



(19) **United States**

(12) **Patent Application Publication**
Comito et al.

(10) **Pub. No.: US 2020/0260154 A1**

(43) **Pub. Date: Aug. 13, 2020**

(54) **COORDINATION OF MEDIA CONTENT DELIVERY TO MULTIPLE MEDIA PLAYERS**

(52) **U.S. CI.**
CPC *H04N 21/6543* (2013.01); *H04N 21/242* (2013.01); *H04N 21/239* (2013.01); *H04N 21/2387* (2013.01); *H04N 21/8547* (2013.01); *H04N 21/632* (2013.01); *H04N 21/4307* (2013.01); *H04N 21/437* (2013.01); *H04N 21/4532* (2013.01); *H04N 21/64738* (2013.01)

(71) Applicant: **Disney Enterprises, Inc.**, Burbank, CA (US)

(72) Inventors: **Keith Comito**, Seaford, NY (US);
Nathan Lefler, New York, NY (US);
James A. Corrigan-Colville, Northport, NY (US)

(57) **ABSTRACT**

A system for synchronizing media content playout includes a computing platform having a hardware processor and a system memory storing a software code. The hardware processor executes the software code to receive a first state message from a first media player playing a first media content and a second state message from a second media player playing a second media content, the first media content and the second media content being the same media content. The software code further determines a coordination state for playout of the first media content and the second media content based on one or more of the first and second state messages, and transmits a first coordination message including the coordination state to the first media player and a second coordination message including the coordination state to the second media player to synchronize playout of the first media content and the second media content.

(21) Appl. No.: **16/270,467**

(22) Filed: **Feb. 7, 2019**

Publication Classification

(51) **Int. Cl.**
H04N 21/6543 (2006.01)
H04N 21/242 (2006.01)
H04N 21/239 (2006.01)
H04N 21/2387 (2006.01)
H04N 21/647 (2006.01)
H04N 21/63 (2006.01)
H04N 21/43 (2006.01)
H04N 21/437 (2006.01)
H04N 21/45 (2006.01)
H04N 21/8547 (2006.01)

