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Synchronized shared playlists

Abstract

The present disclosure relates to synchronized sharing of playlists from a source client device to a listening client device. To facilitate synchronized sharing, a current playlist of one or more tracks of digital content is obtained from the source client device. A current playback location within the currently playing playlist is also obtained from the source client device. A shared queue accessible by the listener client device is generated. Further, a shared queue context for the listener client device is identified based in part upon the current playback location. This enables the listener client device to start playback synchronized with the source client device.

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Background/Summary

CROSS REFERENCE TO RELATED APPLICATIONS (1) This is a continuation of U.S. application Ser. No. 17/706,110, entitled “Synchronized Shared Playlists,” filed Mar. 28, 2022, which is a continuation of U.S. application Ser. No. 16/426,775, entitled “Synchronized Shared Playlists,” filed May 30, 2019, which claims the benefit of U.S. Provisional Application No. 62/679,821, entitled “Synchronized Shared Playlists,” filed Jun. 3, 2018, which are incorporated herein by reference in their entirety for all purposes.

BACKGROUND
(1) The present disclosure relates generally to shared playlist generation and/or playback.
(2) This section is intended to introduce the reader to various aspects of art that may be related to various aspects of the present disclosure, which are described and/or claimed below. This discussion is believed to be helpful in providing the reader with background information to facilitate a better understanding of the various aspects of the present disclosure. Accordingly, it should be understood that these statements are to be read in this light, and not as admissions of prior art.
(3) The use of digital content (e.g., music, videos, etc.) has exploded in recent years, due to the emergence of an increasing number of playback devices in the global market. Oftentimes, these devices store individual playlists of digital content that are for playback at the particular device that stores the playlist. Further, these playlists are oftentimes edited by a single user that owns the playback device. Thus, playlist generation and playback is oftentimes an individualized experience, rather than a collaborative one, despite a growing desire for a shared digital content creation and playback experience.
SUMMARY
(4) A summary of certain embodiments disclosed herein is set forth below. It should be understood that these aspects are presented merely to provide the reader with a brief summary of these certain embodiments and that these aspects are not intended to limit the scope of this disclosure. Indeed, this disclosure may encompass a variety of aspects that may not be set forth below.
(5) The present disclosure relates to shared playlist generation and synchronized playlist playback. In particular, the current embodiments relate to a cloud-based queue synchronization service that enables multiple client electronic devices to collaborate in playlist creation. Further, listening client devices can each perform synchronized playback of playlists, resulting in a more collaborative playlist creation and enjoyment experience.
(6) Various refinements of the features noted above may be made in relation to various aspects of the present disclosure. Further features may also be incorporated in these various aspects as well. These refinements and additional features may exist individually or in any combination. For instance, various features discussed below in relation to one or more of the illustrated embodiments may be incorporated into any of the above-described aspects of the present disclosure alone or in any combination. The brief summary presented above is intended only to familiarize the reader with certain aspects and contexts of embodiments of the present disclosure without limitation to the claimed subject matter.

Description

BRIEF DESCRIPTION OF THE DRAWINGS
(1) Various aspects of this disclosure may be better understood upon reading the following detailed description and upon reference to the drawings in which:
(2) FIG. **1** is a schematic block diagram of an electronic device for implementation of synchronized

shared playlist functionality, in accordance with one or more embodiments of the present disclosure;
(3) FIG. **2** is a perspective view of a notebook computer, representing an embodiment of the electronic device of FIG. **1**;
(4) FIG. **3** is a front view of a hand-held device, representing another embodiment of the electronic device of FIG. **1**;
(5) FIG. **4** is a front view of another hand-held device, representing another embodiment of the electronic device of FIG. **1**;
(6) FIG. **5** is a front view of a desktop computer, representing another embodiment of the electronic device of FIG. **1**;
(7) FIG. **6** is a front view and side view of a wearable electronic device, representing another embodiment of the electronic device of FIG. **1**;
(8) FIG. **7** is a front view of a smart speaker, representing another embodiment of the electronic device of FIG. **1**;
(9) FIG. **8** is a schematic diagram of a system for implementing synchronized shared playlists, in accordance with one or more embodiments of the present disclosure;
(10) FIG. **9** is a schematic diagram of a graphical user interface (GUI) that is used to facilitate synchronized playlist sharing, in accordance with one or more embodiments of the present disclosure;
(11) FIG. **10** is a swim lane diagram, illustrating a process for facilitating synchronized playlist sharing, in accordance with one or more embodiments of the present disclosure;
(12) FIG. **11** is a flowchart for calculating a queue playback context, in accordance with one or more embodiments of the present disclosure;
(13) FIGS. **12**A and **12**B are schematic diagrams illustrating alternative approaches to implementing shared playlist changes, in accordance with one or more embodiments of the present disclosure;
(14) FIG. **13** is a schematic diagram of a graphical user interface (GUI) for changing a synchronized playlist, in accordance with one or more embodiments of the present disclosure;
(15) FIG. **14** is a swim lane diagram, illustrating a process for facilitating changes to synchronized shared playlists, in accordance with one or more embodiments of the present disclosure;
(16) FIG. **15** is a schematic diagram of a cloud-based queue synchronization service that spans multiple data centers, in accordance with one or more embodiments of the present disclosure;
(17) FIGS. **16**A and **16**B are flowcharts, illustrating processes for providing synchronized shared playlist playback and editing using multiple data centers, in accordance with one or more embodiments of the present disclosure;
(18) FIG. **17** is a schematic diagram of a cloud-based queue synchronization service that includes gap-filling logic, in accordance with one or more embodiments of the present disclosure;
(19) FIG. **18** is a flowchart, illustrating a process for facilitating gap-filling in the synchronized shared playlists, in accordance with one or more embodiments of the present disclosure;
(20) FIG. **19** is a schematic diagram, illustrating a shared playlist generation application, in accordance with one or more embodiments of the present disclosure;
(21) FIG. **20** is a schematic diagram, illustrating a localized sharing orchestration application, in accordance with one or more embodiments of the present disclosure;
(22) FIG. **21** is a schematic diagram, illustrating a multi-location synchronized shared playlist playback, in accordance with one or more embodiments of the present disclosure;
(23) FIG. **22** is a schematic diagram, illustrating a perpetual synchronized shared playlist, in accordance with one or more embodiments of the present disclosure; and
(24) FIG. **23** is a schematic diagram, illustrating a historical synchronized shared playlist, in accordance with one or more embodiments of the present disclosure.

