METHOD AND DEVICE FOR VISUALLY PRESENTING DATA PRELOADING

TECHNICAL FIELD

[0002] Embodiments of the present invention relate to the multimedia field, and more specifically, to a method and a device for visually presenting data preloading.

BACKGROUND

[0003] At present, a user may watch/read different kinds of digital media content, for example, a movie and TV series, a music video, or an ebook, by using various electronic devices. However, because of a limitation of network bandwidth, when watching/reading the media content, the user sometimes has to wait for buffering because of a low network speed. To reduce time for waiting for buffering, in a current technology, a method for preloading digital media content that has not been played is used: The media content that has not been played is stored in a system in advance in order to be smoothly played subsequently, and a data volume that is loaded in advance is presented by using a loading progress bar. However, the user can know only a total loading volume, instead of easily knowing a loading speed, by using the loading progress bar; therefore, the user cannot make a decision, for example, on whether to continue watching/reading or to watch/read later, and user experience is poor.

CLAIMS

1. A method for visually presenting data preloading, comprising:

acquiring a current playback progress of digital media content;

presenting a first icon on a progress bar of a player of the digital media content according to the current playback progress, wherein the first icon divides the progress bar into a part that has been played and a part that has not been played;

determining a parameter that is used to indicate a data preloading speed of the digital media content; and

presenting, according to the parameter, at least one data point in the part, of the progress bar, that has not been played, so as to indicate the data preloading speed.

2. The method according to claim 1, wherein a preloading progress bar is further presented in the part, of the progress bar, that has not been played; and

the method further comprises:

presenting in the part, of the progress bar, that has not been played that the at least one data point successively integrates into the preloading progress bar from right to left.

3. The method according to claim 1 or 2, wherein the parameter is a data volume preloaded per unit time; and

the presenting, according to the parameter, at least one data point in the part, of the progress bar, that has not been played comprises:

presenting the at least one data point in the part that has not been played, wherein a size of each data point is used to represent a size of a data volume that is preloaded per unit time corresponding to each data point.

4. The method according to claim 3, wherein the at least one data point is arranged at equal space in the part, of the progress bar, that has not been played.

5. The method according to claim 1 or 2, wherein the parameter is time required for loading a unit data volume; and

the presenting, according to the parameter, at least one data point in the part, of the progress bar, that has not been played comprises:

presenting the at least one data point in the part that has not been played, wherein a distance between adjacent data points represents the time required for loading the