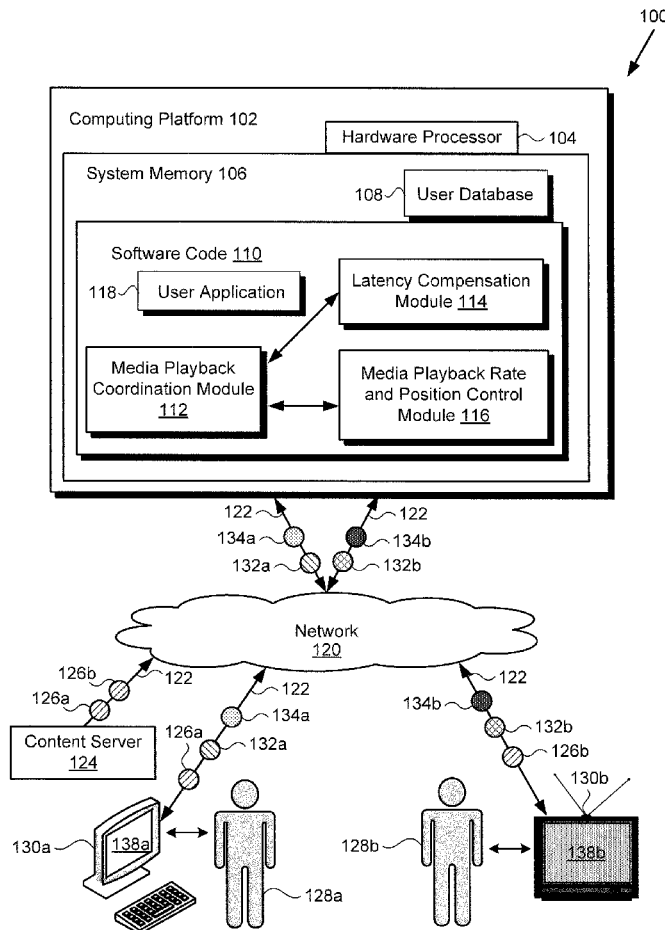


Fig. 1

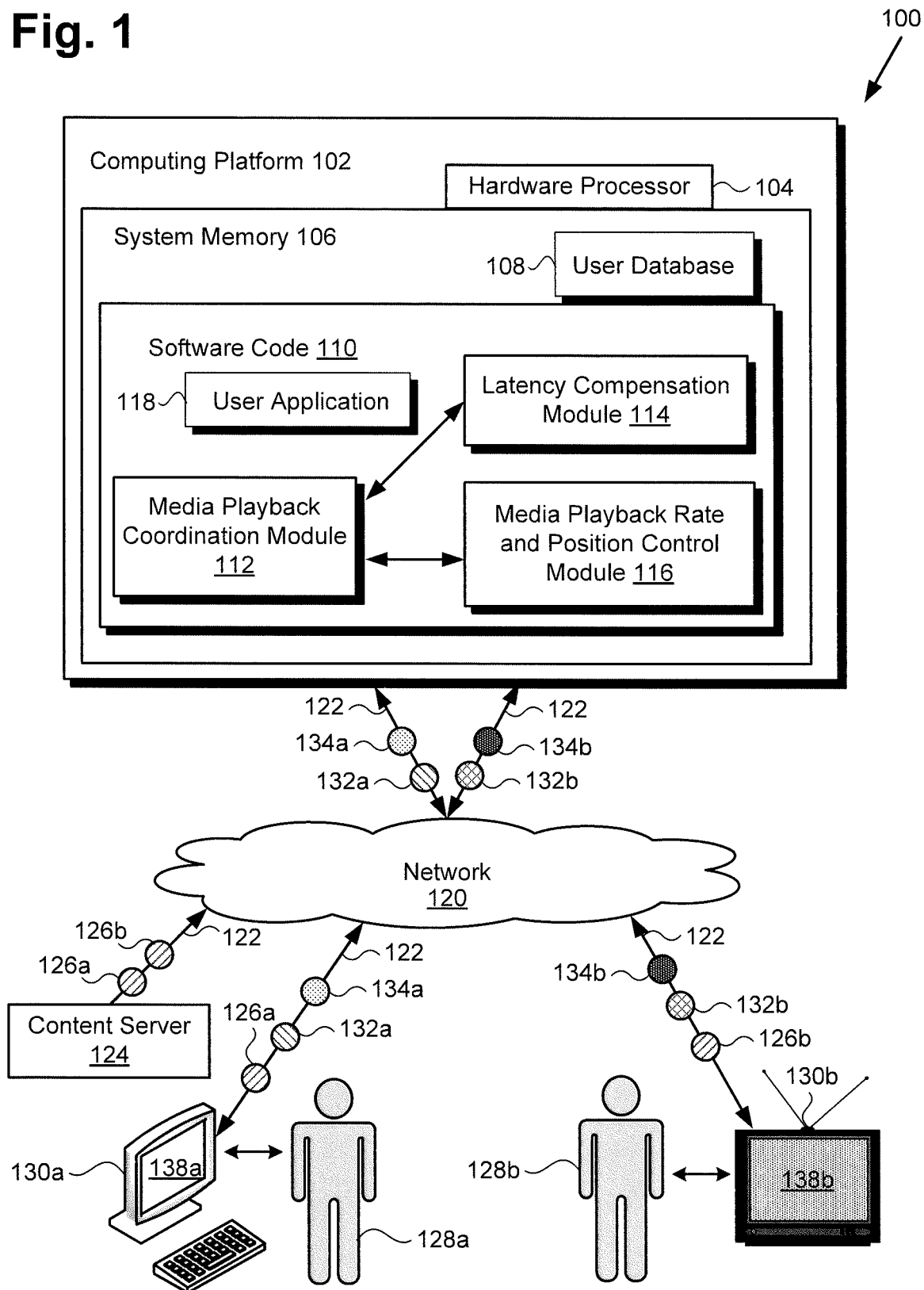


Fig. 2

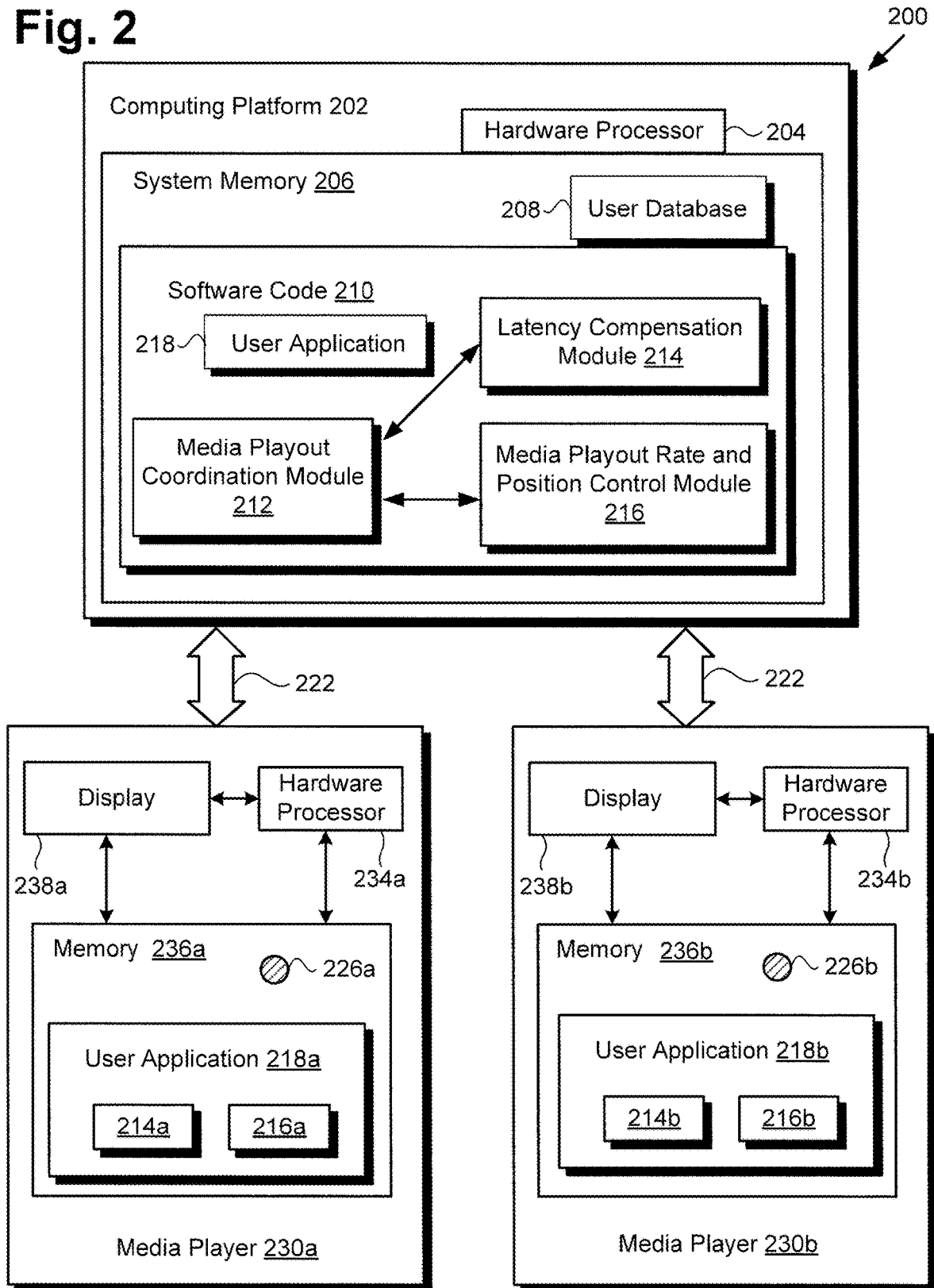


Fig. 3

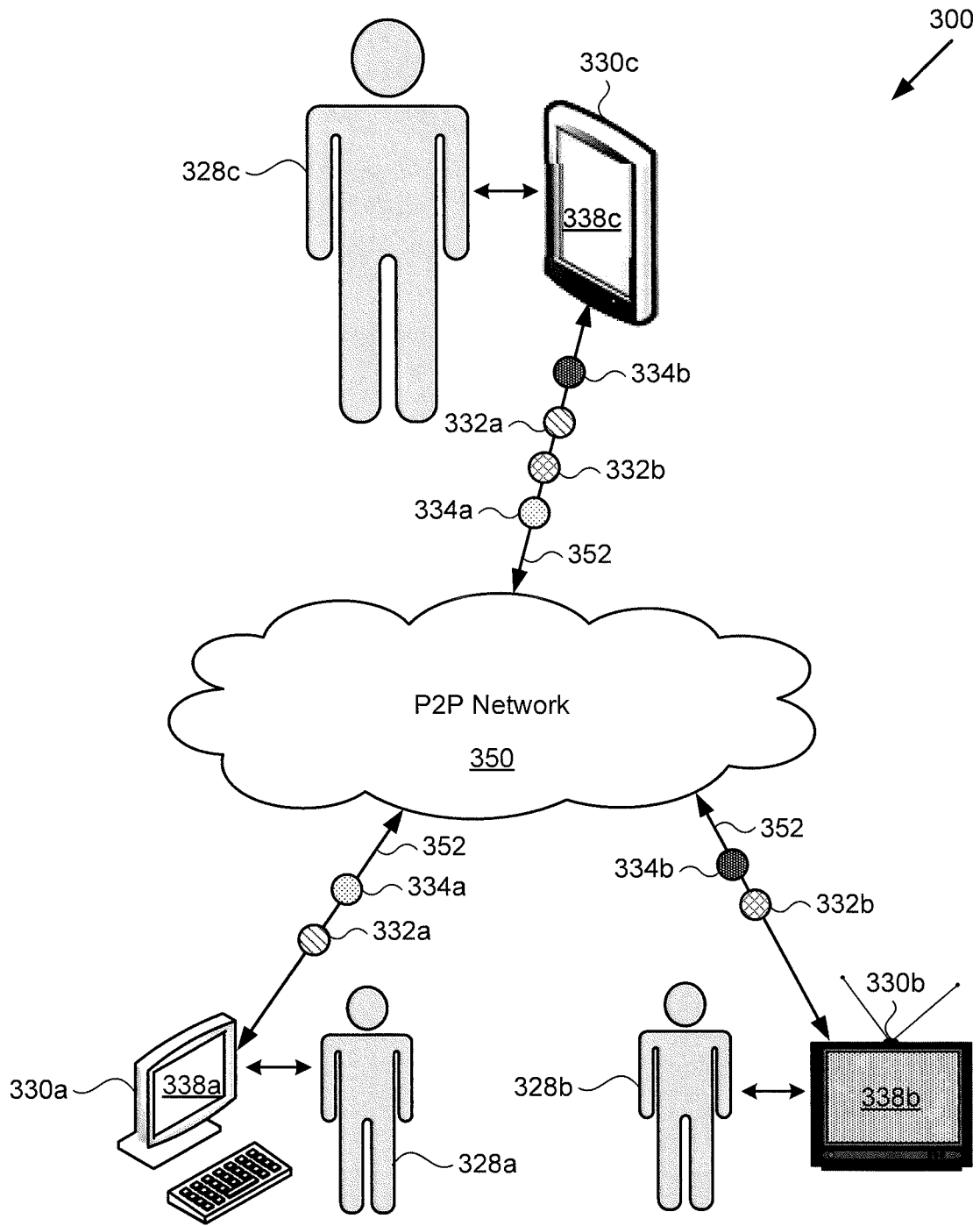


Fig. 4

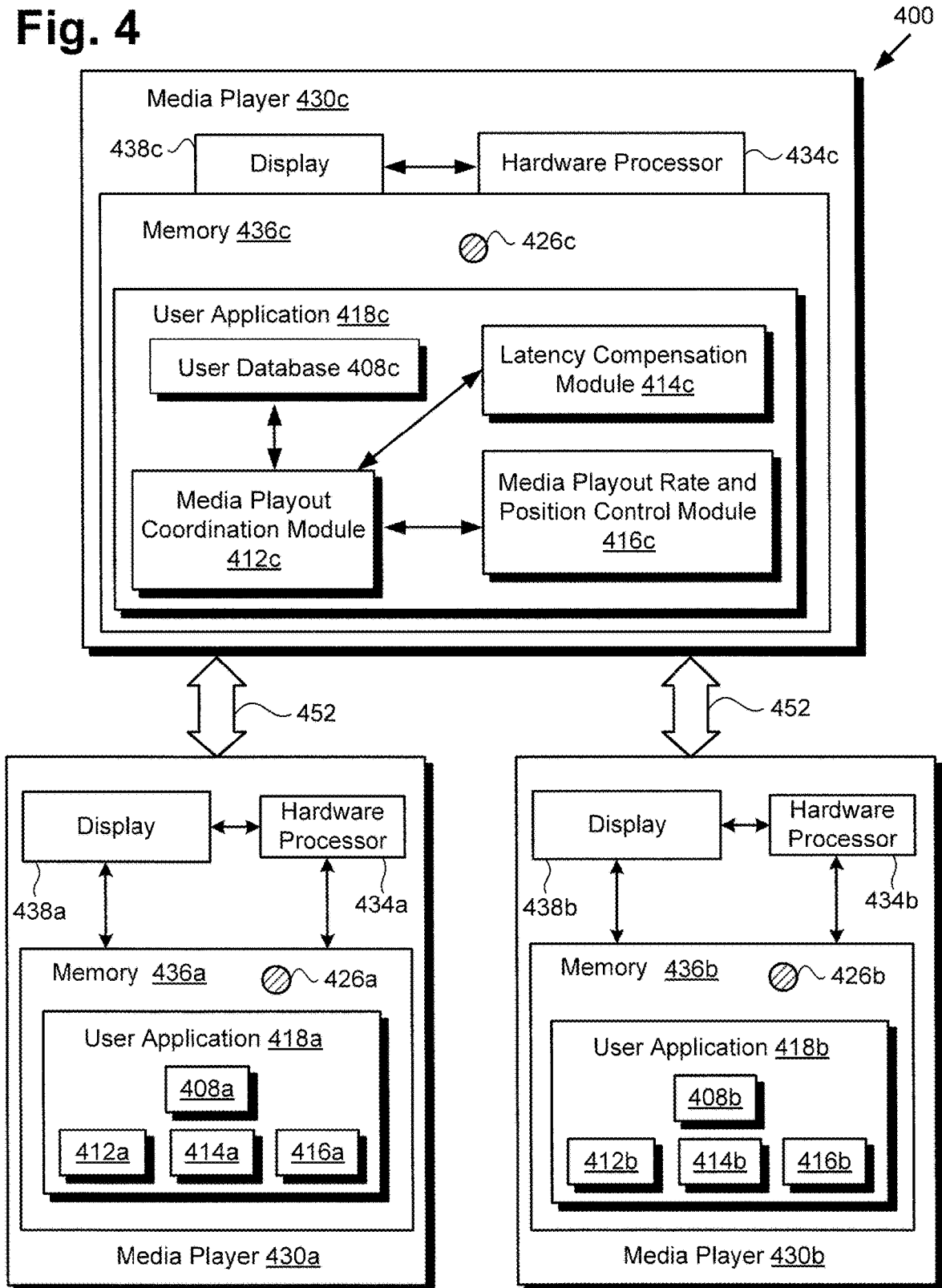
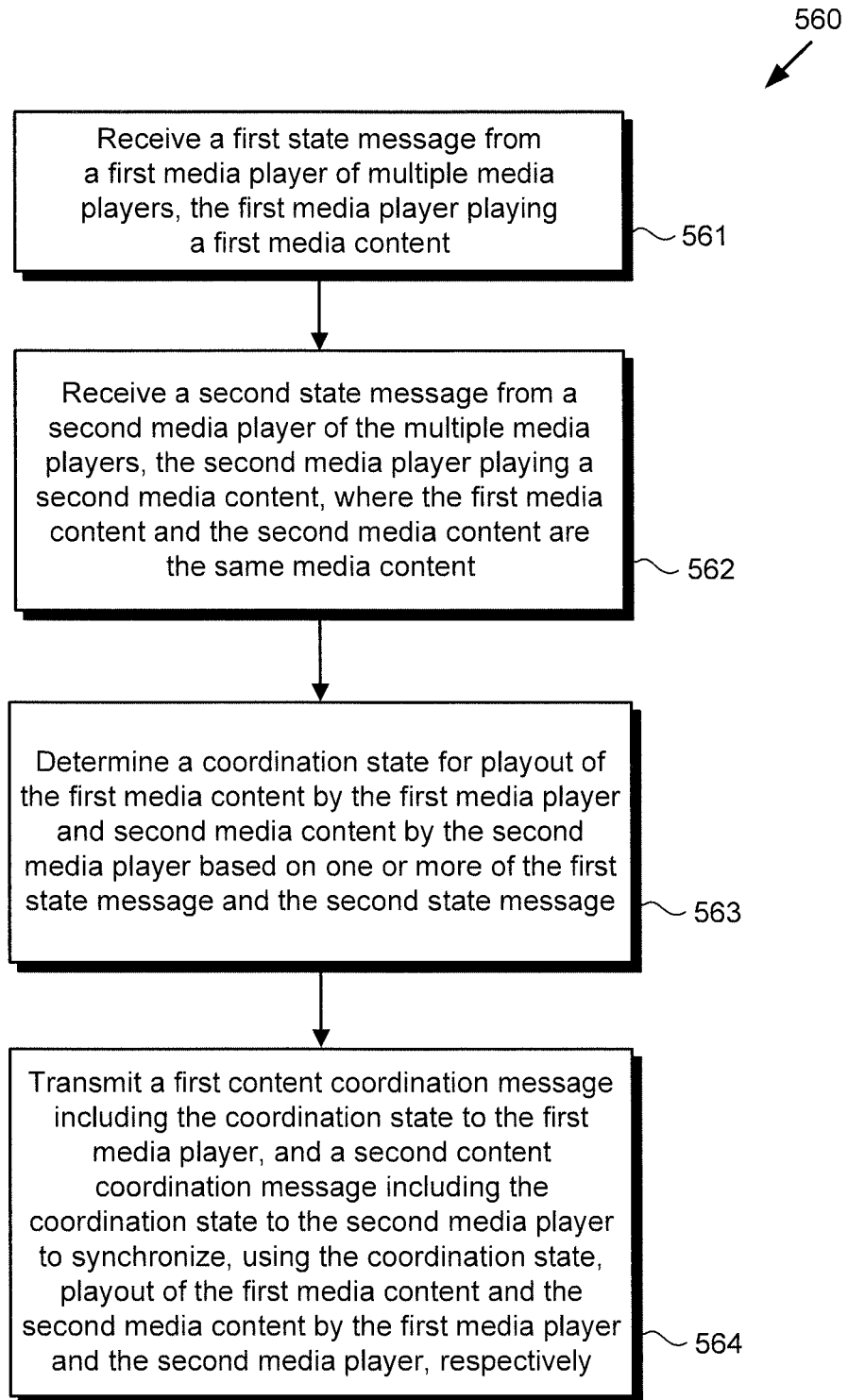


Fig. 5



Example State Messages:

User Opens Connection:

Meta Data: User ID, user authentication info

User Closes Connection:

Meta Data: User ID, user authentication info

User Requests Latency Check:

Meta Data: Timestamp, Unique ID for this check

Example Session Related State Messages:

User Creating a Session:

Meta Data: Media Content ID, playhead position, play/pause state, session settings such as who can affect shared session state (i.e. just the host or everyone), permissions on who can enter the session on invitation or request, etc.

