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# Multi-View Watch-Together Viewport

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## **MULTI-VIEW WATCH-TOGETHER VIEWPORT**

### **ABSTRACT**

A system and method for simultaneously supporting watch-together experiences and content management on mobile devices is disclosed. Accordingly two multi-video viewports having independent playback/navigation controls and inverted audio controls are used. This system implements three key viewing experiences, one for watch-together viewing, and two others for independent viewing. The system avoids overlapping audio from simultaneously playing videos and to simultaneously control the playback in both the watch-together and the independent consumption viewports. This is achieved by inverted audio playback control in which one of the two video viewports is muted and the other is not. When the user taps on the muted viewport, the muting of windows is reversed. A user interface element provided for queue control enables moving the video viewport into a miniaturized watch-together viewport, and a special share icon to mark a video for watch-together. The system disclosed creates a unique social video consumption experience.

### **BACKGROUND**

Co-watching experiences in mobile devices are limited in functionality. During the actual co-watch time, no other video could be found or queued, to be watched next. On a desktop a new window/tab could be opened to search for another video during the co-watch time, but on a mobile device, to open a new tab the currently open co-watch tab has to be closed. This makes simultaneous co-watch and search impossible. However, the watch-together viewport could allow users to pull the co-watch video into a miniaturized watch-together viewport to enable a new video to be searched and queued to be watched next. The viewport could simultaneously allow users to be part of the co-watching experience while searching for the next video. With in-

feed autoplay, users could extract enough information about the videos displayed in the search results to be able to pick and queue the perfect one. One issue with this approach is that in-feed autoplaying videos and the miniaturized watch-together viewport might not be compatible with each other. Overlapping sound from both videos would make for an unpleasant experience.

### DESCRIPTION

A system and method for simultaneously supporting watch-together experiences and content management on mobile devices is disclosed. Accordingly, two multi-video viewports having independent playback/navigation controls and inverted audio controls as shown in FIG. 1 are used. This invention enables watch-together experiences, where it is important that the user see the synchronized video that other users in his watch-together group are consuming while at the same time navigate independently and watch videos on the same device.

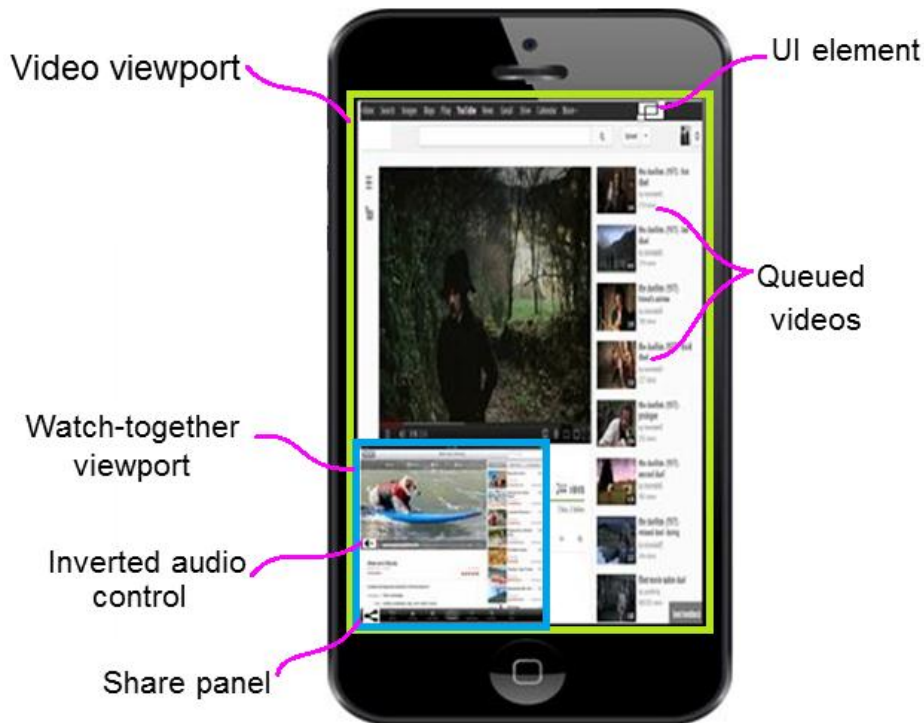


FIG. 1: Multi-video viewports with miniaturized watch-together viewport on mobile

The system further discloses two core components to provide the required functionality. The first component includes inverted audio playback controls in which one of the two video viewports is muted while the other is not. When the user taps on the muted viewport the unmuted viewport mutes and the muted viewport unmutes. These muted states could also be denoted by icons over each of the viewports.

The second component includes the watch-together queue controls including a user interface element for moving the video viewport into a miniaturized watch-together viewport. This could be a standalone button like two overlapping rectangles or a gesture to swipe the video into the corner of the screen. When a watch-together session is ongoing, the system could hijack the miniaturized watch-together viewport mechanic and transform it into a video queuing mechanic that could add the video to the watch-together queue. The system could also add a new element to the share panel to share videos to the ongoing watch-together session.

This system implements three key viewing experiences. The first experience is used for watch-together viewing, and the second and third experiences describe independent viewing behavior. The first video viewing experience could be watch-together viewport. This viewport includes a synchronized video that includes the video conferencing viewports from the multiple users in the watch-together experience. This view represents the users' watch-together session and includes a queue of videos that could be played in the synchronized video viewport. This watch-together viewport shows that there is an ongoing watch-together session when the user is not on the standard watch-together viewport. Further, the watch-together viewport has two modes, a full screen mode and a miniaturized

mode. The miniaturized mode is used to simultaneously watch the watch-together content with independent content.

The second viewing experience could be a feed-based browse page used for independent video navigation. Videos could be muted by default and auto-played inline in a video feed. This view is primarily used for navigating between videos. Tapping on a video could navigate to a video consumption page instead of unmuting the video. The third viewing experience could be a video consumption page used for independently watching a video. This page includes one or more video viewports. Only one of the videos could be played at a time and could include characteristics such as in-feed autoplay and in-feed auto-advance. The system and method disclosed here create a unique social video consumption experience.