COMPUTERIZED SYSTEM AND METHOD FOR PUSHING INFORMATION BETWEEN DEVICES

CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims the benefit of priority from Chinese Patent Application No.201510395406.9 filed on July 7, 2015, entitled "Method and System for Information Push," and U.S. Application No. 15/201,916 filed July 5, 2016, entitled "Computerized System and Method for Pushing Information between Devices," which are incorporated herein in their entirety by reference.

TECHNICAL FIELD

The present disclosure relates to the technical field of communications, and more particularly to providing non-native functionality to computing systems for performing information push functionality.

BACKGROUND

With the rapid development of internet technology, the use of smart TVs and smart set-top boxes has gradually become a staple in people's everyday lives as people can watch a variety of videos provided by service providers through the smart TVs or the smart set-top boxes. The service providers can also add promotional information to the videos for product promotion. However, the promotional information added to the video may affect the users' viewing experience. On the other hand, if the users want to view the product information, the videos being played often need to be interrupted, which may also affect the users' viewing experience.

BRIEF DESCRIPTION OF DISCLOSURE

At least for the aforementioned shortcomings in the art, the instant disclosure provides systems and methods for pushing information between devices.

An aspect of the present invention provides a method comprising:

displaying, on a display of a first device, a two-dimensional (2D) code, said display enabling a second device to scan the displayed 2D code in order for the first device to establish a network connection with the second device ;

receiving, at the first device, an identifier (ID) associated with the second device based on said scanning, said second device ID corresponding to a network address of the second device;

establishing, via the first device, a network connection with the second device based on the received second device ID that enables the first device to communicate information to the second device;

identifying, via the first device, content to render on said first device, said content comprising media content and push information, said push information comprising a push time for when the push information is to be sent to an identified device and information associated with the media content at said push time;

rendering, via the first device, said media content resulting in display of the media content on the display of the first device;

monitoring, via the first device, said rendering in accordance with said push time, said monitoring comprising detecting an occurrence of said push time; and

communicating, via the first device, said information associated with the media content at said push time to the second device over said established network connection, said communication causing the second device to render the information associated with the media content, wherein said rendering of the media content continues during said communication.

Another aspect of the present invention provides a non-transitory computer-readable storage medium tangibly encoded with computer executable instructions, that when executed by a processor of a first device, perform a method comprising:

displaying, on a display of the first device, a two-dimensional (2D) code, said display enabling a second device to scan the displayed 2D code in order for the first device to establish a network connection with the second device ;

receiving, at the first device, an identifier (ID) associated with the second device based on said scanning, said second device ID corresponding to a network address of the second device;

establishing, via the first device, a network connection with the second device based on the received second device ID that enables the first device to communicate information to the second device;

identifying, via the first device, content to render on said first device, said content comprising media content and push information, said push information comprising a push time for when the push information is to be sent to an identified device and information associated with the media content at said push time;

rendering, via the first device, said media content resulting in display of the media content on the display of the first device;

monitoring, via the first device, said rendering in accordance with said push time, said monitoring comprising detecting an occurrence of said push time; and

communicating, via the first device, said information associated with the media content at said push time to the second device over said established network connection, said communication causing the second device to render the information associated with the media content , wherein said rendering of the media content continues during said communication.

Another aspect of the present invention provides a system comprising:

a processor;

a non-transitory computer-readable storage medium for tangibly storing thereon program logic for execution by the processor, the program logic comprising:

logic executed by a processor for displaying, on a display of a first device, a two-dimensional (2D) code, said display enabling a second device to scan the displayed 2D code in order for the first device to establish a network connection with the second device ;

logic executed by the processor for receiving, at the first device, an identifier (ID) associated with the second device based on said scanning, said second device ID corresponding to a network address of the second device;

logic executed by the processor for establishing, via the first device, a network connection with the second device based on the received second device ID that enables the first device to communicate information to the second device;

logic executed by the processor for identifying, via the first device, content to render on said first device, said content comprising media content and push information, said push information comprising a push time for when the push information is to be sent to an identified device and information associated with the media content at said push time;

logic executed by the processor for rendering, via the first device, said media content resulting in display of the media content on the display of the first device;

logic executed by the processor for monitoring, via the first device, said rendering in accordance with said push time, said monitoring comprising detecting an occurrence of said push time; and

logic executed by the processor for communicating, via the first device, said information associated with the media content at said push time to the second device over said established network connection, said communication causing the second device to render the information associated with the media content , wherein said rendering of the media content continues during said communication.

According to some embodiments, the present disclosure is realized through the implementation of the following technical schemes and functionality:

An information push method, applied to a first terminal for playing a multimedia file, wherein the method comprises the following steps:

obtaining a push identifier of a second terminal; and

transmitting information relevant to a multimedia file to be pushed to the second terminal according to the push identifier, so that the second terminal displays the relevant information to be pushed.