

MEDIA RESOURCE PROCESSING METHOD, APPARATUS AND DEVICE, AND STORAGE MEDIUM

CROSS-REFERENCE TO RELATED APPLICATION(S)

[0001] The present application claims priority to Chinese Patent Application No. 202411245691.1, filed on September 05, 2024, which is incorporated herein by reference in its entirety as a part of the present application.

TECHNICAL FIELD

[0002] The present disclosure relates to a media resource processing method, an apparatus, a device, and a storage medium.

BACKGROUND

[0003] With the continuous development of Internet technologies, media resource-related processing functions have attracted increasing attention in various applications.

[0004] At present, the media resource processing functions in related applications can no longer meet the diverse requirements of users. Therefore, how to enrich media resource processing functions to improve user experience is an urgent technical issue that needs to be solved.

SUMMARY

[0005] In order to solve the above technical problems, at least one embodiment of the present disclosure provides a media resource processing method, an apparatus, a device, and a storage medium.

[0006] In a first aspect, the present disclosure provides a media resource processing method, including:

[0007] displaying resource information of a media resource in an unfinished state in a preset unfinished area on a first page, where the media resource is determined based on a media resource play history, and the resource information of the media resource includes play progress information of the media resource; and

[0008] jumping from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continuing playing the target media resource on the second page based on play progress information of the target media resource.

[0009] In an optional implementation, before displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page, the method further includes:

[0010] displaying the first page on a third page in response to a trigger operation for a preset control on the third page, where the first page is displayed on one side of the third page.

- [0011] In an optional implementation, the method further includes:
- [0012] displaying a notification message at a display position of the preset control on the third page, where the notification message is used to notify a current logged-in user that there is a media resource in an unfinished state; and
- [0013] where, displaying the first page on the third page in response to the trigger operation for the preset control on the third page includes:
- [0014] displaying the first page on the third page in response to a trigger operation for the notification message.
- [0015] In an optional implementation, a play history control is provided in the preset unfinished area on the first page, and the method further includes:
- [0016] displaying a media resource play history page in response to a trigger operation for the play history control, where the media resource play history page displays a media resource play history of the current logged-in user within a preset time period and the resource information of the media resource in the unfinished state.
- [0017] In an optional implementation, displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page includes:
- [0018] displaying the media resource play history page, where the media resource play history page includes the preset unfinished area and a preset play history area; and
- [0019] displaying the resource information of the media resource in the unfinished state in the preset unfinished area, and displaying a media resource play history in the preset play history area.
- [0020] In an optional implementation, displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page includes:
- [0021] displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page according to a preset order, where the preset order is determined based on interaction data corresponding to the media resource.
- [0022] In an optional implementation, the resource information of the media resource further includes identification information of a target interaction operation corresponding to the media resource.
- [0023] In a second aspect, the present disclosure provides a media resource processing apparatus, including:
- [0024] a first display module, configured to display resource information of a media resource in an unfinished state in a preset unfinished area on a first page, where the media resource is determined based on a media resource play history, and the resource information of the media resource includes play progress information of a current logged-in user for the media resource; and
- [0025] a play module, configured to jump from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continue playing the target media resource on the second page based on play progress information of the target media resource.

[0026] In a third aspect, the present disclosure provides a computer-readable storage medium, where the computer-readable storage medium stores instructions that, when executed by a terminal device, cause the terminal device to implement the above method.

[0027] In a fourth aspect, the present disclosure provides a media resource processing device, including: a memory, a processor, and a computer program stored on the memory and executable on the processor, where the computer program, when executed by the processor, implements the above method.

[0028] In a fifth aspect, the present disclosure provides a computer program product, including a computer program/instruction that, when executed by a processor, implements the above method.

BRIEF DESCRIPTION OF DRAWINGS

[0029] The drawings herein, which are incorporated into and constitute a part of this specification, illustrate embodiments consistent with the present disclosure and, together with the description, serve to explain the principles of the present disclosure.

