CLAIMS:

1. A method for transferring application states between a first electronic device and a second electronic device, the first electronic device being operatively coupled to communicate with the second electronic device, the method comprising:

receiving an instruction on the first electronic device from a user to transfer at least one application state element of a first application being executed on the first electronic device to the second electronic device for use in the execution of a second application;

transmitting the at least one application state element to the second electronic device; and

automatically commencing execution of the second application on the second electronic device according to the at least one application state element.

2. The method of claim 1, wherein following execution of the second application on the second electronic device, the first application is terminated on the first electronic device.

3. The method of claims 1 or 2, wherein the first application and the second application are the same application.

4. The method of any one of claims 1 to 3, wherein middleware interfaces the first and second applications on the first electronic device and second electronic device respectively.

5. The method of any one of claims 1 to 4, further comprising logging off a user from the first application from the first electronic device after the transmitting step.

6. The method of claim 5, further comprising logging in the user to the second application from the second electronic device.

7. The method of any one of claims 1 to 6, wherein the application is a media player.

8. The method of claim 7, wherein the at least one application state element comprises any of: a media file, a streaming media location, a media title, a playlist, a shuffle order and/or an elapsed play time.

9. The method of claim 7, wherein the at least one application state element comprises a streaming media location and/or an elapsed play time, the method further comprising instructing a remote source of streaming media to stream the streaming media to the second electronic device.

10. The method of any one of claims 1 to 6, wherein the application is a browser.

11. The method of claim 10, wherein the at least one application state comprises any of a URL and/or a page location.

12. The method of any one of claims 1 to 6, wherein the application is an instant messenger.

13. The method of claim 12, wherein the at least one application state element comprises any of: conversation logs, open conversations and/or log-in status.

14. The method of claim 13, further comprising logging out of an instant messenger account from the first electronic device and logging in to the instant messenger account from the second electronic device after the transmitting step.

15. The method of any one of claims 12 to 14, wherein one or more application state elements is obtained from the instant messaging application server.

16. The method of any one of claims 14 to 15, wherein the instant messaging application maintains the log-in status of the user between the steps of logging out of the instant messenger account from the first electronic device and logging in to the instant messenger account from the second electronic device.

17. The method of any one of claims 16, wherein instant messages addressed to the user are stored by the instant messaging application server and sent to the user after the step of logging in to the instant messenger account from the second electronic device.

18. The method of any one of claims 1 to 17, wherein two or more application state elements are to be transferred from the first electronic device to the second electronic device, the two or more application state elements comprising authentication information for transferring the application state from the first electronic device to the second electronic device.

19. The method of any one of claims 1 to 6, wherein the application is a video game.

20. The method of any one of claims 1 to 12, 19, further comprising receiving one or more application state elements from an application server.

21. A computer readable storage device for transferring application states between a first electronic device and a second electronic device, the first electronic device being operatively coupled to communicate with the second electronic device, the computer readable storage device storing statements and instructions for use in the execution in a computer of the method of any one of claims 1 to 20.

22. A personal data assistant comprising the computer readable storage device of claim 21.

23. A data carrier product for transferring application states between a first electronic device and a second electronic device, the first electronic device being operatively coupled to communicate with the second electronic device, the data carrier product containing a sequence of instructions which when executed causes the performance of the method according to any one of claims 1 to 20.

24. An integrated circuit product for transferring application states between a first electronic device and a second electronic device, the first electronic device being operatively coupled to communicate with the second electronic device, the integrated circuit product containing sequences of instructions which when executed causes the performance of the method according to any one of claims 1 to 20.