User Requesting to Join a Session:

Meta Data: Session ID, Media Content ID

User Joining a Session:

Meta Data: Session ID, Media Content ID

User Leaving a Session:

Meta Data: Session ID, Media Content ID

User Invites Friend(s) to a Session

Meta Data: Session ID, Friend IDs

User Requests to Kick Friend(s) from a Session

Meta Data: Session ID, Friend IDs

User Triggers Media Play:

Meta Data: Session ID, connection integrity information

User Triggers Media Pause:

Meta Data: Session ID, connection integrity information

User Triggers Media Playhead Position Change:

Meta Data: Session ID, connection integrity information

User Connection Integrity Status Change:

Meta Data: Session ID, connection integrity information

User Requests List of Active Sessions with Friends in Them:

Meta Data:

User Requests List of Their Friends:

Meta Data:

Users Friend List Results:

Meta Data: Friends IDs and meta data

User Requests Adding Friend(s):

Meta Data: Friend IDs

User Friend(s) Added:

Meta Data: Friend IDs

User Requests Removing Friend(s):

Meta Data: Friend IDs

User Friend(s) Removed:

Meta Data: Friend IDs

600



Fig. 6

700
↙

Step	Message Type	Service Action	Service State	State Details
1	User Creates Session	Create state	State A	{"playhead": 0, "playing": true, ...}
2	User Joins	Send State	State A	{"playhead": 0, "playing": true, ...}
3	Heartbeat (service)	Update / Send state	State B	{"playhead": 10, "playing": true, ...}
4	Heartbeat (service)	Update / Send state	State C	{"playhead": 20, "playing": true, ...}
5	Heartbeat (service)	Update / Send state	State D	{"playhead": 30, "playing": true, ...}
6	Seek	Update state	State D1	{"playhead": 120, "playing": true, ...}
7		Debounce wait	State D1	{"playhead": 120, "playing": true, ...}
8		Send state	State E	{"playhead": 120, "playing": true, ...}
9	Pause	Update state	State E1	{"playhead": 125, "playing": false, ...}
10		Debounce wait	State E1	{"playhead": 125, "playing": false, ...}
11	Play	Update state	State E2	{"playhead": 125, "playing": true, ...}
12		Debounce wait	State E2	{"playhead": 125, "playing": true, ...}
13	Pause	Update state	State E3	{"playhead": 125, "playing": false, ...}
14		Debounce wait	State E3	{"playhead": 125, "playing": false, ...}
15		Send state	State F	{"playhead": 125, "playing": false, ...}

Fig. 7

Fig. 8

800

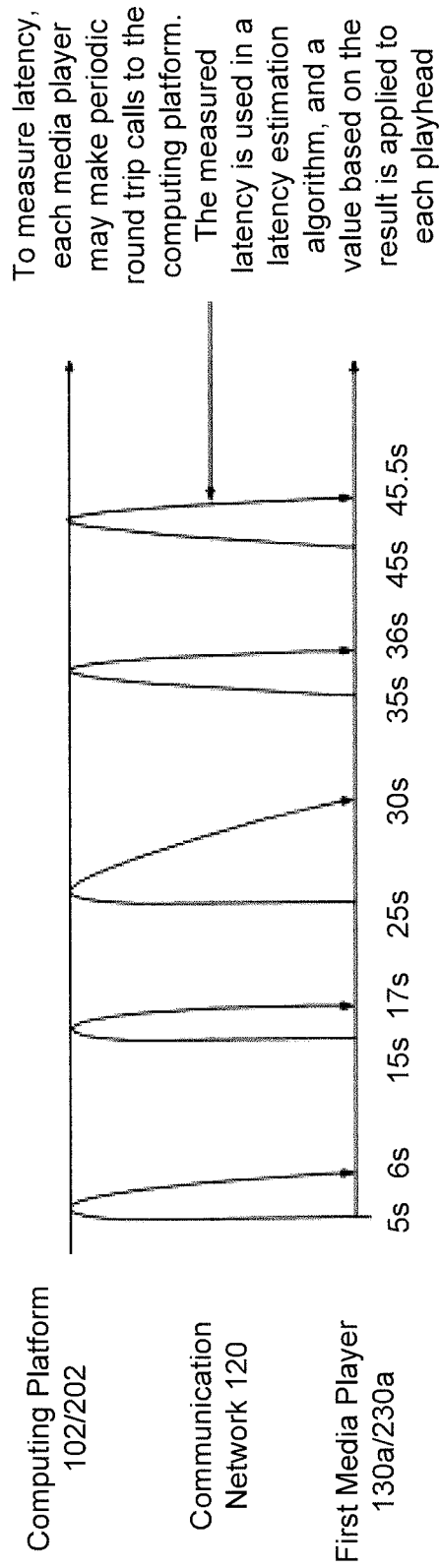


Fig. 9

900

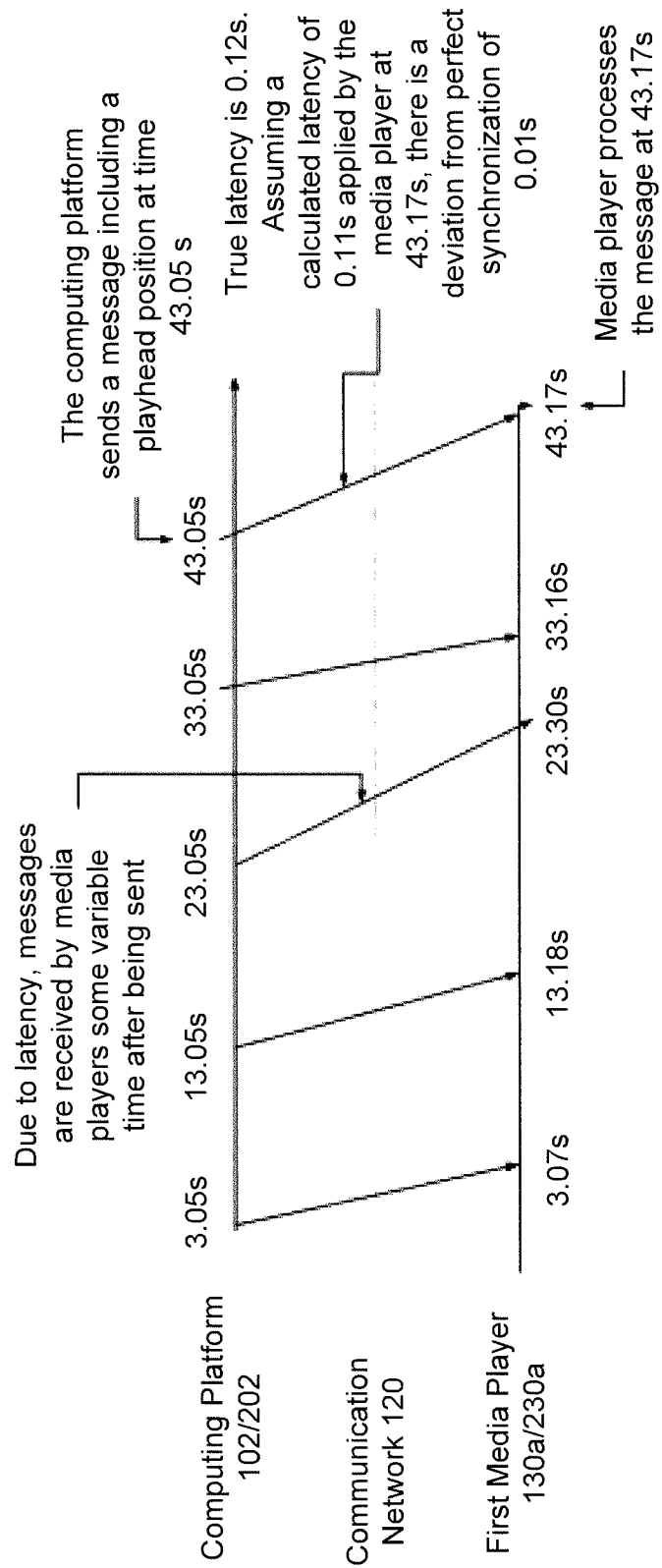
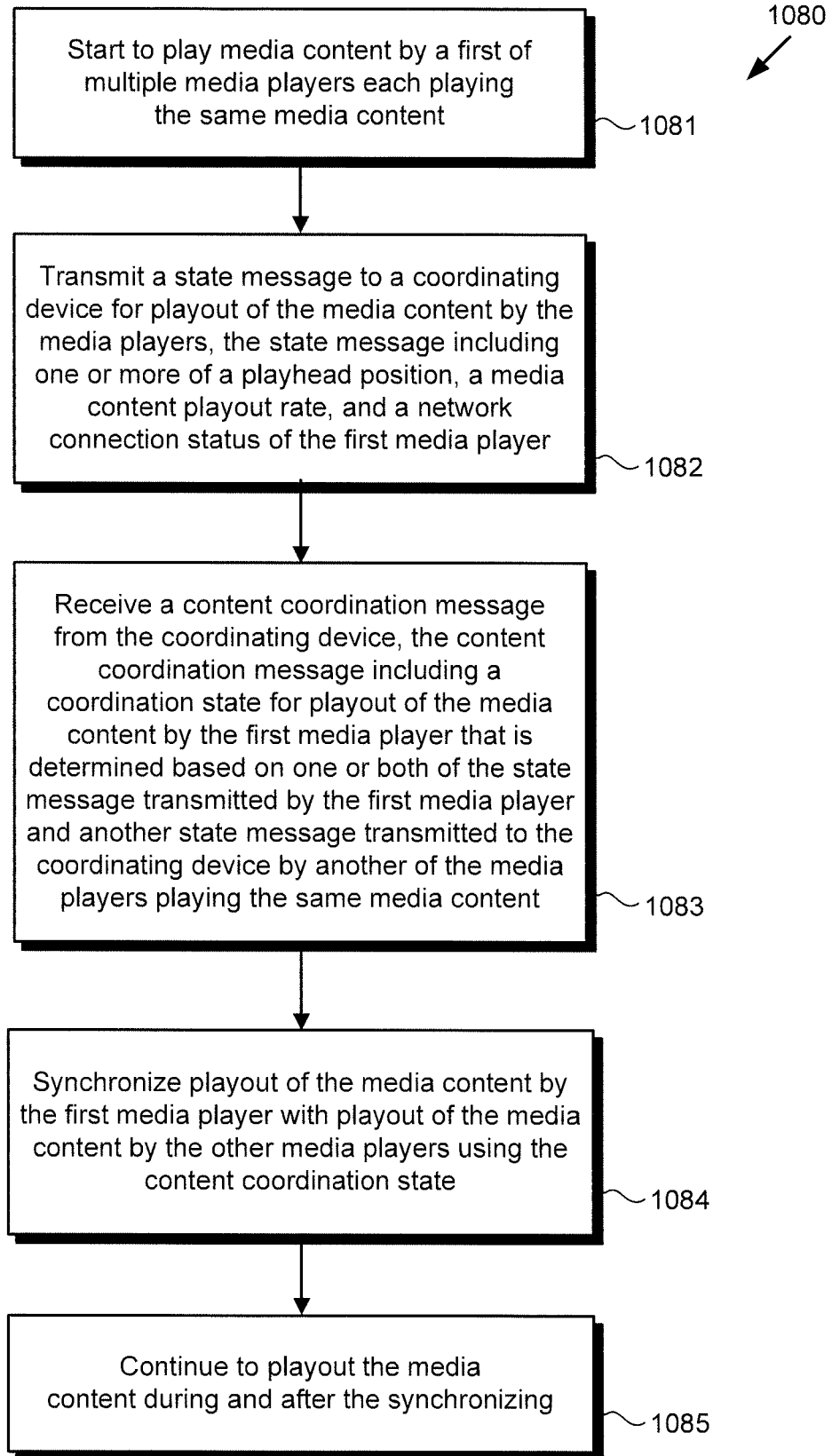