[0030] In order to more clearly illustrate the technical solutions in the embodiments of the present disclosure, the drawings required for describing the embodiments will be briefly described below. Apparently, those of ordinary skill in the art can derive other drawings from these drawings without creative efforts.

[0031] Fig. 1 is a flowchart of a media resource processing method according to an embodiment of the present disclosure;

[0032] Fig. 2 is a schematic diagram of a third page according to an embodiment of the present disclosure;

[0033] Fig. 3 is a schematic diagram of another third page according to an embodiment of the present disclosure;

[0034] Fig. 4 is a schematic diagram of a sidebar page according to an embodiment of the present disclosure;

[0035] Fig. 5 is a schematic diagram of a structure of a media resource processing apparatus according to an embodiment of the present disclosure; and

[0036] Fig. 6 is a schematic diagram of a structure of a media resource processing device according to an embodiment of the present disclosure.

DETAILED DESCRIPTION

[0037] At least one specification heading is required. Please delete this heading section if it is not applicable to your application. For more information regarding the headings of the specification, please see MPEP 608.01(a).

- [0038] In order to understand the above objects, features and advantages of the present disclosure more clearly, the solutions of the present disclosure will be further described below. It should be noted that the embodiments of the present disclosure and the features in the embodiments can be combined with each other without conflict.
- [0039] Many specific details are set forth in the following description to facilitate a full understanding of the present disclosure, but the present disclosure can also be implemented in other ways different from those described herein. Obviously, the described embodiments are part of the embodiments of the present disclosure, but not all of the embodiments.
- [0040] With the continuous development of Internet technologies, media resource-related processing functions have attracted increasing attention in various applications.
- [0041] At present, the media resource processing functions in related applications can no longer meet the diverse requirements of users. Therefore, how to enrich media resource processing functions to improve user experience is an urgent technical issue that needs to be solved.
- [0042] To this end, an embodiment of the present disclosure provides a media resource processing method. Specifically, resource information of a media resource in an unfinished state is displayed in a preset unfinished area on a first page, where the media resource is determined based on a media resource play history, and the resource information of the media resource includes play progress information of the media resource; and then, in response to a play trigger operation for a target media resource in the preset unfinished area, a jump is made from the first page to a second page, and the target media resource is continued to be played on the second page based on play progress information of the target media resource.
- [0043] It can be seen that in the embodiments of the present disclosure, by displaying, in the preset unfinished area on the first page, the resource information of the media resource in the unfinished state that is determined from the media resource play history, the rapid revisit requirement of a user for the media resource in the unfinished state can be satisfied, the media resource-related processing functions can be enriched, and the user experience can be therefore improved.
- [0044] On this basis, an embodiment of the present disclosure provides a media resource processing method. Fig. 1 is a flowchart of a media resource processing method according to an embodiment of the present disclosure. The method includes:
- [0045] S101: displaying resource information of a media resource in an unfinished state in a preset unfinished area on a first page.
- [0046] The media resource is determined based on a media resource play history, and the resource information of the media resource includes play progress information of the media resource.
- [0047] The media resource processing method provided in the embodiments of the present disclosure is applied to a client, and the client includes a client deployed on a smartphone, a client deployed on a tablet computer, etc.

