Portfolio Summary

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For more information
www.concerttechnology.com
bizdev@concerttechnology.com

Concert Technology
Overview

The screenplay project covers emerging trends in social video delivery, including channel creation, social consumption, intelligent navigation, content alerts, tagging and organization, third screen interactions, and the like. This document will be updated as new cases publish, so check back often for updates.

Channel Creation

Abstract: A system and method for allowing a user to more effectively generate focused content results, including audio and/or video content. Content is dynamically filtered to generate content results in response to initial filtering settings or characteristics. The content results are provided to a user. Once the user finds and selects a content result of interest, additional filtering characteristics associated with the selected result are provided to the user as a suggestion for additional filtering. In this manner, the user is made aware of additional filtering settings or characteristics that can be used to focus the search results. Subsequent filter settings and filtering operations can be based on characteristics of previous relevant results in an iterative and dynamic manner. Focused results are more likely produced, because additional filtering settings are provided and adjusted according to characteristics of results deemed relevant by the user.

Social Consumption

Abstract: Systems and methods for obtaining key frames of video content items being viewed by first users and publishing the key frames of the video content items to second users are provided. In general, either prior to playback of a video content item by a first user or during playback of the video content item by the first user, key frame information providing, referencing, or identifying key frames of the video content item is obtained. Each key frame is representative of a segment of the video content item. The key frame information for the video content item is then published such that each key frame is presented to one or more second users while the first user views the corresponding segment of the video content item.
The explosion of social networking is opening up new possibilities for the social consumption of media. Inherent in the building of a system to provide social media consumption is providing information to a user of those others of your friends consuming the same media. What is needed is a system that understands how to obtain that information and display it in a way that is more easily understood by the user.

Abstract: Systems and methods are disclosed for obtaining and presenting information to a user playing a media item identifying playback positions of a number of other users also playing the media item. In one embodiment, a first user begins playback of a media item. Information identifying playback positions of a number of second users also playing the media item is obtained from a playback information broker and presented to the first user. The first user may then provide user input identifying a desired action to take with respect to one or more of the second users. In response, the desired action is effected.

Skipping during playback is an important feature common to all video players. New architectures in social media allow for the cooperative playback of a single content item among multiple participants of the social network. By using profile information from the multiple participants in the social viewing session, it is possible to apply intelligence to the selection of segment to prefetch for skipping.

Abstract: Systems and methods are provided for obtaining look-ahead segments for a streaming media item during playback such that the viewer can easily skip to the look-ahead segments without experiencing any substantial interruption or delay in playback. In general, a streaming media source begins streaming a media item to a streaming media client for playback. In one embodiment, the streaming media client selects one or more segments of the media item as one or more look-ahead segments to prefetch from the streaming media source. Then, while the media item is being streamed to the streaming media client for playback, the streaming media client prefetches the one or more look-ahead segments of the media item from the streaming media source. The look-ahead segments are thereafter utilized to enable the viewer to skip ahead in playback without experiencing a substantial interruption or delay in playback.
Any real movie enthusiast will admit that even classic works of cinema can be uneven, with some parts obtaining near perfection, while others simply act as filler between those scenes. Understanding how to determine the most relevant parts of a video enable other applications, such as smart previewing, where the length of a passage may be reduced while only showing the most desirable scenes. What is needed are mechanisms for determining the most salient part of a video based on user consumption history.

Abstract: A method and system for constructing and presenting a consumption profile, a rating profile, or both a consumption profile and a rating profile for a media item are provided. In general, consumption of a media item by a number of first users is tracked. Thereafter, before and/or during playback of the media item by a second user, a consumption profile for the media item is constructed and presented to the second user. In addition to or as an alternative to tracking consumption of the media item by the first users, ratings for the media item may be obtained from all or a subset of the first users. Thereafter, before and/or during playback of the media item by the second user, a rating profile for the media item is constructed and presented to the second user.

invoked, only the objectionable material is skipped, while other material is rendered at normal speed.

