits sent to a profile of the submitter may be determined by any number of factors or details. Optionally, a factor reflected in the sum, amount, number, type or value of credits sent to a profile of the submitter may be the difference between a total price for submitted content (optionally set at a step **112**, in some methods) and the sum of payments made, and/or payments users are willing and/or are committed to pay, at the time when the submitter agreed to release submitted content. Additionally or alternatively, a factor reflected in the sum, amount, number, type or value of credits sent to a profile of the submitter may be the difference between a time limit (optionally set at a step **118**, in some methods) and the time the submitter agreed to release submitted content.

In some methods, by agreeing for the submitted content to be published, a rank (see ref. rank **226**) in the user profile of the submitter may increase, preferably representing (or "indicating", or "reflecting") the fact that the submitter agreed for the content to be published. Additionally or alternatively, by agreeing, virtual commodities may be sent to the user profile of the submitter. This may be beneficial for compensating the submitter in case the total amount and/or value of payments for the content did not reach or surpass a price set for publishing the content (optionally a price requested by the submitter) and/or in case the time limit for paying for the content has been exceeded.

Following the above, in some methods, a submitter of content which agrees to release (also "publish") submitted content, even though a total price for the content is not reached, may be compensated by raising his/her rank (in accordance with the described for rank **226**) and/or by receiving virtual commodities being sent to his/her profile.

Referring now to FIG. 1D, there is shown a flowchart of a section **170** of some methods of the invention. Note that any or all of the steps of section **170** may be included in any method of the invention.

In some methods (referring to methods including section **170** or any of the steps thereof), similarly to the described above for step **130**, a user may pay for content to be published. As noted above, the user may be any individual interacting (directly or by utilizing any number of devices and programs) with the system, or any program, device or mechanism controlled by an individual (e.g. person) or operating on behalf of an individual. The user may similarly be a team or group, an organization, establishment, company, partnership, cooperation, business or commercial party or entity. It is therefore understood that the described for "user" in the description of section 170 (or of any step thereof) may refer to any of the options specified above.

In some methods, if the price for submitted content is reached (in accordance with the described for method **100** and specifically for step **136** of method **100**), any of steps **172**, **174**, **176**, **178** and **180** may be executed before, during or after publishing the submitted content (in accordance with the described for step **140** of method **100** and of section **160**).

At step **172**, an advertisement for (or of) each user which paid for the submitted content may be posted. The advertisement may be any element which can be communicated to users (e.g. which can be viewed, heard, downloaded or otherwise in any way consumed by users) and which advertises, promotes, acknowledges or congratulates the user (or plurality thereof) which paid for submitted content. Note that the described herein for "the advertisement" may not necessarily refer to commercial solicitation, but to any communicable element which features or refers to a user which paid for submitted content, preferably for the purpose of benefiting the user, such as to raise his/her community rating or reputation in a social network. However, as users may, in some methods and in some cases, be commercial parties or entities (e.g. business, such as companies), "the advertisement" may be any commercial solicitation. For example, in case a user which paid for submitted content is an individual person, at step **172**, a notice may be posted in the system (e.g. in a users interaction section of the system, as described herein for methods and embodiments of the invention, and specifically shown in FIG. 2C advertisement section **248** of users interaction section **240**) for publicly congratulating said individual person, such as by including his/her name in said notice. For another example, in case a user which paid for submitted content is a business or company, a commercial video clip (e.g. a video clip produced and provided by said business or company) may be broadcasted by the system.

In some methods, the advertisement may be produced and/or submitted to the system by the user which the advertisement is for. Submission of the advertisement may be a step of some

methods of the invention and may be executed at any time any time during the progress of some methods of the invention, such as when the user (which the advertisement is for) registers into the system or otherwise open an account therein.

In some methods, at step **174**, an advertisement (in accordance with the described above) may be added to content, preferably the content which was submitted at step **130** and for which a user which the advertisement is for made a payment. Adding the advertisement to the submitted content may refer to any attaching or linking of the advertisement to the submitted content, or any inserting of the advertisement to the submitted content. For example, the advertisement may be a video clip such that it can be edited into the beginning or end of movie content. For another example, the advertisement may be a notice which may be presented when software content is loaded by consumer of such content. For yet another example, the advertisement may be an element inserted and optionally integrated into the submitted content, such as known in the art for advanced video editing and manipulation in which "product placement" may be performed in videos already produced. Accordingly, by inserting and integrating the advertisement into the content, the advertisement may be features in the content (or in the result of the insertion and integration).

In some methods, similarly to the described above for publishing content (see ref. the described for step **140**), at step **176**, the owner of rights to the submitted content, preferably the user which submitted the content, may waive any or all right to the submitted content, such as by donating the submitted content to the public domain or forfeiting all ownership claims to the submitted content. Note that in some methods, the owner and/or submitter of the submitted content may have granted or otherwise transferred any or all rights to the submitted content to the system, such as when transferring the content to the system, so that step **176** may refer to the system waiving any or all rights to the submitted content (in case the system is the owner of such rights when step **176** is executed).

Note that by waiving rights to content, such as by donating (or agreeing to donate) the content to the public domain, users may not only have access to the content (e.g. for downloading), yet may also be allowed to share the content, change it and/or use it for any purpose which is legal. Further note that prior art does not provide means for waiving rights or changing ownership of content.

In some methods, submitting content may, alternatively to the described herein, refer to a user submitting to the system any means and/or information which facilitates other users accessing content which is stored at any location (e.g. a hosting service, or a memory unit of a server of the user), as opposed to being stored at the system. For example, the user may submit an IP address, a download tracker and/or a security code which can be utilized by other users to access a computer in which the content may be stored. In such methods, at step **180**, access to the content may be granted to other users (similarly to the described herein for allowing access to content to users), whereas the content may be stored at any location. For example, an IP address of an FTP server, an access code to content thereat, may be posted in the system so that any user may utilize said IP address and access code to connect to said FTP server and download the content.

Referring to FIGS. 1B through 1D, note that sections **150**, **160** and **170**, or any number of steps thereof, or any sequence of steps thereof, may be included in methods of the invention, whereas the sections (and method **100**, as a method of the invention) are shown in different figures to facilitate depiction.

Referring now to FIG. 2A, there is shown a schematic diagram of a payments representation **200** of some embodiments of a system of the invention. The described for a payments representation in methods of the invention may refer to payments representation **200**.

In further detail, still referring to FIG. 2A, payments representation **200** may have payment indicators **206a-f** (or simply "indicators"), each of which may represent or describe, or otherwise in any way correspond to, a payment made by a user of a system of the invention (for the publishing of submitted content, in accordance with the described for methods and embodiments of the invention, see e.g. method **100** in FIG. 1A), or information about said payment, such as specifically about the amount and/or value thereof, about the user which made said payment and/or about the time at which said payment was made. Representing (or indicating, or describing) a payment may visual, and preferably graphic. Accordingly, the payment indicators may be any visual element or object which is representative, descriptive or indicative of payments made by users, and/or of any information or details about or related to the payments, or specifically representative, descriptive or indicative of the amount, type and/or value of the payments (and/or, is some methods and some embodiments, the users which made the payments and/or the times at which the payments were made).

Following the above, in FIG. 2A, each of payment indicators **206a-f** is shown corresponding to information about each payment ("PAYMENT A" through "PAYMENT F", respectively to indicator **206a** through indicator **206f**) made by users for publishing submitted content. Specifically, each payment indicator is shown corresponding to a "SUM" (shown "SUM A" through "SUM F" respectively corresponding to indicators **206a** through **206f**), which may be any information about the amount (or "sum") and/or value of each payment. Additionally, each payment indicator is shown corresponding to a "USER" (shown "USER A" through "USER F" respectively corresponding to indicators **206a** through **206f**), which may be any information about each user which made each payment. Further additionally, each payment indicator is shown corresponding to a "TIME" (shown "TIME A" through "TIME F" respectively corresponding to indicators **206a** through **206f**), which may be any information about the time at which each payment was made. For example, as shown in FIG. 2A, indicator **206a** may visually represent "SUM A" paid by "USER A" at "TIME A". For another example, also as shown in the figure, indicator **206f** may be a visual representation of "USER F" submitted his/her commitment to pay "SUM F", whereas the submission of the commitment may have occurred at "TIME F". Note that the text "SUM A, USER A, TIME A" (in data specification 210), is shown connected (by a line in FIG. 2A) to indicator **206a**, whereas the text ""SUM F, USER F, TIME F" (in data specification **210**) is shown visually to indicator **206f**. It is made clear the connections between such texts in data specification **210** to indicators **206a-f** are shown to exemplify how the indicators may visually correspond to information (depicted by the texts) in the data specification.