- [0048] The first page in the embodiments of the present disclosure includes any display page, and the first page includes a preset unfinished area. Specifically, the first page is a sidebar page, a media resource play history page, etc., and the media resource play history page is used to display a media resource play history.
- [0049] The preset unfinished area on the first page is a preset display area on the first page, and the resource information of the media resource in the unfinished state is displayed in the preset unfinished area, that is, the preset unfinished area is used to display the resource information of the media resource that has not been finished watching by the current logged-in user.
- [0050] The media resource can be any type of media resource. Specifically, in an example, the media resource is a video, a picture, a text, and other media resources. The resource information of the media resource that has not been finished watching by the current logged-in user is displayed in the preset unfinished area on the first page. The media resource that has not been finished watching is determined based on the media resource play history of the current logged-in user. The resource information of the media resource includes the play progress information of the current logged-in user for the media resource, that is, the progress information of the current logged-in user watching the media resource, and the progress information of the media resource is acquired from the media resource play history of the current logged-in user. For example, the play progress information is "25% watched".
- [0051] In practical applications, in order to further facilitate the user to revisit the media content of interest in the preset unfinished area on the first page, the resource information of the media resource in the embodiments of the present disclosure further includes identification information of a target interaction operation triggered by a target user for the media resource, so as to identify the target interaction operation triggered by the target user for the media resource. In an example, the target user is a user under the current logged-in account, and the target interaction operation includes a like operation, a favorite operation, a forwarding operation, etc. for the media resource.
- [0052] In addition, the resource information of the media resource further includes media description information of the media resource to describe the media resource. The media description information includes title information of the media resource, etc.
- [0053] In practical applications, in order to further enrich related processing manners of the media resource and meet personalized requirements of users, in the embodiments of the present disclosure, for the media resource in the unfinished state, the resource information of the media resource is preferentially displayed according to a preset order. The preset order is determined based on interaction data corresponding to the media resource, that is, the preset order is determined based on a target interaction operation triggered by a target user for the media resource. For example, resource information of a media resource that is favorited by the target user is preferentially displayed, and for another example, resource information of a media resource that is liked by the target user is preferentially displayed.

- [0054] Specifically, the resource information of the media resource in the unfinished state is displayed in the preset unfinished area on the first page according to the preset order.
- [0055] In addition, the preset order is also determined based on a time order, and the time is a generation time of the media resource, that is, a time when the media resource is displayed in the preset unfinished area on the first page. Specifically, the resource information of the media resource in the unfinished state is displayed in the preset unfinished area on the first page according to the time order.
- [0056] S102: jumping from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continuing playing the target media resource on the second page based on play progress information of the target media resource.
- [0057] The target media resource in the embodiments of the present disclosure can be any media resource displayed in the preset unfinished area on the first page.
- [0058] When the target media resource in the preset unfinished area is triggered, a page jumping is performed from the current first page to the second page, and the target media resource is continued to be played on the second page based on the play progress information of the target media resource.
- [0059] The play trigger operation for the target media resource in the preset unfinished area includes a click, a double-click, and other trigger operations for the target media resource, or corresponding play controls are respectively set for the media resources in the preset unfinished area on the first page. When the play control is triggered for the target media resource, the target media resource is continued to be played based on the play progress information of the target media resource.
- [0060] The target media resource is continued to be played on the second page based on the play progress information of the target media resource, that is, the target media resource is continued to be played based on the existing play progress information, that is, the target user can continue watching the target media resource from the interruption position.
- [0061] In the media resource processing method provided in the embodiments of the present disclosure, first, the resource information of the media resource in the preset unfinished state is displayed in the preset unfinished area on the first page, where the media resource is determined based on the media resource play history, and the resource information of the media resource includes the play progress information of the media resource; then, in response to the play trigger operation for the target media resource in the preset unfinished area, the jump is made from the first page to the second page, and the target media resource is continued to be played on the second page based on the play progress information of the target media resource.
- [0062] It can be seen that in the embodiments of the present disclosure, by displaying, in the preset unfinished area on the first page, the resource information of the media resource in the unfinished state that is determined from the media resource play history, the rapid revisit requirement of the user for the media resource in the unfinished state can be satisfied, the media resource-related processing functions can be enriched, and the user experience can be improved.