CLAIMS:

1. A method for transferring an application state of an application between a first electronic device and a second electronic device, the application state having application state elements defining aspects of an execution status of the application, the first electronic device being coupled to communicate with the second electronic device, the first electronic device having a first copy of a media and the second electronic device having a second copy of the media, the method comprising:

receiving an instruction on the first electronic device to transfer application state elements of a first media player application being currently executed on the first electronic device to the second electronic device for use in the execution of a second media player application; and

transmitting application state elements from the first electronic device to the second electronic device the application state elements including information identifying media currently being played by the first media player application and information specifying a current elapsed playing time of the media when the instruction is received on the first electronic device, the transmitted application state elements being useable by the second electronic device to cause the second media player application on the second electronic device to play the second copy of the media as identified by the application state elements at a same elapsed time in the media play as specified by the application state elements, following receipt of the application state elements by the second electronic device.

2. The method of claim 1, wherein the first media player application is terminated on the first electronic device subsequent to the transmitting of the application state elements.

3. The method of claim 1 or claim 2, wherein the first media player application and the second media player application are the same application.

4. The method of claim 1 or claim 2, wherein the first media player application and the second media player application are different applications for a same task.

5. The method of any one of claims 1 to 4, wherein middleware interfaces the first and second media player applications on the first electronic device and second electronic device respectively.

6. The method of any one of claims 1 to 5, further comprising causing logging in to the second media player application from the second electronic device.

7. The method of any one of claims 1 to 6, wherein the at least one application state element further comprises any of: a playlist, and/or a shuffle order.

8. The method of any one of claims 1 to 7, wherein two or more application state elements are to be transferred from the first electronic device to the second electronic device, the two or more application state elements comprising authentication information for transferring the application state from the first electronic device to the second electronic device.

9. The method of any one of claims 1 to 8, wherein the first media player application and the second media player application are both video game applications.

10. The method of any one of claims 1 to 9, wherein the first electronic device is directly coupled to communicate with the second electronic device via a direct connection between respective ports on the first and second electronic devices and the transmitting step is performed via the direct connection.

11. The method of claim 10, wherein the first electronic device is additionally adapted to be coupled to the second electronic device via a wireless communication network and the transmitting step is performed via the wireless communication network.

12. A computer readable storage device for transferring an application state between a first electronic device and a second electronic device, the first electronic device being coupled to communicate with the second electronic device, the computer readable storage device storing statements and instructions for use in the execution in a computer of the method of any one of claims 1 to 11.

13. A personal data assistant comprising the computer readable storage device of claim 12.

14. A data carrier product for transferring an application state between a first electronic device and a second electronic device, the first electronic device being coupled to communicate with the second electronic device, the data carrier product containing a sequence of instructions which when executed causes the performance of the method according to any one of claims 1 to 11.

15. An integrated circuit product for transferring an application state between a first electronic device and a second electronic device, the first electronic device being coupled to communicate with the second electronic device, the integrated circuit product containing sequences of instructions which when executed causes the performance of the method according to any one of claims 1 to 11.

16. A method of enabling execution of a media player application by a second or third electronic device in accordance with application state elements associated with playing of a media file by a first electronic device, the second or third electronic device having a copy of the media file, the method comprising:

transferring to a second electronic device, for use by the second or third electronic device, application state elements associated with playing of a media file by the first electronic device, the application state elements being sufficient to enable a media player application on the second or third electronic device to play the copy of the media file at a current elapsed playing time of the media file being played on the first media player application, the application state elements including:

information identifying the media file being played by a first media player application on the first electronic device, and

information specifying the current elapsed playing time of the media file being played on the first media player application.

17. The method of claim 16, wherein the first media player application is terminated on the first electronic device subsequent to the transmitting of the application state elements.

18. The method of claim 16 or claim 17, wherein the first media player application and the second media player application are a same application.

19. The method of claim 16 or claim 17, wherein the first media player application and the second media player application are different applications for a same task.

20. The method of any one of claims 16 to 19, wherein middleware interfaces the first and second media player applications on the first electronic device and second electronic device respectively.

21. The method of any one of claims 16 to 20, wherein the application state elements are further sufficient to cause the second media player application to play the copy of the media file upon log-in of the second media player application.

22. The method of any one of claims 16 to 21, wherein the at least one application state element further comprises any of: a playlist, and a shuffle order.