Fig. 10



COORDINATION OF MEDIA CONTENT DELIVERY TO MULTIPLE MEDIA PLAYERS

BACKGROUND

[0001] The demands of work and schooling, as well as romantic attachments, all tend to disperse childhood friends and nuclear families as young people mature into adulthood. As a result, and further due at least in part to the cost and inconvenience of long distance travel, it may be desirable to share group entertainment experiences with family and friends without leaving home. For example, a married couple with young children may wish to watch a holiday movie from home while sharing that viewing experience with the children's grandparents living in another state, or a group of college friends may want to collectively watch a sporting event involving their alma mater.

[0002] Conventional solutions for enabling remote group participation in a shared media consumption experience suffer from shortcomings including poor audio/video quality and poor synchronization. These prior solutions tend to fall into one of several categories. One conventional category of solutions requires that remote viewers manually coordinate their inputs to their media players by, for example, pushing "play" at the same time. However, those solutions typically suffer from lack of playout synchronization due to human error, or desynchronization over time due to frame rate and buffering issues.

[0003] Another conventional category of solutions relies on third party services that capture and rebroadcast media content to the members of the remote group.

However, those conventional solutions typically provide relatively poor audio and video quality due to the content being rebroadcast from the host's system instead of being fetched independently by each viewer device. Moreover, because one member of the remote group must typically act as a host controlling the broadcast, the resulting group experience is not truly interactive.

[0004] Issues of synchronization of digital entertainment also arise in multiplayer online gaming. In these environments, remote gaming devices render the gaming environment locally and communicate user inputs (e.g., regarding character movements and actions) with a central server, while receiving inputs on the movements of other users' characters and actions from the central server. Latency issues are dealt with by the remote devices locally making predictions of character movements and actions, which are then over-ridden by server instructions only when necessary. These solutions to latency reduction and synchronization are not applicable to audio/video broadcast, streaming, and playback environments.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] FIG. 1 shows a diagram of an exemplary system for coordinating delivery of media content to multiple media players, according to one implementation;

[0006] FIG. 2 shows a more detailed representation of the exemplary system for coordinating delivery of media content to multiple media players of FIG. 1, according to one implementation;

[0007] FIG. 3 shows a diagram of an exemplary system for coordinating delivery of media content to multiple media players, according to another implementation;

[0008] FIG. 4 shows a more detailed representation of the exemplary system for coordinating delivery of media content to multiple media players of FIG. 3, according to one implementation;

[0009] FIG. 5 shows a flowchart presenting an exemplary method for use by a system for synchronizing media content playout, according to one implementation;

[0010] FIG. 6 shows a list of example state messages including user state data for use by a system for coordinating delivery of media content to multiple media players, according to one implementation;

[0011] FIG. 7 shows an exemplary table of messages that demonstrates the effect of a debounce time interval on the coordination of media content delivery, according to one implementation;

[0012] FIG. 8 shows a diagram illustrating the gathering of latency data to be input to a latency estimator;

[0013] FIG. 9 shows a diagram illustrating the effects of latency on communications between a media player and a system for coordinating delivery of media content to multiple media players, according to one exemplary implementation; and

[0014] FIG. 10 shows a flowchart presenting an exemplary method for use by a first media player for synchronizing playout of media content with playout of another instantiation of the same media content by a second media player, according to one implementation.

DETAILED DESCRIPTION

[0015] The following description contains specific information pertaining to implementations in the present disclosure. One skilled in the art will recognize that the present disclosure may be implemented in a manner different from that specifically discussed herein. The drawings in the present application and their accompanying detailed description are directed to merely exemplary implementations. Unless noted otherwise, like or corresponding elements among the figures may be indicated by like or corresponding reference numerals. Moreover, the drawings and illustrations in the present application are generally not to scale, and are not intended to correspond to actual relative dimensions.

[0016] The present application discloses systems and methods for coordinating media content delivery that overcome the drawbacks and deficiencies in the conventional art. The systems and methods disclosed herein provide a robust solution for multiple users to concurrently enjoy synchronized content that is applicable to live content as well as recorded media content. According to various implementations of the present inventive principles, each user utilizes a media player having a bidirectional and persistent connection to a content coordination service. Each user may individually stream or otherwise access a different instantiation of the same content rather than sharing a single streaming session that is mirrored to each user.

[0017] For example, in some implementations, a user may have an instantiation of the same content stored locally in media player memory or other local memory (e.g., DVR, DVD, etc.). In those implementations, the user may access the same media content directly from memory. In other implementations, one user may be viewing content via a scheduled broadcast such as a cable, satellite, or over-the-air broadcast, while other users may be viewing the same content via an Internet streaming connection or accessing

from local memory. In still other implementations, all users may be accessing live broadcasts or Internet streams of the same content (e.g., a live-broadcast sporting event).

[0018] Moreover, each user may have the capability of influencing the factors that determine content synchronization, rather than one user being required to act as a controlling host. Nevertheless, in implementations in which it may be advantageous or desirable for one or more users to exercise greater control over a particular shared media content consumption session, that user or those users may act as a host or hosts in control of media content presentation during that session.

[0019] It is noted that, as defined for the purposes of the present application, the expressions “media content” and “same media content” refer interchangeably to content including substantially the same primary content having the same timecode sequence or timeline, but may include variations in supplemental or ancillary content. For example, as used herein, the same media content in the form of movie or television (TV) programming content may include the same sequence of video frames, but may be accompanied by dialogue presented in different languages, or may be accompanied by different audio tracks depending on user preference.

[0020] As another example, the same media content in the form of sports content may refer to the same sporting event shown from video captured by different cameras, or different perspectives, or even distributed by different broadcast networks. As yet another example, the same media content of a synchronized dance party may include different camera angles where shots of different dancers are shown for the same music.

[0021] In another example, two users may be viewing primary content where one user’s primary content is supplemented by secondary content while the other user’s is not. This might arise, for example, if the second user has a commercial-free subscription to a video streaming service, while the other user does not. In this case, the commercials in the first user’s stream would constitute secondary content, but the reader will understand that the two users are viewing the “same content” for the purposes of this disclosure.

[0022] Furthermore, in some implementations, “media content” and “same media content” may include images of individual users reacting to a shared content consumption experience. For instance, a camera local to an individual user of an Internet based chat room may capture and transmit that user’s facial expressions, movements, or statements in response to chat room interactions with other users of the chat room. Alternatively, a camera local to an individual member of a group viewing the same entertainment content may capture and transmit that group member’s reactions to viewing the entertainment content.

[0023] It is further noted that, as defined in the present application, the term “instantiation” refers to a distinct unit of media content, as defined above. That is to say, different instantiations of the same media content refers to different data streams of the same media content, different digital media files including different copies or versions of the same media content, or different units of physical media having stored thereon different copies or versions of the same media content.

[0024] FIG. 1 shows a diagram of exemplary system 100 for coordinating delivery of media content to multiple media players, according to one implementation. As shown in FIG.

1, system 100 includes computing platform 102 having hardware processor 104 and system memory 106 implemented as a non-transitory storage device storing user database 108 and software code 110. According to the present exemplary implementation, software code 110 includes media playout coordination module 112, latency compensation module 114, media playout rate and position control module 116, and user application 118.

[0025] As further shown in FIG. 1, system 100 is implemented within a use environment including communication network 120, content server 124, and media players 130a and 130b having respective displays 138a and 138b, and utilized by respective users 128a and 128b. In addition, FIG. 1 shows network communication links 122 interactively connecting computing platform 102 and content server 124 with media players 130a and 130b. Also shown in FIG. 1 are first media content 126a and second media content 126b, state message 132a provided by media player 130a, state message 132b provided by media player 130b, and content coordination messages 134a and 134b output to respective media players 130a and 130b by software code 110. It is noted that first media content 126a and second media content 126b are different instantiations 126a and 126b of the same media content.

[0026] It is further noted that, although the present application refers to software code 110 as being stored in system memory 106 for conceptual clarity, more generally, system memory 106 may take the form of any computer-readable non-transitory storage medium. The expression “computer-readable non-transitory storage medium,” as used in the present application, refers to any medium, excluding a carrier wave or other transitory signal that provides instructions to hardware processor 104 of computing platform 102. Thus, a computer-readable non-transitory medium may correspond to various types of media, such as volatile media and non-volatile media, for example. Volatile media may include dynamic memory, such as dynamic random access memory (dynamic RAM), while non-volatile memory may include optical, magnetic, or electrostatic storage devices. Common forms of computer-readable non-transitory media include, for example, optical discs, RAM, programmable read-only memory (PROM), erasable PROM (EPROM), and FLASH memory.

[0027] It is also noted that although FIG. 1 depicts user database 108 and software code 110 including media playout coordination module 112, latency compensation module 114, media playout rate and position control module 116, and user application 118 as being stored together in system memory 106, that representation is also provided merely as an aid to conceptual clarity. More generally, system 100 may include one or more computing platforms 102, such as computer servers, for example, which may be co-located, or may form an interactively linked but distributed system, such as a cloud based system, for instance.

[0028] As a result, hardware processor 104 and system memory 106 may correspond to distributed processor and memory resources within system 100. Thus, it is to be understood that database 108 and media playout coordination module 112, latency compensation module 114, media playout rate and position control module 116, and user application 118 of software code 110 may be stored remotely from one another and may be executed using the distributed processor resources of system 100.

[0029] According to some implementations, users **128a** and **128b** can utilize respective media players **130a** and **130b** to participate in a shared and substantially synchronized media consumption experience of first media content **126a** and second media content **126b**. In some implementations, first media content **126a** and second media content **126b** may be different data streams of the media content provided by content server **124**. In other implementations, first media content **126a** and second media content **126b** may be different copies of a digital media file provided by content server **124**. In yet other implementations, first media content **126a** and second media content **126b** may be stored locally on respective media players **130a** and **130b**. In those latter implementations, one or more of first media content **126a** and second media content **126b** may be stored on a computer-readable non-transitory medium of one or both of media players **130a** and **130b**.

[0030] System **100** including computing platform **102** provides the media content coordination service enabling users **128a** and **128b** to participate interactively in the shared media consumption experience of first media content **126a** and second media content **126b** using respective media players **130a** and **130b**. In one such implementation, computing platform **102** may correspond to one or more web servers, accessible over a packet-switched network such as the Internet, for example. Alternatively, computing platform **102** may correspond to one or more computer servers supporting a local area network (LAN), or included in another type of private or limited distribution network.