- [0063] In an optional implementation, when a trigger operation for a preset control on a third page is received, the first page is displayed on the third page.
- [0064] The first page is displayed on one side of the third page, for example, in a left area on the third page, and the first page is referred to as a sidebar page.
- [0065] In an application scenario, the preset control is displayed on the third page, and when the trigger operation for the preset control is received, the sidebar page is displayed on the third page, and the resource information of the media resource in the unfinished state is displayed in the preset unfinished area on the sidebar page.
- [0066] The third page can be any display page, and the preset control is displayed on the third page. The preset control is used to trigger the display of the sidebar page. Specifically, the third page includes a media content display page, for example, the third page is a video play page.
- [0067] An entry identification corresponding to the sidebar page is displayed on the preset control, and the entry identification is used to prompt the user that the display of the sidebar page is triggered by clicking on the preset control, and then the sidebar page is entered.
- [0068] In an example, the sidebar page in the embodiments of the present disclosure is hidden on one side, and when the sidebar control is triggered to display the sidebar page, a part of the main page is covered, and the sidebar page contains content such as functional modules added in advance. In order to facilitate the user's access to certain functional modules, these functional modules are added to the sidebar page, and in the embodiments of the present disclosure, the media resource in the unfinished state is added to the sidebar page for this purpose.
- [0069] The functional module refers to an application with certain specific functions, which is in a form of a mini-program or the like. In the embodiments of the present disclosure, the functional module is any module added in the sidebar page in advance, where the functional module is configured to generate a notification message for notifying a message related to the functional module.
- [0070] The preset unfinished area on the sidebar page can be any display area on the sidebar page, and the preset unfinished area is used to display the resource information of the media resource that has not been finished watching by the current logged-in user. By displaying the media resource in the unfinished state in the preset unfinished area on the sidebar page, the operation path of the user can be simplified, and it is convenient for the user to find the media resource in the unfinished state.
- [0071] Fig. 2 is a schematic diagram of a third page according to an embodiment of the present disclosure. A preset control 201 is displayed on the third page, and when the preset control is triggered, a sidebar page 202 is displayed. Resource information of a media resource in an unfinished state is displayed in a preset unfinished area 203 on the sidebar page, including resource information of a media resource A. The resource information includes play progress information "50% watched" of a user under a current logged-in account for the media resource, identification information 204 of a target interaction

operation triggered by the user under the current logged-in account for the media resource, and title information "a hot summer day" of the media resource A.

[0072] In another optional implementation, on the basis of displaying the preset control on the third page, a notification message is also displayed on the third page, and the notification message is displayed at a display position of the preset control on the third page, and the notification message is used to notify a target user that there is a media resource in the unfinished state. That is, by displaying the notification message, the current logged-in user is prompted to view the media resource that has not been finished watching in time.

[0073] Specifically, when a trigger operation for the notification message on the third page is received, the sidebar page is displayed, and the resource information of the media resource in the unfinished state is displayed in the preset unfinished area on the sidebar page.

[0074] Fig. 3 is a schematic diagram of a third page according to an embodiment of the present disclosure. A preset control is displayed on the third page, and a notification message 301 "You have not finished watching the video you favorited" is displayed at a display position of the preset control. When the notification message is triggered, the sidebar page is displayed, and resource information of a media resource in an unfinished state is displayed in a preset unfinished area 302 on the sidebar page.

[0075] In practical applications, because the notification message is used to remind the user to view the media resource that has not been finished watching, displaying the notification message for a long time can affect the user's browsing experience. In order to solve this problem, in the embodiments of the present disclosure, the display time of the notification message is timed, and when the timing length reaches a preset duration, the preset control disappears and the notification message is hidden.

[0076] In addition, in the embodiments of the present disclosure, when the notification message is displayed at the display position of the preset control on the third page, a closing control is also displayed to manually hide the notification message. For example, the closing control is displayed on the third page in Fig. 3.

[0077] In practical applications, in order to further reduce the impact of the notification message on the user's browsing experience, in the embodiments of the present disclosure, a display policy of the notification message is preset.

[0078] In an optional implementation, the display of the notification message can be determined based on a target interaction operation triggered by a target user for the media resource. Specifically, for the resource information of the media resource displayed in the preset unfinished area on the first page, the media resource for which the target interaction operation is triggered by the target user is determined, and the notification message of the media resource is displayed on the third page. For example, the notification message of the media resource that is favorited by the user under the current logged-in account is displayed on the third page.

