(A)

- good job disclosing functional aspects of the invention & using flow charts
- can use example website display from disclosure
- could have better disclosure of task set-up including triggers

TITLE OF THE INVENTION

System and Method for Data Transfer

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] Not Applicable

DETAILED DISCRIPTION

[0010] Figure 1 illustrates a system for using a QR code to receive media file 100 according to an embodiment of the present invention. The system for using a QR code to receive media file 100 includes a QR code 110, a portable communication device 120, a server 130, a connection 140, and a wireless connection 150. In the present embodiment, connection 140 is a wireless connection. The portable communication device includes a camera 121, the processor 122 and a data transceiver 123. In the present embodiment, the portable communication device 120 is a smartphone and the data transceiver 123 is a cellular wireless data transceiver. The server includes a data transceiver 131, a server memory 132. The server memory includes a media file 133 and an expected QR sequence 134. In the present embodiment, the server 130 is a server computer, and the media file 133 is a video. In the present embodiment, the camera 121 is a camera attached with a microphone.

[0011] In the system for using a QR code to receive media file 100, the portable communication device 120 is in wireless communication with server 130 through connection 140. The camera 121, processor 122 and data transceiver 123 are all affixed inside the portable communication device 120. The QR Code 110 is connected to the camera 121 through wireless connection 150. The data transceiver 131 and server memory 132 are attached to the inside of the server 130. The media file 133 and expected QR sequence 134 are attached inside server memory 132.

[0012] In operation, the camera 121 uses wireless connection 150 to scan QR code 110. Upon being scanned by camera 121, the processor 122 turns QR code 110 into detected QR code data. Upon being turned into detected QR code data, the data transceiver 123 uses connection

140 to transfer the detected QR code data to data transceiver 131 of server 130. The server memory 132 then uses the expected QR sequence 134 to compare with the detected QR code data. When both match up, server 130 transfers the media file 133 associated with expected QR sequence 134 through the connection 140 using data transceiver 131 to data transceiver 123. Once the transfer is made, the media file 133 can be accessed using portable communication device 120.

[0013] One alternative embodiment to portable communication device 120 is to use a portable media device such as an iPod Touch, which also has a camera 121 capable of scanning QR code 110 as well as the necessary processor 122 to process QR code 110 and a data transceiver 123 to send and receive data.

[0014] Another alternative embodiment is to use a wifi transceiver as data transceiver 223 rather than a cellular data transceiver. A wifi transceiver running the 802.11n standard is capable of faster data transmission, which can be especially helpful when the media file being transferred is a large file such as a video. Additionally, wifi transceiver, unlike a cellular data transceiver does not use a cellular data connection, which given current cellular service has threshold limits for amount of data used.

[0015] An alternative embodiment of connection 140 is to use a tethered connection. The portable communication device 120 can be connected using a USB cable to a computer where the portable communication device 120 will use the computer's connection to communicate with server 130. This would benefit portable communication device 120 that lack both a wifi transceiver and a cellular transceiver such as a cellphone that is not a smartphone, but still has all the other requisite elements. It would also benefit portable communication device 120

that cannot use its data transceiver 123 because its cellular signal is blocked and the location lacks a wifi connection. A tethered connection would also save cellular data from being expended which then can then be used for other purposes.

[0017] Another alternative embodiment of connection 140 is a wired connection. This would require an alternative embodiment of data transceiver 123 which instead of being a cellular transceiver or a wifi transceiver needs to be a wired Ethernet transceiver. A wired connection tends to be much faster than either a cellular connection or a wifi connection. It also has a far less tendency to disconnect while any files are transferring. Furthermore, it does not use up any cellular data which tend to be more and more limited.

[0018] An alternative embodiment for media file 133 is an audio.

[0019] Another alternative embodiment for media file 133 is a text.

[0020] Figure 2 illustrates a system for using a geographic location to receive media file 200 according to an embodiment of the present invention. The system for using a geographic location to receive media file 200 includes a location dispenser 210, a portable communication device 220, a server 230, a connection 240, and a wireless connection 250. In the present embodiment, location dispenser 210 is a satellite. The portable communication device includes a location sensor 221, the processor 222 and a data transceiver 223. In the present embodiment, the portable communication device 220 is a smartphone, the location sensor 221 is a GPS, and the data transceiver 223 is a cellular wireless data transceiver. The server includes a data transceiver 231, a server memory 232. The server memory includes a media file 234 and an expected location data 233. In the present embodiment, the server 230 is a server computer, and the media

file 234 is a video. In the present embodiment, the camera 221 is a camera attached with a microphone.

[0021] In the system for using a geographic location to receive media file 200, the portable communication device 220 is in wireless communication with server 230 through connection 240. The location sensor 221, processor 222 and data transceiver 223 are all affixed inside the portable communication device 220. The location dispenser 210 is connected to the location sensor 221 through wireless connection 250. The data transceiver 231 and server memory 232 are attached to the inside of the server 230. The media file 234 and expected location data 233 are attached inside server memory 232.

[0022] In operation, the location dispenser 221 uses wireless connection 250 to send location data to location sensor 221. Upon receiving the location data, the processor 222 turns location data into detected location data. Upon being turned into detected location data, the data transceiver 223 uses connection 240 to transfer the detected location data to data transceiver 231 of server 230. The server memory 232 then uses the expected location data 233 to compare with the detected location data. When both match up, server 230 transfers the media file 234 associated with expected location data 233 through the connection 240 using data transceiver 231 to data transceiver 223. Once the transfer is made, the media file 234 can be accessed using portable communication device 220.

[0023] An alternative embodiment to portable communication device 220 is a digital camera. Some current digital cameras on the market carry data transceivers very similar to data transceiver 123. The also carry GPS, the present embodiment of location sensor 221. Said digital cameras also have the ability to play various media files such as video and audio. In short, the

aforementioned digital camera can be used to replace a smartphone as portable communication device 220.

[0024] Another alternative embodiment to portable communication device 220 is to use a portable media device such as an iPad, which also has a location sensor 221 capable of receiving location data as well as the necessary processor 222 to process location data and a data transceiver 223 to send and receive data.

[0025] Another alternate embodiment of portable communication device 220 is to not have location sensor 221 at all. Instead, the location data can be sensed using data transceiver 223. Current technology allows for sensing the geographic location of a wirelessly connected device through triangulation of nearby wireless hotpoints such as cellular towers or wifi access points to give a rough estimation of the current location.

[0026] Another alternative embodiment is to use a wifi transceiver as data transceiver 223 rather than a cellular data transceiver. A wifi transceiver running the 802.11n standard is capable of faster data transmission, which can be especially helpful when the media file being transferred is a large one such as a video. Additionally, wifi transceiver, unlike a cellular data transceiver does not use a cellular data connection, which given current cellular service has threshold limits for amount of data used.

[0027] An alternative embodiment of connection 240 is to use a tethered connection. The portable communication device 220 can be connected using a USB cable to a computer where the portable communication device 220 will use the computer's connection to communicate with server 230. This would benefit portable communication device 220 that lack both a wifi transceiver and a cellular transceiver such as a cellphone that is not a smartphone, but

still has all the other requisite elements. It would also benefit portable communication device 220 that cannot use its data transceiver 223 because its cellular signal is blocked and the location lacks a wifi connection. A tethered connection would also save cellular data from being expended which then can then be used for other purposes.

[0028] Another alternative embodiment of connection 240 is a wired connection. This would require an alternative embodiment of data transceiver 223 which instead of being a cellular transceiver or a wifi transceiver needs to be a wired Ethernet transceiver. A wired connection tends to be much faster than either a cellular connection or a wifi connection. It also has a far less tendency to disconnect while any files are transferring. Furthermore, it does not use up any cellular data which tend to be more and more limited.

[0029] An alternative embodiment for media file 234 is an audio.

[0030] Another alternative embodiment for media file 234 is a text.

[0031] Figure 3 illustrates a system for using a geographic location to activate lighting apparatus 300 according to an embodiment of the present invention. The system for using a geographic location to activate lighting apparatus 300 includes a location dispenser 310, a portable communication device 320, a server 330, a lighting apparatus 340, a connection 350, a wireless connection 360, and connection 370. In the present embodiment, location dispenser 310 is a satellite. The portable communication device includes a location sensor 321, the processor 322 and a data transceiver 323. In the present embodiment, the portable communication device 320 is a smartphone, the location sensor 321 is a GPS, and the data transceiver 323 is a cellular wireless data transceiver. The server includes a data transceiver 331, a server memory 332. The server memory includes an activation data 334 and an expected location data 333. In the present

embodiment, the server 330 is a server computer. The lighting apparatus 340 includes a data transceiver 341 and light bulb 342. In the present embodiment, the data transceiver 341 is a wireless receiver. In the present embodiment, the camera 321 is a camera attached with a microphone.