[0031] It is noted that although media player **130a** is shown as a desktop computer, while media player **130b** is shown as a smart television (smart TV) in FIG. 1, those representations are merely exemplary. More generally, media players **130a** and **130b** may be implemented using any suitable mobile or stationary computing device or system remote from computing platform **102** and capable of performing data processing sufficient to provide a user interface, support connections to communication network **120**, and implement the functionality ascribed to media players **130a** and **130b** herein. For example, in other implementations, one or both of media players **130a** and **130b** may take the form of a laptop computer, tablet computer, smartphone, or gaming console, for example.

[0032] It is further noted that displays **138a** and **138b** of respective media players **130a** and **130b** may be implemented as liquid crystal displays (LCDs), light-emitting diode (LED) displays, organic light-emitting diode (OLED) displays, or another suitable display screens that perform a physical transformation of signals to light. It is also noted that, in some implementations, one or more of displays **138a** and **138b** may be implemented as an augmented reality (AR), virtual reality (VR), or holographic display, or may take the form of an audio, braille, or other output device providing accessibility to a disabled user.

[0033] In some implementations, system **100** may include computing platform **102**, but may not include any of the media players for which it provides content playout coordination services. That is to say, in some implementations, system **100** may include computing platform **102** but not media players **130a** and **130b**. However, in other implementations, system **100** may include media players **130a** and **130b** in addition to computing platform **102**.

[0034] Moreover, although software code **110** is shown to include latency compensation module **114** and media play-

out rate and position control module **116**, in addition to media playout coordination module **112** and user application **118**, that representation is merely exemplary. In some other implementations, software code **110** may optionally omit latency compensation module **114** and media playout rate and position control module **116**. In those implementations, versions of latency compensation module **114** and media playout rate and position control module **116** may reside on media players **130a** and **130b**.

[0035] FIG. 2 shows a more detailed representation of the exemplary system for coordinating delivery of media content to multiple media players of FIG. 1, according to one implementation. As shown in FIG. 2, system **200** includes computing platform **202** interactively connected to media players **230a** and **230b** over network communication links **222**. As further shown in FIG. 2, computing platform **202** includes hardware processor **204**, and system memory **206** implemented as a non-transitory storage device storing user database **208** and software code **210**. According to the exemplary implementation shown in FIG. 2, software code **210** includes media playout coordination module **212**, latency compensation module **214**, media playout rate and position control module **216**, and user application **218**.

[0036] As also shown in FIG. 2, media player **230a** includes display **238a**, hardware processor **234a**, and memory **236a** storing user application **218a**, while media player **230b** includes display **238b**, hardware processor **234b**, and memory **236b** storing user application **218b**. It is noted that memory **236a** and memory **236b** of respective media players **230a** and **230b** are non-transitory storage devices. According to the present exemplary implementation, user application **218a** includes latency compensation module **214a** and media playout rate and position control module **216a**, while user application **218b** includes latency compensation module **214b** and media playout rate and position control module **216b**. Also shown in FIG. 2 are first media content **226a** and second media content **226b**.

[0037] Network communication links **222**, first media content **226a** and second media content **226b**, and computing platform **202** including hardware processor **204** and system memory **206** correspond in general to network communication links **122**, first media content **126a** and second media content **126b**, and computing platform **102** including hardware processor **104** and system memory **106**, in FIG. 1. In addition, user database **208** and software code **210** including media playout coordination module **212**, latency compensation module **214**, media playout rate and position control module **216**, and user application **218**, in FIG. 2, correspond in general to user database **108** and software code **110** including media playout coordination module **112**, latency compensation module **114**, media playout rate and position control module **116**, and user application **118**, in FIG. 1. In other words, software code **210** may share any of the characteristics attributed to corresponding software code **110** by the present disclosure, and vice versa.

[0038] Media players **230a** and **230b** having respective displays **238a** and **238b** correspond respectively in general to media players **130a** and **130b** having respective displays **138a** and **138b**, in FIG. 1. In other words, media players **230a** and **230b**, and displays **238a** and **238b** may share any of the characteristics attributed to corresponding media players **130a** and **130b**, and displays **138a** and **138b** by the present disclosure, and vice versa. Thus, although not shown in FIG. 1, media player **130a** may include features corre-

sponding to hardware processor **234a** and memory **236a** storing user application **218a** and first media content **226a**, while media player **130b** may include features corresponding to hardware processor **234b** and memory **236b** storing user application **218b** and second media content **226b**.

[0039] It is noted that, in some implementations, user applications **218a** and **218b** may include one or both of respective latency compensation module **214a** and **216b**, and media playout rate and position control module **216a** and **216b**. However, in other implementations, user applications **218a** and **218b** may optionally omit one or both of latency compensation module **214a** and **216b**, and media playout rate and position control module **216a** and **216b**.

[0040] According to the exemplary implementation shown in FIG. 2, user application **218a** is located in memory **236a** of media player **130a/230a** and user application **218b** is located in memory **236b** of media player **130b/230b**, user applications **218a** and **218b** having been received from computing platform **102/202** via communication network **120** and network communication links **122/222**. In one implementation, network communication links **122/222** correspond to transfer of user applications **118a/218a** and **118b/218b** over a packet-switched network, for example. Once transferred, for instance by being downloaded over network communication links **122/222**, user applications **118a/218a** and **118b/218b** may be persistently stored in respective memories **236a** and **236b**, and may be executed locally on respective media players **130a/230a** and **130b/230b** by respective hardware processors **234a** and **234b**.

[0041] Hardware processors **234a** and **234b** may be the central processing units (CPUs) for respective media players **130a/230a** and **130b/230b**, for example, in which role hardware processors **234a** and **234b** run the respective operating systems for media players **130a/230a** and **130b/230b**, and execute respective user applications **218a** and **218b**. As noted above, displays **238a** and **238b** may take the form of liquid LCDs, LED displays, OLED displays, or any suitable display screens that perform a physical transformation of signals to light.

[0042] FIG. 3 shows a diagram of exemplary system **300** for coordinating delivery of media content to multiple media players, according to another implementation. As shown in FIG. 3, system **300** includes mutually remote media players **330a**, **330b**, and **330c** interactively connected over peer-to-peer (p2p) network **350** and network communication links **352**. In addition, FIG. 3 shows users **328a**, **328b**, and **328c** and displays **338a**, **338b**, and **338c** of respective media players **330a**, **330b**, and **330c**. Also shown in FIG. 1 are state message **332a** provided by media player **330a**, state message **332b** provided by media player **330b**, and content coordination messages **334a** and **334b** output to respective media players **330a** and **330b** by media player **330c**.

[0043] According to the implementation shown in FIG. 3, users **328a**, **328b**, and **328c** can utilize respective media players **330a**, **330b**, and **330c** to participate in a shared and substantially synchronized content consumption experience of different instantiations of the same media content. However, and in contrast to the implementations shown by FIGS. 1 and 2, media player **330c** provides the playout coordination service enabling users **328a**, **328b**, and **328c** to participate interactively in the shared media consumption experience using respective media players **330a**, **330b**, and **330c**.

[0044] It is noted that although media player **330a** is shown as a desktop computer, while media player **330b** is

shown as a smart TV and media player **330c** is shown as a smartphone, those representations are merely exemplary. More generally, media players **330a**, **330b**, and **330c** may be implemented using any suitable mobile or stationary computing device or system capable of performing data processing sufficient to provide a user interface, support connections to p2p network **350**, and implement the functionality ascribed to media players **330a**, **330b**, and **330c** herein. For example, in other implementations, one or more of media players **330a**, **330b**, and **330c** may take the form of a laptop computer, a tablet computer, or a gaming console, for example.

[0045] It is further noted that displays **338a**, **338b**, and **338c** of respective media players **330a**, **330b**, and **330c** may be implemented as LCDs, LED displays, OLED displays, or another suitable display screens that perform a physical transformation of signals to light. It is also noted that, in some implementations, one or more of displays **338a**, **338b**, and **338c** may be implemented as an AR, VR, or holographic display, or may take the form of an audio, braille, or other output device providing accessibility to a disabled user.

[0046] FIG. 4 shows a more detailed representation of the exemplary system for coordinating delivery of media content to multiple media players of FIG. 3, according to one implementation. As shown in FIG. 4, system **400** includes media player **430c** interactively connected to media players **430a** and **430b** over network communication links **452**. As further shown in FIG. 4, media player **430c** includes display **438c**, hardware processor **434c**, and memory **436c** implemented as a non-transitory storage device storing user application **418c**. According to the exemplary implementation shown in FIG. 4, user application **418c** includes user database **408c**, media playout coordination module **412c**, latency compensation module **414c**, media playout rate and position control module **416c**.

[0047] As also shown in FIG. 4, media player **430a** includes display **438a**, hardware processor **434a**, and memory **436a** storing user application **418a**, while media player **430b** includes display **438b**, hardware processor **434b**, and memory **436b** storing user application **418b**. It is noted that memory **436a** and memory **436b** of respective media players **430a** and **430b** are non-transitory storage devices. According to the present exemplary implementation, user application **418a** includes user database **408a**, media playout coordination module **412a**, latency compensation module **414a**, and media playout rate and position control module **416a**, while user application **418b** includes user database **408b**, media playout coordination module **412b**, latency compensation module **414b**, and media playout rate and position control module **416b**. Also shown in FIG. 4 are first media content **426a**, second media content **426b**, and third media content **426c**, each of which is the same content.

[0048] Network communication links **452** and media players **430a**, **430b**, and **430c** having respective displays **438a**, **438b**, and **438c** correspond respectively in general to network communication links **352** and media players **330a**, **330b**, and **330c** having respective displays **338a**, **338b**, and **338c**, in FIG. 3. In other words, media players **330a**, **330b**, and **330c**, and displays **338a**, **338b**, and **338c** may share any of the characteristics attributed to corresponding media players **430a**, **430b**, and **430c**, and displays **438a**, **438b**, and **438c** by the present disclosure, and vice versa. Thus, although not shown in FIG. 3, media player **330c** may

include features corresponding to hardware processor **434c** and memory **436c** storing user application **418c** and third media content **426c**. Moreover, media player **330a** may include features corresponding to hardware processor **434a** and memory **436a** storing user application **418a** and first media content **426a**, while media player **330b** may include features corresponding to hardware processor **434b** and memory **436b** storing user application **418b** and second media content **426b**.

[0049] According to the exemplary implementation shown in FIG. 4, each of user applications **418a**, **418b**, and **418c** may include respective user database **408a**, **408b**, and **408c**, media playout coordination module **412a**, **412b**, and **412c**, latency compensation module **414a**, **414b**, and **414c**, and media playout rate and position control module **416a**, **416b**, and **416c**. However, only one of media players **330a/430a**, **330b/430b**, and **330c/430c** (i.e., media player **330c/430c**) acts as a controlling host for the coordinated content consumption experience enjoyed by users **328a**, **328b**, and **328c**.

[0050] As noted above by reference to FIG. 3, in contrast to the implementations shown by FIGS. 1 and 2, media player **330c/430c** provides the playout coordination service enabling users **328a**, **328b**, and **328c** to participate interactively in the shared media consumption experience using respective media players **330a/430a**, **330b/430b**, and **330c/430c**. Thus, in the implementation shown in FIGS. 3 and 4, computing platform **102/202** providing the content coordination service for first media content **426a**, second media content **426b**, and third media content **426c** is integrated with media player **330c/430c** executing third media content **426c**.

