CLAIMS

1. A recommendation system operatively coupled to a network accessible source of indexed content objects and a viewer system, the recommendation system capable of modeling of buyer/purchaser psychology, the recommendation system comprising:

A) a neuropsychological modeling engine operatively coupled to the network accessible source of indexed content objects;

B) a behavior modeler operatively coupled to the viewer system;

C) a ranking application operatively coupled to the neuropsychological modeling engine;

D) a first memory operatively coupled to the ranking application, the neuropsychological modeling engine, and the behavior modeler for storing a plurality of viewer models;

E) a second memory operatively coupled to the ranking application, the neuropsychological modeling engine, and the behavior modeler for storing a plurality of channel models and rankings of content objects relative to a channel model;

wherein the neuropsychological modeling engine is configured to:

i) compare metadata associated with a content object received from the source of indexed content objects to metadata associated with a viewer model and at least one viewer channel associated with the viewer, and

ii) determine if the received content object is eligible for ranking amongst other content objects associated with viewer channel in accordance with the viewer's emotional motivation to select the content object.

2. The system of claim 1 wherein the recommendation system further comprises:

F) a mathematical model of human emotion stored in memory and accessible by the neuropsychological modeling engine.

3. The system of claim 1 or 2 wherein neuropsychological modeling engine is further configured to :

iii) generate a fear vector value representing an individual's fear to select or purchase the content object;

iv) generate a desire vector value representing the individual's desire to select or purchase the offered item;

v) derive, from the desire vector value and the fear vector value, a value Ψ representing an individuals mood;

vi) derive, from the desire vector value and the fear vector value, a value *m* representing an individuals motivational strength to select the content object; and

vii) if the value Ψ representing an individuals mood is within an acceptable predetermined range, providing the value *m* to ranking application.

4. The system of any of claims 1 to 3 wherein the ranking application is configured to, using the value *m* received from the neuropsychological modeling engine, determine a ranking for the content object relative to other content objects associated with the channel model.

5. A system comprising a recommendation system according to any of claims 1 to 4 and one or more content objects.

6. A method for modeling of buyer/purchaser psychology comprising:

A) comparing metadata associated with a content object to metadata associated with a channel model;

B) generating a fear vector value representing an individual's fear to select or purchase the content object;

C) generating a desire vector value representing the individual's desire to select or purchase the offered item;

D) deriving, from the desire vector value and the fear vector value, a value Ψ representing an individuals mood;

E) deriving, from the desire vector value and the fear vector value, a value *m* representing an individuals motivational strength to select or purchase the content object; and

F) if the value Ψ representing an individuals mood is within an acceptable predetermined range, using the value *m* to determine a ranking for the content object relative to other content objects associated with the channel model; and

G) maintaining the channel model and a viewer model associated with the individual in a network accessible memory.

7. A system for modeling of buyer/purchaser psychology comprising:

A) a first network accessible memory for storing at least one channel model;

B) a modeling engine operatively coupled to the network accessible memory and configured to compare metadata associated with a content object to metadata associated with the channel model and for generating:

i) a fear vector value representing an individual's fear (reluctance) to select or purchase the content object,

ii) a desire vector value representing the individual's desire to select or purchase the offered item,

iii) a value Ψ representing an individuals mood, the value Ψ being derived from the desire vector value and the fear vector value,

iv) a value m representing an individuals motivational strength to select or purchase the content object, the value m being derived from the desire vector value and the fear vector value; and

C) a ranking module responsive to the modeling engine for deriving a ranking for the content object relative to other content objects associated with the channel model from the value m generated by the modeling engine, if the value Ψ generated by the modeling engine is within an acceptable predetermined range; and

D) a second network accessible memory for storing at least a portion of the content object and the other content objects.

8. A system comprising a system according to claim 7 and one or more content objects.

9. A method for enabling multidimensional surfing of content comprising:

A) evaluating a first content object according to behavioral metadata associated with a consumer to determine eligibility for ranking;

B) assigning an emotional motivation value to the first content object, if eligible for ranking; and

C) arranging a reference to the first content object among a first plurality of the references to content objects in order according to increasing or decreasing emotional motivation associated with the respective content objects.

10. The method of claim 9 further comprising:

D) assigning a chronological ranking value to the first content object among a second plurality of content objects having at least one common parameter value with the first content object.

11. A method according to claim 9 or 10 further comprising:

E) arranging the first content object among a second plurality of content objects having at least one common parameter value with the first content object in order of increasing or decreasing chronological ranking value.