[0032] In the system for using a geographic location to activate lighting apparatus 300, the portable communication device 320 is in wireless communication with server 330 through connection 350. The location sensor 321, processor 322 and data transceiver 323 are all affixed inside the portable communication device 320. The location dispenser 310 is connected to the location sensor 321 through wireless connection 360. The data transceiver 331 and server memory 332 are attached to the inside of the server 330. The activation signal 334 and expected location data 333 are attached inside server memory 332. The lighting apparatus 340 is in wireless communication with data transceiver 331using connection 370. Data transceiver 341 and light bulb 342 are attached within the lighting apparatus 340.

[0033] In operation, the location dispenser 321 uses wireless connection 360 to send location data to location sensor 321. Upon receiving the location data, the processor 322 turns location data into detected location data. Upon being turned into detected location data, the data transceiver 323 uses connection 350 to transfer the detected location data to data transceiver 331 of server 330. The server memory 332 then uses the expected location data 333 to compare with the detected location data. When both match up, server 330 transfers the activation signal 334 associated with expected location data 333 through connection 370 using data transceiver 331 to data transceiver 341 of lighting apparatus 340. Once the transfer is made, the activation signal 334 activates light bulb 342.

[0034] Another alternative embodiment to portable communication device 320 is to use a portable media device such as an iPad, which also has a location sensor 321 capable of receiving location data as well as the necessary processor 322 to process location data and a data transceiver 223 to send and receive data.

[0035] Another alternate embodiment of portable communication device 320 is to not have location sensor 321 at all. Instead, the location data can be sensed using data transceiver 323. Current technology allows for sensing the geographic location of a wirelessly connected device through triangulation of nearby wireless hotpoints such as cellular towers or wifi access points to give a rough estimation of the current location.

[0036] Another alternative embodiment is to use a wifi transceiver as data transceiver 323 rather than a cellular data transceiver. A wifi transceiver running the 802.11n standard is capable of faster data transmission, which can be especially helpful when the media file being transferred is a large one such as a video. Additionally, wifi transceiver, unlike a cellular data transceiver does not use a cellular data connection, which given current cellular service has threshold limits for amount of data used.

[0037] An alternative embodiment of connection 350 is to use a tethered connection. The portable communication device 320 can be connected using a USB cable to a computer where the portable communication device 320 will use the computer's connection to communicate with server 330. This would benefit portable communication device 320 that lack both a wifi transceiver and a cellular transceiver such as a cellphone that is not a smartphone, but still has all the other requisite elements. It would also benefit portable communication device 320 that cannot use its data transceiver 323 because its cellular signal is blocked and the location

lacks a wifi connection. A tethered connection would also save cellular data from being expended which then can then be used for other purposes.

[0038] Another alternative embodiment of connection 350 is a wired connection. This would require an alternative embodiment of data transceiver 323 which instead of being a cellular transceiver or a wifi transceiver needs to be a wired Ethernet transceiver. A wired connection tends to be much faster than either a cellular connection or a wifi connection. It also has a far less tendency to disconnect while any files are transferring. Furthermore, it does not use up any cellular data which tend to be more and more limited.

[0039] An alternate embodiment of connection 370 is a tethered connection. The data transceiver 341 would need to be an alternate embodiment such as being a USB receiver. Rather than the activation data being sent directly from data transceiver 331 to data transceiver 341 using connection 370, the activation data would be sent from data transceiver 331 to data transceiver 323. The portable communication device would use either data transceiver 323, which has a tethered port, to send the activation signal to data transceiver 341 or use a separate data transceiver which supports tethering to send the activation signal to data transceiver 341.

[0040] Figure 4 illustrates a system for multimedia based scavenger hunt 400 according to an embodiment of the present invention. The system for multimedia based scavenger hunt 400 includes a server 410, a team 420, an input 430, a connection 440, a connection 450, and a display 460. The present embodiment of connection 440 is a wireless connection. The present embodiment of team 420 is a portable communication device 120, 220, and 320 (as shown in figure 1, 2, 3). The server 410 includes a dispenser 411 and a database 412. The present

embodiment of server 410 is a server 130, 230, and 330 (as shown in figure 1, 2, 3). The present embodiment of input 430 is a webpage. The present embodiment of display 460 is a webpage.

[0041] In the system for multimedia based scavenger hunt 400, the server wirelessly communicates with team 420 using connection 440. The server 410 communicates with input using connection 450. The dispenser 411 and database 412 are attached to the server 410 internally. The server 410 is also connected to display 460.

[0042] In operation, team 420 and server 410 are in constant communication with one another using connection 440. Data sent to team 420 from server 410 are first retrieved internally by dispenser 411 from database 412. Once retrieved, dispenser 411 sends the data to team 420 using connection 440. Data from team 420 is sent to server 410 using connection 440. Once received, the data first goes to dispenser 411 and then archived into database 412. The input 430 can add additional data such as comments to database 412 using connection 450. When database 412 receives new data, database 412 sends new data to display 460.

[0043] An alternative embodiment of input 430 is a page from a social media site such as Facebook. Because Facebook is such a popular platform, it would be very easy to generate popular support as well as comments. This embodiment also combines input 430 and display 460 since the Facebook page would display all the data of a particular scavenger hunt and simultaneously allow for others to comment on the data.

[0044] Figure 5 illustrates a flowchart for creating a scavenger hunt in a system for multimedia based scavenger hunt according to an embodiment of the present invention. ~~The~~ flowchart for creating a scavenger hunt includes a first step 510, a second step 520, and a third step 530.

[0045] In the flowchart for creating a scavenger hunt, the first step 510 is to specify a scenario. A dispenser such as dispenser 411 (as shown in figure 4) sends the choice of scenario. An input such as input 430 (as shown in figure 4) sends the specified scenario from the choices given. The second step 520 is inputting a length of time. An input such as input 430 (as shown in figure 4) sends the data for the specified length of time. The third step 530 is modifying scenario (as shown in figure 6). An input such as input 430 (as shown in figure 4) sends the data for modifying scenario.

[0046] An alternative embodiment of the first step 510 is to create a new scenario from scratch.

[0047] An alternative embodiment of the second step 520 is to select a length of time from a predetermined list.

[0048] Figure 6 illustrates a flowchart for modifying a scenario in a flowchart for creating a scavenger hunt based on an embodiment of the present invention. The flowchart for modifying a scenario includes a first step 610, a second step 620, a third step 630, a fourth step 640, and a fifth step 650.

[0049] In the flowchart for modifying a scenario, the first step 610 is to give an event number to the scenario. The data of the event number is transmitted from server 410 to team 420 (as shown in figure 4). The second step 620 is to input an estimated completion time. The data of the estimated completion time will be stored on database 412 (as shown in figure 4). When relevant, such as when scenario approaches the estimated completion time, warning data based on data of estimated completion time will be sent from server 410 to team 420 (as shown in figure 4). The third step 630 is to add the event location. The data for the event location will also

be stored in database 412 on server 410 (as shown in figure 4). The data can be sent to team 420 from server 410 (as shown in figure 4). The fourth step 640 is to add the event summary. This data is also stored in database 412 and sent to team 420 (as shown in figure 4). The fifth step 650 is to add specific task. This is also stored in database 412 and sent to team 420 (as shown in figure 4). The present embodiment of the fifth step 650 is scanning QR code 110 using a portable communication device 120 to receive media file 133 (as shown in figure 1).

[0050] An alternative embodiment of the fifth step 650 is using location data to receive media file 234 (as shown in figure 2).

[0051] Another alternative embodiment of the fifth step 650 is using location data to activate light apparatus 340 (as shown in figure 3).

[0052] Figure 7 illustrates a flowchart for performing the scavenger hunt for system for multimedia based scavenger hunt based on an embodiment of the present invention. The flowchart for performing the scavenger hunt includes the first step 710, the second step 720 and the third step 730.

[0053] In the flowchart for performing the scavenger hunt, the first step 710 is to register for the scavenger hunt (as shown in figure 8). The second step 720 is to initiate the scavenger hunt. The dispenser 411 of server 410 initiates the scavenger hunt by transmitting scavenger hunt data 500 over connection 440 to team 420 (as shown in figure 4, 5 and 6). The third step 730 is to perform scavenger hunt action. The present embodiment of the third step 730 is scanning QR code 110 using a portable communication device 120 to receive media file 133 (as shown in figure 1).

[0054] An alternative embodiment of the third step 730 is using location data to receive media file 234 (as shown in figure 2).

[0055] Another alternative embodiment of the third step 730 is using location data to activate light apparatus 340 (as shown in figure 3).

[0056] Figure 8 illustrates a flowchart for registering for the scavenger hunt for performing the scavenger hunt based on an embodiment of the present invention. The flowchart for registering for the scavenger hunt includes a first step 810, a second step 820, a third step 830 and a fourth step 840.