- [0079] In another optional implementation, a notification message of a media resource closest to a current time can be displayed on the third page based on a generation time of the media resource displayed in the preset unfinished area on the first page, for example, a notification message of a media resource within the last three days is displayed.
- [0080] In another optional implementation, a notification message display period is set, the notification message of the media resource is displayed on the third page, and the notification message display period is set for the notification message of the media resource. For example, the notification message is displayed on the third page every 24 hours.
- [0081] In another optional implementation, if resource information of multiple media resources is displayed in the preset unfinished area on the first page, notification messages of the multiple media resources can be combined into one notification message and displayed on the third page, so as to solve the problem of frequent display of notification messages.
- [0082] In practical applications, a play history control can also be set in the preset unfinished area on the first page to further improve the user experience. In an application scenario, on the basis of displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the sidebar page, the play history control is set in the preset unfinished area, so that the user can quickly access the media resource play history page and view the media resource play history.
- [0083] Specifically, when a trigger operation for the play history control is received, the media resource play history page is displayed, and a media resource play history of a target user within a preset time period and the resource information of the media resource in the unfinished state are displayed on the media resource play history page.
- [0084] In an example, the resource information of the media resource in the unfinished state is displayed in a preset unfinished area on the media resource play history page, and the media resource play history is displayed in a preset play history area on the media resource play history page.
- [0085] Only the media resource play history of the target user within the preset time period is displayed on the media resource play history page, which is used to represent that the media resource play history page only saves the media resource play history of the target user within the preset time period, and the media resource play history exceeding the preset time period is going to be cleared to reduce data storage and ensure system performance. The preset time period may be a week, the last three days, etc.
- [0086] Fig. 4 is a schematic diagram of a sidebar page according to an embodiment of the present disclosure. A play history control 401 is displayed in a preset unfinished area on the sidebar page, and when the play history control is triggered, a jumping is performed from the current sidebar page to a media resource play history page, and a media resource play history of a user under a current logged-in account within a preset time period and resource information of a media resource in an unfinished state are displayed on the media resource play history page.

- [0087] In order to better understand the above embodiments, an embodiment of the present disclosure further provides a media resource processing method in a specific application scenario. Taking the first page as the media resource play history page as an example, specifically:
- [0088] In an optional implementation, the media resource play history page is displayed, and the media resource play history page includes a preset unfinished area and a preset play history area, where the resource information of the media resource in the unfinished state is displayed in the preset unfinished area, and a media resource play history of a target user within a preset time period is displayed in the preset play history area.
- [0089] That is, only the resource information of the media resource that has not been finished watching by the user under the current logged-in account is displayed in the preset unfinished area on the media resource play history page; a media resource browsed by the user under the current logged-in account is displayed in the preset play history area, and the media resource includes the media resource that has been finished watching and the media resource that has not been finished watching by the user. The resource information of the media resource in the unfinished state displayed in the preset unfinished area on the media resource play history page is determined based on the media resource play history of the current logged-in user within the preset time period displayed in the preset play history area.
- [0090] In an example, the preset unfinished area and the preset play history area on the media resource play history page can be preset display areas on the media resource play history page.
- [0091] The media resource play history page shown in Fig. 4 displays the preset unfinished area 402, the resource information of the media resource that has not been finished watching by the user under the current logged-in account is displayed in the preset unfinished area, and the media resource play history of the user under the current logged-in account is displayed in the preset play history area 403 displayed on the media resource play history page.
- [0092] In the embodiments of the present disclosure, by displaying, in the preset unfinished area on the first page, the resource information of the media resource in the unfinished state that is determined from the media resource play history, the rapid revisit requirement of the user for the media resource in the unfinished state can be satisfied, the media resource-related processing functions are enriched, and the user experience is improved.
- [0093] Based on the above method embodiments, the present disclosure further provides a media resource processing apparatus. Fig. 5 is a schematic diagram of a structure of a media resource processing apparatus according to an embodiment of the present disclosure. The apparatus includes:
- [0094] a first display module 501, configured to display resource information of a media resource in an unfinished state in a preset unfinished area on a first page, where the media resource is determined based on a media resource play history, and the resource information of the media resource includes play progress information of the media resource; and