12. A method for use with a video display system having a video display and a plurality of cursor navigation controls for moving a user selectable sub-region of the video display area sequentially in one or more directions, the method comprising:

A) receiving a first of the cursor navigation control commands; and

B) redirecting the first cursor navigation control command to initiate presentation of a first content object from among a first plurality of content objects previously arranged according to chronological sequence or progressively increasing or decreasing emotional motivation.

13. In a video display system comprising:

a video display ;

a plurality of directional navigation controls for sequentially moving a user selectable sub-area of the video display in one or more directions about the video display area;

control logic for receiving command signals associated with one of the navigation controls and for redirecting the command signal to initiate presentation of a first content object from among a first plurality of content objects are arranged in order of progressive emotional motivation;

wherein selection of a navigational control associated with a first direction initiates presentation of the first content object having at least the same as or increased emotional motivation than a most previously presented content object;

wherein selection of a navigational control associated with a second direction, opposite the first direction, initiates presentation of the first content object having at least the same as or decreased emotional motivation than a previously presented content object; and

a plurality of memory buffers for storing at least a portion of the first plurality of content objects and the first content object.

14. The system of claim 13 further comprising:

control logic for receiving command signals associated with one of the navigation controls and for redirecting the command signals to initiate presentation of the first content object from among a second plurality of content objects previously arranged in a chronological sequence.

15. In a video display system comprising:

a video display ;

a plurality of directional navigation controls for sequentially moving a user selectable sub-area of the video display in one or more directions about the video display area;

control logic for receiving command signals associated with one of the navigation controls and for selecting a first content object from among a first plurality of content objects arranged in order of increasing or decreasing emotional motivation and to initiate presentation of the first content object from among a second plurality of content objects previously arranged in a chronological sequence.

16. In a video display system comprising:

a video display ;

a plurality of directional navigation controls for sequentially moving a user selectable sub-area of the video display in one or more directions about the video display area;

control logic for receiving command signals associated with one of the navigation controls and for redirecting the command signal to initiate presentation of a first content object from among a first plurality of content objects previously arranged in a chronological sequence;

wherein selection of a navigational control associated with a first direction initiates presentation of the first content object having an earlier chronological value than a previously presented content object; and

wherein selection of a navigational control associated with a second direction, opposite the first direction initiates presentation of the first content object having a later chronological value than a previously presented content object; and

a plurality of memory buffers for storing at least a portion of the first plurality of content objects and the first content object.

17. The system according to any of the claims 13 to 16 in which at least one of the navigation controls is selected from up, down, left, or right navigation controls.

18. The system according to any of the claims 13 to 17 in which at least a portion of the first plurality of content objects are simultaneously displayed with the first content object.

19. The system according to any of the claims 13 to 18 in which at least a portion of the second plurality of content objects are simultaneously displayed with the first content object.

20. The system according to any of the claims 13 to 19 in which the portion of the first or second plurality of content objects are displayed with graphic indicia indicating which navigation controls are available therewith.

21. A system comprising a system according to any of the claims 13 to 20 and one or more content objects.

22. A system for display and navigation of multiple data streams comprising:

a video display defining a video display area;

a control interface operatively coupled to the video display and configured to provide a plurality of directional navigation controls for sequentially moving a user selectable sub-area within the video display area in one or more directions; and

a graphics engine for receiving command signals associated with one of the navigation controls to initiate presentation of a primary content object from among a first plurality of content objects arranged according to a predefined criteria.

23. The system of claim 22 wherein the first plurality of content objects are arranged in a predetermined order of one of increasing and decreasing emotional motivation of a viewer to select the content objects.

24. The system of claim 23 wherein selection of a navigational control associated with a first direction initiates presentation of the primary content object having at least the same as or increased emotional motivation than a most previously presented content object.

25. The system of claim 24 wherein selection of a navigational control associated with a second direction, opposite the first direction, initiates presentation of the primary content object having at least the same as or decreased emotional motivation than a most previously presented content object.

26. The system of claim 22 wherein the first plurality of content objects are previously arranged in a chronological sequence.

27. The system of claim 26 wherein selection of a navigational control associated with a first direction initiates presentation of the primary content object having an earlier chronological value predefined criteria than a most previously presented content object.

28. The system of claim 27 wherein selection of a navigational control associated with a second direction, opposite the first direction, initiates presentation of a content object having a later chronological value associated therewith than a previously presented content object.