Abstract: A system and method for smart trick mode display which is aware of content and metadata, user context and user interests, and selects frames to display during trick mode that may be of interest to the user, and filters frames that the user might not wish to see even inadvertently. More specifically, the media system and method for smart trick mode display analyzes a recorded video content during a trick mode playback of the recorded video; and identifies segments of the content that are of least interest to the user or should not be displayed to the user. The system may then select keyframes or a short sub-segment of the segment of interest to the user and then either display the keyframes or sub-segments in a manner so as to catch the user's attention, or specifically not display any keyframes or sub-segments having content that the user does not wish to see.
20100195975 SYSTEM AND METHOD FOR SEMANTIC TRICK PLAY

Videos are typically experienced in a linear fashion, with the user being given the controls to fast forward, rewind, and to skip forward and backwards by chapter. The chapters are typically about the same length, and the boundaries of chapters typically fall on scene change boundaries. These mechanisms are useful, but it would also be useful to be able to skip from one section to another where the two sections are related in some way.

Abstract: A semantic based trick play method and system in a media player is provided in which a semantic trick play command is received from a user while the user is experiencing a current content of a media item. Metadata is detected with respect to a current playback position of the media item, and at least one further playback position is determined in the current content of the media item or a related content in another media item. The further playback position is semantically related to the metadata of the current playback position. Playback is then moved to the at least one further playback position, so that the user experiences a media content of the at least one further playback position.

20120041954 SYSTEM AND METHOD FOR PROVIDING CONDITIONAL BACKGROUND MUSIC FOR USER GENERATED CONTENT AND BROADCAST MEDIA

It is often desirable to be able to use popular music in the sound track of user generated video. The issue of course is that almost all of those songs are copyright protected. What is needed is a mechanism that allows a receiving user to hear the desired songs for a particular scene if they have license to those songs.

Abstract: A system and method for providing conditional background music for user-generated content and broadcast videos. The method includes: detecting that a particular song is specified to serve as background music for a particular media content; searching for another song as a substitute song based upon preferences of both an author and the end user of the particular media content. Other embodiments are disclosed.
**CONTENT ALERTS**

**20090288131 PROVIDING ADVANCE CONTENT ALERTS TO A MOBILE DEVICE DURING PLAYBACK OF A MEDIA ITEM**

A common scenario in the playback of video involves a user fast forwarding through material they may find objectionable. While this may work well for content with which a user is familiar, it fails in situations where the user is not familiar with the material, and does not know what scenes might be coming up. What is needed is a way to notify the user of the video playback system that an objectionable scene is coming up by sending a notification to a device associated with the user.

Abstract: Systems and methods are disclosed for providing advance content alerts during playback of a media item. In one embodiment, the advance content alerts are provided to a mobile device, such as a mobile telephone, of an associated user. More specifically, a user registers his or her mobile device with a media player and configures the types of content for which the user would like to receive advance content alerts. Thereafter, during playback of a media item, the media player identifies upcoming content for which the user desires an advance content alert. In response, the media player generates an advance content alert and sends the advance content alert to the mobile device of the user via, for example, a local wireless communication link.

**20090288112 INSERTING ADVANCE CONTENT ALERTS INTO A MEDIA ITEM DURING PLAYBACK**

A common scenario in the playback of video involves a user fast forwarding through material they may find objectionable. While this may work well for content with which a user is familiar, it fails in situations where the user is not familiar with the material, and does not know what scenes might be coming up. What is needed is a way to notify the user of the video playback system that an objectionable scene is coming up by overlaying unobtrusive alert information in the video.

Abstract: Systems and methods are disclosed for providing advance content alerts during playback of a media item. In one embodiment, advance content alerts are inserted into the media item during playback. In general, while playing a media item, the media player identifies upcoming content for which the user desires an advance content alert. In response, the media player generates an advance content alert and inserts the advance content alert into the media item during playback. The user may then take an action in response to the advance content alert. In one embodiment, the user may provide input via a remote control of the media player or a mobile device registered with the media player in order to cause a desired action to be taken by the media player in response to the advance content alert.
TAGGING & ORGANIZATION

20090313546 AUTO-EDITING PROCESS FOR MEDIA CONTENT SHARED VIA A MEDIA SHARING SERVICE

Sharing videos via online services like YouTube has become a widespread phenomenon. With recent advances in computing, the power to capture video via smartphone and the bandwidth to upload that same video are now within reach of millions of smartphone users. However, the screen size of a smartphone is not conducive to tagging video. What is needed is an online service capable of receiving raw video and automatically performing edits to make it more suitable for categorizing and sharing.