DETAILED DESCRIPTION OF SPECIFIC EMBODIMENTS

(25) One or more specific embodiments will be described below. In an effort to provide a concise description of these embodiments, not all features of an actual implementation are described in the specification. It should be appreciated that in the development of any such actual implementation, as in any engineering or design project, numerous implementation-specific decisions must be made to achieve the developers' specific goals, such as compliance with system-related and business-related constraints, which may vary from one implementation to another. Moreover, it should be appreciated that such a development effort might be complex and time consuming, but would nevertheless be a routine undertaking of design, fabrication, and manufacture for those of ordinary skill having the benefit of this disclosure.

(26) When introducing elements of various embodiments of the present disclosure, the articles “a,” “an,” and “the” are intended to mean that there are one or more of the elements. The terms “including” and “having” are intended to be inclusive and mean that there may be additional elements other than the listed elements. Additionally, it should be understood that references to “some embodiments,” “embodiments,” “one embodiment,” or “an embodiment” of the present disclosure are not intended to be interpreted as excluding the existence of additional embodiments that also incorporate the recited features. Furthermore, the phrase A “based on” B is intended to mean that A is at least partially based on B. Moreover, the term “or” is intended to be inclusive (e.g., logical OR) and not exclusive (e.g., logical XOR). In other words, the phrase A “or” B is intended to mean A, B, or both A and B.

(27) The present disclosure includes techniques for synchronized shared playlist editing and playback. More specifically, a cloud-based queue synchronization service may provide access to a queue (e.g. a playlist) of content that is accessible by multiple listening client devices. Playback of the queue at the listening devices may be synchronized, such that multiple users may experience the same digital content at the same temporal time, facilitating a collaborative enjoyment experience. Further, the cloud-based queue synchronization service may automatically update all listening clients based upon editing of the queue or queue playback by an authoritative device. For example, an authoritative device may reorder tracks in the queue, may remove and/or add tracks to the queue, may pause, seek, and/or skip during playback of the tracks, may add transitions, may over-dub tracks, etc.

(28) With this in mind, a block diagram of an electronic device **10** is shown in FIG. **1**. As will be described in more detail below, the electronic device **10** may represent any suitable electronic device, such as a computer, a mobile phone, a portable media device, a tablet, a television, a virtual-reality headset, a vehicle dashboard, or the like. The electronic device **10** may represent, for example, a notebook computer **10**A as depicted in FIG. **2**, a handheld device **10**B as depicted in FIG. **3**, a handheld device **10**C as depicted in FIG. **4**, a desktop computer **10**D as depicted in FIG. **5**, a wearable electronic device **10**E as depicted in FIG. **6**, or a similar device.

(29) The electronic device **10** shown in FIG. **1** may include, for example, a processor core complex **12**, a local memory **14**, a main memory storage device **16**, an electronic display **18**, input structures **22**, an input/output (I/O) interface **24**, a network interface **26**, and a power source **28**. The various functional blocks shown in FIG. **1** may include hardware elements (including circuitry), software elements (including machine-executable instructions stored on a tangible, non-transitory medium, such as the local memory **14** or the main memory storage device **16**) or a combination of both hardware and software elements. It should be noted that FIG. **1** is merely one example of a particular implementation and is intended to illustrate the types of components that may be present in electronic device **10**. Indeed, the various depicted components may be combined into fewer components or separated into additional components. For example, the local memory **14** and the main memory storage device **16** may be included in a single component.

(30) The processor core complex **12** may carry out a variety of operations of the electronic device **10**. The processor core complex **12** may include any suitable data processing circuitry to perform these operations, such as one or more microprocessors, one or more application specific processors

(ASICs), or one or more programmable logic devices (PLDs). In some cases, the processor core complex **12** may execute programs or instructions (e.g., an operating system or application program) stored on a suitable article of manufacture, such as the local memory **14** and/or the main memory storage device **16**. For example, the processor core complex **12** may carry out instructions stored in the local memory **14** and/or the main memory storage device **16** to facilitate synchronized shared playlist editing and/or playback. In addition to instructions for the processor core complex **12**, the local memory **14** and/or the main memory storage device **16** may also store data to be processed by the processor core complex **12**. By way of example, the local memory **14** may include random access memory (RAM) and the main memory storage device **16** may include read only memory (ROM), rewritable non-volatile memory such as flash memory, hard drives, optical discs, or the like.

(31) The electronic display **18** may display image frames, such as a graphical user interface (GUI) for an operating system or an application interface, still images, or video content. The processor core complex **12** may supply at least some of the image frames. For example, the processor core complex **12** may supply image frames that display a donut chart and a title centered and positioned in the donut chart. The electronic display **18** may be a self-emissive display, such as an organic light emitting diodes (OLED) display, a micro-LED display, a micro-OLED type display, or a liquid crystal display (LCD) illuminated by a backlight. In some embodiments, the electronic display **18** may include a touch screen, which may allow users to interact with a user interface of the electronic device **10**.

(32) The input structures **22** of the electronic device **10** may enable a user to interact with the electronic device **10** (e.g., pressing a button to increase or decrease a volume level). The I/O interface **24** may enable electronic device **10** to interface with various other electronic devices, as may the network interface **26**. The network interface **26** may include, for example, interfaces for a personal area network (PAN), such as a Bluetooth network, for a local area network (LAN) or wireless local area network (WLAN), such as an 802.11x Wi-Fi network, and/or for a wide area network (WAN), such as a cellular network. The network interface **26** may also include interfaces for, for example, broadband fixed wireless access networks (WiMAX), mobile broadband Wireless networks (mobile WiMAX), asynchronous digital subscriber lines (e.g., ADSL, VDSL), digital video broadcasting-terrestrial (DVB-T) and its extension DVB Handheld (DVB-H), ultra wideband (UWB), alternating current (AC) power lines, and so forth. The power source **28** may include any suitable source of power, such as a rechargeable lithium polymer (Li-poly) battery and/or an alternating current (AC) power converter.