[0057] In a flowchart for registering for the scavenger hunt, the first step 810 is sending a link for registration. The data for the link is stored on server 410 within database 412 (as shown in figure 4). The dispenser 411 takes the data from database 412 and sends the data to team 420 using connection 440 (as shown in figure 4). The second step 820 is user accessing server. Team 420 uses the link provided in the first step 810 and use connection 440 to access server 410 (as shown in figure 4). The third step 830 is user entering information. User uses the access to server 410 from the second step 820 to input information using connection 440 using team 420 (as shown in figure 4). Input information is stored on server 410 in database 412. The fourth step 840 is initiating scavenger hunt. After inputting information per third step 830, the dispenser initiates scavenger hunt by sending initiation data from server 410 to team 420 using connection 440 (as shown in figure 4).

[0058] An alternative embodiment is for a user to pick own scavenger hunt from server 410 rather than having dispenser 411 sending team 420 a link.

show sample from invention disclosure 2

[0059] Figure 9 illustrates display 460 of figure 4 900 based on an embodiment of the present invention. The display 460 includes an entry 910, an entry 920, an input 930, and an input 940. The entry 910 includes a name 911, an element 912 and a time 913. The entry 920 includes a name 921, an element 922 and a time 923. The present embodiment of element 912 and element 922 are required elements completed. The present embodiment of time 913 and time 923 are time limit. The entry 910 and the 920 are embodiments of scenario 600 (as shown in figure 6). The input 930 and input 940 are embodiments of input 430 (as shown in figure 4). The present embodiment of input 930 and input 940 are comments.

[0060] In display 460 of figure 4 900, entry 910 is adjacently attached to entry 920 chronologically. Name 911, element 912, and time 913 are adjacently to each other sequentially within entry 910. Name 921, element 922, and time 923 are adjacently attached to each other sequentially within entry 920. Input 930 is adjacently attached to entry 910. Input 940 is adjacently attached to entry 920.

[0061] In operation, entry 910 is chronologically older than entry 920. A person can read entry 910 and find out its name 911, elements 912 and time 913. Furthermore, the reader can also make comments on entry 910 using input 930. Likewise, a person can also read entry 920 to find out its name 921, elements 922 and time 923. The reader can also make comments on entry 920 using input 940. Additionally, display 460 is not limited to only entry 910 and 920. Additional data in the form of entry 910 and entry 920 can be added to display 460. These additional data would be shown below entry 910 and entry 920 as all such data are shown in chronological order and entry 910 and entry 920 are the oldest data chronologically. As new entry data in the form of entry 910 and entry 920 are added to display 460, input data such as input 930 and input 940 can be added to the new entry data. The new input data will also be in the form of comments.

[0062] An alternative to element 912 and element 922 is a description of the entry 910 and entry 920.

[0063] Another alternative to element 912 and element 922 is a list of all elements completed.

[0064] Another alternative to element 912 and element 922 is a list of all elements of entry 910 and 920.

[0065] Another alternative to element 912 and element 922 is a list of all necessary elements accomplished along with all possible elements both necessary and elective.

[0066] An alternative to time 913 and time 923 is time elapsed.

[0067] Another alternative to time 913 and time 923 is time elapsed and time limit.

[0068] Another alternative to time 913 and time 923 is time left before reaching time limit

[0069] An alternative to input 930 and input 940 is a share on Twitter or other microblogging website button.

[0070] Another alternative to input 930 and input 940 is a share on Facebook or other social networking website button.

[0071] Another alternative to input 930 and input 940 is a Facebook "like me" button or Google "+1" button.

[0072] Another alternative to input 930 and input 940 is a save to Google Reader or other newsfeed button.

[0073] Another alternative to input 930 and input 940 is a share on Blogspot or other blogging website button.

[0074] Another alternative to input 930 and input 940 is an aggregate of comment and any or all of the buttons mentioned above.

[0075] An alternative for sorting entry 910 and entry 920 is reverse chronology. The newest entry data will be the first on top and the oldest on last on the bottom.

[0076] Another alternative for sorting entry 910 and entry 920 is based on number of hits. Hits can be based on amount of times viewed, amount of times commented on and amount of times "liked."

[0077] Another alternative for sorting entry 910 and entry 920 is based on forward and backwards alphabetically based on first letter of the name 911 or 912.

[0078] Figure 10 illustrates a flowchart for system for scenario micro-transaction based on an embodiment of the present invention. The flowchart for system for scenario micro-transaction includes a first step 1010, a second step 1020, and a third step 1030.

[0079] In the flowchart for system for scenario micro-transaction, the first step 1010 is to pay fee. The current embodiment of the first step 1010 is fee per scenario such as scenario 600 (as shown in figure 6). The second step 1020 is incorporation into scavenger hunt. Once the fee is paid from first step 1010, the sponsorship product can be incorporated into scenario 600 (as shown in figure 6). The third step 1030 is having sponsorship product being paid for by those participating in the scavenger hunt. Buying and using of sponsorship product is a fifth step 650 as a required task part of scenario 600 (as shown in figure 6).

[0080] An alternate embodiment of system for flowchart for system for sponsored micro-transaction is having an original creator of scenario 600 charge the fee per scenario. The original creator would then have to pay a percentage of the fee earned.

[0081] An alternate embodiment of the first step 1010 is to first list the fees and move all of the original steps one step down.

[0082] An alternate embodiment of the second step 1020 is to have a scenario 600 created specifically for the sponsorship product as opposed to having a generic scenario 600 and incorporating the sponsorship product within.

[0083] Figure 11 illustrates a flowchart for comment micro-transaction in system for multimedia based scavenger hunt based on an embodiment of the present invention. The flowchart for comment micro-transaction includes the first step 1110, a decision step 1120, a second step 1130, a decision step 1140, a third step 1150, and a fourth step 1160.

[0084] In the flowchart for comment micro-transaction, the first step is to comment. Comment can be placed using input 430, input 930, and input 940 (as shown in figures 4 and 9). Decision step 1120 checks whether there is enough resource to place comment. If yes, then go to second step 1130. At second step 1130, the comment is allowed to be posted and displayed on display 460 (as shown in figure 4 and 9). If no, then decision step 1140 asks whether to purchase resource. In the present embodiment, resource is purchased using real money such as American Dollar. If no, then proceed to third step 1150, where the comment would not be allowed to be display on display 460 (as shown in figures 4 and 9). If yes, then proceed to fourth step 1160, where the comment will be allowed to be displayed on display 460 (as shown in figures 4 and 9).

[0085] An alternative embodiment for decision step 1140 is use credits earned from participating in scavenger hunts as embodied in figure 4 to purchase resource instead of real money.

[0086] Another alternative embodiment for decision step 1140 is to use both credits earned and real money to purchase resource

[0087] An alternative embodiment for decision step 1120 is to first check the limit for free comments. If the limit is reached, then check for whether there is enough resources to use comments. This alternative embodiment requires an alternate embodiment for comments. The present embodiment for comments is that all comments require resources. Resources are earned through paying with real money. In the alternate embodiment for comments, there would first be an allocation of free comments. After that allocation is used up does spending resource for comments starts. Alternatively, commenting on your own entry data such as using input 930 on entry 910 could be made free. Commenting on entry data not your own would then require resources.

[0088] Figure 12 illustrates a system for using a portable communication device to transfer a media file to a server 1200. The system for using a portable communication device 1210 to upload a media file to a server 1200 includes a portable communication device 1210, a connection 1220, and a server 1230. The portable communication device 1210 includes a camera 1211, a memory 1212 and a data transceiver 1213. The memory 1212 includes a media file 1214. The server 1230 includes a data transceiver 1231 and a memory 1232. The present embodiment of the portable communication device 1210 is a smartphone. The present embodiment of data transceiver 1213 is a cellular wireless data transceiver. The present embodiment of connection

1220 is a wireless connection. The present embodiment of the server 1230 is a server computer. The present embodiment of media file 1214 is a video.

[0089] In the system for using a portable communication device to transfer a media file to a server 1200, the portable communication device 1210 is in wireless communication with server 1230 using connection 1220. The camera 1211, memory 1212, and data transceiver 1213 are attached inside the portable communication device 1210. The media file 1214 is attached within memory 1212. The data transceiver 1231 and memory 1232 are attached inside the server 1230.

[0090] In operations, the memory 1212 of the portable communication device 1210 has a media file 1214 stored within memory 1212. When required, the media file 1214 is transferred from memory 1214 to data transceiver 1213. Upon the transfer, data transceiver 1213 uses connection 1220 to wirelessly transmit media file 1214 to data transceiver 1231 of server 1230. The transfer concludes when media file 1214 is sent by data transceiver 1231 to memory 1232.

[0091] An alternative embodiment of the portable communication device 1210 is a multimedia device capable of utilizing a wireless connection such as an iPad. Such a multimedia device has the capability to create media file. For example, it can record a video with a camera much like camera 1211 or record audio with a microphone. At the same time, the multimedia also has a wireless data transceiver similar to data transceiver 1213. This allows the multimedia device to wirelessly transfer the media file 1214 to server 1230.

[0092] Another alternative embodiment of the portable communication device 1210 is a digital camera with a wireless data transceiver. Such a digital camera is able to create media file

1214 such as recording a video. The wireless data transceiver will also allow the camera to transfer the media file 1214 to server 1230.