[0051] Moreover, in the implementations shown in FIGS. 3 and 4, software code **110/210** takes the form of any one of user applications **418a**, **418b**, and **418c**. That is to say, according to the exemplary use case in which media player **330c/430c** provides the playout coordination service for media players **330a/430a** and **330b/430b**, user application **418c** residing on media player **330c/430c** may have all of the features and functionality of software code **110/210** enabled. In addition, in that exemplary use case, user applications **418a** and **418b** may function as client applications for communicating with media player **330c/430c** and implementing the content coordination state included in respective content coordination messages **334a** and **334b**.

[0052] The functionality of systems **100/200/300/400** will be further described by reference to FIG. 5 in combination with FIGS. 1, 2, 3, and 4 (hereinafter “FIGS. 1-4”). FIG. 5 shows flowchart **560** presenting an exemplary method for use by a system for synchronizing media content playout, according to one implementation. With respect to the method outlined in FIG. 5, it is noted that certain details and features have been left out of flowchart **560** in order not to obscure the discussion of the inventive features in the present application.

[0053] Referring now to FIG. 5 in combination with FIGS. 1-4, flowchart **560** begins with receiving first state message **132a/332a** or **132b/332b** from one of media players **130a/230a/330a/430a** or **130b/230b/330b/430b** (action **561**). It is noted that in the interests of conceptual clarity, state message **132a/332a** will be referred to as “first state message **132a/332a**,” while media player **130a/230a/330a/430a** will hereinafter be referred to as “first media player **130a/230a/330a/430a**.” Thus, action **561** corresponds to receiving first state

message **132a/332a** from first media player **130a/230a/330a/430a** playing first media content **126a/226a/426a**. Moreover, media player **130b/230b/330b/430a** will hereinafter be referred to as “second media player **130a/230a/330a/430a**,” and state message **132b/332b** will be referred to as “second state message **132b/332b**.” However, it is emphasized that the designation of media player **130a/230a/330a/430a** as “first media player” and media player **130b/230b/330b/430b** as “second media player” is purely arbitrary, and in other implementations those roles may be reversed.

[0054] In some implementations, first media content **126a/226a/426a**, as well as second media content **126b/226b/426b**, may be live content. For example, first media content **126a/226a/426a** may be a live video feed streamed to first media player **130a/230a/330a/430a** from content server **124**.

[0055] In other implementations, first media content **126a/226a/426a** and second media content **126b/226b/426b** may be recorded media content. For example, first media content **126a/226a/426a** may be a data stream of movie content or television programming content, for example, received by first media player **130a/230a/330a/430a** from content server **124**. Alternatively, in some implementations, first media content **126a/226a/426a** may be a digital media file of movie content or television programming content, for example, stored locally on first media player **130a/230a/330a/430a**.

[0056] First state message **132a/332a** includes information regarding the state of first media player **130a/230a/330a/430a** with respect to a multiple-user playback session, or the condition of first media player **130a/230a/330a/430a**, or an action by the user with respect to the playback of a video. Examples of data contained in first state message **132a/332a**, as well as second state message **132b/332b** include user activity data describing session-related user actions such as “user creates session” or “user joins session” as well as user playback actions such as “user triggers media play” or “user triggers media pause” or “user seeks media to playhead position X.” Other examples of user activity data, as well as accompanying metadata, are shown in FIG. 6. User activity data may be included, together with related metadata, in first state message **132a/332a** provided by first media player **130a/230a/330a/430a**. In various implementations, first state message **132a/332a** and second state message **132b/332b** may correspond to a singular user action, or to ongoing, cumulative, user actions.

[0057] For example, when corresponding to a singular user action, first state message **132a/332a** and second state message **132b/332b** may describe any one of a variety of user actions such as begin playout, pause playout, resume playout, for instance, or to an operating state or connectivity state of first media player **130a/230a/330a/430a** and second media player **130b/230b/330b/430b**. When corresponding to ongoing user actions, first state message **132a/332a** and second state message **132b/332b** may describe all, or a subset of all of the user actions relating to consumption of respective first media content **126a/226a/426a** and second media content. FIG. 6 presents list **600** of exemplary state messages including user activity data and metadata. In addition to the metadata descriptions provided in FIG. 6, first state message **132a/332a** and second state message **132b/332b** may include the type of network connection being used, e.g., Wi-Fi or cellular, as well as the type of

device that includes the media player, e.g., smartphone, tablet computer, or smart TV.

[0058] First state message **132a/332a** may be received from first media player **130a/230a/330a/430a** in response to actions taken by user **128a/328a**, as shown by the exemplary state messages included in FIG. 6. In addition, in some implementations, first state message **132a/332a** may be received from first media player **130a/230a/330a/430a** based on a schedule, even in the absence of an action by user **128a/328a**. That is to say, in some implementations, first state message **132a/332a** may be received from first media player **130a/230a/330a/430a** in the form of a “state message heartbeat” provided periodically by first media player **130a/230a/330a/430a**. It is noted that as used herein, the term “state message heartbeat” refers to a periodic state message that occurs automatically in the absence of other trigger events, such as an affirmative user action, for example.

[0059] In the implementation shown by FIGS. 1 and 2, first state message **132a** may be received by software code **110/210**, executed by hardware processor **104/204** of computing platform **102/202**, and using media playout coordination module **112/212**. According to the implementation shown by FIGS. 3 and 4, however, first state message **332a** may be received by user application **418c**, executed by hardware processor **434c** of media player **330c/430c**, and using media playout coordination module **412c**.

[0060] It is emphasized that the designation of media player **330c/430c** as a controlling host for the coordinated content consumption experience enjoyed by users **328a**, **328b**, and **328c** is purely arbitrary. In other implementations of system **300/400**, action **561**, as well as actions **562**, **563**, and **564** described below, may be performed by either of user applications **418a** or **418b**, executed by respective hardware processors **434a** and **434b**.

[0061] Flowchart **560** continues with receiving second state message **132b/332b** from second media player **130b/230b/330b/430b** playing second media content **126b/226b/426b**, where first media content **126a/226a/426a** and second media content **126b/226b/426b** are the same media content (action **562**). Examples of the type of data, including user activity data and metadata, included in second state message **132b/332b** are described above by reference to first state message **132a/332a** and FIG. 6.

[0062] In the implementation shown by FIGS. 1 and 2, second state message **132b** may be received by software code **110/210**, executed by hardware processor **104/204** of computing platform **102/202**, and using media playout coordination module **112/212**. According to the implementation shown by FIGS. 3 and 4, however, second state message **332a** may be received by user application **418c**, executed by hardware processor **434c** of media player **330c/430c**, and using media playout coordination module **412c**.

[0063] Flowchart **560** continues with determining a coordination state (hereinafter also “desired coordination state”) for playout of first media content **126a/226a/426a** by first media player **130a/230a/330a/430a** and second media content **126b/226b/426b** second media player **130b/230b/330b/430b** based on one or more of first state message **132a/332a** and second state message **132b/332b** (action **563**). In some implementations, the desired coordination state for first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** may be determined based on the most recent state message received from either of first or second media players **130a/230a/330a/430a** or **130b/230b/330b/430b**.

However, in other implementations, other criteria may be employed to determine the desired coordination state.

[0064] For example, referring to FIGS. 3 and 4, a voting system may be used to determine the desired coordination state based on state messages received from one or more of first and second media players **330a/430a**, **330b/430b**, and **330c/430c**. As a specific example, when one of first media player **330a/430a**, second media player **330b/430b**, and media player **330c/430c** initiates a change in playhead position to a new playhead location, the content coordination service provided by computing platform **102/202** or media player **330c/430c** may send a message to all other media players describing the change and seeking approval or disapproval. If a majority, or any other predetermined plurality of users of the other media players agrees, the new playhead location becomes the desired coordination state. If the majority or other predetermined plurality of users of the other media players disagrees, there is no change in coordination state.

[0065] As another example, one or more of first media player **330a/430a**, second media player **330b/430b**, and media player **330c/430c** may be assigned a higher priority when coordinating delivery or playout of the same content, based on a predetermined hierarchy (e.g., leader/organizer status, loyalty status, etc.) of respective users **328a**, **328b**, and **328c**, for instance. In some of those implementations, the desired coordination state may be determined by selecting a state message received from a media player that is identified (e.g., based on a user ID) as having higher priority, regardless of the order in which state messages are received from first media player **330a/430a**, second media player **330b/430b**, and media player **330c/430c**.

[0066] As yet another example, in some use cases, a state message received from one or more users may be ignored, either on a user-specific or session specific basis. For instance, a user engaging in disruptive behavior during a shared media content consumption session may have their state messages excluded from consideration when determining desired coordination states for the remainder of that session. A user who consistently engages in such bad behavior may have their state messages persistently excluded from consideration when determining desired coordination states during all future sessions.

[0067] In the implementation shown by FIGS. 1 and 2, the desired coordination state may be determined by software code **110/210**, executed by hardware processor **104/204** of computing platform **102/202**, and using media playout rate and position control module **116/216**. According to the implementation shown by FIGS. 3 and 4, however, the desired coordination state may be determined by user application **418c**, executed by hardware processor **434c** of media player **430c**, and using media playout rate and position control module **416c**.

[0068] Flowchart **560** can conclude with transmitting first content coordination message **134a/334a** including the desired coordination state to first media player **130a/230a/330a/430a**, and second content coordination message **134b/334b** also including the desired coordination state to second media player **130b/230b/330b/430b**, to substantially synchronize, using the desired coordination state, playout of first media content **126a/226a/426a** and second media content **126b/226b/426b** by first media player **130a/230a/330a/430a** and second media player **130b/230b/330b/430b**, respectively (action **564**).

[0069] First and second content coordination messages **134a/334a** and **134b/334b** include data that is formatted to provide information to respective first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** and is used by the media players to take action to adjust the playback of the content so that playback may be synchronized for the users of the media players. In some implementations, the first and second content coordination messages **134a/334a** and **134b/334b** may include basic data that is interpreted locally by the media players into playback instructions, while in other implementations first and second content coordination messages **134a/334a** and **134b/334b** are formulated into media player instructions by computing platform **102/202** and delivered to the media players.

[0070] As noted above, first and second content coordination messages **134a/334a** and **134b/334b** are provided by system **100/200/300/400** to substantially synchronize playback of first and second media content **126a/226a/426a** and **126b/226b/426b** by respective first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b**. Consequently, and depending on the content playout states of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** relative to one another, first and second content coordination messages **134a/334a** and **134b/334b** may cause one or both of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** to increase the rate at which the media content is played out, decrease the rate at which the media content is played out, or change a position of its playhead entirely. In use cases in which one or more of first and second content coordination messages **134a/334a** and **134b/334b** result in a change in playhead position, such a change in playhead position may be with respect to the timecode or frame number of the content.

[0071] In the implementation shown by FIGS. 1 and 2, content coordination message **134a** and **134b** may be output to respective first and second media players **130a/230a** and **130b/230b** by software code **110/210**, executed by hardware processor **104/204** of computing platform **102/202**, and using communication network **120**. According to the implementation shown by FIGS. 3 and 4, however, content coordination messages **334a** and **334b** may be output to respective first and second media players **330a/430a** and **330b/430b** by user application **418c**, executed by hardware processor **434c** of media player **430c**, and using p2p network **350**.