In some embodiments, the information ("SUM A" through "SUM F", "USER A" through "USER F" and "TIME A" through "TIME F") about each payment ("PAYMENT A" through "PAYMENT F") may be included and/or located in a database **210a**, as shown in the figure. The database may be included in a payments pool **210**, such as in accordance with the described for payments pools of methods and embodiments of the invention. Accordingly, in some embodiments and methods, a payments pool may include information about payments. However, it is made clear that in some embodiments and methods, a payments pool may include only payments or the amount or value thereof (preferably serving as a storage or holder for payments, such as in case the payment pool is a bank account).

In some embodiments, the information in database **210** may be presented in payments representation **200** by data specification **210**, additionally or alternatively to being represented by

payment indicators **206a-f**. The data specification may be any textual and/or numerical specification of all or some of the information, such as in the form of a chart. Optionally, the information in data specification **210** may be presented correspondingly to payment indicators **206a-f**, specifically any information related to any payment may be presented correspondingly thereto, such as shown in FIG. 2A lines drawn from the information to the indicators, respectively. For example (alternative to lines drawn from the information to indicators), textual and/or numeral information may be presented adjacently to the indicators.

In some embodiments, payment indicators **206a-f** may be located (or positioned) inside a container **202**. For example, container **202** may be a bar which can be filled by representations of payments.

In some embodiments, container **202** may have a start point **204a** and an end point **204b**, similarly to the described for a starting point and an ending point of payments representations of methods of the invention (see ref. the described specifically for step **114** of method **100**). Start point **204a** may correspond to, or represent, zero (or a zero sum) or to a starting amount and/or value for payments, such as an initial sum from which payments may be made and consequently payment indicators added to container **202**. In other words, start point **204a** may represent a beginning of a process of making payments. End point **204b** may correspond to, or represent, any final amount and/or value for payments, preferably corresponding to a price set for publishing content. For example, start point **204a** may correspond to a threshold amount for the first payment, such that when a payment is made that is equal or above said threshold amount, other payments can be made, whereat each of the payments (preferably including the first payment) may be represented by a payment indicator and accordingly payment indicators start to add up in container **202**. For another example, end point **204b** may correspond to (or be representative of) a price, as set before payments representation **200** was generated, whereas when payments are made, payment indicators progress towards end point **204b**, such that when the total amount of the payments is equal to said price, payment indicators inside container **202** reach the end point.

In some embodiments, the size and/or shape and/or other features (e.g. color) of each of indicators **206a-f**, or the order thereof, in case the indicators are visual elements or objects, may be representative (or "descriptive", or "indicative") of the amount and/or value of each payment. For example, as shown in FIG. 2A, indicator **206d** may be smaller (shown as shorter) than indicator **206e** for indicating the fact that a payment corresponding to (or represented by) indicator

206d is of a lower amount and/or value than a payment corresponding to (or represented by) indicator **206e**, such as in case "SUM D", which may be a paid sum represented by indicator **206d** (e.g. a figure which measures the amount of payment represented by indicator **206d**) is smaller than "SUM E", which may be a paid sum represented by indicator **206e**. Notice in FIG. 2A "SUM D" and "SUM E" included in database **210a** and presented in data specification **210**, and also presented correspondingly to indicator **206d** and indicator **206e**, respectively (by a line in the figure which connects "SUM D" and "SUM E" to their respective indicators). For another example, each of indicators **206a-f** may have any of a scale of color shades ranging from red to green, such that the more green an indicator is, it is indicative of a larger payment, whereas the more red an indicator is, it is indicative of a smaller payment. For another example, indicators **206a-f** may be arranged corresponding to the amount of payments which they represent, such as arranged in a series beginning with the indicator which represents the smallest amount and ending with the indicator which represents the largest amount.

In some embodiments, the size and/or shape and/or other features (e.g. color) of each of indicators **206a-f**, or the order thereof, may be representative (or "descriptive", or "indicative") of the time at which each payment (which corresponds to each indicator) was made. For example, indicators **206a-f** may be positioned or arranged in a series or sequence (or array) which corresponds to the times or turns at which each of the payments corresponding to the indicators was made, such that an indicator of a payment made at an earlier time or turn may be positioned before (e.g. closer to start point **204a**) an indicator of a payment made later. Accordingly, indicators **206a-f** may be arranged (preferably in container **202**) correspondingly to the chronological order at which their respective payments were made. For example, indicators **206a-c** may correspond to "PAYMENT A" through "PAYMENT C", respectively, which may have bee paid at "TIME A" and then "TIME B" and then "TIME C", respectively. Accordingly, in case "TIME A" is earlier than "TIME B" and "TIME B" is earlier than "TIME C", indicators **206a-c** may be arranged at a corresponding chronological order, as shown in FIG. 2A.

In some embodiments, payments pool **210** may, additionally or alternatively to including database **210a**, include a payments storage **210b** which may be any means for storing payments which were transferred to the system. Note that in embodiments in which the payments pool includes both payments storage **210b** and database **210a**, information in the database may correspond or in any way relate to payments in the payments storage (notice relation depicted in

FIG. 2A by lines connecting elements in the database to elements in the payments storage ("PAYMENT A" through "PAYMENT F").

Referring now to FIG. 2B, there is shown a schematic diagram of a user profile **220** of some embodiments of a system of the invention. User profile **220** may be, by way of example, any user profile (or simply "profile") as described herein (see e.g. the described for updating a user profile at step **134** of method **100**).

In further detail, still referring to FIG.2B, user profile **220**, similarly to the described herein for user profiles in methods of the invention, may be (or may include, or be included in) any section of (or "in") a system (of the invention) associated with a user (who the profile is of), such as an account, membership or personal webpage. Alternatively, user profile **220** may be (or may include, or be included in) any program and/or device which is owned and/or operated (or controlled) by a user (who the profile is of), which is not necessarily a part of the system but which may be interacting or communicating with a system of the invention. For example, user profile may be a so-called "client" application which may be installed on a computer of a user and which may be connected to, or which can communicate with, a system of the invention.

In some embodiments (of profiles as described for systems of the invention), user profile **220** may include any information or details related to (or about) a user (who the profile is of), such as information **222a-c**, as shown in FIG. 2B.

In some embodiments, information **222a** may be (or include) details about and/or a description of the user to which profile **220** is of (or simply "USER A" in accordance with the shown in FIG. 2A).

In some embodiments, user profile **220** may be of a person or individual, and accordingly information **222a** may be (or include) personal details about "USER A", such as his/her name, birth date and/or address. Additionally or alternatively, information **222a** may include a username and a password, with which a user may log into user profile **220**.

In some embodiments and in some cases, user profile **220** may be of any entity (as an exemplary "USER A") which includes more than one individual, such as a team, group, business, commercial party or organization. Information **222a** may accordingly be or include any details about and/or description of said entity, such as date of establishment, slogan, logo and/or number of members (or participants or employees).

In some embodiments, information **222b** may be (or include) a history (or record, log, listing or database) of actions or operations performed by "USER A" in the system, and/or interactions between "USER A" and the system and/or other users of the system. For example, information **222b** may include a log of events or occurrences related to "USER A" and to the system, such as operations performed by the system which involved "USER A" and/or the profile thereof (i.e. user profile **220**). For a more specific example, information **222b** may include a list of all payments made by "USER A" (in accordance with payments for content as described herein). For another specific example, information **222b** may include all messages submitted by "USER A" and all messages submitted by other users which mention, or which are addressed to, "USER A".

In some embodiments, information **222c** may be or include statistics (or "statistical information") about actions or operations performed by "USER A" in the system or by utilizing and/or interacting with the system. For example, information **222c** may include statistical details which are the result of analyzing payments made by "USER A", such as their rate (i.e. the average time passed between each payment), their average amount, or such as the types of content (e.g. genres of movies) "USER A" paid for (e.g. divided to a percentage for each type). This may be beneficial for "USER A" to keep track of his activities, and/or to users which may wish to review statistical information about "USER A", such as his/her involvement in paying for content, or his/her preferences.

In some embodiments, user profile **220** may include virtual commodities **224** which may be virtual commodities (and/or any number of representations thereof) in accordance with the described for virtual commodities in methods of the invention (see e.g. ref. step **148** of method **100**). The virtual commodities may be received or collected from any number of sources, such as from a certain section of a system of the invention (e.g. a unit which can distribute certain types of virtual commodities to profiles of users), and/or from another system which can send or transfer virtual commodities to (and/or post representations thereof in) user profile **220**. Optionally, any amount or number of virtual commodities **224** may be exported (or otherwise sent) from user profile **220**, whereas any information about virtual commodities **224** may be retrieved by accessing user profile **220** (see ref. exporting means **230**). For example, a users interaction section of the invention may access user profile **220** to obtain information about how much virtual commodities the user (which the user profile is of) has, such as for posting said information.

In some embodiments, the user (which user profile **220** is of) may utilize the user profile to indicate or notify other parties of any information about virtual commodities **224** in the user profile. For example, joining a group in a social network website may require anyone who wishes to join to have above a certain amount of a certain type of virtual commodities. User profile **220** (specifically exporting means **230** as described below) may then be utilized to provide said group with the appropriate information.