(33) In certain embodiments, the electronic device **10** may take the form of a computer, a portable electronic device, a wearable electronic device, a smart speaker, or other type of electronic device. Such computers may include computers that are generally portable (such as laptop, notebook, and tablet computers) as well as computers that are generally used in one place (such as conventional desktop computers, workstations and/or servers). In certain embodiments, the electronic device **10** in the form of a computer may be a model of a MacBook®, MacBook® Pro, MacBook Air®, iMac®, Mac® mini, or Mac Pro® available from Apple Inc. By way of example, the electronic device **10**, taking the form of a notebook computer **10**A, is illustrated in FIG. **2** according to embodiments of the present disclosure. The depicted computer **10**A may include a housing or enclosure **36**, an electronic display **18**, input structures **22**, and ports of an I/O interface **24**. In one embodiment, the input structures **22** (such as a keyboard and/or touchpad) may be used to interact with the computer **10**A, such as to start, control, or operate a GUI or applications running on computer **10**A. For example, a keyboard and/or touchpad may allow a user to navigate a user interface or application interface displayed on the electronic display **18**.

(34) FIG. **3** depicts a front view of a handheld device **10**B, which represents one embodiment of the electronic device **10**. The handheld device **10**B may represent, for example, a portable phone, a media player, a personal data organizer, a handheld game platform, or any combination of such

devices. By way of example, the handheld device **10**B may be a model of an iPod® or iPhone® available from Apple Inc. of Cupertino, California. The handheld device **10**B may include an enclosure **36** to protect interior components from physical damage and to shield them from electromagnetic interference. The enclosure **36** may surround the electronic display **18**. The I/O interfaces **24** may open through the enclosure **36** and may include, for example, an I/O port for a hard-wired connection for charging and/or content manipulation using a standard connector and protocol, such as the Lightning connector provided by Apple Inc., a universal serial bus (USB), or other similar connector and protocol.

(35) User input structures **22**, in combination with the electronic display **18**, may allow a user to control the handheld device **10**B. For example, the input structures **22** may activate or deactivate the handheld device **10**B, navigate user interface to a home screen, a user-configurable application screen, and/or activate a voice-recognition feature of the handheld device **10**B. Other input structures **22** may provide volume control, or may toggle between vibrate and ring modes. The input structures **22** may also include a microphone may obtain a user's voice for various voice-related features, and a speaker may enable audio playback and/or certain phone capabilities. The input structures **22** may also include a headphone input may provide a connection to external speakers and/or headphones.

(36) FIG. **4** depicts a front view of another handheld device **10**C, which represents another embodiment of the electronic device **10**. The handheld device **10**C may represent, for example, a tablet computer or portable computing device. By way of example, the handheld device **10**C may be a tablet-sized embodiment of the electronic device **10**, which may be, for example, a model of an iPad® available from Apple Inc. of Cupertino, California.

(37) Turning to FIG. **5**, a computer **10**D may represent another embodiment of the electronic device **10** of FIG. **1**. The computer **10**D may be any computer, such as a desktop computer, a server, or a notebook computer, but may also be a standalone media player or video gaming machine. By way of example, the computer **10**D may be an iMac®, a MacBook®, or other similar device by Apple Inc. It should be noted that the computer **10**D may also represent a personal computer (PC) by another manufacturer. A similar enclosure **36** may be provided to protect and enclose internal components of the computer **10**D such as the electronic display **18**. In certain embodiments, a user of the computer **10**D may interact with the computer **10**D using various peripheral input devices, such as input structures **22**A or **22**B (e.g., keyboard and mouse), which may connect to the computer **10**D.

(38) Similarly, FIG. **6** depicts a wearable electronic device **10**E representing another embodiment of the electronic device **10** of FIG. **1** that may be configured to operate using the techniques described herein. By way of example, the wearable electronic device **10**E, which may include a wristband **43**, may be an Apple Watch® by Apple Inc. However, in other embodiments, the wearable electronic device **10**E may include any wearable electronic device such as, for example, a wearable exercise monitoring device (e.g., pedometer, accelerometer, heart rate monitor), or other device by another manufacturer. The electronic display **18** of the wearable electronic device **10**E may include a touch screen display **18** (e.g., LCD, OLED display, active-matrix organic light emitting diode (AMOLED) display, and so forth), as well as input structures **22**, which may allow users to interact with a user interface of the wearable electronic device **10**E.

(39) Additionally, FIG. **7** depicts a smart speaker **10**F representing another embodiment of the electronic device **10** of FIG. **1** that may be configured to operate using the techniques described herein. By way of example, the smart speaker **10**F may be a HomePod™ smart speaker by Apple Inc. However, in other embodiments, the smart speaker **10**F may include a speaker of another manufacturer.

(40) Synchronized Shared Playlist Generation and Playback

(41) The discussion now turns to an overview of synchronized shared playlist playback. FIG. **8** is a schematic diagram of a system **60** for implementing synchronized shared playlists, in accordance

with one or more embodiments of the present disclosure. FIG. **9** is a schematic diagram of a graphical user interface (GUI) that is used to facilitate synchronized playlist sharing, in accordance with one or more embodiments of the present disclosure. FIG. **10** is a swim lane diagram, illustrating a process **170** for facilitating synchronized playlist sharing, in accordance with one or more embodiments of the present disclosure. For clarity, these figures will be discussed together.

(42) As previously discussed, the system **60** includes a cloud-based queue syncing service **62** for facilitating provisioning, editing, and synchronization of synchronized shared playlists. As illustrated, in some embodiments, a push notification service **64**, such as Apple Push Notification Service (APNS) may act as an intermediate communications between clients and the cloud-based queue synchronization service **62**. The push notification service **64** may maintain an open communications connection with client devices, facilitating a multitude of push-notification services for various applications of the client devices.