[0072] Moreover, according to the implementations shown in FIGS. 1 and 2, in some use cases, hardware processor **104/204** may execute software code **110/210** to periodically receive first and second state message **132a** and **132b**, determine the desired coordination state, and transmit the desired coordination state to first and second media players **130a/230a** and **130b/230b** to maintain synchronization of playout of first and second media content **126a/226a** and **126b/226b** by first and second media player **130a/230a** and **130b/230b**, respectively. Analogously, according to the implementations shown in FIGS. 3 and 4, in some use cases, hardware processor **434c** may execute user application **418c** to periodically receive first and second state message **332a** and **332b**, determine the desired coordination state, and transmit the desired coordination state to first and second media players **330a/430a** and **330b/430b** to maintain syn-

chronization of playout of first and second media content **426a** and **426b** by first and second media player **330a/430a** and **330b/430b**, respectively.

[0073] It is noted that changes in playout rate, i.e., increase or decrease of playout rate, of less than approximately thirteen percent may be substantially imperceptible to a user. As a result, where desynchronization between first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** can be remedied through changes in playout rate of less than thirteen percent of either or both of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b**, changing the playout rate of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** may be the preferred option. However, in use cases in which synchronization of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** requires a greater change in playout rate, it may be advantageous to change the playhead position of one or both of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b**.

[0074] It is also noted that, as known in the art, individual media players typically have their own protocols for controlling playout rate, which may be accessed by media distribution systems such as the systems described in this disclosure.

Consequently, the specific techniques used to adjust the rate of playout may vary with each different type of media player. For example, in some instances, a particular media player may increase playout rate through frame dropping, or decrease through frame doubling. That is to say, in response to the desired coordination state included in first and second content coordination messages **134a/334a** and **134b/334b**, each of first and second media players **130a/230a/330a/430a** and **130b/230b/330b/430b** may adjust its own playout rate based on its current local state when compared to the desired coordination state.

[0075] Although not included in flowchart **560**, in some implementations, the present method may include starting a timer in response to receiving first state message **132a/332a**. By way of example, when first state message **132a/332a** is received in action **561**, computing platform **102/202** or media player **330c/430c** may begin a debounce timer to gracefully handle situations where more than one of first state message **132a/332a** and second state message **132b/332b** are being received in rapid succession. Upon receipt of first state message **132a/332a**, computing platform **102/202** or media player **330c/430c** may start a timer to keep track of this in the following manner: When another of first state message **132a/332a** or second state message **132b/332b** is received from one of first media player **130a/230a/330a/430a** or second media player **130b/230b/330b/430b** before the timer reaches the predetermined debounce time interval, the timer may be reset.

[0076] In the implementation shown by FIGS. 1 and 2, the timer may be started and may be reset by software code **110/210**, executed by hardware processor **104/204** of computing platform **102/202**, and using media playout coordination module **112/212**. According to the implementation shown by FIGS. 3 and 4, however, the timer may be started and may be reset by user application **418c**, executed by hardware processor **434c** of media player **330c/430c**, and using media playout coordination module **412c**.

[0077] FIG. 7 shows exemplary table **700** of messages exchanged between computing platform **102/202** or media

player 330c/430c and first and second media players 130a/230a/330a/430a and 130b/230b/330b/430b that demonstrates the effect of the debounce time interval discussed above. Non-patterned (white) buttons 770 designate messages being sent from computing platform 102/202 or media player 330c/430c to first and second media players 130a/230a/330a/430a and 130b/230b/330b/430b. Patterned (lined) buttons 772 designate receipt of first or second state message 132a/332a or 132b/332b by computing platform 102/202 or media player 330c/430c in rapid succession, i.e., several instances of first state message 132a/332a or second state message 132b/332b being received during the debounce time interval. After the debounce time interval expires, hardware processor 104/204 may execute software code 110/210, or hardware processor 434c may execute user application 418c, to determine the desired coordination state for synchronizing playout of first media content 126a/226a/426a by first media player 130a/230a/330a/430a with playout of second media content 126b/226b/426b by second media player 130b/230b/330b/430b.

[0078] As a specific example, and continuing to refer to FIG. 7, when the content coordination service provided by computing platform 102/202 or media player 330c, 430c is in a debounce wait mode as shown by steps 10, 12, and 14 of table 700, first state message 132a/332a or second state message 132b/332b received in the messages of steps 9, 11, and 13 are combined to determine a desired coordination state for advancing from the previous state (step 8). That functionality may apply regardless of how many instances of first state message 132a/332a or second state message 132b/332b are received before the debounce time interval elapses (e.g., see steps 6, 7, and 8).

[0079] Although also not included in flowchart 560, in some implementations, it may be advantageous or desirable to determine the latency associated with communications between computing platform 102/202 and each of first and second media players 130a/230a and 130b/230b, or the latency associated with communications between media player 330c/430c and each of first and second media players 330a/430a and 330b/430b.

[0080] With respect to the implementation shown by FIGS. 1 and 2, the latency between computing platform 102/202 and each of first and second media players 130a/230a and 130b/230b may be estimated or determined by computing platform 102/202, using latency compensation module 114/214 of software code 110/210, for example, or by each of first and second media players 130a/230a and 130b/230b, using respective latency compensation modules 214a and 214b of respective user applications 218a and 218b. That is to say, in some implementations, hardware processor 104/204 may execute software code 110/210 to receive a first latency estimate from first media player 130a/230a and a second latency estimate from second media player 130b/230b.

[0081] By analogy, a determination of the latency between media player 330c/430c and each of first and second media players 330a/430a and 330b/430b can be estimated or determined by media player 330c/430c, using latency compensation module 414c of user application 418c, for example, or by each of first and second media players 330a/430a and 330b/430b, using respective latency compensation modules 414a and 414b of respective user applications 418a and 418b. Thus, in some implementations, hardware processor 434c may execute user application 418c

to receive a first latency estimate from first media player 330a/430a and a second latency estimate from second media player 330b/430b.

[0082] As an example of how latency may be determined, a specific implementation in which first media player 130a/230a determines the latency of its communications with computing platform 102/202 will be considered. However, it is noted that the process described below is readily adapted for use by computing platform 102/202 or any of media players 130b/230b, 330a/430a, 330b/430b, or 330c/430c. FIG. 8 shows diagram 800 illustrating the gathering of latency data to be input to a latency estimator.

[0083] Referring specifically to first media player 130a/230a, communication network 120, and computing platform 102/202, in one implementation, each time computing platform 102/202 sends a message to first media player 130a/230a or first media player 130a/230a sends a message to computing platform 102/202 there will be a latency time difference between when the message is sent and when the message is received. To improve the precision of the present solution for achieving substantial playhead synchronization, it is desirable to determine a predicted amount of this latency for each message and apply synchronization correction as described below.

[0084] As shown in FIG. 8, first media player 130a/230a may periodically make ping requests to computing platform 102/202 in order to determine the time elapsed for a communication round trip. A latency value (hereinafter also “test latency value”) based on the time duration of each ping round trip may be stored in a circular drift buffer that keeps track of the “N” most recently stored test latency values, where N is a configurable parameter of the present exemplary latency determination process. The test latency values in the drift buffer may then be used to calculate a rolling average, which may be a weighted rolling average or an exponential rolling average, for example.

[0085] For instance, one implementation may include computing the rolling average of the test latency values in the drift buffer such that each test latency value in the drift buffer is weighted by how recent it is, i.e., more recent values being given greater weight. In addition, or alternatively, the weighting applied to each test latency value in the drift buffer may be based on its deviation from the current standard average of the drift buffer values, i.e., either a standard mean or median value of the test latency values in the drift buffer. That is to say, the test latency values having greater deviation from the standard mean or median value may be given lower weight in order to reduce the effect of outliers on the latency determination.

[0086] As a specific example of the foregoing, we assume the following test latency values in a ten element drift buffer, with the oldest value listed first and the most recent value listed last: 0.053, 0.048, 0.017, 0.012, 0.047, 0.049, 0.044, 0.028, 0.61, 0.034. It is noted that the exemplary test latency values used in this example differ from those exemplary test latencies shown in FIG. 8. For each of the present test latency values we can calculate a recency weight based on a linear mapping of how recent the test latency value is, from a domain of [0, count of elements—1] to a range of [0.5, 1.0], such that the most recent test latency value is mapped to 1.0, and the oldest test latency value is mapped to 0.5. For example, in the above set the test latency value of “0.61” would be assigned a recency weight close to 1.0, because it is the second most recent test latency value.

[0087] Also, for each of these test latency values we can calculate a deviation weight based on an exponential mapping of how much each test latency value deviates from the standard average, from a domain of [0.0, maximum deviation] to a range of [0.0, 1.0] such that the maximally deviant test latency value is mapped to 0.0. It is noted that, as used herein, the expression “exponential mapping” may refer to the linear mapping squared, i.e., (linear mapping)². It is further noted that an exponential mapping is used in this example so that significant outliers are greatly diminished in weight. For example, in the above set the test latency value of “0.61” would be assigned an extremely low deviation weight, close to 0.0, because this test latency value deviates significantly more from the standard average of all of the test latency values, i.e., 0.0952, than any other test latency value in the drift buffer.

[0088] Now, for each element of the drift buffer, both weights can be combined via multiplication into a composite weighted value for each element identified as “Combined-Weight.” For example, in the above set the test latency value of “0.61” would have a very low, close to 0.0, Combined-Weight, because while its recency weight is high (see above), its deviation weight will be extremely low (see above).

[0089] Based on the above, the weighted rolling average of the drift buffer elements can be calculated as follows:

$$\frac{\text{SUM}(\text{driftValue} * \text{driftValue}'s \text{ CombinedWeight})}{\text{SUM}(\text{driftValue}'s \text{ CombinedWeight})}$$

Note: For the above sample set this weighted average is approximately 0.0372, in contrast with the standard average: 0.0952

[0090] The rolling average may then be factored into the sending and processing of communications between first media player 130a/230a and computing platform 102/202 to improve playhead synchronization. For example, when the playhead of first media player 130a/230a is in a playing state and first media player 130a/230a seeks to a new playhead time “X,” first state message 132a/332a sent by first media player 130a/230a to computing platform 102/202 will add an offset to X derived from the above-computed rolling average. Moreover, first media player 130a/230a can utilize the offset to determine the latency of first content coordination message 134a/334a output to first media player 130a/230a by software code 110/210 of computing platform 102/202.

[0091] To further promote the experience of substantially seamless content synchronization, the latency associated with communications between computing platform 102/202 and first media players 130a/230a, for example, may factor into how first content coordination message 134a is applied by first media player 130a/230a in response to action 565. For instance, in one implementation, if the playhead position of first media player 130a/230a is within a predetermined threshold difference from the desired coordination state specified in first content coordination message 134a, adjusted for latency, no modification is made to the playhead position of media player 130a/230a.

[0092] In use cases in which the playhead position of first media player 130a/230a differs from the desired coordination state specified in first content coordination message 134a, adjusted for latency, by more than the above-discussed

predetermined threshold distance, but less than another predetermined threshold distance, then another synchronization strategy may be employed. For example, the playout rate of first media player 130a/230a may be modified, as discussed above, by a small percentage for a computed time interval such that the playhead of first media player 130a/230a will arrive in proper synchronization at the end of the time interval, which may be a heartbeat interval, for instance.