23. The method of any one of claims 16 to 22, wherein the instruction to transfer is received in response to a received instruction to log-off the first media player application.

24. The method of any one of claims 16 to 23, wherein the copy of the media file is another copy of the media file stored on the second electronic device.

25. The method of any one of claims 16 to 24, wherein the media file is an electronic book media file.

26. The method of any one of claims 16 to 25, wherein two or more application state elements are to be transferred from the first electronic device to the second electronic device, the two or more application state elements including authentication information for transferring the application state from the first electronic device to the second electronic device.

27. The method of any one of claims 16 to 26, wherein the first media player application and the second media player application are both video game applications.

28. The method of any one of claims 16 to 27, wherein the first electronic device is directly coupled to communicate with the second electronic device via a direct connection between respective ports on the first and second electronic devices and the transmitting step is performed via the direct connection.

29. A method of executing a media player application on a second electronic device in accordance with application state elements associated with playing of a media file by a first electronic device, the second electronic device having a copy of the media file;

the application state elements including:

information identifying the media file being played by a first media player application on the first electronic device, and

information specifying a current elapsed playing time of the media file being played on the first media player application;

the method comprising:

executing a second media player application on a second electronic device to play the copy of the media file at the current elapsed playing time in accordance with the application state elements.

30. The method of claim 29, wherein the application state elements are received at the second electronic device upon log-in of the second media player application.

31. The method of claim 30, wherein the second media player application is automatically executed to play the copy of the media file upon receipt of the application state elements.

32. The method of claim 31, wherein the application state elements are further sufficient to cause the second media player application to play the copy of the media file upon log-in of the second media player application.

33. The method of any one of claims 29 to 32, wherein the copy of the media file is another copy of the media file stored on the second electronic device.

34. The method of any one of claims 30 to 33, wherein the media file is an electronic book media file.

35. The method of any one of claims 30 to 34, wherein the at least one application state element further comprises any of: a playlist, and a shuffle order.

36. The method of any one of claims 30 to 35, wherein middleware interfaces the first and second media player applications on the first electronic device and second electronic device respectively.

37. The method of any one of claims 30 to 36, wherein the first media player application and the second media player application are different applications for a same task.

38. The method of any one of claims 30 to 36, wherein the first media player application and the second media player application are a same application.

39. A method of enabling execution of a media player application by a second electronic device in accordance with application state elements associated with playing of a media file by a first electronic device, the second electronic device having a copy of the media file, the method comprising:

providing the second electronic device with access to application state elements associated with playing of the media file by the first electronic device, the application state elements being sufficient to cause a second media player application on the second electronic device to play the copy of the media file at a current elapsed playing time of the media file being played on the first media player application, the application state elements including:

information identifying the media file being played by a first media player application on the first electronic device application, and

information specifying the current elapsed playing time of the media file being played on the first media player application.

40. The method of claim 39, wherein the application state elements are received from the first electronic device upon log-off of the first media player application.

41. The method of claim 39 or 40, wherein providing the second electronic device with access to the application state elements comprises transferring the application state elements to the second electronic device.

42. The method of claim 41, wherein the application state elements are transferred to the second electronic device upon log-in of the second media player application.

43. The method of any one of claims 39 to 42, wherein the application state elements are further sufficient to cause the second media player application to play the copy of the media file upon log-in of the second media player application.

44. The method of any one of claims 39 to 43, wherein the copy of the media file is another copy of the media file stored on the second electronic device.

45. The method of any one of claims 41 to 44, wherein the media file is an electronic book media file.

46. The method of any one of claims 41 to 45, wherein the at least one application state element further comprises any of: a playlist, and a shuffle order.

47. The method of any one of claims 41 to 46, wherein middleware interfaces the first and second media player applications on the first electronic device and second electronic device respectively.

48. The method of any one of claims 41 to 47, wherein the first media player application and the second media player application are different applications for a same task.

49. The method of any one of claims 41 to 47, wherein the first media player application and the second media player application are a same application.