29. The system of any of claims 22 to 28 wherein the graphics engine is configured to display at least a portion of the first plurality of content object data streams simultaneously with display of the primary content object data streams.

30. The system of claim 29 wherein the portion of the first plurality of content object data streams are displayed with graphic indicia indicating which directional navigation controls are selectable therewith.

31. The system of any of claims 29 to 30 wherein the portion of the first plurality of content object data streams are displayed with graphic indicia indicating a cost associated with selection thereof.

32. The system of any of claims 29 to 31 wherein the primary content object data stream is displayed with graphic indicia indicating an authorization status associated with selection thereof.

33. The system of any of claims 29 to 32 wherein the primary content object data stream is displayed with descriptive information associated therewith.

34. The system of claim 22 wherein the first plurality of content objects are arranged in a predetermined order of cost associated with selection thereof.

35. The system of claim 34 wherein selection of a navigational control associated with a first direction initiates presentation of the primary content object with no cost associated with selection thereof.

36. The system of claim 35 wherein selection of a navigational control associated with a second direction, opposite the first direction, initiates presentation of the primary content object with a cost associated with selection thereof.

37. The system of any of claims 22 to 36 wherein a control interface is further configured to provide a plurality of controls for providing explicit feedback in the form of negative or positive emotion relative to the primary content object or of metadata associated therewith.

38. The system of any of claims 22 to 37 wherein the control interface is further comprises a plurality of color coded control may be used to socially share the link to the primary content object with the applicable social network or to provide a gratuity to the author(s) of the primary content object or to the recommender thereof.

39. The system of any of claims 22 to 38 wherein the control interface further comprises accelerometers for detecting horizontal, vertical and other gesture patterns for use as navigation and selection commands.

40. The system of any of claims 22 to 39 wherein the graphics engine is further configured to display on the video display area images of third parties who have recommended content, images presented in a queued relationship to a recommender of the primary content object.

41. The system of any of claims 22 to 40 wherein the system further comprises on or more virtual channels into which content objects are from single or multiple sources external of the recommendation system and may be arranged into any of the following categories: recommended content, directed content, third-party content, personal library content, user generated content and pictures, mail, posted content and off-line viewing of any of the foregoing or regular channels.

42. The system of any of claims 22 to 41 wherein the control interface is further configured to navigate among content objects which are arranged in dimensions and the dimensions nested logically on multiple levels.

43. The system of claim 42 wherein the control interface is further configured to navigate among either a chronological order of content objects from a chronologically ordered content object or a vertical fear/desire dimension.

44. The system of any of claims 22 to 43 wherein a control interface is further configured to provide any of a command, channel designator of display icon for directly accessing and

presenting as the primary content object instructional materials regarding various functions and procedures associated with the system.

45. A system comprising a system according to any of the claims 22 to 43 and a content object presented and/or selected by the system according the claims 22 to 43.

46. A method for distributed delayed streaming of content comprising:

A) providing a network accessible memory for storing content representing a first program;

B) receiving into the network accessible memory portions of the first program from a plurality of viewers having access to the first program from another source;

C) assembling the portions received from the plurality of viewers into the first program; and

D) upon receiving a request from one of the plurality of viewers, transmitting the first program to the requesting viewer.

wherein the portions the first program are received from the plurality of viewers asynchronously.

wherein the first program is accessible to the plurality of viewers from the other source during a first time period and wherein the first program is transmitted to the requesting viewer during a second time period not identical to the first time period.

47. A system for distributed delayed streaming of content comprising:

A) a network accessible memory for storing content representing a first program;

B) a network interface for receiving into the network accessible memory at least portions of the first program from a plurality of viewers having access to the first program from another source;

C) an aggregation engine for assembling the portions received from the plurality of viewers into the first program; and

D) a streaming interface for transmitting the first program to one of the plurality of viewers upon request.

48. A system comprising a system according to claim 47 and one or more programs.

49. A method for distributed uploading of content comprising:

A) determining which of a plurality of content programs are accessible from a first source for downloading to a viewer system;

B) requesting download transmission of at least a portion of an accessible programs from the first source to the viewer system at a first time;

C) upload transmitting at least a portion of the accessible program received by the viewer system to a remote second source along with authorization indicia identifying the viewer system; and

D) requesting download transmission of the accessible program from the second source to the viewer system at a second time different from the first time.