(43) To initiate synchronized shared playlist playback, a source client **66** provides a queue **68** to the cloud-based queue synchronization service **62** (e.g., via the push notification service **64**). The queue **68** may be a stream of digital content (e.g., from a broadcast content provider), an algorithmically selected list of digital content in a particular order (e.g., a station of tracks based on a specific song or artist), and/or a manually selected list of tracks of digital content in a particular order. As illustrated in FIG. **10**, the source client **66** may select a queue **68** and listeners for synchronized sharing (block **172**). An example graphical user interface (GUI) **130** for selection of listeners that will be allowed to listen to the currently playing playlist **132** is provided in FIG. **9**. In the current example, Amy is the only selected user who has been allowed playback of Cole's currently playing playlist **132**. Upon selecting one or more allowed listeners (e.g., devices or users), the queue **68** (e.g., the currently playing playlist **132**) and listeners (e.g., Amy, in the current example) are provided to the cloud-based queue synchronization service **62** (block **174**). In some embodiments, additional criteria for allowed listeners may be set. For example, a sharing duration may limit allowed listening to a particular duration of time (e.g., 1 hour, 1 day, 1 week, etc.) or until a particular date (e.g., May 20th). When additional criteria is set, it may be sent to the cloud-based queue synchronization service **62** for criteria-based sharing of the synchronized shared playlist.

(44) The cloud-based queue synchronization service **62** receives (block **176**) the queue **68** and generates (block **178**) a cloud-based queue **70**, which may be stored at the system **60** (e.g., the cloud-based queue synchronization service) or may be pushed to listening client devices (e.g., listening client devices **72**A and **72**B). For example, the received queue **68** may be transformed into a data structure used by the cloud-based queue synchronization service **62**. In one embodiment, the data structure may include a list of dictionaries (e.g., tracks), a play context (e.g., a current playback position of the source client **66** in the queue), a version of the queue (e.g., a unique identifier associated with the queue that identifies the queue), change sets (e.g., modifications made from a previous version of the queue), listeners of the queue (e.g., media access control (mac) addresses, IP addresses, or other identifiers associated with the listening clients), an owner (e.g., mac addresses, IP addresses, or other identifiers associated with an owner (e.g., the source client **66**)), and administrators (e.g., mac addresses, IP addresses, or other identifiers associated with the administrator clients that are permitted to edit the queue).

(45) Once the cloud-based queue **70** is generated, a queue generation notification is provided to the listeners (e.g., defined in the data structure of the queue **70**) (block **180**). For example, as illustrated in the GUI **134** of FIG. **9**, a push notification **136** is provided to Amy's phone, based upon the selections made by Cole in GUI **130**. The push notification **136** is received (block **182**) by the listening device **72**. In the current embodiment of FIG. **9**, the push notification **136** provides three options, a “listen now” option **138**, a “save for later option” **140** and a “no” option **142**. The “listen now” option **138**, when selected, indicates a desire to playback a synchronized shared playlist. The “save for later” option **140**, when selected, indicates that a reference to the synchronized shared

playlist should be saved for historical playback of the synchronized shared playlist, as will be discussed in more detail below. The “no” option **142**, when selected, indicates that no synchronized shared playlist playback is currently desired.

(46) In the current example, Amy selects the “listen now” option **138**, as indicated by pointer **144**. This results in provision of synchronized listening request (block **184**) by the listening client **72** (e.g., Amy's phone) to the cloud-based queue synchronization service **62**. The synchronized listening request is received at the cloud-based queue synchronization service **62** (block **186**) and a queue context is obtained (block **188**) for provision with the queue indication to the listening client device **72** (block **190**). The queue context and queue indication (e.g., the tracks associated with the queue) are received by the listening client devices **72** (block **192**).

(47) The queue context is a time adjustment specific to a particular listener client device **72** that will enable the listener client device **72** to playback content at a common location in the queue with another device (block **194**). FIG. **11** is a flowchart, illustrating a process **200** for calculating a queue playback context, in accordance with one or more embodiments of the present disclosure. First, a current playback position and track of a client device that the listener client device **72** is to synchronize with is determined (block **202**). For example, Cole's playback **146** in FIG. **9** illustrates a playback in Track C **148** at time **150**.

(48) Network latency between providing an indication of the playback position and track of the client device to be synchronized with may result in a skewed synchronization, where the synchronization is off by the network latency. In some embodiments, a content provisioning service **74** may supply the content indicated in the playlist. Accordingly, the network latency between the cloud-based queue synchronization service **62**, the content provisioning system, and/or the listener client device **72** may be identified (block **204**). The network latency and the playback position & track may be aggregated, such that any synchronization skew caused by the network latency may be removed. For example, as depicted in FIG. **9**, playback at Amy's phone is started at an aggregation of time **150** added to a network latency amount of time **152**, resulting in a skew-adjusted playback time **154**.

(49) In some embodiments, the synchronization may result in a context that extends into a subsequent track. This may especially occur when the context indicates high network latency and/or the playback position is near the end of a track. For example, returning to FIG. **9**, if Cole's playback was at time **156** of Track C **148** (e.g., near the end of Track C **148**), the queue playback context may need to carry over to the subsequent track (e.g., Track D **155**). In such a scenario, additional time may be aggregated to the queue playback context to account for other potentially skewing factors. For example, time amount **158** relates to a fetch and load time for loading and beginning playback of Track D **155** on Cole's playback device. By accounting for the fetch and load time at Cole's playback device, a more accurate synchronization may occur. Accordingly, the time amount **158** may be aggregated into the queue playback context (block **206**), resulting in playback at Amy's phone at time **160**.

(50) Synchronized Shared Playlist Modification

(51) Having discussed generation and synchronization of playback, the discussion now turns to facilitating changes in the shared playlists. FIGS. **12**A and **12**B are schematic diagrams illustrating systems **230** and **250** that use alternative approaches to implement shared playlist changes, in accordance with one or more embodiments of the present disclosure. The system **230** of FIG. **12**A uses localized queues **232** stored on each of client devices (e.g., listening client devices **72** and changing client device **234**) to facilitate changes in synchronized shared playlists. The system **250** of FIG. **12**B utilizes a centralized cloud queue **252** that is stored in the cloud-based queue synchronization service **62**. Further, FIG. **13** illustrates a graphical user interface (GUI) **290** for triggering playlist modifications/changes. FIG. **14** is a swim lane diagram, illustrating a process **320** for synchronizing changes to shared playlists, in accordance with one or more embodiments of the present disclosure. For clarity, these figures will be discussed together.

