



- (51) International Patent Classification:
H04H 20/71 (2008.01)
- (21) International Application Number:
PCT/US2012/067038
- (22) International Filing Date:
29 November 2012 (29.11.2012)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:
61/564,655 29 November 2011 (29.11.2011) US
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(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SC, SD, SE, SG, SK, SL, SM, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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(54) Title: SYSTEM AND METHOD FOR SYNCHRONIZED INTERACTIVE LAYERS FOR MEDIA BROADCAST

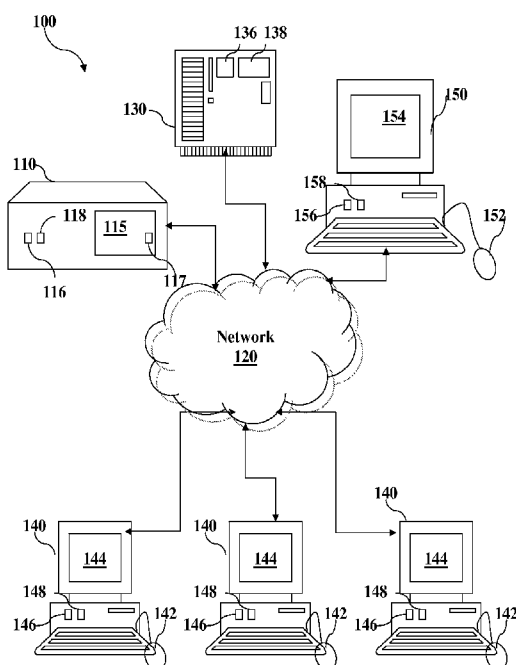


Fig. 1

(57) Abstract: A system and method for broadcasting to a plurality of client side devices over a network, such as the Internet, using visual layers for assembly in a media broadcast. In response to receiving input for simulating the media broadcast defined by content objects and arrangement of each layer in the simulation, transmitting the content objects for each of a plurality of the layers in a different live stream to each of the client side devices and transmitting design parameters defining the arrangement of the layers in the simulation to each of the client side devices. Each of the client side devices may be adapted to assemble the layers of a media broadcast according to the content objects and design parameters of the transmissions so that the content objects and design of the media broadcast assembled at each of the client side devices substantially matches that of the simulated media broadcast.

WO 2013/082270 A1



Published:

— *with international search report (Art. 21(3))*