Abstract: The present invention relates to providing automatic or programmatic editing of video items. More specifically, in the preferred embodiments, an auto-editing function is provided for performing auto-editing of video items shared via a video sharing service.

20100088726 AUTOMATIC ONE-COMMENT BOOKMARK HEADINGS FOR USER-GENERATED VIDEOS

One of the challenges of managing any collection of user-captured videos is annotating the elements of the collection. Dealing with digital images is typically easier since by definition, a capture session is broken down into multiple images. Video is typically more difficult, with fewer natural breaks in filming. What is needed are mechanisms for automatically breaking up a video session into its constituent parts that make annotating easier.

Abstract: A system and method are disclosed for processing a video item to automatically provide or recommend bookmarks and bookmark headings for the video item. In one embodiment, the video item is first logically segmented into a number of segments. For each segment of the video item, a bookmark linking to a start of the segment of the video item is generated. In addition, audio and/or video content of each segment of the video item is processed in order to generate one or more recommended headings, or titles, for the corresponding bookmark. Information identifying the recommended bookmarks and bookmark headings may then be returned to an owner of the video item. The owner may then provide user input accepting, modifying, or rejecting the bookmarks and bookmark headings. Based on the user input from the owner, the bookmarks and bookmark headings for the video item are finalized and stored.
AUTOMATIC IDENTIFICATION OF TAGS FOR USER GENERATED CONTENT

Cataloguing video content can be a very time consuming process. The audio track of a video containing spoken words could be a valuable source of possible tag words. What is needed are mechanisms for analyzing the audio track of a video to extract keyword recommendations.

Abstract: A method and system are provided for automatically identifying tags for a media item. An audio track associated with a media item is analyzed. References to individuals in the audio track are compared to known acquaintances of a user. Matches are identified as potential tags. Duplicate matches can be presented to the user for resolution.

SYSTEM AND METHOD FOR CREATING AND NAVIGATING HYPERLINKS BETWEEN VIDEO SEGMENTS

Videos may be comprised of multiple scenes, with differing actors, locales, and topics per scene. Linking between videos is useful, but what is needed are mechanisms for linking between scenes of a video to enable finer grain relationship indications.

Abstract: Systems and methods are provided for linking and playing media content from one or more media items. Linking items may be stored with a plurality of other linking items and associated with one or more media items. The linking items define media fragments within the media items and media segments linked to the media items. By selecting linking items associated with a particular media item, a user can dynamically select the media segments linked to the media item.

THIRD SCREEN INTERACTIONS

USE OF SECONDARY DEVICE TO OVERLAY DISASSOCIATED MEDIA ELEMENTS ONTO VIDEO CONTENT

Some video sources benefit heavily from the inclusion of onscreen statistics for user references. Examples of these types of broadcasts are sporting events, financial shows, and the like. With the launch of onscreen TV widgets, it is now possible for users to customize the widgets that are placed on top of a show. This has given rise to the need for mechanisms that allow a user to select and place widgets on top of a video source while providing the video source creator some control over where these widgets are placed.

Abstract: A system and method are provided for utilizing a secondary device to overlay disassociated media elements onto video content presented to a user via a primary device. In general, an overlay control function of a sec-
A secondary device provides an overlay input to a primary device playing video content. The overlay input includes one or more media elements forming the overlay as well as information defining a desired position of the overlay. In response, an overlay rights enforcement function of the primary device obtains overlay access rights and determines whether the overlay is permitted based on overlay access rights. If the overlay is permitted, the overlay formed by the one or more media elements provided in the overlay input received from the secondary device is overlaid on top of the video content being played by the primary device.

**About Us**

Digital media distribution is fundamentally changing the relationship between consumers and content. At Concert Technology, we are engaged in R&D directed towards the creation of patented technology which we use to drive licensing programs that derive revenues from the ongoing changes in technology, consumer habits and business models.