(52) As indicated by the process **320**, a change to the synchronized shared playlist (e.g., queue) and/or a current playback time is identified (block **322**). For example, the GUI **290** of FIG. **13** may be used to modify a playlist **292** and/or a current playback time on a changing device **234**. Example modifications include: adding and/or removing tracks, reordering tracks, modifying playback time (e.g., via skip, seek, pause, 2× play speed, etc.), adding transitions or other media, and/or overdubbing one or more tracks. In the example of FIG. **13**, playback time skips from time **294** to time **296** based upon a seek selection **298**. This modification to the queue (e.g., here, a change in playback time) may be communicated by the GUI **290** to one or more processors of the queue changing device **234**, where the change is identified in block **322**. For example, returning to FIGS. **12**A and **12**B, the changing device **234** modifies the queue (either the localized queue **232** or the cloud-based queue **252**), for example, using GUI **290**.
(53) Next, an indication of the change to the queue is provided to the cloud-based queue synchronization service **62** (block **324**). For example, in FIGS. **12**A and **12**B, the changing device **234** sends a change **236** to the cloud-based queue synchronization service **62**. The cloud-based queue synchronization service **62** receives the indication of the change to the queue (block **326**) and confirms whether or not the change is valid (decision block **328**). For example, the cloud-based queue synchronization service **62** may determine whether permissions for the queue changing device **234** or a user associated with the queue changing device **234** exist with the cloud-based queue. As mentioned above, the data structure maintaining the cloud-based queue may include this permission data. If the change is not valid (e.g., no permission for the change exists), the change is rejected by the cloud-based queue synchronization system **62** (block **330**). However, when the change is valid, a change indication notification may be generated and sent to listener client devices **72** (block **332**).
(54) In FIGS. **12**A and **12**B, independent credentials **238** stored in the cloud-based queue synchronization service **62** and queue-stored credentials **254**, each respectively include a permission allowing changing device **234** to edit the synchronized shared playlist. Accordingly, the cloud-based queue synchronization service **62** generates and sends a customized change indication to the listening client device **72** (block **332**). For example, change **240** is particular to Adam's Device and change **242** is particular to Bob's Device, taking into account variations between the listening devices **72**, such as network latency, etc.
(55) The changes **240** and **242** are then received and implemented by their respective listing client devices **72**. This results in a change to the playlist synchronization. For example, in FIG. **12**A, the localized queue **232** for each of the changed listening client devices **72** is advanced to the location change triggered on the GUI **290** of the changing device **234**. Similarly, in FIG. **12**B, an updated local track and track position **256** and **258** are played back on respective listening client devices **72**.
(56) Spanned Service Architecture
(57) As may be appreciated, many devices may use the cloud-based queue synchronization service **62**. Accordingly, to service requests, the cloud-based queue synchronization service **62** may span multiple data centers and/or data center servers. FIG. **15** is a schematic diagram of a system **350** where the cloud-based queue synchronization service **62** spans multiple data centers (e.g., Data Center **352**A and Data Center **352**B), in accordance with one or more embodiments of the present disclosure. Further, FIGS. **16**A and **21**B are flowcharts, illustrating processes **400** and **420**, respectively, for providing synchronized shared playlist playback and editing using multiple data centers, in accordance with one or more embodiments of the present disclosure. For clarity, these figures will be discussed together.
(58) As illustrated in FIG. **15**, the cloud-based synchronization service **62** services synchronized playlists from two data centers **352**A and **352**B. However, if not accounted for, clock differences between servers in these two data centers **352**A and **352**B may cause erroneous synchronization. For example, if source client **66**A initiates generation of a synchronized shared playlist via data center **352**B, but the cloud-based queue synchronization service **62** serves playlist updates and

clock synchronization using data center **352**A, a clock mismatch between data centers **352**A and **352**B may result in mis-synchronization, as the queue context of the source client **66**B may be in reference to a clock of data center **352**B, while the queue contexts provided to listening clients **72**A and **72**B may be in reference to a clock of data center **352**A.

(59) Accordingly, processes **400** and/or **420**, of FIGS. **16**A and **16**B, respectively, may be implemented to ensure proper synchronization in a spanned computing environment. Starting first with process **400**, the process **400** solves potential synchronization mismatches by maintaining one data center to facilitate service requests. The process **400** begins with receiving a queue synchronization request (block **402**). For example, this could occur when a source client (e.g., source client **66**A) requests generation of a synchronized shared playlist or when a listening client (e.g., listening client **72**A) requests a synchronize shared playlist.

(60) An authoritative data center is selected (block **404**). The authoritative data center is the data center that will service all requests for a particular synchronized shared playlist. The authoritative data center may be selected based upon a number of factors. For example, the authoritative data center may be selected based upon which data center first receives a request associated with the playlist. In some embodiments, the authoritative data center may be selected based upon a geographical proximity with the source client **66** and/or the listening clients **72**. In some embodiments, the authoritative data center may be selected based upon load balancing, such that the load of service is distributed amongst the data centers.

(61) For any synchronization actions, the cloud-based queue synchronization service **62** will provide queue and clock synchronization data by the particular authoritative data center associated with the particular playlist (block **406**). By using a single data center to service requests for a particular synchronized shared playlist, synchronization integrity may be maintained.

(62) Referring back to FIG. **15**, the synchronized shared playlist sourced from source client **66**A implements the process **400** to maintain synchronization integrity. The broken arrows illustrate the data flow used to facilitate this synchronized shared playlist. In this example, source client **66**A provides the shared playlist to the cloud-based queue synchronization service **62**, triggering a synchronization. In this example data center **352**A is selected as the authoritative data center. Accordingly, data center **352**A services synchronization of the shared playlist from source client **66**A to both listening client device **72**A and listening client device **72**B.