[0093] An alternative embodiment of data transceiver 1213 is having data receiver 1213 be a wifi transceiver rather than a cellular data transceiver. A wifi transceiver running the 802.11n standard is capable of faster data transmission, which can be especially helpful when the media file being transferred is a large one such as a video. Additionally, wifi transceiver, unlike a cellular data transceiver does not use a cellular data connection, which given current cellular service has threshold limits for amount of data used.

[0094] An alternative embodiment of connection 1220 is to use a tethered connection. The portable communication device 1210 can be connected using a USB cable to a computer where the portable communication device 1210 will use the computer's connection to communicate with server 1230. This would benefit portable communication device 1210 that lack both a wifi transceiver and a cellular transceiver such as a cellphone that is not a smartphone, but still has all the other requisite elements. It would also benefit portable communication device 1210 that cannot use its data transceiver 1213 because its cellular signal is blocked and the location lacks a wifi connection. A tethered connection would also save cellular data from being expended which then can then be used for other purposes.

[0095] Another alternative embodiment of connection 1220 is a wired connection. This would require an alternative embodiment of data transceiver 1213 which instead of being a cellular transceiver or a wifi transceiver needs to be a wired Ethernet transceiver. A wired connection tends to be much faster than either a cellular connection or a wifi connection. It also

has a far less tendency to disconnect while any files are transferring. Furthermore, it does not use up any cellular data which tend to be more and more limited.

[0096] An alternative embodiment for media file 1214 is an audio.

[0097] Another alternative embodiment for media file 1214 is a text.

[0098] Figure 13 illustrates a portable communication device 1300 that is an embodiment of the portable communication device 120, 220, 320, and 1210 (as shown in figures 1, 2, 3 and 12) based on an embodiment of the present invention. The portable communication device 1300 includes a camera 1320, a display 1320, a location sensor 1330, a data transceiver 1340, a power source 1350, a memory 1360, and a processor 1370. The present embodiment of the display 1320 is a screen. The present embodiment of the location sensor 1330 is a GPS. The present embodiment of the data transceiver 1340 is a wireless cellular data transceiver. The present embodiment of the power source 1350 is a battery. The present embodiment of the processor 1370 is a CPU. In the present embodiment, the camera 1310 is a camera attached with a microphone.

[0099] In the portable communication device 1300, the processor 1370 is attached in wired connection to the camera 1310, the display 1320, the location sensor 1330, the data transceiver 1340, and the memory 1360. The power source 1350 is electrically connected to the camera 1310, the display 1320, the location sensor 1330, the data transceiver 1340, the memory 1360, and the processor 1370.

[00100] In operation, the portable communication device 1300 can use camera 1310 to scan QR code, process the QR code 110 into detected QR code data by using the processor 1370 and transfer using data transceiver 1340 (as shown in figure 1). The portable communication

device can use the location sensor to determine location data from location dispenser 210, use processor to turn location data into detected location data, and transfer using data transceiver 1340 (as shown in figures 2 and 3). The memory which store media file 1214, send media file 1214 to the processor 1370 to be processed through to data transceiver 1340 to be transferred from portable communication device 1300 (as shown in figure 12). The power source 1350 is electrically connected to all of the other components to ensure that all components of portable communication device 1300 is fully powered and functional.

[00101] Additionally, the processor 1370 is used to decode media file 133 received by data transceiver 1340 from server 130 (as shown in figure 1). The processor 1370 is also used to decode media file 234 received by data transceiver 1340 from server 230 (as shown in figure 2). The display 1320 is used to play media file decoded by processor 1370.

[00102] Alternatively, the portable communication device 1300 does not need a location sensor 1330. It can use data transceiver 1340 to estimate the location data through detecting the triangulated data of multiple wifi hotspot or cellular towers. The memory 136 can also be directly connected to the data transceiver 1340. For example, in this set up, media file 1214 can be transferred directly from memory 1360 to data transceiver 1340 without needing to pass through the processor 1370. This is more efficient as media file 1340 does not need the processor 1370 to perform any task.

[00103] An alternative embodiment of the portable communication device 1300 is a multimedia device capable of utilizing a wireless connection such as an iPad. Such a multimedia device has the capability to create media file. For example, it can record a video with a camera much like camera 1211 or record audio with a microphone. At the same time, the multimedia

also has a wireless data transceiver similar to data transceiver 1213. This allows the multimedia device to wirelessly transfer the media file 1214 to server 1230.

[00104] Another alternative embodiment of the portable communication device 1300 is a digital camera with a wireless data transceiver. Such a digital camera is able to create media file 1214 such as recording a video. The wireless data transceiver will also allow the camera to transfer the media file 1214 to server 1230.

[00105] An alternative embodiment of data transceiver 1340 is having data receiver 1340 be a wifi transceiver rather than a cellular data transceiver. A wifi transceiver running the 802.11n standard is capable of faster data transmission, which can be especially helpful when the media file being transferred is a large one such as a video. Additionally, wifi transceiver, unlike a cellular data transceiver does not use a cellular data connection, which given current cellular service has threshold limits for amount of data used.

[00106] Figure 14 is a lighting apparatus 1400 that is an embodiment of lighting apparatus 340 based on an embodiment of the current invention. The lighting apparatus 1400 includes a data transceiver 1410, a processor 1420, an I/O port 1430, a light bulb set 1440, and a power source 1450. The light bulb set 1440 contains a LED bank 1441, a LED bank 1442 and a LED bank 1443. The present embodiment of the data transceiver 1410 is a cellular transceiver. The present embodiment of the processor 1420 is a microcontroller. The present embodiment of the I/O port 1430 is a USB port. The present embodiment for the light bulb set 1440 is LED bulbs. The present embodiment of the power source 1450 is a rechargeable battery. The present embodiment of the LED bank 1441 is a blue LED bank. The present embodiment of the LED bank 1442 is a red LED bank. The present embodiment of LED bank 1443 is a white LED bank.

[00107] In the lighting apparatus 1400, the microcontroller is in wired connection with the data transceiver 1410, the I/O port 1430, and the light bulb set 1440. The power source 1450 is in electrical connection with the data transceiver 1410, the I/O port 1430, the light bulb set 1440, and the processor 1420. LED bank 1441, LED bank 1442, and LED bank 1443 are each in wired connection with the processor 1420 and in electrical connection with the power source 1450.

[00108] In operation, data transceiver 1410 receives an activation data 333 from server 330 (as shown in figure 3). The activation data 333 is sent for processing at the processor 1420. When successfully processed, the processor 1420 activates the light bulb set 1440. This can mean one or more of the LED bank 1441, LED bank 1442, and LED bank 1443 are activated. The power source is in constant electrical connection with all of the components of the lighting apparatus 1400 to ensure the lighting apparatus 1400 as continued functionality.

[00109] While the present embodiment of the data transceiver 1410 only receives data, an alternative embodiment could allow it to send data back to server 330.

[00110] An alternative embodiment of LED bank 1441, LED bank 1442, and LED bank 1443 to contain colors different from blue, red and white respectively.

[00111] The light bulb set 1440 can alternatively have more or less LED banks.

[00112] The power source 1450 can alternatively be a non-rechargeable battery.

[00113] The I/O port 1430 can alternatively be a firewire 400 or firewire 800 port.

[00114] The processor 1420 can alternatively be a CPU.

[00115] [Validate invention – [**chose not to do this section yet**] remind the reader of the shortcomings of the prior art that was pointed out in the Background section and explicitly explain how the current invention corrects said shortcomings.]

[00116] While particular elements, embodiments, and application of the present invention have been shown and described, it is understood that the invention is not limited thereto because modifications may be made by those skilled in the art, particularly in light of the foregoing teaching. It is therefore contemplated by the appended claims to cover such modifications and incorporate those features which come within the spirit and scope of the invention

CLAIMS

The invention claimed is:

1. A system for using QR code to receive media file, the system including:

a portable communication device, including:

a camera; and

a portable communication device data transceiver; and

a server, including:

a server data transceiver; and

a server memory storing one or more expected QR code sequence, wherein one of more expected QR code sequence is associated with one or more associated media file,

wherein said portable communication device data transceiver wirelessly communicates with said server data transceiver,

wherein said portable communication device uses said camera on QR Code to detect a QR Code, said portable communication devices converts QR Code to detected QR code data, and wirelessly transmits the detected QR code data to said server using said portable communication device data transceiver,

wherein said server receives said detected QR code data through said server data transceiver, and compares said detected QR code data with said expected QR code sequence stored in said server memory,

wherein if said detected QR code data matches said expected QR code sequence, said server would wirelessly transmits, using said server data transceiver, said one or more associated media file associated with the expected QR code sequence to said portable communication device through said portable communication device data transceiver.

2. The system of claim 1, wherein said portable communication device is a smartphone.

3. The system of claim 1, wherein said camera is a camera attached with a microphone.

4. The system of claim 1, wherein said camera is attached inside said portable communication device.

5. The system of claim 1, wherein said portable communication device data transceiver is a cellular wireless data transceiver.