In some embodiments, as noted above, any amount or number of virtual commodities **224**, and/or any information about virtual commodities **224**, may be exported (or otherwise sent) from user profile **220**, by exporting means **230** of user profile **220**. Accordingly, a user (which user profile **220** is of) may utilize exporting means **230** for sending virtual commodities **224** from user profile **220** to any destination. For example, joining a group in a social network website may require anyone who wishes to join to transfer a certain amount of a certain type of virtual commodities to the possession of said group. Exporting means **230** may accordingly be utilized to send said certain amount of virtual commodities from user profile **220** to the possession of said group (such as for the purpose of allowing a user, which user profile **220** is of, to join said group).

In some embodiments, user profile **220** may include rank **226**. Rank **226** may be any measurement, quantity or value (e.g. number, figure or score) indicative of the amount of contribution of a user (which user profile **220** is of) and/or any visual representation of said measurement, quantity or value. Preferably, rank **226** may be the result of any computation which includes any or all of the following factors (e.g. as variable in an equation): the number of contents submitted by said user, the quality of contents submitted by said user (see ref. feedback **258** in FIG. 2C), the amounts of payments transferred to said user (in accordance with the described for step **144** of method **100**) and the amount of participation of said users in users interaction sections (e.g. the number of comments made by said user in a discussion conducted between users accessing a certain users interaction section of a system of the invention, or the frequency with which said user logs into the system).

In some embodiments, user profile **220** may include bandwidth capacity **228**. Bandwidth capacity **228** may be any number of allocations of bandwidth with which a user (which user profile **220** is of) may access and/or interacts with a system of the invention, such as for downloading content and/or for viewing user profiles of other users. Optionally, allocation of bandwidth of bandwidth capacity **228** may correspond (or be proportional) to rank **226**, or in any

way factor rank **226**. For example, user profile **220** may have a higher rank **226** than another user profile, and so the user which user profile **220** is of may download content faster (by having a larger bandwidth allocation) than a user which said another user profile is of.

In some embodiments, bandwidth capacity **228** may include multiple allocations of bandwidth, each of said multiple allocations designated for a different interaction with a system of the invention. For example, bandwidth capacity **228** may include a first allocation of bandwidth for downloading content which a user (which user profile **220** is of) paid for, and may additionally include a second allocation of bandwidth for downloading content which said user did not pay for. Accordingly, bandwidth capacity **228** may include any number of bandwidth allocations, each of which designated for consuming (e.g. accessing or specifically downloading) different content. Each of said bandwidth allocations, which may correspond to consuming each of multiple contents, may correspond to whether a user (the user profile of which includes bandwidth capacity **228**) paid for a corresponding content (out of said multiple contents), and/or when said users paid, and/or how much said user paid.

Referring now to FIG. 2C, there is shown a schematic diagram of a users interaction section **240** of some embodiments of a system of the invention. Users interaction section **240** may be, by way of example, any users interaction section (or simply "interaction section") as described herein.

In further detail, still referring to FIG.2C, users interaction section **240** may be any section of a system of the invention which is designated for, and/or which facilitates, interactions between users and said system, and/or between users of said system.

In some embodiments, users interaction section **240** may include a content **242** which may be any content submitted to a system of the invention (simply "submitted content"), and/or any link to submitted content, such as a hyperlink for downloading the content. As described herein for submitted contents, content **242** may either be accessible to users or restricted (i.e. not accessible to users).

In some embodiments, specifically in case content **242** is restricted, users interaction section **240** may include a timer **244**, in accordance with the described for activating a timer at step **120** of method **100**.

In some embodiments, users interaction section **240** may include a payments representation **246**, in accordance with the described herein for payments representation. For

example, in case content **242** is restricted, payments representation may include dynamic visuals which track and represent payments made for the publishing of content **242** (in accordance with the described herein for publishing content).

In some embodiments, users interaction section **240** may include an advertisements section, in accordance with the described for posting advertisements (see ref. step **172** of section **170** in FIG. 1D).

In some embodiments, users interaction section **240** may include an interaction interface **250** which can be utilized by users to interact with other users and/or with a system of the invention which includes users interaction section **240** (simply "the system" for the described for users interaction section **240**). For example, interaction interface **250** may be a graphic user interface (or GUI) which may be utilized by users to make payments for content **242**, and/or for sending messages to other users, and/or for submitting feedback about content **242** (see ref. feedback **258**), and/or for submitting requests for content (see ref. request **260**).

In some embodiments, users interaction section **240** may include an interactions record **254** which may include any record of interactions of users with the system and/or with other users which are related to content **242**. Optionally, record **254** may be accessible and/or presented to users utilizing users interaction section **240**.

In some embodiments, users interaction section **240** may include feedback **258** which may be any information submitted by users which relates to content **242**, such as opinions, ratings and tags.

In some embodiments, users interaction section **240** may include request **260** which may include any information about content which was not submitted to the system, such as a description of such content. Said content may exist but may not have been submitted to the system, or may not exist. Said information may have been submitted by a user of the system, such as by utilizing interaction interface **250**, and may be defined as a request or desire for content to which said information related (e.g. for content which said information describes). For example, a social group in the system (e.g. a group of users with common interests) may have collaboratively defined content which the majority of members in said social group wish to consume, then accordingly said social group, or any representative or mechanism thereof may submit the definition (as collaboratively defined) to the system, which may register it as request **260**.

Referring now to FIG. 2D, there is shown a schematic diagram of a system **270** which may include a system **277** which may be any system of the invention, or section thereof.

In further detail, still referring to FIG.2D, system **270** may be any system which may be utilized to manage and/or share content, such as known in the art for so-called "content management systems" and "peer file sharing" (or "file sharing networks"). As shown in FIG. 2D, system **270** may include content **272** and content **274** which may be contents submitted to and/or stored at (or "by") system **270** (contents **272** and **274** may otherwise be linked to from system **270** or any section thereof).

In some embodiments, system **270** may include and/or utilize system **277** (or otherwise communicate and/or interact with system **277**). System **277** may facilitate publishing content (in accordance with the described herein for publicly posting content) included in system **270**. In other words, system **270** may utilize system **277** for publishing content in accordance with the described herein, specifically the described for multiple users making payments for content to be published (see e.g. ref. the described for steps **130** and **140** of method **100**).

Following the above, in some embodiments, users of system **270** may interact with system **277**, or with any number of sections thereof, for paying for content such that by the total amount and/or value of payments made by users being equal or higher to a set price for the content, the content is published (e.g. a user which submitted the content waives right of ownership of the content).

In FIG. 2D, by way of example, system **270** is shown including payments representation **246** and request **260** (see ref. FIG. 2C). System **270** may similarly users interaction section **240**, and/or any element thereof (e.g. interaction interface **250**), without necessarily including any content (e.g. omitting content **242** as shown included in the users interaction section), such that any of the described for FIG. 2C for users interaction section **240** and/or any elements thereof (e.g. feedback **258**) in relation to content **242** may similarly apply to contents **272** and **274** in embodiments of system **277** as included in or utilized by system **270**.

Following the described for FIG. 2D, a system of the invention may be an element, section, unit, module, part, component or constituent of any content management system and content sharing system (e.g. said system of the invention being a plug-in or add-on thereof), and may be utilized for publishing content (in accordance with the described herein for publishing content) by receiving payments from multiple source (e.g. multiple users).

Referring now to FIG. 2E, there is shown a schematic diagram of a system **280** which may include a system **288** which may be any system of the invention, or section thereof.

In further detail, still referring to FIG.2E, system **280** may be any system utilized for social interactions of multiple users of similar interests, such as a social network, a forum or message board. As shown in FIG. 2E, system **280** may include users profiles **282** which may not be included in system **288** yet which may be accessible to the system. Further shown in FIG. 2E is system **280** including content **284** which may be any content owned and/or shared by users of system **280**.

In some embodiments, system **280** may include and/or utilize system **288** (e.g. as an application or feature, such as known for Facebook apps) for facilitating multiple users of system **280** paying for content to be published in system **280** and/or shared between users of system **280**. For example, as shown in FIG. 2E, system **288** may include payments representation **246** (see ref. FIG. 2C) for the purpose of representing payments made by users of system **280**.

In some embodiments, system **288** may include request **260** (see ref. the described for users interaction section **240**) which may include any information (preferably submitted by users of system **280**) about content which users of system **280** wish to have access to, such as for posting that content in system **280**. Payments for such content may be made regardless of the existence of such content, such that content creators may have incentive to create such content and collect to total amount and/or value of the payments.

In some methods of the invention, a step for allowing a user to join (or access) system **280** may be included. The step may be executed only when certain terms are met, preferably as consequence of other steps described for methods of the invention. For example, a condition for a user to be allowed to join system **280** may be for said user to pay for content which was requested by users of the system (e.g. content which is described in request **260** of system **288**). Accordingly, said user may pay (in accordance with the described for paying for content, see ref. step **130**), preferably by utilizing system **288** of system **280**, after which said user is allowed to join system **280** (e.g. a restriction for said user to join the system may be removed at a step a method of the invention).