(63) Process **420** of FIG. **16**B provides an alternative approach to maintaining synchronization integrity in a spanned service architecture. In process **420**, there is an authoritative reference clock that is used for particular playlists. First, a queue synchronization request is received, similar to process **400** (block **422**). Next, an authoritative clock is selected (block **424**). The authoritative clock is a clock that will be the reference for all synchronization services for a particular playlist. A signal indicating the selected authoritative clock may be provided to each data center that will service synchronization requests, enabling these data centers to service the requests using the authoritative clock.

(64) One benefit of process **420** over process **400** is that different data centers can be used to service different listening client devices **72**, despite a common authoritative clock being used for all synchronization requests for a particular playlist. Accordingly, particular synchronizing data centers are selected to service listening client devices **72** (block **426**).

(65) The selected data centers may then service synchronization requests of assigned listening client devices using the authoritative clock. For example, the queue context may be calculated using the authoritative clock indication (block **428**).

(66) Referring back to FIG. **15**, the synchronized shared playlist sourced from source client **66**B implements the process **420** to maintain synchronization integrity. The solid arrows illustrate the data flow used to facilitate this synchronized shared playlist. In this example, source client **66**B provides that shared playlist to the cloud-based queue synchronization service **62**, triggering a synchronization. In this example, the clock of data center **352**B is chosen as the authoritative clock

and an indication **354** of the authoritative clock is provided to the other data centers (e.g., data center **352**A) that will provide synchronization services using the authoritative clock. After providing the indication **354**, a number of data centers can service requests using the same authoritative clock. For example, data center **352**A services requests to listening client device **72**A using the authoritative clock and data center **352**B services requests to listening client device **72**B using the authoritative clock.

(67) Gap-Filling Playlists

(68) In some situations, certain content in a shared playlist may not be available for all listening client devices. For example, content libraries that provide the content in the shared playlists may include certain restrictions of geographies where the content may be provided and/or otherwise may not include content referenced in the shared playlist. Further, some devices may have content restrictions enabled, such as a restriction from playing explicit content. Additionally or alternatively, sometimes shared playlists may go dormant, for a time, at the source, resulting in a lack of continuous content being provided to the listening client devices. For example, a user, Alice, may broadcast/share her playback live, but stop broadcasting/sharing for a temporal period of time. In such situations, it may be useful to gap-fill portions of a shared playlist. For example FIG. **17** is a schematic diagram of a system **450** where the cloud-based queue synchronization service **62** includes gap-filling logic **452** for gap-filling missing/unavailable content indicators in the playlist and/or missing/unavailable content that is indicated the playlist, in accordance with one or more embodiments of the present disclosure. Further, FIG. **18** is a flowchart, illustrating a process **500** for facilitating gap-filling in the synchronized shared playlists, in accordance with one or more embodiments of the present disclosure. For clarity, these figures will be discussed together.

(69) To perform the gap-filling, the gap-fill logic **452** may first receive an indication of all of the tracks in the shared playlist (block **502**). This indication is a list of all of the tracks **454** that are currently in the source client queue **456**. For example, in FIG. **17**, the list includes tracks A, B, C, and D.

(70) Then, a determination (decision block **504**) is made as to whether all of the tracks **454** are in libraries of the content provisioning services **74** that are available to the listening client device **72**. The content provisioning services **74** may include content libraries that store content that can be provided to listening client devices **72**. In some embodiments, such as the one depicted in FIG. **17**, these libraries may be geography-specific libraries **460** that dictate particular geographies that have access to content stored therein) to the listening client devices **72**. In such scenarios the content stored in these geography-specific libraries **460** is only available for a particular set of geographies and not for geographies outside of the particular set of geographies. Further, in embodiments, where the listening client devices **72** are restricted to playback of non-explicit content, tracks **454** of explicit content are not available to listening client device **72**.

(71) If all of the tracks are available via the content provisioning services **74**, the synchronized shared playlist is generated and shared as described above (block **506**), as no gap-filling of content is necessary.

(72) If not all of the tracks are available via the content provision services **74** for the listening client device **72**, a determination (decision block **508**) is made as to whether the unavailable tracks are available from an alternative source. For example, the alternative sources may include the source content storage **458** and/or the source client **66**. The source content storage **458** may store uploaded content provided by the source client **66** (e.g., to facilitate sharing of the shared playlist to the listening client devices **72**). In some cases, the source client **66** may directly send content to the listening client device **72**. However, in embodiments where the listening client device **72** is restricted from playback of the unavailable content, the content will not be available from an alternative source.

(73) Turning to the example in FIG. **17**, the hatch marching over Track C in the source client queue **456** indicates that Track C is not available from the content provisioning services **74** or from an