6. The system of claim 1, wherein said portable communication device data transceiver is attached inside of said portable communication device.

7. The system of claim 1, wherein said server is a server computer.

8. The system of claim 1, wherein said server data transceiver is attached inside said server.

9. The system of claim 1, wherein said associated media file is stored within said server memory.

10. A system for using location to receive media file, the system including:

a portable communication device, including:

a location determining device; and

a portable communication device data transceiver; and

a server, including:

a server data transceiver; and

a server memory storing one or more expected location data, wherein one or more expected location data is associated with one or more associated media file,

wherein said portable communication device data transceiver wirelessly communicates with said server data transceiver,

wherein said portable communication devices uses said location determining device to detect location data, said portable communication device converts said location data to detected location data, and wirelessly transmits the detected location data to said server using said portable communication device data transceiver,

wherein said server receives said detected location data through said server data transceiver, and compares said detected location data with said expected location data stored in said server memory,

wherein if said detected location data matches said expected location data, said server would wirelessly transmit, using said server data transceiver, said one or more associated media file associated with said expected location data to said portable communication device through said portable communication device data transceiver.

11. The system of claim 2, wherein said portable communication device is a smartphone.

12. The system of claim 2, wherein said location determining device is a GPS.

13. The system of claim 2, wherein said location is attached inside said portable communication device.

14. The system of claim 2, wherein said portable communication device data transceiver is a cellular wireless data transceiver.

15. The system of claim 2, wherein said portable communication device data transceiver is attached inside of said portable communication device.

16. The system of claim 2, wherein said server is a server computer.

17. The system of claim 2, wherein said server data transceiver is attached inside said server.

18. The system of claim 2, wherein said associated media file is stored within said server memory.

19. A system for using location to activate lighting apparatus, the system including:

a portable communication device, including:

a location determining device; and

a portable communication device data transceiver; and

a server, including:

a server data transceiver; and

a server memory storing expected location data, wherein expected location data is associated with a portable electronic device activation signal; and

a portable electronic device, including:

a portable electronic device data transceiver; and

one or more electric light bulbs,

wherein said portable communication device data transceiver wirelessly communicates with said server data transceiver,

wherein said server data transceiver wirelessly communicates with said portable electronic device data transceiver,

wherein said portable communication devices uses said location determining device to detect location data, said portable communication device converts said location data to detected location data, and wirelessly transmits the detected location data to said server using said portable communication device data transceiver,

wherein said server receives said detected location data through said server data transceiver, and compares said detected location data with said expected location data stored in said server memory,

wherein if said detected location data matches said expected location data, said server would wirelessly transmit, using said server data transceiver, said portable electronic device activation signal to said portable electronic device through said portable electronic device data transceiver,

wherein said portable electronic device receives said portable electronic device activation signal through said portable electronic device data transceiver, and said portable electronic device activation signal activates said one or more electric light bulbs.

20. The system of claim 3, wherein said portable communication device is a smartphone.

21. The system of claim 3, wherein said location determining device is a GPS.

22. The system of claim 3, wherein said location is attached inside said portable communication device.

23. The system of claim 3, wherein said portable communication device data transceiver is a cellular wireless data transceiver.

24. The system of claim 3, wherein said portable communication device data transceiver is attached inside of said portable communication device.

25. The system of claim 3, wherein said server is a server computer.

28. The system of claim 3, wherein said portable electronic device data transceiver is a cellular transceiver.

29. The system of claim 3, wherein said portable electronic device data transceiver is attached inside the portable electronic device.

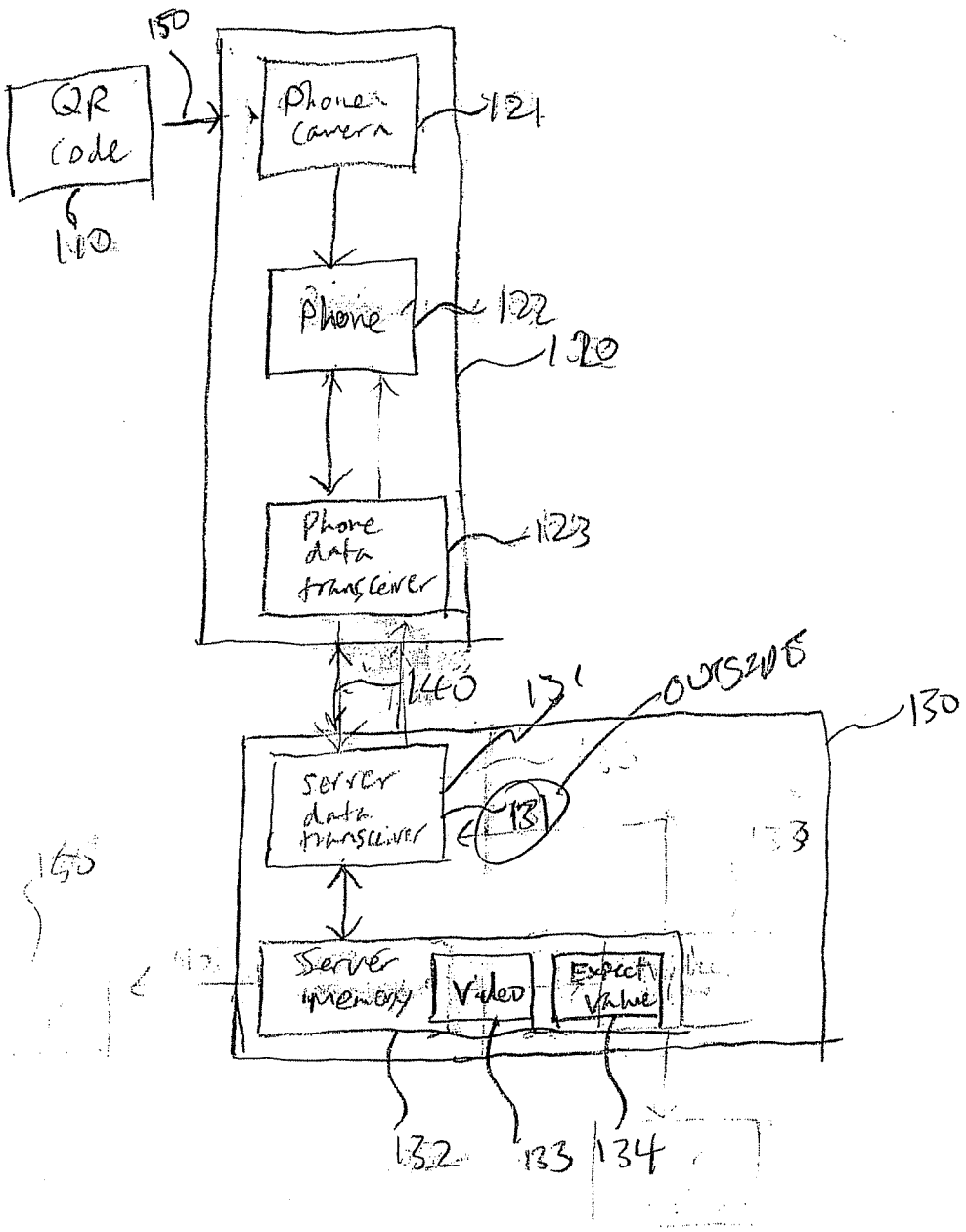

160
150
QR code
110
Phone camera
121
Phone
122
120
Phone data transceiver
123
140
131
OUTSIDE
130
server data transceiver
13
150
Server memory
Video
Expect Value
132
133
134