- [0095] a play module 502, configured to jump from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continue playing the target media resource on the second page based on play progress information of the target media resource.
- [0096] In an optional implementation, the apparatus further includes:
- [0097] a second display module, configured to display the first page on a third page in response to a trigger operation for a preset control on the third page, where the first page is displayed on one side of the third page.
- [0098] In an optional implementation, the apparatus further includes:
- [0099] a third display module, configured to display a notification message at a display position of the preset control on the third page, where the notification message is used to notify a current logged-in user that there is a media resource in an unfinished state; and
- [0100] where, the second display module is further configured to:
- [0101] display the first page on the third page in response to a trigger operation for the notification message.
- [0102] In an optional implementation, a play history control is provided in the preset unfinished area on the first page, and the apparatus further includes:
- [0103] a fourth display module, configured to display a media resource play history page in response to a trigger operation for the play history control, and display a media resource play history of the current logged-in user within a preset time period and the resource information of the media resource in the unfinished state on the media resource play history page.
- [0104] In an optional implementation, the first display module includes:
- [0105] a first display sub-module, configured to display the media resource play history page, where the media resource play history page includes the preset unfinished area and a preset play history area; and
- [0106] a second display sub-module, configured to display the resource information of the media resource in the unfinished state in the preset unfinished area, and display a media resource play history within a preset time period in the preset play history area.
- [0107] In an optional implementation, the first display module includes:
- [0108] displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page according to a preset order, where the preset order is determined based on interaction data corresponding to the media resource.
- [0109] In an optional implementation, the resource information of the media resource further includes identification information of a target interaction operation corresponding to the media resource by the current logged-in user.
- [0110] An embodiment of the present disclosure provides a media resource processing method. First, resource information of a media resource in an unfinished state is displayed in a preset unfinished area on a first page, where the media resource is determined from a media resource play history, and the resource

information of the media resource includes play progress information of the media resource; and then, in response to a play trigger operation for a target media resource in the preset unfinished area, a jump is made from the first page to a second page, and the target media resource is continued to be played on the second page based on play progress information of the target media resource.

[0111] It can be seen that in the embodiments of the present disclosure, by displaying, in the preset unfinished area on the first page, the resource information of the media resource in the unfinished state that is determined from the media resource play history, the rapid revisit requirement of a user for the media resource in the unfinished state can be satisfied, the media resource-related processing functions are enriched, and the user experience is improved.

[0112] In addition to the above methods and apparatuses, an embodiment of the present disclosure further provides a computer-readable storage medium, where the computer-readable storage medium stores instructions that, when executed by a terminal device, cause the terminal device to implement the media resource processing method according to the embodiments of the present disclosure.

[0113] An embodiment of the present disclosure further provides a computer program product, including a computer program/instruction that, when executed by a processor, implements the media resource processing method according to the embodiments of the present disclosure.

[0114] In addition, an embodiment of the present disclosure further provides a media resource processing device, as shown in Fig. 6, which includes:

[0115] a processor 601, a memory 602, an input apparatus 603, and an output apparatus 604. The number of processors 601 in the media resource processing device can be one or more, and Fig. 6 takes one processor as an example. In some embodiments of the present disclosure, the processor 601, the memory 602, the input apparatus 603, and the output apparatus 604 is configured to be connected by a bus or in other ways, and Fig. 6 takes connection by a bus as an example.

[0116] The memory 602 is used to store software programs and modules, and the processor 601 executes various functional applications and data processing of the media resource processing device by running the software programs and modules stored in the memory 602. The memory 602 mainly includes a program storage area and a data storage area, where the program storage area stores an operating system, an application program required by at least one function, etc. In addition, the memory 602 includes a high-speed random-access memory or a non-volatile memory, such as at least one magnetic disk storage device, a flash memory device, or other volatile solid-state storage devices. The input apparatus 603 is configured to receive input digital or character information, and generate a signal input related to user settings and function control of the media resource processing device.