Referring now to FIG. 3A, there is shown a schematic layout of a system **300** of the invention.

In further detail, still referring to FIG. 3A, system **300** may include a front end **310** which may be any interface known in the art, such as a graphic user interface (GUI). Otherwise, front end **310** may be any element, part, section, area, modules, components or constituent of system **300** which facilitate interactions of users (see e.g. ref. user **330**) with system **300**. Front end **310** may include any number of elements, parts, sections, areas, modules, components or constituents. Elements, parts, sections, areas, modules, components or constituents of front end **310** may be for output and/or input (e.g. may facilitate input to and output from system **300**), such as for presenting users with graphics and for receiving information (as exemplary input) from users. For example, front end **310** may be a webpage having text, images, links (also "hyperlinks"), menus and input fields. For another example, front end **310** may be an interface of a computer application including a work area, a toolbar, a menu and/or an information window.

In FIG. 3A, there is shown user **330** interacting (or "interfacing") with front end **310**. User **330** may be any user of system **300**, or any means which facilitate a person or group interacting with front end **310** (in accordance with the described herein for users). For example, user **330** may be a person. For another example, user **330** may be a person and a computer connected to system **300**. For another example, user **330** may be a program with which a person communicates with system **300**.

In some embodiments, front end **310** may include a payment section **312** in which users can pay for content submitted to system **300** (in accordance with the described herein for submitted content). In other words, payment section **312** may be part of front end **310** and may facilitate paying for submitted content. Optionally, users may utilize payment section **312** to pay for submitted content. For example, payment section **312** may be a webpage, or a sequence thereof, in which users may transfer currency from their bank accounts to system **300** or to a bank account of a submitter of content.

Note that it is to be made clear that payment section **312** may, additionally or alternatively to the described above, facilitate, or be utilized for, registering commitments, agreements, intentions, willingness, desire or obligation of users to pay for submitted content, similarly to the described herein for making payments.

In some embodiments, payments made in payment section **312**, or by utilizing payment section **312**, or submitted to payment section **312**, may be sent (or "transferred") to a payments pool **332**. Additionally or alternatively, commitments, agreements, intentions, willingness, desire

or obligation to pay, submitted to system **300** (e.g. by utilizing payment section **312**), may be sent to and optionally registered (or recorded) at payments pool **332**. Accordingly, payments pool **332** may be or include any storage for payments, and/or any record of payments, and/or record commitments, agreements, intentions, willingness, desire or obligation to pay, and/or record of any information related to payments, such as about users making payments.

In some embodiments, front end **310** may include a payments representation **314** which may visually represent payments and/or any information or details related to payments (e.g. by displaying or showing graphic depiction), such as payments made in (or by utilizing) payment section **312**. Accordingly, payments representation **314** may include visual representations of payments and/or information or details related to payments. For example, payments representation **314** may show visual elements (e.g. graphic symbols) and/or numbers (e.g. measurements) which correspond to details about payments made in payment section **312**.

Note that in some embodiments, payments representation **314** may be similar to payments representation **200** (see ref. FIG. 2A).

In some embodiments, front end **310** may include a users interaction section **316** which may be any section of system **300** which facilitates interactions between users and system **300**. Optionally, users interaction section **316** may be any section of system **300** in which users may interact with each other, such as a forum, a message board, a chat-room or a comments area. For example, in some embodiments, by utilizing users interaction section **316**, users may chat, exchange messages and/or discuss anything, preferably anything related to submitted content, and/or to the submitter of the content, and/or to the price for the content, and/or to paying for the content.

Note that in some embodiments, users interaction section **316** may be similar to a users interaction section as described for method **100** in FIG. 1A (see ref. step **116**).

In some embodiments, front end **310** may include profiles info **318** which may be any information or details, or presentation or display thereof, related to profiles of users of system **300**. Otherwise, profiles info **318** may be any information or details from users profiles (e.g. information stored in users profiles) which may be accessible through front end **310**. Profiles info **318** may be located anywhere in front end **310** or included in any of front end **310**. For example, profiles info **318** may be information in profile pages (e.g. pages in a website), each of the profile pages devoted to a different user of system **300**. For another example, information **318** may be

details displayed correspondingly (e.g. adjacently) to messages of users in users interaction section **316** (e.g. messages sent by users utilizing interaction section **316**).

In some embodiments, profiles info **318** may correspond to users profiles, or to information or details therein. Otherwise, profiles info **318** may be retrieved (also "extracted", or "obtained", or "updated") from profiles of users of system **300**. For example, as shown in FIG. 3A, profiles info **318** may be retrieved from user profile **328a** and/or from user profile **328b**. User profiles **328a,b** may be a storage or records of information or details related to (or "about") users of system **300**, such as a database or sections of a database. Otherwise, user profiles **328a,b** may be accounts of users, or any section of system **300** designated (also "devoted", or "allocated") for users, and/or for information or details about users. For example, user profile **328a** may be an account of user **330** in system **300**. For a more specific example, user profile **328a** may be a section of a database of system **300** which may be devoted to user **330**, such as by storing details about user **330** and/or recording all interactions of user **330** with system **300** (e.g. personal details about user **330** and/or payments made by user **330** utilizing payment section **312**).

Note that in some embodiments, user profile **328a** and/or user profile **328b** may be similar to user profile **220** (see ref. FIG. 2B).

In some embodiments, front end **310** may include a submission section **322** in which users (or any other party) can submit content to system **300**. Otherwise, submission section **322** may be part of front end **310** and may facilitate submitting content. Optionally, users (or any other party) may utilize submission section **322** to submit content. Otherwise, users (or any other party) may submit content to (or in) submission section **322**.

In some embodiments, content submitted to (or in) submission section **322**, or by utilizing submission section **322**, may be sent to and/or stored in a content hosting **324**. Content hosting **324** may be any storage or hosting section of system **300** in which content may be stored. Optionally, content may be downloaded from content hosting **324**.

In some embodiments, front end **310** may include a content section **320**. Content section **320** may be any presentation of content. Otherwise, content section **320** may be any element, object, part, section, area, object or module in which content may be presented. Additionally or alternatively, content section **320** may be any element, object, part, section, area, object or module of (also "in") front end **310**, in which users may access content, or which facilitate accessing (e.g. downloading) content by users. Optionally, content is presented or accessed from content hosting

324. For example, content section **320** may present a video clip in a webpage which is part of front end **310**, such as by streaming (as known in the art) the video clip from content hosting **324**. For another example, content section **320** may be a button or hyperlink which, by being clicked (e.g. in a browser application), initiates downloading of content, optionally from content hosting **324**.

Following the above, it is to be made clear that content may be presented to users in content section **320**, or by utilizing content section **320**, whereas additionally or alternatively, users may access content in content section **320**, or by utilizing content section **320**. For example, content section **320** may be a section of a webpage in which a music file (as exemplary content) may be streamed to users browsing the webpage, whereas the section may additionally include a button for downloading the music file (optionally from content hosting **324**). The section may alternatively include only the button, or only the streaming of the music file.

In some embodiments, content may be sent (e.g. streamed or downloaded) or presented to users (otherwise accessed by users) through bandwidth capacities, or by utilizing bandwidth capacities. Otherwise, system **300** may have bandwidth capacities with which users may be presented with content, or with which users may access content. Optionally, different bandwidth capacities are allocated for different users. For example, as shown in FIG. 3A, a bandwidth capacity **334** may be allocated for user **330**. Optionally, content may be presented to user **330** in content section **320** through bandwidth capacity **334**, or by utilizing bandwidth capacity **334**, such as by streaming the content through bandwidth **334** in case the content is a media file (e.g. an AVI or MP3 file). Additionally or alternatively, content may be accessed by user **330** directly from content hosting **324** through bandwidth capacity **334**, or by utilizing bandwidth capacity **334**, such as by being downloaded directly from content hosting **324** by utilizing bandwidth capacity **334**.

Note that optionally, bandwidth capacity **334** may be similar to bandwidth capacity **228** (see ref. FIG. 2B), or to any allocation of bandwidth thereof.

In some embodiments, system **300** may include a bandwidth allocator **336** which may manage and/or allocate bandwidth capacities (or simply "bandwidths") for different users and/or for different content. Managing and/or allocating bandwidths may correspond to, or depend on, any number of factors or details, such as credits in profiles of users (see e.g. ref. credits **224** of user profile **220** in FIG. 2B).

Note that it is to be made clear that payments pool **332**, content hosting **324**, user profiles **328a,b** and bandwidth allocator **336** are shown in FIG. 3 as included in some embodiments of system **300**. Accordingly, some embodiments of system **300** may include any or all of payments pool **332**, content hosting **324**, user profiles **328a,b** and bandwidth allocator **336**. Optionally, payments pool **332**, content hosting **324**, user profiles **328a,b**, and/or bandwidth allocator **336** may be elements, parts, sections or modules of a back end of system **300**.