50. A system for distributed uploading of content comprising:

A) a viewer system operably coupled over a network to a first source of content programs;

B) program logic for determining which of a plurality of content programs are accessible from the first source and for requesting download transmission of at least a portion of an accessible programs from the first source to the viewer system at a first time; and

C) program logic for upload transmitting at least a portion of the accessible program received by the viewer system to a remote second source along with authorization indicia identifying of the viewer system; and

D) program logic for requesting download transmission of the accessible program from the second source to the viewer system at a second time different from the first time.

51. The system of claim 50 further comprising:

E) program logic for receiving a streamed download of a portion of the accessible program from the second source, wherein the streamed download portion of the accessible program received from the remote second source is larger than the uploaded portion of the accessible program transmitted to the remote second source from the viewer system.

52. A system comprising a system according to any of the claims 50 or 51 and one or more content programs.

53. A method for distributed delayed streaming of content comprising:

A) providing a network accessible memory for storing content representing a first program received from a source;

B) receiving into the network accessible memory authorization indicia identifying a plurality of viewers having access to the first program from the source; and

C) upon receiving a request from one of the plurality of viewers, verifying the authorization indicia determine if the requesting viewer has authorized access to the 1st program; and

D) transmitting the first program to the requesting viewer upon verification of authorization.

wherein the first program is accessible to the plurality of viewers from the source during a first time period and wherein the first program is transmitted to the requesting viewer during a second time period not identical to the first time period.

54. A system for distributed delayed streaming of content comprising:

A) a network accessible memory for storing content representing a first program received from a source;

B) a network interface for receiving into the network accessible memory authorization indicia identifying a plurality of viewers having access to the first program from the source;

C) a verification engine for determining, upon receiving a request from one of the plurality of viewers, if the requesting viewer has authorized access to the first program; and

D) a streaming interface for transmitting the first program to the requesting viewer upon verification of authorization.

55. A system comprising a system according to claim 54 and one or more programs.

56. A system for selecting and viewing program content comprising:

A) a first user-interface operably coupled to the compilation of selectable and viewable content objects for presenting substantially visual, non-textual information;

B) a second user-interface operably coupled to the data associated with the content objects for presenting substantially textual information;

C) a third user-interface operably coupled to the compilation of selectable and viewable content objects and the metadata associated with the content objects for presenting one of visual content and textual information; and

D) a network accessible memory for storing at least a portion of the metadata associated with the content objects.

57. A system comprising a system according to claim 56 and one or more content objects.

58. A method for selecting and viewing program content comprising:

A) providing a first user-interface operably coupled to the compilation of selectable and viewable content objects for presenting substantially visual, non-textual information;

B) providing a second user-interface operably coupled to metadata associated with the content objects for presenting substantially textual information; and

C) providing a third user-interface operably coupled to the compilation of selectable and viewable content objects and the metadata associated with the content objects for presenting one of visual content and textual information; and

D) for storing in a network accessible memory at least a portion of the metadata associated with the content objects.

59. A method for modeling of buyer/purchaser psychology comprising:

A) receiving data associated with a viewing event;

B) comparing metadata associated with a channel model to data associated with the viewing event; and

C) modifying the channel model to account for the viewing event.

60. The method of claim 12 further comprising:

D) deriving at least one database query from the channel model.

61. The method of claim 12 wherein B) comprises:

B1) comparing metadata associated with a channel model to data associated with a viewer model.

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CLAIMS

1. A recommendation system operatively coupled to a network accessible source of indexed content objects and a viewer system, the recommendation system capable of modeling buyer/purchaser psychology, the recommendation system comprising:

A) a neuropsychological modeling engine operatively coupled to the network accessible source of indexed content objects;

B) a behavior modeler operatively coupled to the viewer system;

C) a ranking application operatively coupled to the neuropsychological modeling engine;

D) a first memory operatively coupled to the ranking application, the neuropsychological modeling engine, and the behavior modeler for storing a plurality of viewer models;

E) a second memory operatively coupled to the ranking application, the neuropsychological modeling engine, and the behavior modeler for storing a plurality of channel models and rankings of content objects relative to a channel model;

wherein the neuropsychological modeling engine is configured to:

i) generate a fear vector value having magnitude and direction parameters associated therewith and representing a viewer's fear to select or purchase a content object received from the source of indexed content objects,

ii) generate a desire vector value having magnitude and direction parameters associated therewith and representing the viewer's desire to select or purchase the content object,

iii) derive, from the desire vector value and the fear vector value, an emotion vector value having magnitude and direction parameters associated therewith,

iv) compare metadata associated with the content object to metadata associated with a viewer model and at least one viewer channel associated with the viewer, and

v) determine if the received content object is eligible for ranking amongst other content objects associated with the viewer channel in accordance with a viewer's emotional motivation to select the content object; and

F) a model of psychology space stored in memory and accessible by the neuropsychological modeling engine, said model comprising a representation of a brain cortex having a plurality of emotions associated with portions thereof;

wherein the emotion vector value as mapped relative to the psychology space model represents the viewer's mood and emotional motivation to select the content object.