Figure 1

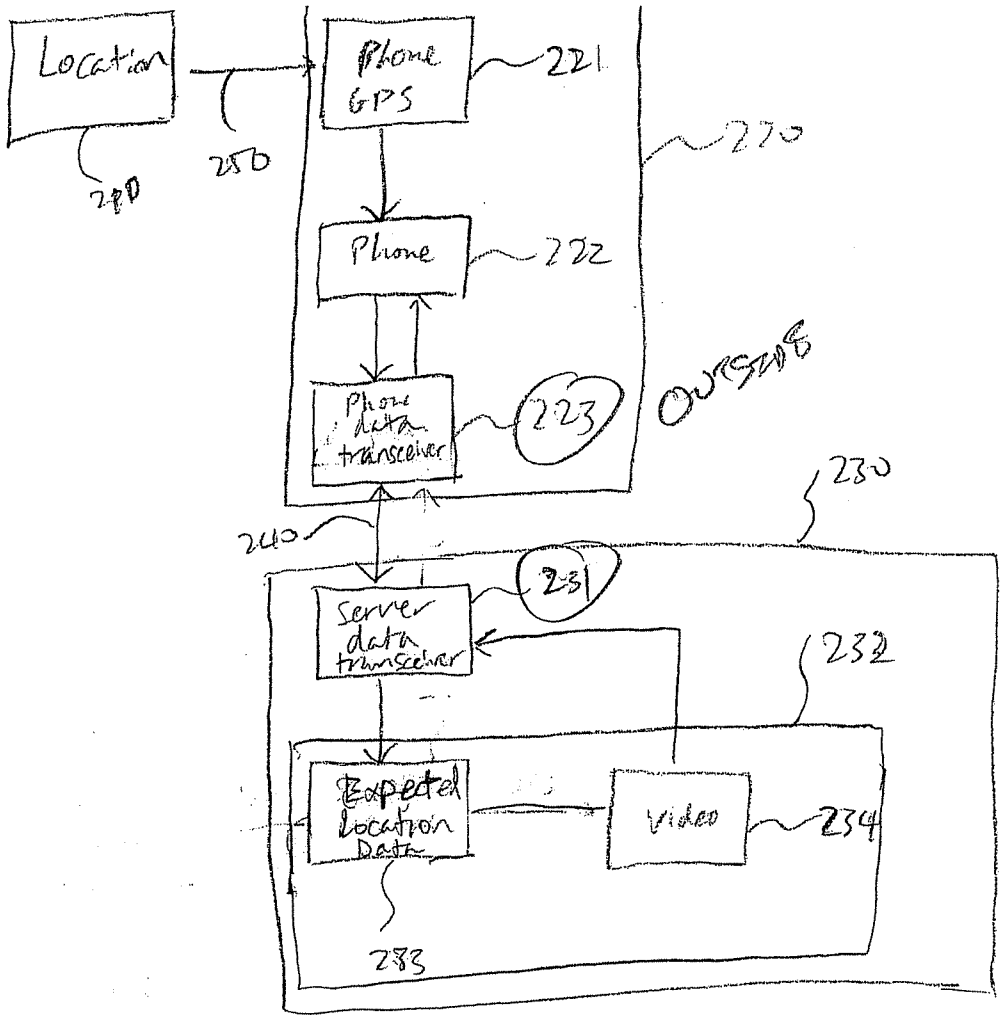
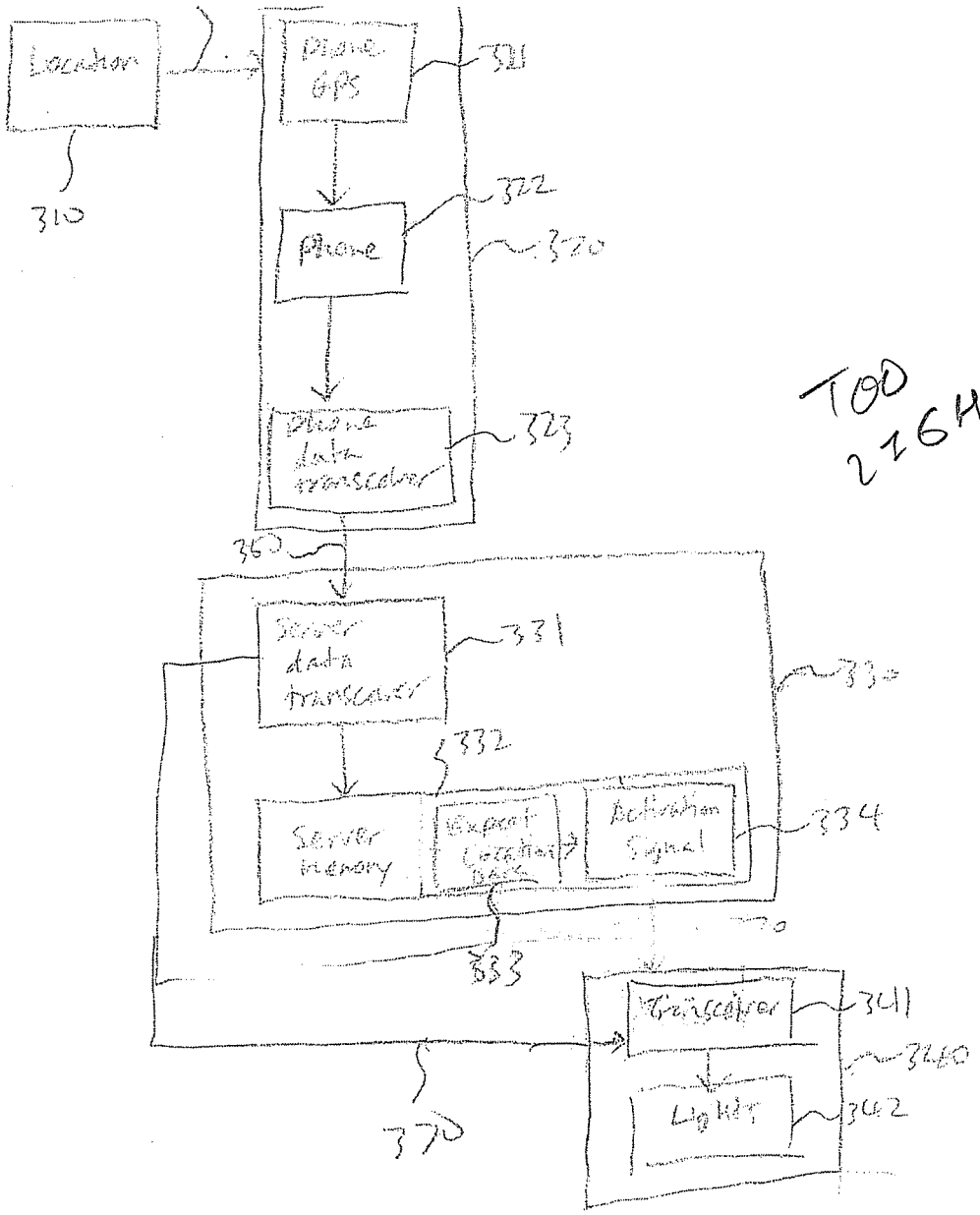

Location
280
250
Phone GPS
221
270
Phone
222
Phone data transceiver
223
OUTSIDE
230
240
Server data transceiver
231
232
Expected location Data
283
Video
234