Further note that some embodiments of system **300** include front end **310** which may include any or all of payments representation **314**, payment section **312**, submission section **322**, users interaction section **316**, part of content **326**, content section **320** and profiles info **318**.

Further note that any of the elements, part, section, areas, modules, components or objects of front end **310** (e.g. payments representation **314** and profiles info **318**) may be presented or organized in any arrangement or order, and may be accessed or interacted with separately or in any combination. For example, profiles info **318** may be arranged in multiple pages of a website (as an exemplary system **300**), whereas payment section **312** may be located in a specific separate page designated for paying for content.

Referring now to FIG. 3B, there is shown a schematic layout of a system **350** of the invention.

In further detail, still referring to FIG. 3A, system **350** may be any system which can facilitate any of the steps (or sequences thereof) described for methods of the invention.

In some embodiments, system **350** may include means **352** for submitting content to the system. See ref. step **130** of method **100**. Accordingly, means **352** may facilitate users submitting content to the system, in accordance to the described herein for submitting content. For example, means **352** may include software and/or hardware, and preferably an interface, which may be utilized to upload information to servers of the system.

In some embodiments, system **350** may include means **354** for collecting payments from users of the system, preferably multiple payments from multiple users. Accordingly, means **354** may facilitate receiving or gathering payments. For example, means **354** may be a financial transaction service which can facilitate transferring currency from a plurality of sources.

In some embodiments, system **350** may include means **356** for storing payments. See ref. the described for a payments pool for step **128** and step **146** of method **100**. Accordingly, means **356** may facilitate storing payments (in accordance with the described herein for payments). For

example, means **356** may be a bank account or an escrow service. Optionally, payments may be stored together by means **356**, such as added to each other for a combined sum. Note that in such cases, information about each payment may still be recorded and is not necessarily lost when payments are added by means **356**.

In some embodiments, system **350** may include means **358** for generating a representation of payments, preferably a visual representation. See ref. step **114** of method **100**. Accordingly, means **358** may facilitate generating a representation for payments, such that said representation is indicative, reflective or descriptive of payments and/or of any related information (e.g. information about users which made the payments).

In some embodiments, system **350** may include means **360** for allocating different bandwidths (or "bandwidth capacities") to different users, and preferably for different interactions of each user with the system (and/or with other users). See ref. step **149** of step **100**. Accordingly, means **360** may facilitate managing communication resources, specifically bandwidth capacities provided by system **350**, by allocating different bandwidth capacities to different users and to different interactions of each user. For example, means **360** may allocate a certain bandwidth capacity for a first user and a different bandwidth capacity for a second user, and may optionally allocate a certain bandwidth for said first user accessing a first content and a different bandwidth capacity for said first user accessing a second content.

In some methods, system **350** may include means **362** for providing (e.g. generating) rating for a user of the system which corresponds to (or is influenced by, or factors) any of the following information: the number of contents submitted by said user, the quality of contents submitted by said user, the amounts of payments transferred to said user and the amount of participation of said users in users interaction sections. See ref. rank **226** of user profile **220** in FIG. 2B. Accordingly, means **362** facilitate computing information related to steps of methods of the invention, preferably specifically related to users and/or their actions, as described for steps of methods of the invention.

In some embodiments, system **350** may include means **364** for publishing content submitted to the system (in accordance with the described herein for publishing content). See ref. step **140** of method **100** and step **180** of section **170** (FIG. 1D). Accordingly, means **364** may facilitate any access of to content. For example, means **364** may be a routing service for

connecting between users and a hosting service whereat content may be stored. For another example, means **364** may broadcast or distribute content to any user of system **350**.

In some embodiments, system **350** may include means **366** for restricting access to content. See ref. step **138** of method **100**. Accordingly, means **366** may facilitate preventing access from users to content. For example, means **366** may be a security or encryption mechanism which blocks unauthorized access to content.

In some embodiments, system **350** may include means **368** for integrating advertisements into content. See ref. step **174** of section **170**. Accordingly, means **368** may facilitate adding (e.g. inserting) advertisements to content.

In some embodiments, system **350** may include means **370** for generating (or "producing") new content (as described for a part of content). See ref. step **154** of section **150** (FIG. 1B). Accordingly, means **370** may analyze, manipulate, edit, reprogram or in any way compute content submitted to system **350** for producing different content, preferably a smaller, shorter and/or limited version of the submitted content.

In some embodiments, system **350** may include means **372** for facilitating any changing of rights to content. See ref. step **176** of section **170**. Accordingly, means **372** may facilitate changing any or all right to content, such as ownership rights or copyrights, such as complete waiver of all rights or such as transferring of rights from one party to another.

While the foregoing written description of the invention enables one of ordinary skill to make and use what is considered presently to be the best mode thereof, those of ordinary skill will understand and appreciate the existence of variations, combinations, and equivalents of the specific embodiment, method, and examples herein. The invention should therefore not be limited by the above described embodiment, method, and examples, but by all embodiments and methods within the scope and spirit of the invention as claimed.

CLAIMS

1. A system comprising:

a) means for collecting a plurality of different payments for a single content; and

b) means for representing said plurality of different payments; and

c) means for changing ownership of said single content; and

c) means for controlling access to said single content.

2. The system of claim 1 further comprising means for managing different access speeds for said single content.

3. A method for buying content comprising the steps of:

a) setting a price for content; and

b) collecting payments from a plurality of sources; and

c) comparing the sum of said payments to said price; and

c) waiving ownership rights for said content.