2. The system of claim 1 wherein iii) further comprises:

iii(a)) derive, from the desire vector value and the fear vector value, a value ψ representing a viewer's mood;

iii(b)) derive, from the desire vector value and the fear vector value, a value m representing a viewer's motivational strength to select the content object; and

wherein neuropsychological modeling engine is further configured to

v) if the value ψ representing an viewer's mood is within an acceptable predetermined range, providing the value m to ranking application.

3. The system of claim 2 wherein the ranking application is configured to, using the value m received from the neuropsychological modeling engine, determine a ranking for the content object relative to other content objects associated with the channel model.

4. A method for modeling of buyer/purchaser psychology comprising:

A) comparing metadata associated with a content object to metadata associated with a channel model;

B) generating a fear vector value having magnitude and direction parameters associated therewith and representing an individual's fear to select or purchase the content object;

C) generating a desire vector value having magnitude and direction parameters associated therewith and representing the individual's desire to select or purchase the content object; and

D) deriving from the value for the desire vector and the value for the fear vector a ranking for the content object relative to other content objects associated with the channel model;

E) storing, in memory accessible by the neuropsychological modeling engine, a psychology space model comprising a representation of a brain cortex having a plurality of emotions associated with portions thereof; and

F) mapping, relative to the psychology space model, an emotion vector value derived from the desire vector value and the fear vector value, a position of the emotion vector value relative to the psychology space model indicating an individual's mood and emotional motivation to select the content object.

5. The method of claim 4 wherein D) comprises:

D1) deriving, from the desire vector value and the fear vector value, a value ψ representing an individual's mood.

6. The method of claim 5 wherein D) further comprises:

D2) deriving, from the desire vector value and the fear vector value, a value m representing an individual's motivational strength to select or purchase the content object.

7. The method of claim 6 wherein D) further comprises:

D3) if the value ψ representing an individuals mood is within an acceptable predetermined range, using the value m representing an individual's motivational strength to select or purchase the content object to determine a ranking for the content object relative to other content objects associated with the channel model.

8. The method of claim 4 further comprising:

G) maintaining the channel model and a viewer model associated with the individual in a network accessible memory.

9. A system for modeling of buyer/purchaser psychology comprising:

A) a first network accessible memory for storing at least one channel model;

B) a modeling engine operably coupled to the network accessible memory and configured to compare metadata associated with a content object to metadata associated with the channel model and for generating:

i) a fear vector value having magnitude and direction parameters associated therewith and representing an individual's fear to select or purchase the content object; and

ii) a desire vector value having magnitude and direction parameters associated therewith and representing the individual's desire to select the content object; and

C) a model of psychology space stored in memory and accessible by the modeling engine, said model comprising at least a two-dimensional representation of a brain cortex;

wherein the fear and desire vector values comprise constituent components of an emotion vector value capable of being mapped onto the psychology space model, a position of the emotion vector value relative to the psychology space model indicating an individual's mood and emotional motivation to select the content object.

10. The system of claim 9 wherein the modeling engine is further configured to generate:

iii) a value ψ representing an individual's mood, the value ψ being derived from the desire vector value and the fear vector value.

11. The system of claim 10 wherein the modeling engine is further configured to generate:

iv) a value m representing an individual's motivational strength to select or purchase the content object, the value m being derived from the desire vector value and the fear vector value.

12. The system of claim 9 further comprising:

D) a ranking module, responsive to the value m generated by the modeling engine, for deriving a ranking for the content object relative to other content objects associated with the channel model, if the value ψ generated by the modeling engine is within an acceptable predetermined range.

13. The system of claim 9 further comprising:

D) a second network accessible memory for storing at least a portion of the content object and at least a portion of other content objects.

14. The system of claim 9 further comprising:

D) a network accessible data structure stored in memory, the data structure comprising any of: channel identification data; viewer identification data; at least one dominant preference variable; at least one sub-dominant preference variable; or memory reference identifying the location of a data structure representing rankings of content objects associated with the channel.