- Rich Media Internet Services
- Mobile Media Device Technologies
- Recommendation Systems
- Social Networking
- Location Based Services

We strive to prototype and develop products that deliver on the promise of the digital media experience: high quality entertainment that is easy to find, discover, organize, share and enjoy.

For additional information or to explore partnership opportunities with Concert Technology, please contact bizdev@concert-technology.com

_Congratulations!_
The following is a partial list of US patents and publications that were developed as part of the project.

<table>
<thead>
<tr>
<th>Reference Number</th>
<th>Trend</th>
<th>Title</th>
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<tr>
<td>20090164448</td>
<td>Channel Creation</td>
<td>System And Method For Generating Dynamically Filtered Content Results, Including For Audio And/Or Video Channels</td>
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<tr>
<td>8,307,395</td>
<td>Social Watching</td>
<td>Publishing Key Frames Of A Video Content Item Being Viewed By A First User To One Or More Second Users</td>
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<td>8,655,953</td>
<td>Social Watching</td>
<td>System And Method For Playback Positioning Of Distributed Media Co-Viewers</td>
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<td>Intelligent Navigation</td>
<td>System And Method For Adaptive Segment Prefetching Of Streaming Media</td>
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<td>20100050202</td>
<td>Intelligent Navigation</td>
<td>Method And System For Constructing And Presenting A Consumption Profile For A Media Item</td>
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<td>Intelligent Navigation</td>
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<td>Intelligent Navigation</td>
<td>System And Method For Providing Conditional Background Music For User-Generated Content And Broadcast Media</td>
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<td>20090288131</td>
<td>Content Alerts</td>
<td>Providing Advance Content Alerts To A Mobile Device During Playback Of A Media Item</td>
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<td>20090288112</td>
<td>Content Alerts</td>
<td>Inserting Advance Content Alerts Into A Media Item During Playback</td>
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<td>Tagging</td>
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<td>Tagging</td>
<td>Automatic One-Click Bookmarks And Bookmark Headings For User-Generated Videos</td>
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<td>20120047119</td>
<td>Tagging</td>
<td>System And Method For Creating And Navigating Hyperlinks Between Video Segments</td>
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<tr>
<td>20100014825</td>
<td>Third Screen</td>
<td>Use Of A Secondary Device To Overlay Disassociated Media Elements Onto Video Content</td>
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A system and method for allowing a user to more effectively generate focused content results, including audio and/or video content. Content is dynamically filtered to generate content results in response to initial filtering settings or characteristics. The content results are provided to a user. Once the user finds and selects a content result of interest, additional filtering characteristics associated with the selected result are provided to the user as a suggestion for additional filtering. In this manner, the user is made aware of additional filtering settings or characteristics that can be used to focus the search results. Subsequent filter settings and filtering operations can be based on characteristics of previous relevant results in an iterative and dynamic manner. Focused results are more likely produced, because additional filtering settings are provided and adjusted according to characteristics of results deemed relevant by the user.
Systems and methods for obtaining key frames of video content items being viewed by first users and publishing the key frames of the video content items to second users are provided. In general, either prior to playback of a video content item by a first user or during playback of the video content item by the first user, key frame information providing, referencing, or identifying key frames of the video content item is obtained. Each key frame is representative of a segment of the video content item. The key frame information for the video content item is then published such that each key frame is presented to one or more second users while the first user views the corresponding segment of the video content item.

59 Claims, 20 Drawing Sheets
(12) United States Patent
Kandekar et al.

(54) SYSTEM AND METHOD FOR PLAYBACK POSITIONING OF DISTRIBUTED MEDIA CO-VIEWERS

(75) Inventors: Kunal Kandekar, Raleigh, NC (US); Alfredo C. Issa, Apex, NC (US); Richard J. Walsh, Raleigh, NC (US)

(73) Assignee: Porto Technology, I.L.C, Wilmington, DE (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 923 days.

(21) Appl. No.: 12/175,752

(22) Filed: Jul. 18, 2008

(65) Prior Publication Data

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(52) U.S. Cl. 709/205; 709/53; 715/753; 715/787

(58) Field of Classification Search

See application file for complete search history.