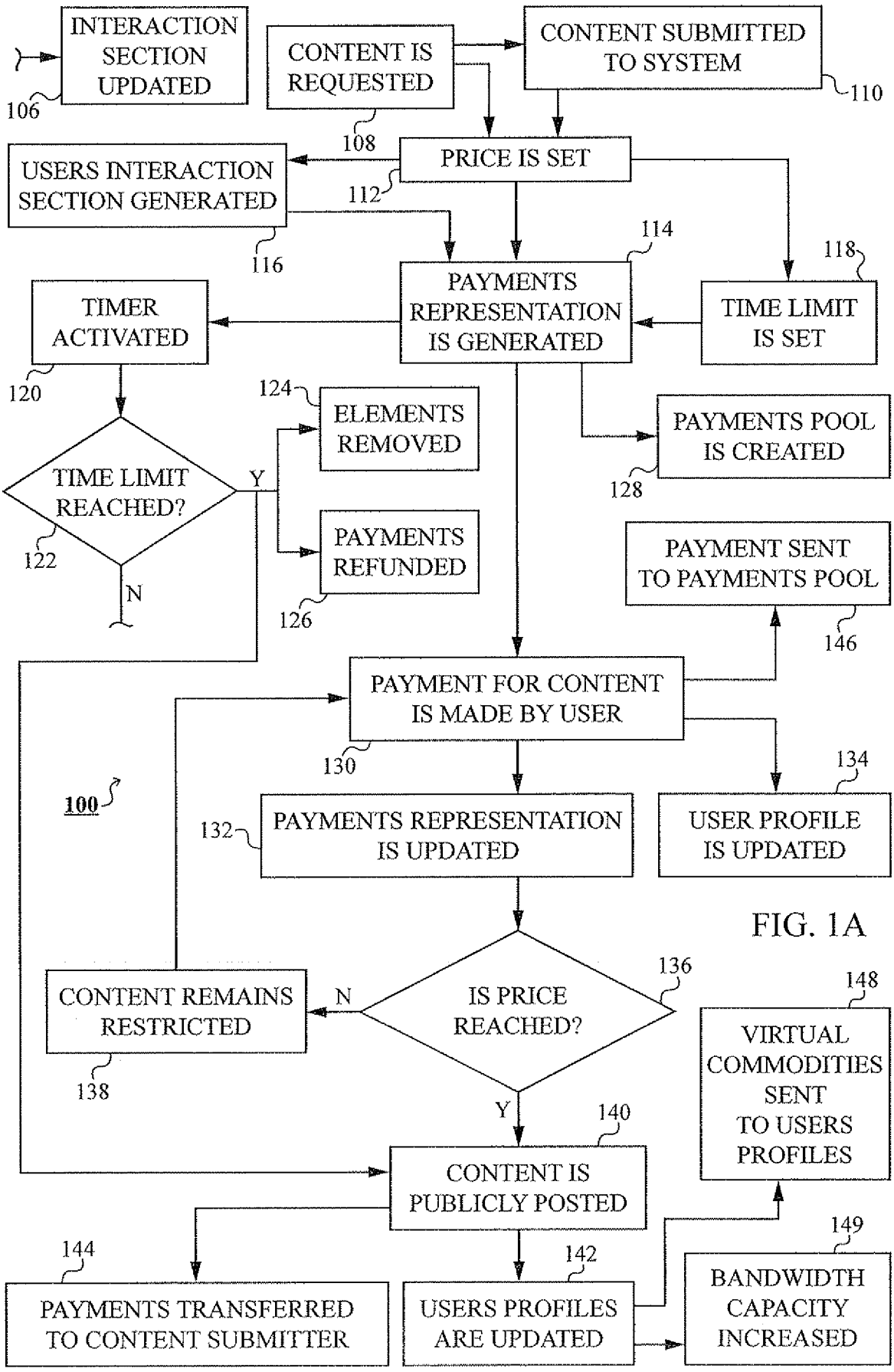

INTERACTION SECTION UPDATED
106
CONTENT IS REQUESTED
108
CONTENT SUBMITTED TO SYSTEM
110
USERS INTERACTION SECTION GENERATED
116
PRICE IS SET
112
PAYMENTS REPRESENTATION IS GENERATED
114
TIME LIMIT IS SET
118
TIMER ACTIVATED
120
TIME LIMIT REACHED?
122
Y
N
ELEMENTS REMOVED
124
PAYMENTS REFUNDED
126
PAYMENTS POOL IS CREATED
128
PAYMENT SENT TO PAYMENTS POOL
146
PAYMENT FOR CONTENT IS MADE BY USER
130
100
PAYMENTS REPRESENTATION IS UPDATED
132
USER PROFILE IS UPDATED
134
IS PRICE REACHED?
136
N
Y
CONTENT REMAINS RESTRICTED
138
VIRTUAL COMMODITIES SENT TO USERS PROFILES
148
CONTENT IS PUBLICLY POSTED
140
PAYMENTS TRANSFERRED TO CONTENT SUBMITTER
144
USERS PROFILES ARE UPDATED
142
BANDWIDTH CAPACITY INCREASED
149

FIG. 1A

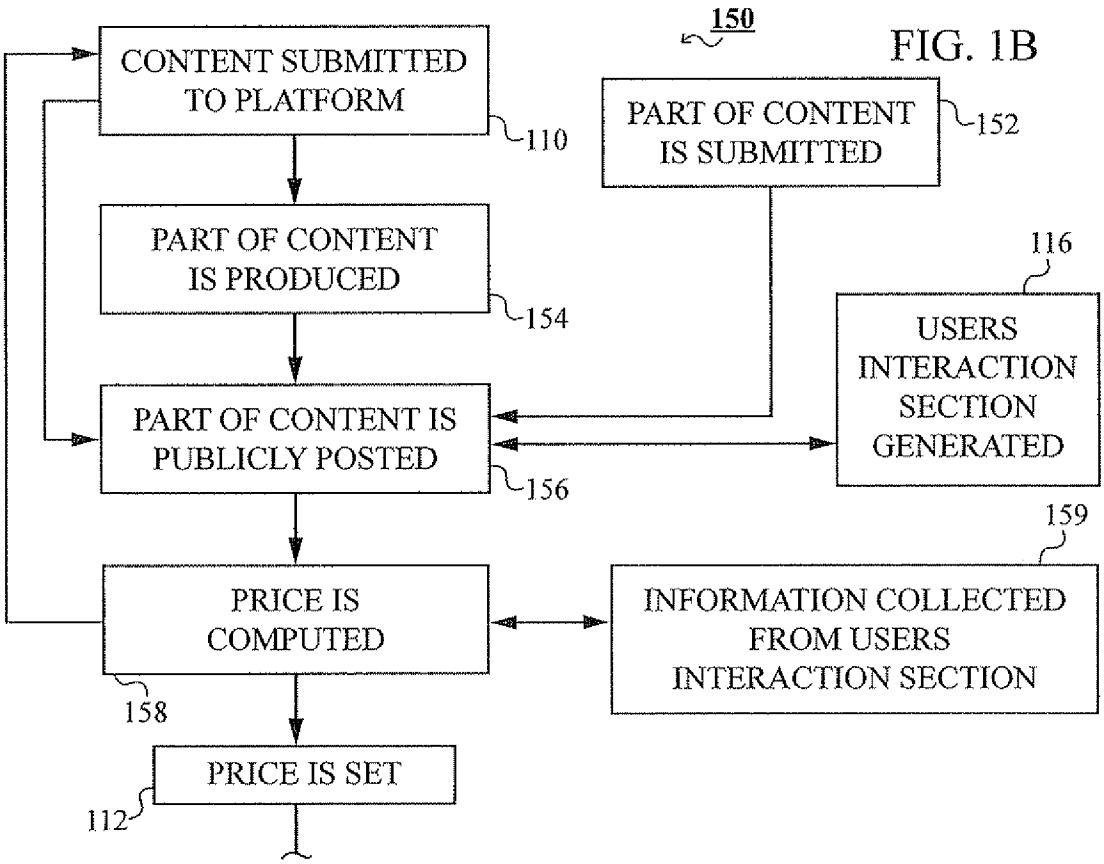

150
CONTENT SUBMITTED TO PLATFORM
110
PART OF CONTENT IS PRODUCED
154
PART OF CONTENT IS PUBLICLY POSTED
156
PRICE IS COMPUTED
158
PRICE IS SET
112
PART OF CONTENT IS SUBMITTED
152
116
USERS INTERACTION SECTION GENERATED
159
INFORMATION COLLECTED FROM USERS INTERACTION SECTION

FIG. 1B

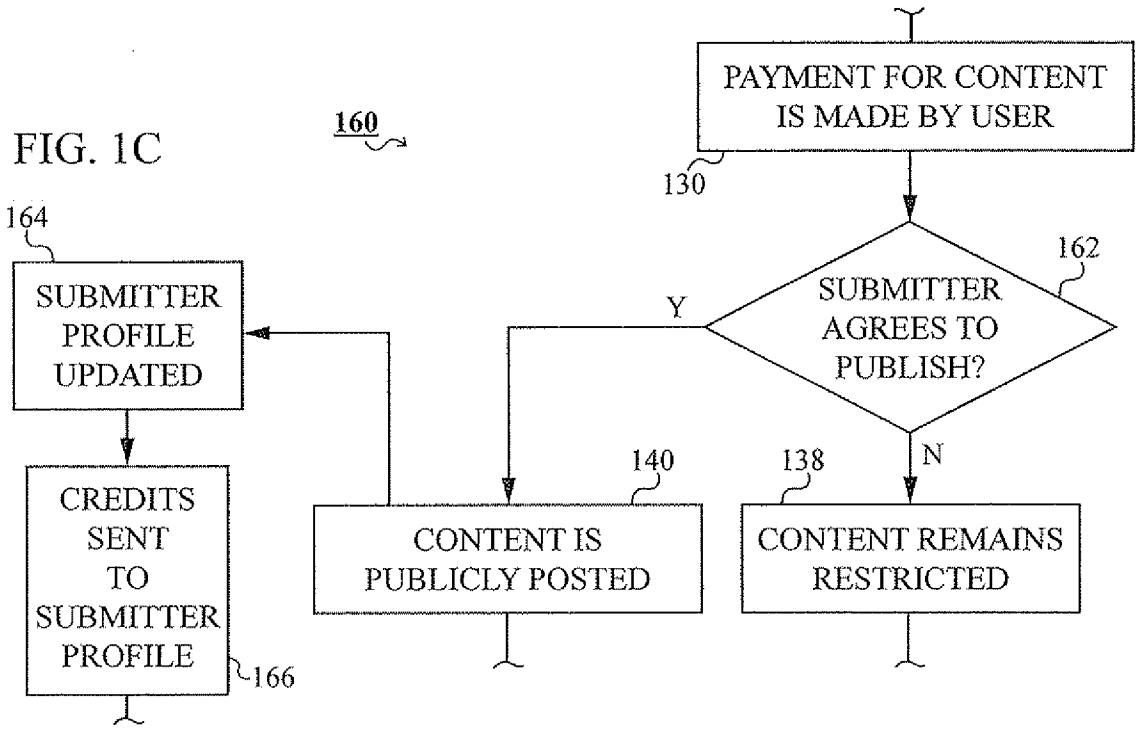

160
PAYMENT FOR CONTENT IS MADE BY USER
130
SUBMITTER AGREES TO PUBLISH?
162
Y
N
164
SUBMITTER PROFILE UPDATED
CREDITS SENT TO SUBMITTER PROFILE
166
CONTENT IS PUBLICLY POSTED
140
CONTENT REMAINS RESTRICTED
138