[0117] Specifically, in the embodiments, the processor 601 will load an executable file corresponding to a process of one or more application programs into the memory 602 according to the following instructions, and the processor 601 will run the application programs stored in the memory 602 to implement various functions of the above media resource processing device.

[0118] It should be noted that in this paper, relational terms such as "first" and "second" are only used to distinguish one entity or operation from another entity or operation, and do not necessarily require or imply any actual relationship or order between these entities or operations. Moreover, terms "include", "comprise" or any other variation thereof are intended to cover non-exclusive inclusion, so that a process, method, object or device including a series of elements includes not only those elements, but also other elements not explicitly listed or elements inherent to such process, method, object or device. Without further restrictions, an element defined by a phrase "including a..." does not exclude that there are other identical elements in the process, method, object or device including the element.

[0119] The above descriptions are only specific implementations of the present disclosure, so that those skilled in the art can understand or implement the present disclosure. Various modifications to these embodiments will be obvious to those skilled in the art, and general principles defined herein can be implemented in other embodiments without departing from the spirit or scope of the present disclosure. Therefore, the present disclosure will not be limited to these embodiments described herein, but rather to the widest scope consistent with the principles and novel features disclosed herein.

CLAIMS

1. A media resource processing method, comprising:

displaying resource information of a media resource in an unfinished state in a preset unfinished area on a first page, wherein the media resource is determined based on a media resource play history, and the resource information of the media resource comprises play progress information of the media resource; and

jumping from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continuing playing the target media resource on the second page based on play progress information of the target media resource.

2. The method of claim 1, wherein before displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page, the method further comprises:

displaying the first page on a third page in response to a trigger operation for a preset control on the third page, wherein the first page is displayed on one side of the third page.

3. The method of claim 2, further comprising:

displaying a notification message at a display position of the preset control on the third page, wherein the notification message is used to notify that there is a media resource in an unfinished state; and

wherein displaying the first page on the third page in response to the trigger operation for the preset control on the third page comprises:

displaying the first page on the third page in response to a trigger operation for the notification message.

4. The method of claim 2 or 3, wherein a play history control is provided in the preset unfinished area on the first page, and the method further comprises:

displaying a media resource play history page in response to a trigger operation for the play history control, wherein the media resource play history page displays a media resource play history within a preset time period and the resource information of the media resource in the unfinished state.

5. The method of any of claims 1 to 4, wherein displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page comprises:

displaying the media resource play history page, wherein the media resource play history page comprises the preset unfinished area and a preset play history area; and

displaying the resource information of the media resource in the unfinished state in the preset unfinished area, and displaying a media resource play history within a preset time period in the preset play history area.

6. The method of any of claims 1 to 4, wherein displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page comprises:

displaying the resource information of the media resource in the unfinished state in the preset unfinished area on the first page according to a preset order, wherein the preset order is determined based on interaction data corresponding to the media resource.

7. The method of any of claims 1 to 6, wherein the resource information of the media resource further comprises identification information of a target interaction operation corresponding to the media resource.

8. A media resource processing apparatus, comprising:

a first display module, configured to display resource information of a media resource in an unfinished state in a preset unfinished area on a first page, wherein the media resource is determined based on a media resource play history, and the resource information of the media resource comprises play progress information of the media resource; and

a play module, configured to jump from the first page to a second page in response to a play trigger operation for a target media resource in the preset unfinished area, and continue playing the target media resource on the second page based on play progress information of the target media resource.

9. A computer-readable storage medium, storing instructions that, when executed by a terminal device, cause the terminal device to implement the media resource processing method of any of claims 1 to 7.

10. A media resource processing device, comprising: a memory, a processor, and a computer program stored on the memory and executable on the processor, wherein the computer program, when executed by the processor, implements the media resource processing method of any of claims 1 to 7.

11. A computer program product, comprising a computer program/instruction that, when executed by a processor, implements the media resource processing method of any of claims 1 to 7.