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Primary Examiner — El Hadji Sall

ABSTRACT

Systems and methods are disclosed for obtaining and presenting information to a user playing a media item identifying playback positions of a number of other users also playing the media item. In one embodiment, a first user begins playback of a media item. Information identifying playback positions of a number of second users also playing the media item is obtained from a playback information broker and presented to the first user. The first user may then provide user input identifying a desired action to take with respect to one or more of the second users. In response, the desired action is effected.

30 Claims, 7 Drawing Sheets
SYSTEM AND METHOD FOR ADAPTIVE SEGMENT PREFETCHING OF STREAMING MEDIA

Inventors: Kunal Kandekar, Raleigh, NC (US); Richard J. Walsh, Raleigh, NC (US); Alfredo C. Issa, Apex, NC (US); Ravi Reddy Kaptelly, Durham, NC (US)

Assignee: Porto Technology, LLC, Wilmington, DE (US)

Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 285 days.

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Filed: May 23, 2008

Prior Publication Data

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U.S. Cl. 709/231; 709/232

Field of Classification Search 709/231–235

See application file for complete search history.

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Primary Examiner — Yemane Mesfin
Attorney, Agent, or Firm — Winthrow & Terranova, PLLC

ABSTRACT
Systems and methods are provided for obtaining look-ahead segments for a streaming media item during playback such that the viewer can easily skip to the look-ahead segments without experiencing any substantial interruption or delay in playback. In general, a streaming media source begins streaming a media item to a streaming media client for playback. In one embodiment, the streaming media client selects one or more segments of the media item as one or more look-ahead segments to prefetch from the streaming media source. Then, while the media item is being streamed to the streaming media client for playback, the streaming media client prefetches the one or more look-ahead segments of the media item from the streaming media source. The look-ahead segments are thereafter utilized to enable the viewer to skip ahead in playback without experiencing a substantial interruption or delay in playback.

21 Claims, 11 Drawing Sheets
A method and system for constructing and presenting a consumption profile, a rating profile, or both a consumption profile and a rating profile for a media item are provided. In general, consumption of a media item by a number of first users is tracked. Thereafter, before and/or during playback of the media item by a second user, a consumption profile for the media item is constructed and presented to the second user. In addition to or as an alternative to tracking consumption of the media item by the first users, ratings for the media item may be obtained from all or a subset of the first users. Thereafter, before and/or during playback of the media item by the second user, a rating profile for the media item is constructed and presented to the second user.
A system and method for smart trick mode display which is aware of content and metadata, user context and user interests, and selects frames to display during trick mode that may be of interest to the user; and filters frames that the user might not wish to see even inadvertently. More specifically, the media system and method for smart trick mode display analyzes a recorded video content during a trick mode playback of the recorded video; and identifies segments of the content that are least one of interest to the user or should not be displayed to the user. The system may then select keyframes or a short sub-segment of the segment of interest to the user and then either displays the keyframes or sub-segments in a manner so as to catch the user's attention, or specifically not display any keyframes or sub-segments having content that the user does not wish to see.
SYSTEM AND METHOD FOR SEMANTIC TRICK PLAY

Inventors: Alfredo C. Issa, Apex, NC (US); Kunal Kandekar, Jersey City, NJ (US); Richard J. Walsh, Raleigh, NC (US)

Correspondence Address:
AKERMAN SENTERFITT
8100 BOONE BOULEVARD, SUITE 700
VIENNA, VA 22182-2683 (US)

Assignee: Porto Technology, LLC, Wilmington, DE (US)

Appl. No.: 12/457,428

Filed: Jun. 10, 2009

Related U.S. Application Data

Provisional application No. 61/149,220, filed on Feb. 2, 2009.