alternative source. The hatch marching over Track D in the source client queue **456** indicates that Track D is not available from the content provisioning services **74**, but is available from an alternative source.
(74) If all of the missing content is available from an alternative source (e.g., via the source content storage or the source client device **72**), the gap-fill logic **452** may gap-fill the missing content with the content available from the alternative sources (e.g., the source content storage **458** and/or the source client **66**) (block **510**) and the playlist can be generated and shared using content from the alternative sources (block **506**).
(75) In the example of FIG. **17**, Track D content **462** can be sourced from the source client **66** and thus is added to the listening client queue **464**. However, Track C is not available from the alternative sources, so it is not added to the listening client queue **464**.
(76) From time to time, it may be desirable to select alternative content that is not in the playlist for gap-fill (block **512**). For example, when the missing content is not available from an alternative source as determined in decision block **508** or when there are no more tracks in the playlist but continued playback at the listening client devices **72** is desirable (as determined by decision block **511**), the alternative content gap-fill content may be selected (block **512**) and the playlist can be generated and shared using the alternative content selected in block **512**. The alternative content can be selected based upon a number of factors. For example, the alternative content can be another version of the track, such as a live recorded version or a re-mixed version of a recorded track. The alternative content can be content that closely matches a time length of the original track or content with a shortened time length with added blank content to match the original track length (e.g., to maintain the synchronization). Further, the alternative content can be content that matches a genre of the original track and/or is otherwise associated or has an affinity with the original track. In embodiments where the digital content was not available due to restrictions of the listening client devices **72**, the alternative content may be an edited version of the unavailable digital content (e.g., an explicit lyrics track edited to obfuscate the explicit lyrics).
(77) Returning to the example of FIG. **17**, Track C is not available from the content provisioning services **74** or the alternative sources. Accordingly, alternative content can be used to gap-fill the missing track. Here, Track C′ replaces Track C in the listening client queue **464**, resulting in a complete queue of available content.
(78) Synchronized Shared Playlist Environments
(79) The discussion now turns to particular environments where the synchronized shared playlist functionality may be used. This discussion is not meant to limit the use of synchronized shared playlists to these environments, but instead is meant to facilitate discussion of uses of these features. Indeed, these features could be used in any number of environments.
(80) On a road trip, multiple occupants are in a typically in a vehicle listening to a common playlist of an electronic device connected to the vehicle's head unit. However, this may result in all occupants being subjected to the content preferences of a single user (e.g., the user that controls the device connected to the head unit). Using the synchronized editing feature of the synchronized shared playlists, users can now submit their own edits to a currently playing playlist, such that everyone is allotted a portion of the listening time. FIG. **19** is a schematic diagram, illustrating a shared playlist used in a vehicle **550**, in accordance with one or more embodiments of the present disclosure.
(81) Similar to traditional playlist streaming within a vehicle, an electronic device (e.g., electronic device **552**A) that is playing back the playlist (e.g., the synchronized shared playlist) is communicatively coupled to the vehicle's head unit **554**, such that the playback can be provided by the head unit **554** to the vehicle's speakers **556**.
(82) The playlist may be a synchronized shared playlist as described herein. Further, in some embodiments, the cloud-based queue synchronization service may reside as part of the head unit or on the device **552**A presenting the playlist. In other embodiments, an Internet connection may be

used to connect with a network cloud service that provides this functionality.
(83) As previously discussed, playlist editing permissions may allow playlist changes to be implemented by other electronic devices. For example, the head unit **554** or a graphical user interface (GUI) may enable electronic device **552** to enable playlist editing rights to electronic device **552**B, **552**C, and **552**D. As illustrated, electronic device "D**1**" **552**A first provides the playlist, illustrated by arrow **558**. Then, electronic device "D**3**" **552**C provides an update to add a new track to the playlist, illustrated by arrow **560**. Next, electronic device "D**2**" **552**B provides an update to add a new track to the playlist, illustrated by arrow **562**. Last, electronic device "D**4**" provides an update to add a new track to the playlist, illustrated by arrow **564**. As illustrated in the resultant playlist **566**, each of the tracks are added in order of provision. In some embodiments, tracks are placed in a first-come-first-serve manner. However, in other embodiments, tracks can be added at any position in the playlist. Further, tracks can be removed, duplicated, etc. Additionally, in some embodiments, if the proper permissions are provided by the playlist owner, the other electronic devices may alter playback, such as pause, skip, seek, etc. Thus, the synchronized shared playlist features provide enhanced playlist editing and control not seen before.
(84) Turning now to a passenger bus example, FIG. **20** is a schematic diagram, illustrating a localized sharing orchestration useful for synchronized shared playlists in a proximate location, in accordance with one or more embodiments of the present disclosure. Oftentimes, people in a proximate location desire to share digital content with one another, but have limited means to do so without interrupting other people in the proximate location.
(85) FIG. **20** illustrates a passenger bus **580** as an example of a proximate location of individuals who desire to enjoy synchronized playback of content. In such a scenario, the cloud-based queue synchronization service **62** may provide synchronized playback to multiple devices. In some embodiments, especially in embodiments where electronic devices can communicate over lower-range communications, such as Wi-Fi or Bluetooth, the cloud-based queue synchronization service **62** may elect an orchestration device **582**, which can act as a localized surrogate of the cloud-based synchronization service **62** that facilitates each of the synchronization services for the cloud-based queue synchronization service **62**. In other words, the local orchestration device **582**, in essence, becomes the cloud-based queue synchronization service **62**. For example, the orchestration device **582** may receive playlist sharing requests, generate shared playlists, and provide the shared playlists and playlist contexts to local sharing devices **584** via a direct communications channel between the orchestration device **582** and the localized sharing devices **584** (represented by arrows **586**). Accordingly, in such embodiments, synchronized shared playlist functionality can be facilitated with little to no interaction with the cloud-based queue synchronization service, instead relying on the local orchestration device **582** to facilitate requests.
(86) FIG. **21** is a schematic diagram, illustrating another environmental example use of the synchronized shared playlist functionality, this time illustrating multi-location synchronized shared playlist playback within a home **600** and vehicle **602**, in accordance with one or more embodiments of the present disclosure.
(87) As illustrated, the vehicle **602** and smart speakers **604**A, **604**B, and **604**C are each communicatively coupled to the cloud-based queue synchronization services **62**. Accordingly, using the synchronized shared playlist feature described herein, devices in one location can have synchronized playback with other devices in different locations. For instance, a voice command **606** provided to smart speaker **604**A to "play what's playing in the car" may result in the smart speaker **604**A requesting a synchronized shared playlist from the vehicle **602** from the cloud-based queue synchronizing service **62**. The cloud-based queue synchronizing service **62** may then request a playlist and context from the vehicle **602** and upon receipt provide the playlist and a queue context for the smart speaker **604**A to ensure that the speaker is playing a track synchronized with the playback track and position of the vehicle **602**. As an alternative to a command identifying a playback device (e.g., the vehicle **602**), a command may identify a location where a playback

device is located. For example, command **608** provided to the smart speaker **604**C requesting the smart speaker **604**C to “play kitchen tracks” may result in the cloud-based queue synchronizing service **62** providing a playlist and queue context that synchronizes playback of the smart speaker **604**C with the smart speaker **604**B located or otherwise associated with the kitchen **610**.