FIG. 1C

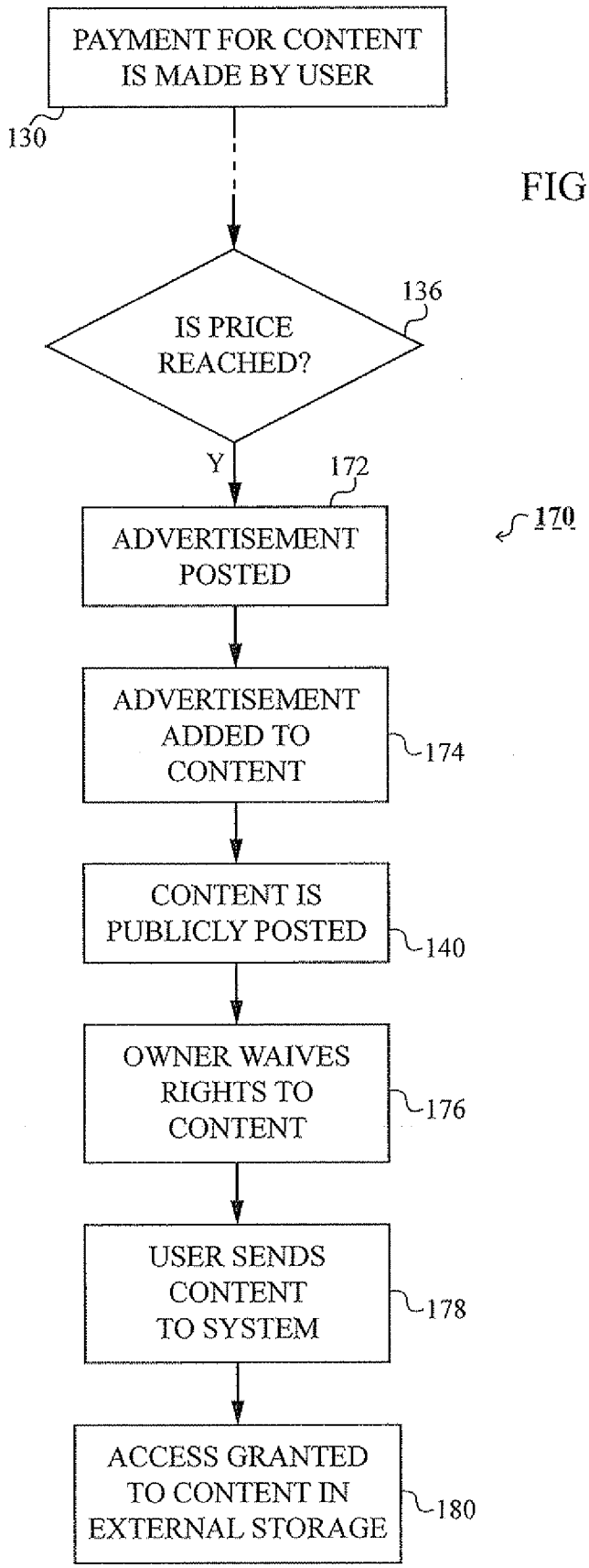

PAYMENT FOR CONTENT IS MADE BY USER
130
IS PRICE REACHED?
136
Y
172
ADVERTISEMENT POSTED
170
ADVERTISEMENT ADDED TO CONTENT
174
CONTENT IS PUBLICLY POSTED
140
OWNER WAIVES RIGHTS TO CONTENT
176
USER SENDS CONTENT TO SYSTEM
178
ACCESS GRANTED TO CONTENT IN EXTERNAL STORAGE
180