ABSTRACT

A semantic based trick play method and system in a media player is provided in which a semantic trick play command is received from a user while the user is experiencing a current content of a media item. Metadata is detected with respect to a current playback position of the media item, and at least one further playback position is determined in the current content of the media item or a related content in another media item. The further playback position is semantically related to the metadata of the current playback position. Playback is then moved to the at least one further playback position, so that the user experiences a media content of the at least one further playback position.
A system and method for providing conditional background music for user-generated content and broadcast videos. The method includes: detecting that a particular song is specified to serve as background music for a particular media content; searching for the particular song to serve as background music for the particular media content; and checking whether an end user of the particular media content has rights to the particular song and that the particular song is available. When the particular song is available, the particular song is returned for playback as the background music to the particular media content. When the particular song is not available, searching is conducted for another song as a substitute song based upon preferences of both an author and the end user of the particular media content. Other embodiments are disclosed.
Systems and methods are disclosed for providing advance content alerts during playback of a media item. In one embodiment, the advance content alerts are provided to a mobile device, such as a mobile telephone, of an associated user. More specifically, a user registers his or her mobile device with a media player and configures the types of content for which the user would like to receive advance content alerts. Thereafter, during playback of a media item, the media player identifies upcoming content for which the user desires an advance content alert. In response, the media player generates an advance content alert and sends the advance content alert to the mobile device of the user via, for example, a local wireless communication link.
Systems and methods are disclosed for providing advance content alerts during playback of a media item. In one embodiment, advance content alerts are inserted into the media item during playback. In general, while playing a media item, the media player identifies upcoming content for which the user desires an advance content alert. In response, the media player generates an advance content alert and inserts the advance content alert into the media item during playback. The user may then take an action in response to the advance content alert. In one embodiment, the user may provide input via a remote control of the media player or a mobile device registered with the media player in order to cause a desired action to be taken by the media player in response to the advance content alert.
The present invention relates to providing automatic or programmatic editing of video items. More specifically, in the preferred embodiments, an auto-editing function is provided for performing auto-editing of video items shared via a video sharing service.
A system and method are disclosed for processing a video item to automatically provide or recommend bookmarks and bookmark headings for the video item. In one embodiment, the video item is first logically segmented into a number of segments. For each segment of the video item, a bookmark linking to a start of the segment of the video item is generated. In addition, audio and/or video content of each segment of the video item is processed in order to generate one or more recommended headings, or titles, for the corresponding bookmark. Information identifying the recommended bookmarks and bookmark headings may then be returned to an owner of the video item. The owner may then provide user input accepting, modifying, or rejecting the bookmarks and bookmark headings. Based on the user input from the owner, the bookmarks and bookmark headings for the video item are finalized and stored.
A method and system for automatically identifying tags for a media item. An audio track associated with a media item is analyzed. References to individuals in the audio track are compared to known acquaintances of a user. Matches are identified as potential tags. Duplicate matches can be presented to the user for resolution.
SYSTEM AND METHOD FOR CREATING AND NAVIGATING ANNOTATED HYPERLINKS BETWEEN VIDEO SEGMENTS

Inventors: Kunal Kandekar, Jersey City, NJ (US); Michael W. Helpingsine, Chapel Hill, NC (US); Ravi Reddy Katpelly, Durham, NC (US)

Assignee: PORTO TECHNOLOGY, LLC, Wilmington, DE (US)

Appl. No.: 12/840,864

Filed: Jul. 21, 2010

Related U.S. Application Data
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Publication Classification
Int. Cl.
G06F 17/30 (2006.01)

U.S. Cl. ............... 707/705; 707/802; 707/E17.044

ABSTRACT
Systems and methods are provided for linking and playing media content from one or more media items. Linking items may be stored with a plurality of other linking items and associated with one or more media items. The linking items define media fragments within the media items and media segments linked to the media items. By selecting linking items associated with a particular media item, a user can dynamically select the media segments linked to the media item.
A system and method are provided for utilizing a secondary device to overlay disassociated media elements onto video content presented to a user via a primary device. In general, an overlay control function of a secondary device provides an overlay input to a primary device playing video content. The overlay input includes one or more media elements forming the overlay as well as information defining a desired position of the overlay. In response, an overlay rights enforcement function of the primary device obtains overlay access rights and determines whether the overlay is permitted based on overlay access rights. If the overlay is permitted, the overlay formed by the one or more media elements provided in the overlay input received from the secondary device is overlaid on top of the video content being played by the primary device.