[0093] As a specific example: if the playhead position of first media player 130a/230a is 0.3 seconds ahead of a slower player, the playout rate of first media player 130a/230a may be adjusted down by ten percent for a duration of 3 seconds. The playout rate of first media player 130a/230a reverts to the default playout rate at the conclusion of this duration or when subsequent content coordination message 134a is received. As noted above, the percentage by which the playout rate is modified may be chosen such that this modification will be largely imperceptible to user 128a of first media player 130a/230a.

[0094] In use cases in which the playhead position of first media player 130a/230a differs from the desired coordination state specified in first content coordination message 134a, adjusted for latency, by more than both of the above-described predetermined threshold differences, the playout rate of first media player 130a/230a may not be changed. Instead, the playhead of first media player 130a/230a may be moved directly to the playhead position of the desired coordination state (e.g., via a “skipping” or “seeking” instruction included in first content coordination message 134).

[0095] It is noted that the predetermined threshold differences alluded to above are configurable parameters of the present approach. An example of how latency can affect the exchange and processing of messages between computing platform 102/202 and first media player 130a/230a is shown by FIG. 9. It is further noted that in implementations in which the latency between computing platform 102/202 and first media player 130a/230a is determined by computing platform 102/202, first content coordination message 134a may include a first latency estimate for communications between computing platform 102/202 and first media player 130a/230a.

[0096] FIG. 10 shows flowchart 1080 presenting an exemplary method for use by first media player 130a/230a/330a/430a for synchronizing playout of first media content 126a/226a/426a with playout of second media content 126b/226b/426b by second media player 130b/230b/330b/430b, according to one implementation. It is noted that in the interests of conceptual clarity, the method outlined by flowchart 1080 will be described by reference to the exemplary implementation shown by FIGS. 1 and 2. Nevertheless, it is emphasized that the present method is equally applicable to the implementation shown by FIGS. 3 and 4. It is further noted, that computing platform 102/202 will be referred to as “coordinating device 102/202” in the description provided below.

[0097] Flowchart 1080 begins with starting to play media content by a first of multiple media players each playing the same media content (action 1081). For example, referring to FIGS. 1 and 2, first media player 130a/230a may start to play first media content 126a/226a. Flowchart 1080 continues with transmitting a state message to a coordinating device for playout of the media content by the multiple

media players (action **1082**). Continuing to refer to FIGS. **1** and **2**, first state message **132a** may be transmitted to coordinating device **102/202** by first media player **130a/230a** while first media player **130a/230a** is playing first media content **126a/226a**. First state message **132a** may include one or more of a playhead position, a media content playout rate, and a network connection status of first media player **130a/230a**.

[0098] Flowchart **1080** continues with receiving a content coordination message from the coordinating device, where the content coordination message includes a coordination state for playout of the media content that is determined by one or both of the state message transmitted in action **1082** and another state message transmitted to the coordinating device by another media player playing the media content (action **1083**). For example, first media player **130a/230a** may receive first content coordination message **134a** from coordinating device **102/202**, first content coordination message **134a** including a desired coordination state for playout of first media content **126a/226a** by first media player **130a/230a**, the coordination state being based one or more of first state message **132a** and second state message **132b** transmitted by second media player **130b/230b** to coordinating device **102/202**.

[0099] Flowchart **1080** further continues with synchronizing playout of the media content by the first media player with playout of the media content by the other media players, using the content coordination state (action **1084**). That is to say, playout of first media content **126a/226a** by first media player **130a/230a** may be synchronized with playout of second media content **126b/226b** by second media player **130b/230b** using the content coordination state included in content coordination message **134a**. According to the exemplary method outlined in FIG. **10**, flowchart **1080** can conclude with continuing to playout the media content during and after the synchronizing (action **1085**). Thus, first media content **126a/226a** continues to be played out by first media player **130a/230a** during and after action **1084**.

[0100] Although not included in flowchart **1080**, in some implementations, the present method may include determining, by first media player **130a/230a**, a first latency estimate for communications with coordinating device **102/202**. In those implementations, the present method may further include transmitting, by first media player **130a/230a**, the first latency estimate to coordinating device **102/202** as part of first state message **132a**. Alternatively, or in addition, the present method may further include receiving, by first media player **130a/230a**, the first latency estimate from coordinating device **102/202**. Furthermore, in some implementations, first media player **130a/230a** may periodically transmit first state message **132a**, receive second state message **132b**, receive first content coordination message **134a**, and synchronize, using first content coordination message **134a**, playout of first media content **126a/226a** with playout of second media content **126b/226b** by second media player **130b/230b**.

[0101] Thus, the present application discloses systems and methods for coordinating delivery of media content to multiple media players. The disclosed systems and methods provide a robust solution enabling multiple media players to concurrently render substantially synchronized content that is applicable to live content as well as recorded media content. According to various implementations of the present inventive principles, each media player has a bidirec-

tional and persistent connection to a content coordination service. Each media player individually streams or otherwise accesses a different instantiation of the same media content rather than sharing a single streaming session that is mirrored to each media player.

[0102] From the above description it is manifest that various techniques can be used for implementing the concepts described in the present application without departing from the scope of those concepts. Moreover, while the concepts have been described with specific reference to certain implementations, a person of ordinary skill in the art would recognize that changes can be made in form and detail without departing from the scope of those concepts. As such, the described implementations are to be considered in all respects as illustrative and not restrictive. It should also be understood that the present application is not limited to the particular implementations described herein, but many rearrangements, modifications, and substitutions are possible without departing from the scope of the present disclosure.

1. A system for synchronizing media content playout, the system comprising:

a computing platform including a hardware processor and a system memory storing a software code;

the hardware processor configured to execute the software code to:

receive a first state message from a first media player playing a first media content;

start a timer for a first time interval after receiving the first state message;

receive, prior to expiration of the timer started for the first time interval, a second state message from a second media player playing a second media content, the first media content and the second media content being a same media content;

start the timer for a second time interval after receiving the second state message;

in response to expiration of the timer started for the second time interval,

determine a coordination state for playout of the first media content by the first media player and the second media content by the second media player based on at least one of the first state message or the second state message; and

in response to expiration of the timer started for the second time interval, transmit a first content coordination message including the coordination state to the first media player, and a second content coordination message including the coordination state to the second media player to synchronize, using the coordination state, playout of the first media content and the second media content by the first media player and the second media player, respectively.

2. The system of claim **1**, wherein at least one of the first state message or the second state message includes user activity data corresponding to an action by a user of a respective one of the first media player or the second media player.

3. (canceled)

4. The system of claim **1**, wherein the first content coordination message causes the first media player to change a playout rate of the first media content.

5. The system of claim **1**, wherein the first content coordination message causes the first media player to change

a position of a playhead of the first media player with respect to one of a timecode and a frame number of the first media content.

6. The system of claim 1, wherein the first content coordination message further includes a first latency estimate for communications between the computing platform and the first media player.

7. The system of claim 6, wherein the first latency estimate is determined based on a weighted rolling average of a plurality of test latency values measured for the first media player.

8. The system of claim 7, wherein a weight applied to each of the plurality of test latency values is based on how recently each test latency value was measured.

9. The system of claim 7, wherein a weight applied to each of the plurality of test latency values is based on a deviation of each of the test latency values from a standard average of the plurality of test latency values.

10. The system of claim 1, wherein receiving the first state message, receiving the second state message, determining the coordination state, and transmitting the coordination state to the first media player and the second media player are all repeated periodically.

11. A method for use by a system for synchronizing media content playout, the system including a computing platform having a hardware processor and a system memory storing a software code, the method comprising:

receiving, by the software code executed by the hardware processor, a first state message from a first media player playing a first media content;

starting, by the software code executed by the hardware processor, a timer for a first time interval after receiving the first state message;

receiving, by the software code executed by the hardware processor and prior to expiration of the timer started for the first time interval, a second state message from a second media player playing a second media content, the first media content and the second media content being a same media content;

starting, by the software code executed by the hardware processor, the timer for a second time interval after receiving the second state message;

in response to expiration of the timer started for the second time interval, determining, by the software code executed by the hardware processor, a coordination state for playout of the first media content by the first media player and the second media content by the second media player based on at least one of the first state message or the second state message; and

in response to expiration of the timer started for the second time interval, transmitting, by the software code executed by the hardware processor, a first content coordination message including the coordination state to the first media player, and a second content coordination message including the coordination state to the second media player to synchronize, using the coordination state, playout of the first media content and the second media content by the first media player and the second media player, respectively.

12. The method of claim 11, wherein at least one of the first state message or the second state message includes user activity data corresponding to an action by a user of a respective one of the first media player or the second media player.

13. (canceled)

14. The method of claim 11, wherein the first content coordination message causes the first media player to change a playout rate of the first media content.

15. The method of claim 11, wherein the first content coordination message causes the first media player to change a position of a playhead of the first media player with respect to one of a timecode and a frame number of the first media content.

16. The method of claim 11, further comprising determining a first latency estimate for communications between the computing platform and the first media player.

17. The method of claim 16, wherein the first latency estimate is determined based on a weighted rolling average of a plurality of test latency values measured for the first media player.

18. The method of claim 17, wherein a weight applied to each of the plurality of test latency values is based on how recently each test latency value was measured.

19. The method of claim 17, wherein a weight applied to each of the plurality of test latency values is based on a deviation of each of the test latency values from a standard average of the plurality of test latency values.

20. The method of claim 11, wherein receiving the first state message, receiving the second state message, determining the coordination state, and transmitting the coordination state to the first media player and the second media player are all repeated periodically.

21. A method for use by a first media player for synchronizing playout of a first media content with playout of a second media content by a second media player, the first media content and the second media content being a same media content, the method comprising:

starting to play the first media content;

transmitting a first state message to a coordinating device while the first media player is playing the first media content, the first state message including a playhead position, a media content playout rate, and a network connection status of the first media player;

in response to transmitting the first state message to the coordinating device, receiving a first content coordination message from the coordinating device, the first content coordination message including a coordination state for playout of the first media content by the first media player, the coordination state being based on the first state message;

synchronizing, by the first media player using the first content coordination message, playout of the first media content with playout of the second media content by the second media player; and

continuing to playout the first media content during and after the synchronizing.

22. The method of claim 21, wherein the first state message includes user activity data corresponding to an action by a user of the first media player.

23. The method of claim 21, wherein the first content coordination message causes the first media player to change a playout rate of the first media content.

24. The method of claim 21, wherein the first content coordination message causes the first media player to change a position of a playhead of the first media player with respect to one of a timecode and a frame number of the first media content.

25. The method of claim **21**, wherein the method further comprises:

determining a first latency estimate for communications with the coordinating device; and

transmitting the first latency estimate to the coordinating device as part of the first state message.

26. The method of claim **25**, wherein the first latency estimate is determined based on a weighted rolling average of a plurality of test latency values measured by the first media player.

27. The method of claim **26**, wherein a weight applied to each of the plurality of test latency values is based on how recently each test latency value was measured.

28. The method of claim **26**, wherein a weight applied to each of the plurality of test latency values is based on a deviation of each of the test latency values from a standard average of the plurality of test latency values.

29. The method of claim **21**, wherein transmitting the first state message, receiving the second state message, receiving the first content coordination message, and synchronizing are all repeated periodically.

30. The method of claim **21**, wherein the method further comprises:

receiving a first latency estimate from the coordinating device.

31. The system of claim **1**, wherein the first state message includes a playhead position, a media content playout rate, and a network connection status of the first media player.

32. The method of claim **11**, wherein the first state message includes a playhead position, a media content playout rate, and a network connection status of the first media player.

* * * * *