FIG. 1D

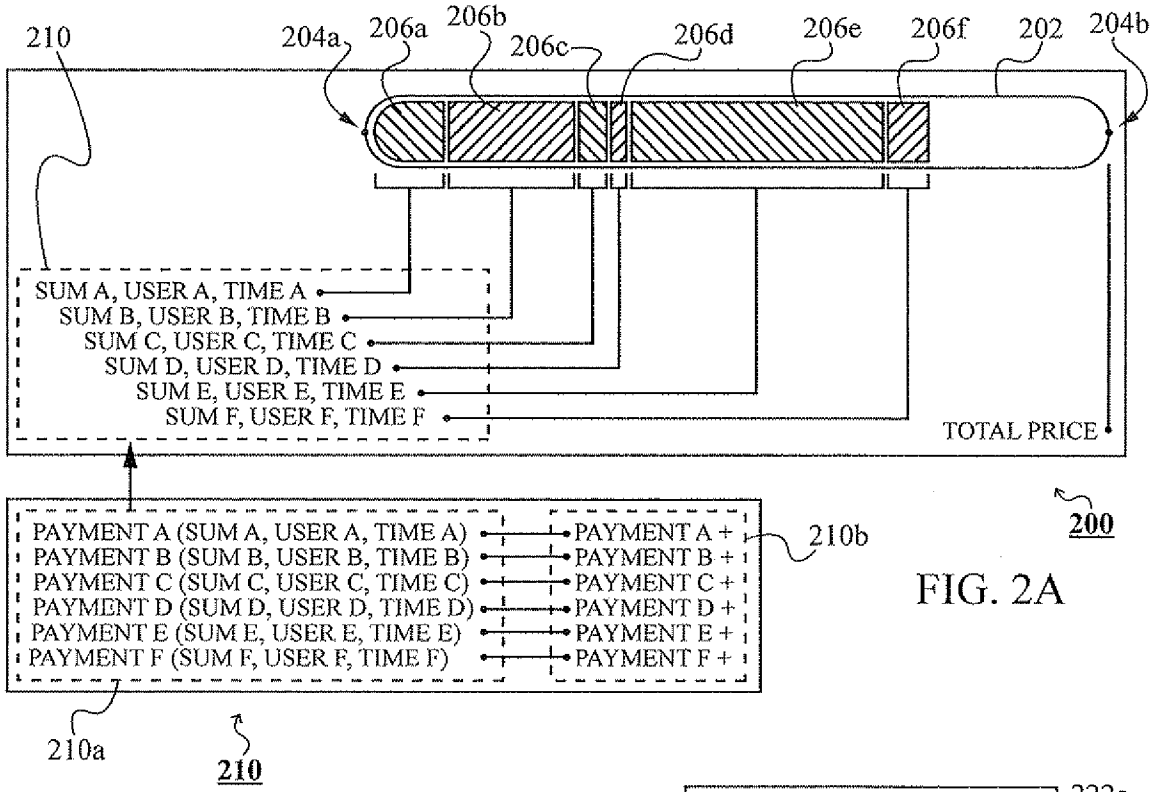


FIG. 2A

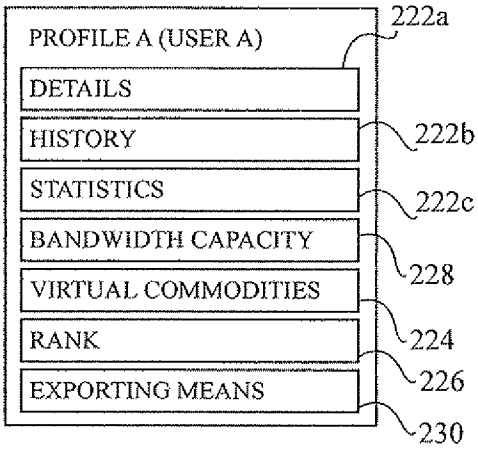


FIG. 2B

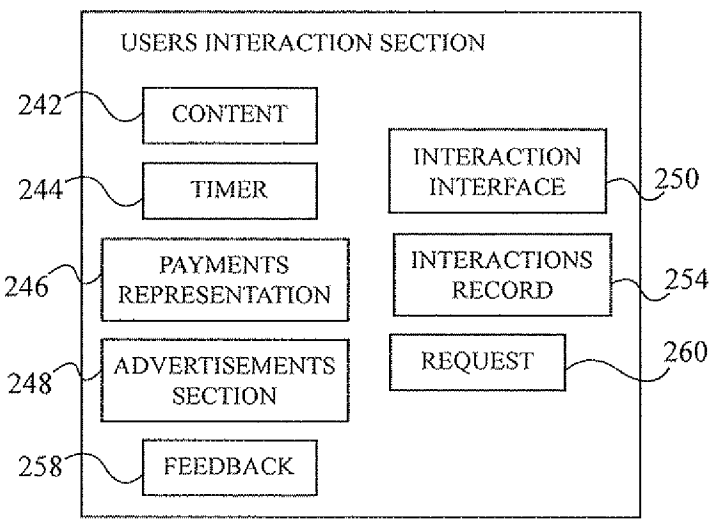


FIG. 2C

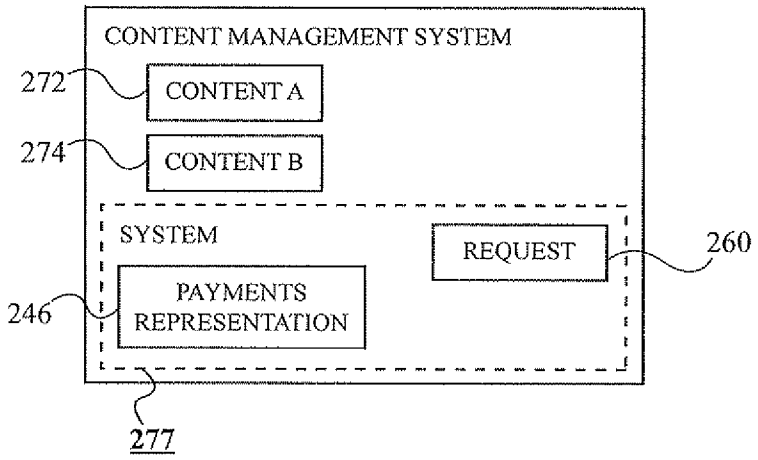

CONTENT MANAGEMENT SYSTEM
272
CONTENT A
274
CONTENT B
SYSTEM
REQUEST
260
246
PAYMENTS REPRESENTATION
270
277

FIG. 2D

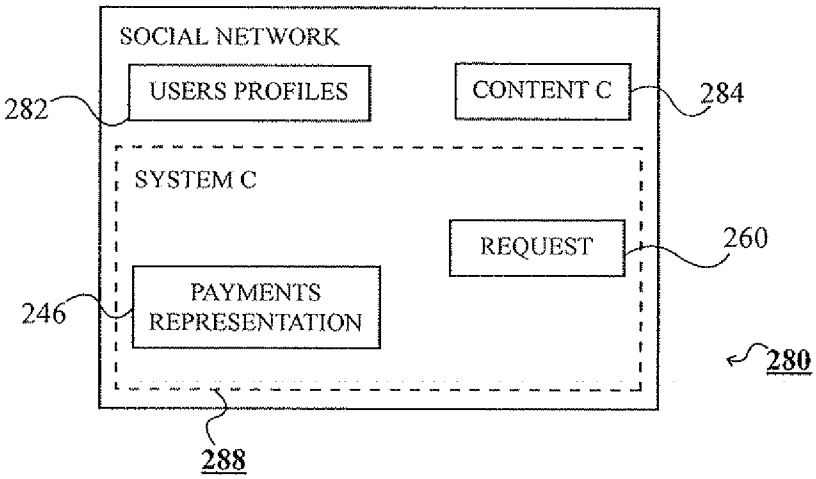

SOCIAL NETWORK
282
USERS PROFILES
CONTENT C
284
SYSTEM C
REQUEST
260
246
PAYMENTS REPRESENTATION
280
288

FIG. 2E

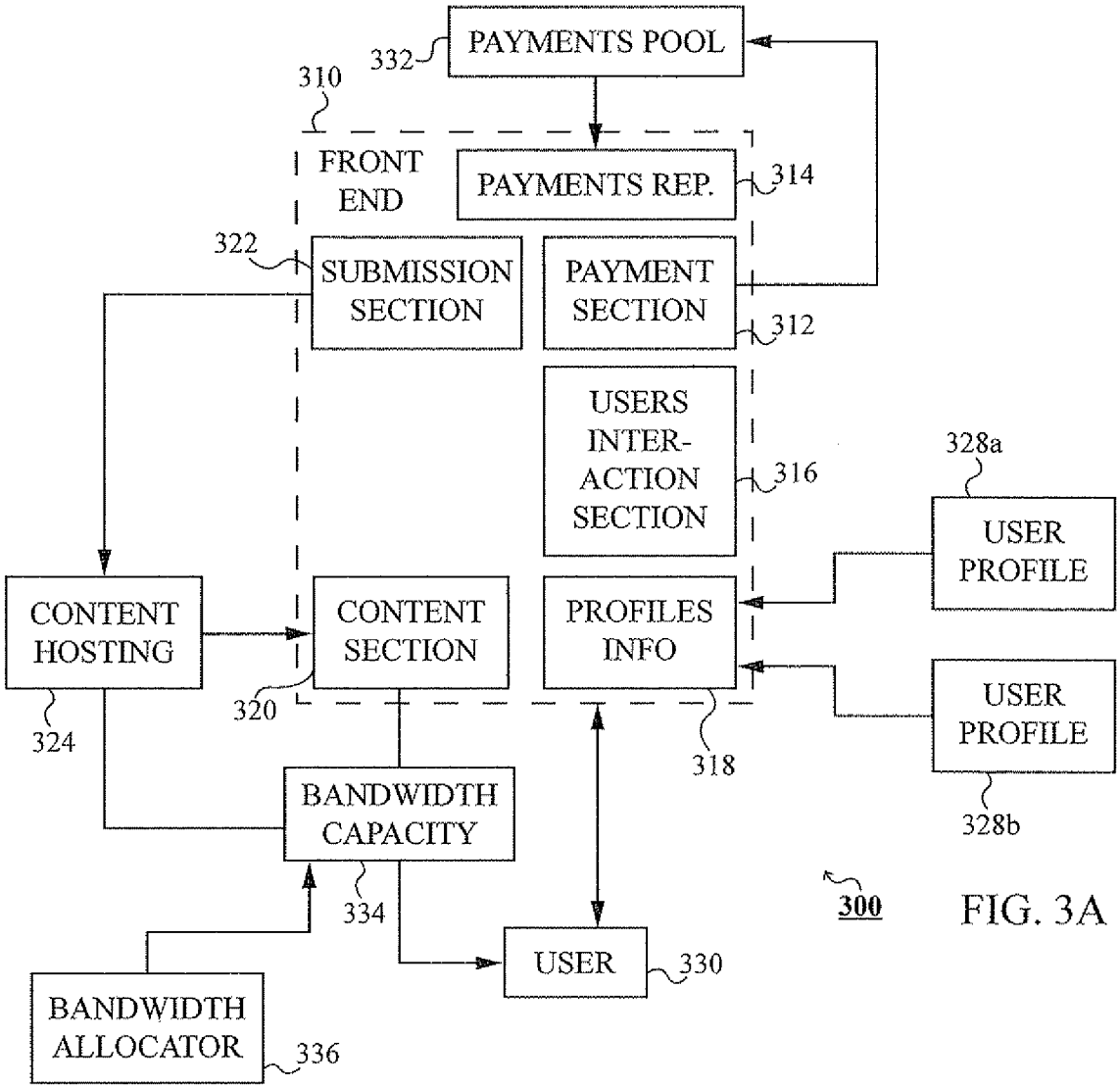
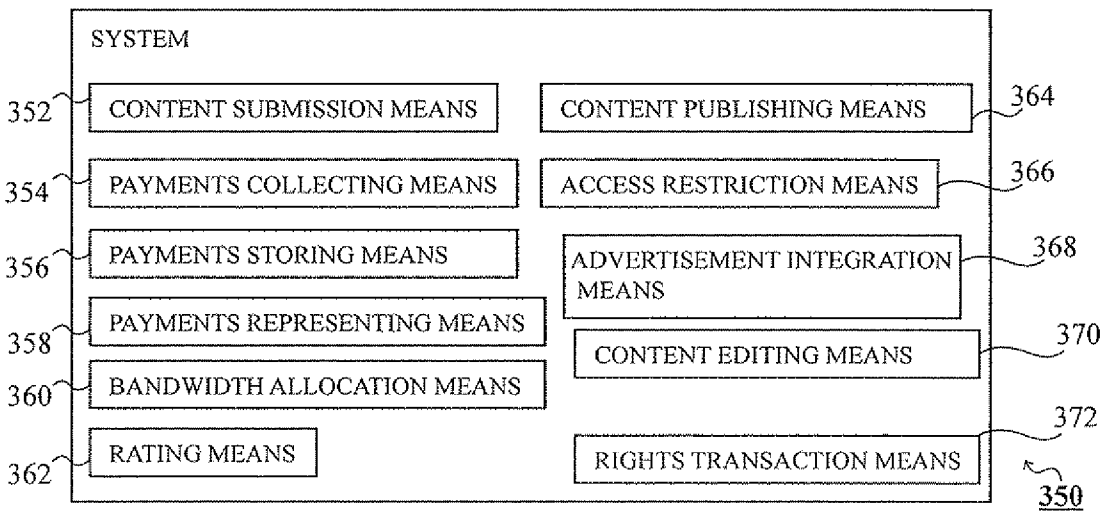

PAYMENTS POOL
332
310
FRONT END
PAYMENTS REP.
314
322
SUBMISSION SECTION
PAYMENT SECTION
312
USERS INTER-ACTION SECTION
316
328a
USER PROFILE
CONTENT HOSTING
CONTENT SECTION
PROFILES INFO
320
318
USER PROFILE
324
328b
BANDWIDTH CAPACITY
334
300
USER
330
BANDWIDTH ALLOCATOR
336

FIG. 3A

FIG. 3B


SYSTEM
352
CONTENT SUBMISSION MEANS
CONTENT PUBLISHING MEANS
364
354
PAYMENTS COLLECTING MEANS
ACCESS RESTRICTION MEANS
366
356
PAYMENTS STORING MEANS
ADVERTISEMENT INTEGRATION MEANS
368
358
PAYMENTS REPRESENTING MEANS
CONTENT EDITING MEANS
370
360
BANDWIDTH ALLOCATION MEANS
372
362
RATING MEANS
RIGHTS TRANSACTION MEANS
350