Figure 2



TOD 216M1

Figure 3

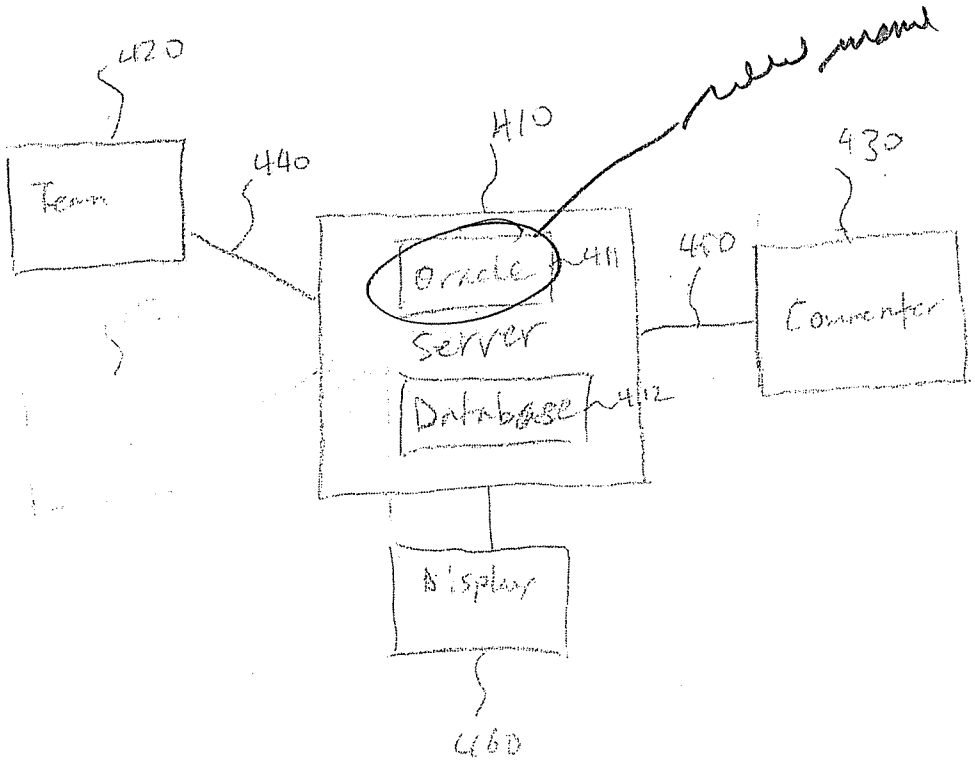

420
Team
440
410
Oracle
411
Server
Database
412
400
430
Commentator
Display
460

Figure 4

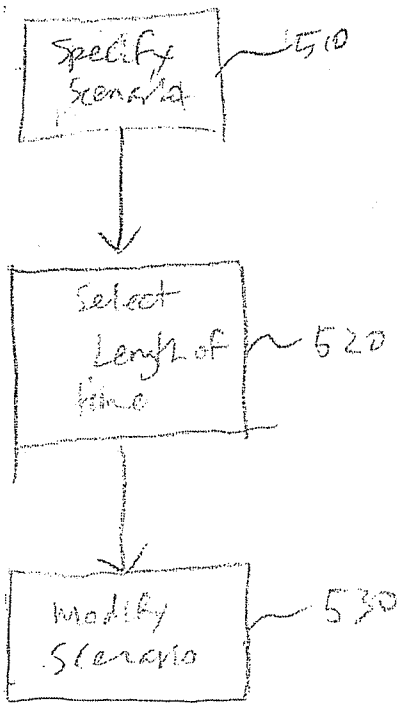

Specify Scenario
510
Select Length of time
520
Modify Scenario
530

Figure 5

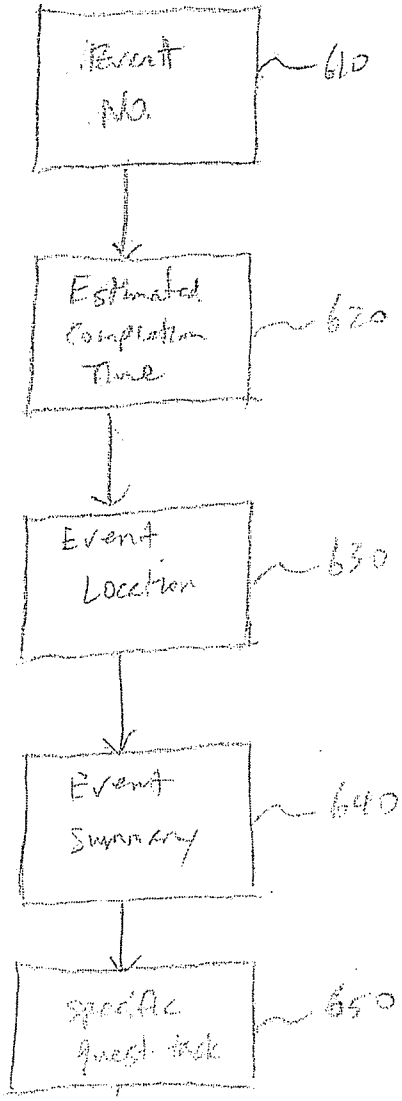

Event No.
610
Estimated Completion Time
620
Event Location
630
Event Summary
640
specific question
650

Figure 6

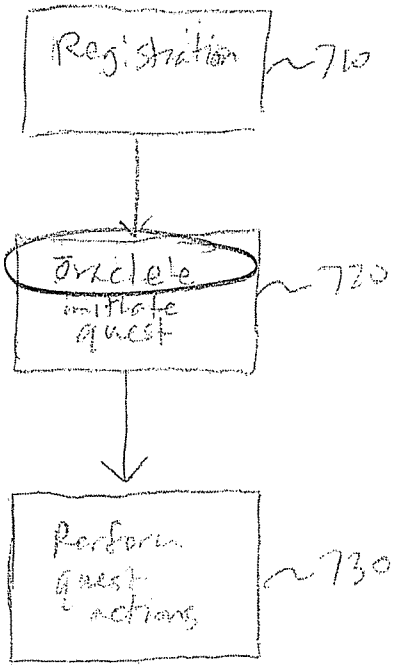

Registration
710
Article initiate quest
720
Perform quest actions
730

Figure 7.

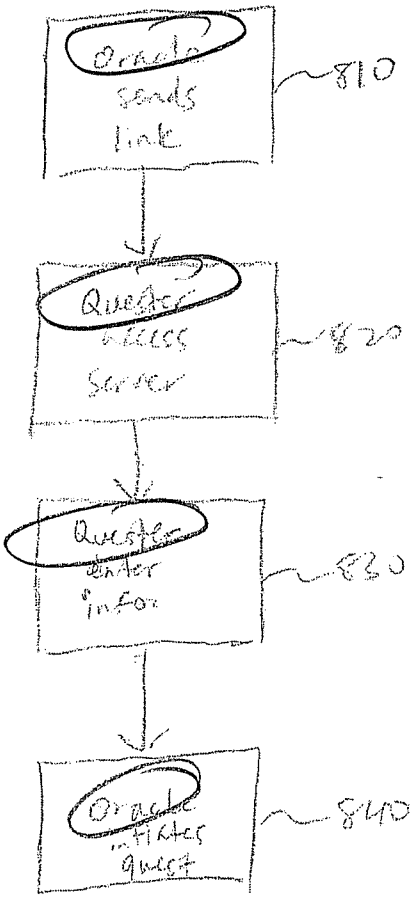

Oracle sends link
810
Quest access Server
820
Quest enter info
830
Oracle initiates quest
840

Figure 8

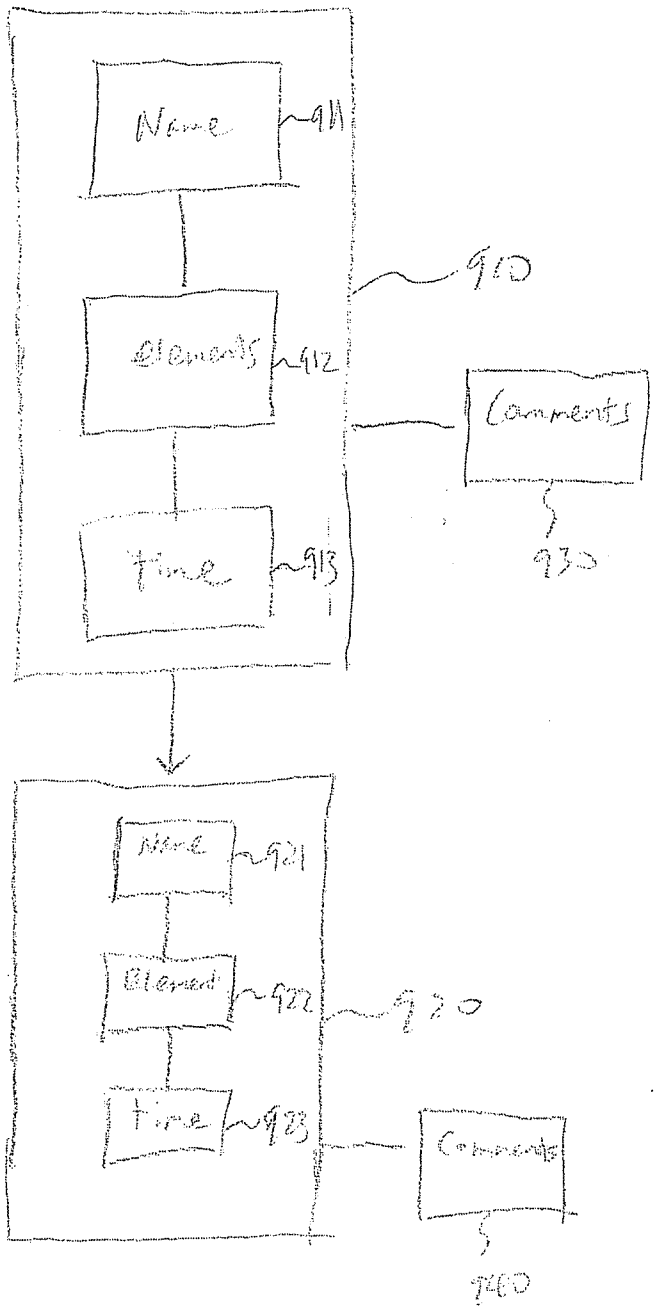

Name
911
910
Elements
912
Comments
Time
913
930
Name
921
Element
922
920
Time
923
Comments
940

Figure 9

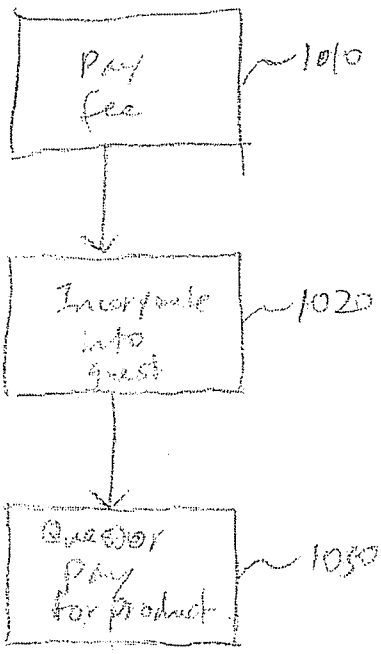

Pay fee
1010
Incorporate into guest
1020
Guest pay for product
1030

Figure 10

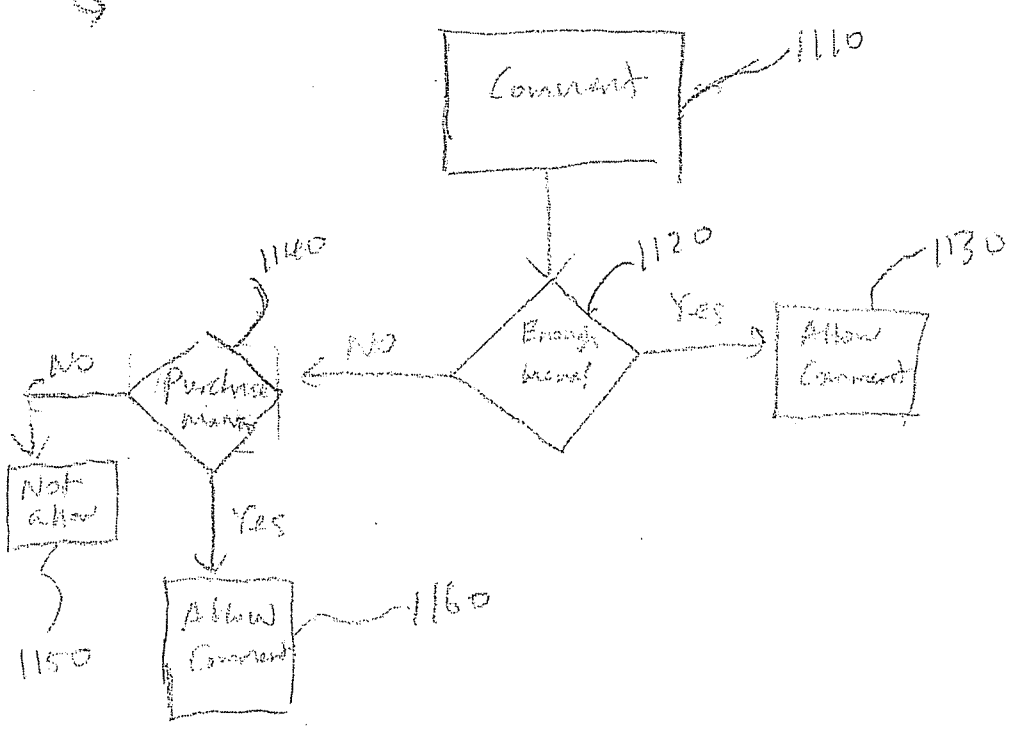

1100
Comment
1110
1120
Enough
Yes
1130
Allow
Comment
1140
NO
Purchase
NO
Not
allow
Yes
Allow
Comment
1150
1160

Figure 1

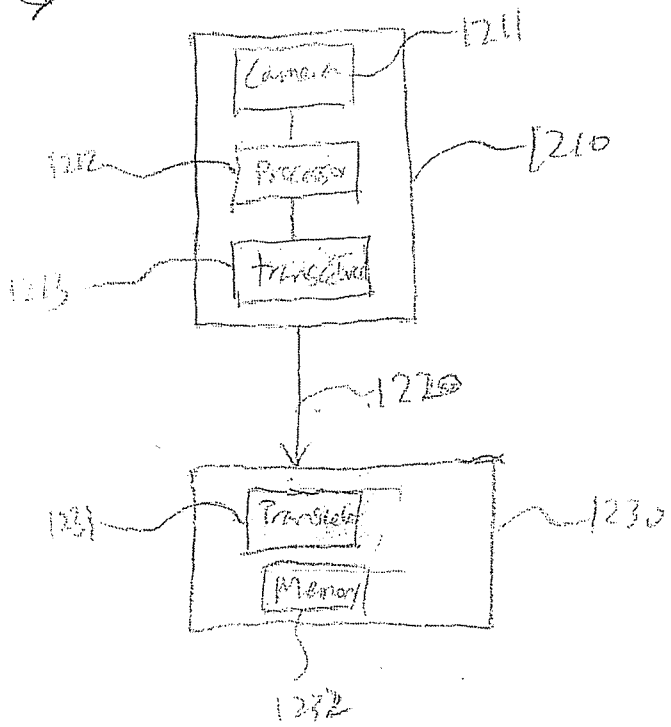

1211
Camera
1212
Processor
210
1213
Transceiver
1220
1231
Transceiver
Memory
1232

Figure 12

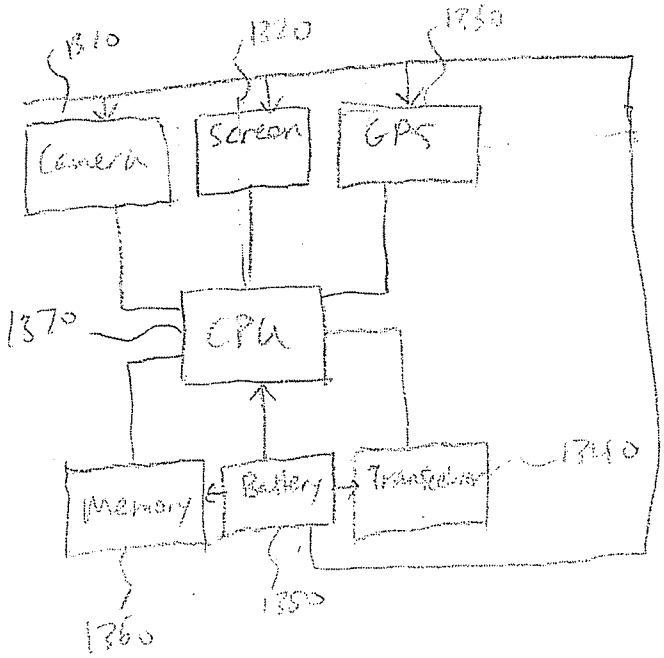
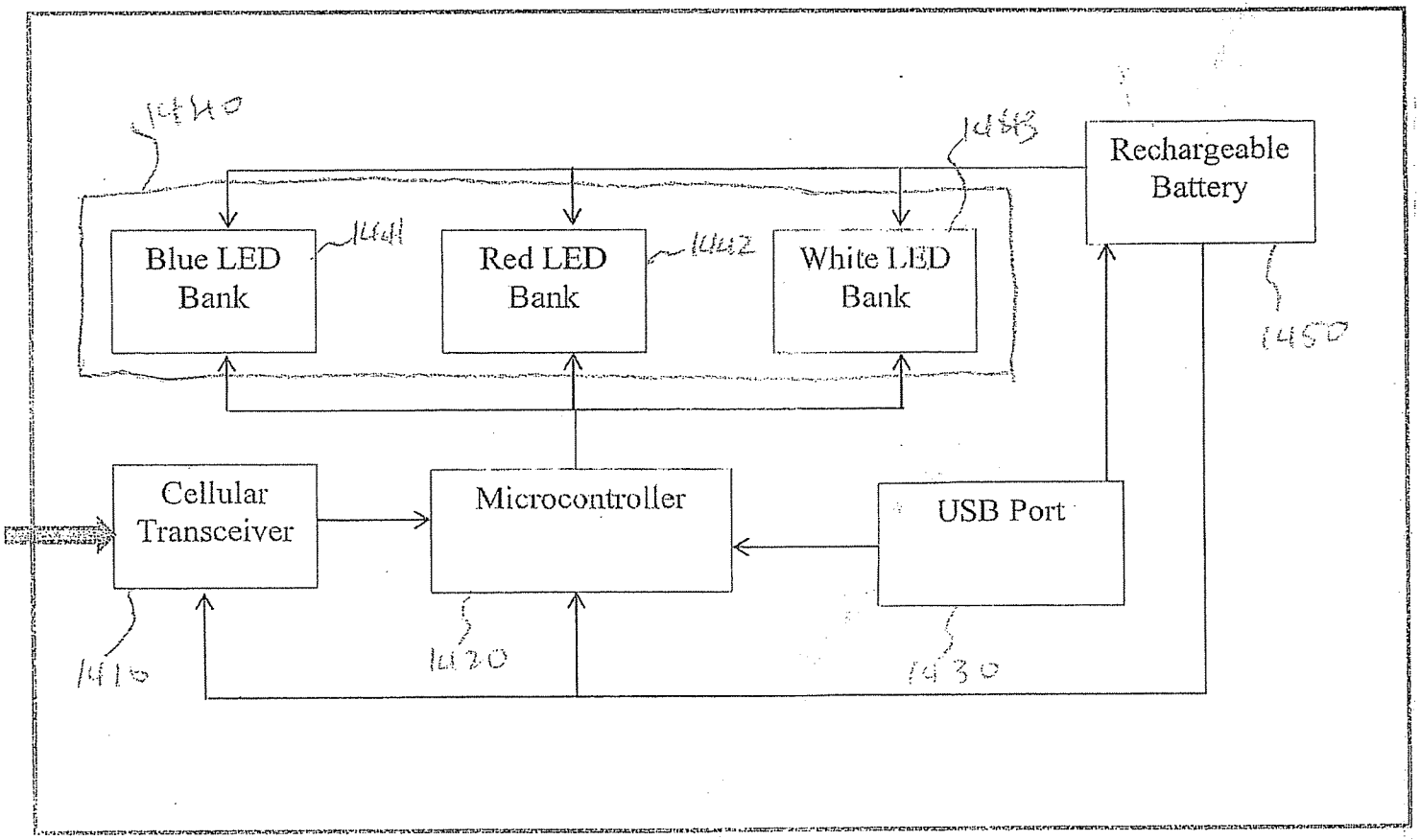

1310
1320
1330
Camera
Screen
GPS
1370
CPU
1340
Memory
Battery
Transceiver
1360
1350

Figure 13

QuestLord Quest Item Schematic



1400

Figure 14