(88) In some embodiments, a perpetual playlist may be provided for use. The perpetual playlist is a playlist that does not end, even if all of the tracks are played back. FIG. **22** is a schematic diagram, illustrating a request **650** that provides a perpetual synchronized shared playlist, in accordance with one or more embodiments of the present disclosure. In the illustrated embodiment, the request **650** requests the device **652** to “play whatever Joe is listening to.” The cloud-based queue synchronization service may generate a playlist based upon the current playlist and playback time on Joe's device. If Joe's device is not playing content at a particular time, in some embodiments, the gap-filling techniques may be used to either provide content Joe would likely listen to or provide blank content or another content indicative of no playback currently on Joe's device.

(89) In some embodiments, historical playlists may be played back. FIG. **23** is a schematic diagram, illustrating a historical synchronized shared playlist request **680**, in accordance with one or more embodiments of the present disclosure. The request **680** requests device **682** to “resume playlist from last night.” The device **682** may send a request to the cloud-based queue synchronization service **62** to resume playlists during the evening hours of yesterday, based upon this request. If multiple playlists were played in the evening hours of yesterday, the cloud-based queue synchronization service **62** may provide an indication of the multiple playlists and allow the device to select one of the multiple playlists (e.g., via a voice or graphical user interface (GUI) command). Based upon the selection, the cloud-based queue synchronization service **62** may facilitate playback of a historical playlist by the device **682**.

(90) As may be appreciated, the cloud-based queue synchronization service **62** may provide many benefits to digital content enjoyment and playlist editing. The specific embodiments described above have been shown by way of example, and it should be understood that these embodiments may be susceptible to various modifications and alternative forms. It should be further understood that the claims are not intended to be limited to the particular forms disclosed, but rather to cover all modifications, equivalents, and alternatives falling within the spirit and scope of this disclosure.

(91) The techniques presented and claimed herein are referenced and applied to material objects and concrete examples of a practical nature that demonstrably improve the present technical field and, as such, are not abstract, intangible or purely theoretical. Further, if any claims appended to the end of this specification contain one or more elements designated as “means for [perform] ing [a function] . . . ” or “step for [perform] ing [a function] . . . ”, it is intended that such elements are to be interpreted under 35 U.S.C. 112 (f). However, for any claims containing elements designated in any other manner, it is intended that such elements are not to be interpreted under 35 U.S.C. 112 (f).

(92) As described above, one aspect of the present technology is the gathering and use of data available from various sources to facilitate synchronized shared playback of content between client devices. The present disclosure contemplates that in some instances, this gathered data may include personal information data that uniquely identifies or can be used to contact or locate a specific person. Such personal information data can include demographic data, location-based data, telephone numbers, email addresses, twitter ID's, home addresses, data or records relating to a user's health or level of fitness (e.g., vital signs measurements, medication information, exercise information), date of birth, or any other identifying or personal information.

(93) The present disclosure recognizes that the use of such personal information data, in the present technology, can be used to the benefit of users. For example, the personal information data can be used to deliver synchronized shared content between users. Accordingly, use of such personal information data enables calculated synchronized sharing between electronic devices. Further, other uses for personal information data that benefit the user are also contemplated by the present

disclosure. For instance, health and fitness data may be used to provide insights into a user's general wellness, or may be used as positive feedback to individuals using technology to pursue wellness goals.

(94) The present disclosure contemplates that the entities responsible for the collection, analysis, disclosure, transfer, storage, or other use of such personal information data will comply with well-established privacy policies and/or privacy practices. In particular, such entities should implement and consistently use privacy policies and practices that are generally recognized as meeting or exceeding industry or governmental requirements for maintaining personal information data private and secure. Such policies should be easily accessible by users, and should be updated as the collection and/or use of data changes. Personal information from users should be collected for legitimate and reasonable uses of the entity and not shared or sold outside of those legitimate uses. Further, such collection/sharing should occur after receiving the informed consent of the users. Additionally, such entities should consider taking any needed steps for safeguarding and securing access to such personal information data and ensuring that others with access to the personal information data adhere to their privacy policies and procedures. Further, such entities can subject themselves to evaluation by third parties to certify their adherence to widely accepted privacy policies and practices. In addition, policies and practices should be adapted for the particular types of personal information data being collected and/or accessed and adapted to applicable laws and standards, including jurisdiction-specific considerations. For instance, in the US, collection of or access to certain health data may be governed by federal and/or state laws, such as the Health Insurance Portability and Accountability Act (HIPAA); whereas health data in other countries may be subject to other regulations and policies and should be handled accordingly. Hence different privacy practices should be maintained for different personal data types in each country.

(95) Despite the foregoing, the present disclosure also contemplates embodiments in which users selectively block the use of, or access to, personal information data. That is, the present disclosure contemplates that hardware and/or software elements can be provided to prevent or block access to such personal information data. For example, in the case of synchronized shared playback of digital content, the present technology can be configured to allow users to select to “opt in” or “opt out” of participation in the collection of personal information data during registration for services or anytime thereafter. In another example, users can select to limit the length of time shared playlist data is maintained or entirely prohibit generation and/or sharing of such information. In addition to providing “opt in” and “opt out” options, the present disclosure contemplates providing notifications relating to the access or use of personal information. For instance, a user may be notified upon downloading an app that their personal information data will be accessed and then reminded again just before personal information data is accessed by the app.

(96) Moreover, it is the intent of the present disclosure that personal information data should be managed and handled in a way to minimize risks of unintentional or unauthorized access or use. Risk can be minimized by limiting the collection of data and deleting data once it is no longer needed. In addition, and when applicable, including in certain health related applications, data de-identification can be used to protect a user's privacy. De-identification may be facilitated, when appropriate, by removing specific identifiers (e.g., date of birth, etc.), controlling the amount or specificity of data stored (e.g., collecting location data a city level rather than at an address level), controlling how data is stored (e.g., aggregating data across users), and/or other methods.

(97) Therefore, although the present disclosure broadly covers use of personal information data to implement one or more various disclosed embodiments, the present disclosure also contemplates that the various embodiments can also be implemented without the need for accessing such personal information data. That is, the various embodiments of the present technology are not rendered inoperable due to the lack of all or a portion of such personal information data. For example, synchronized shared playback content can be selected and delivered to users by inferring preferences based on non-personal information data or a bare minimum amount of personal

information, such as the content being requested by the device associated with a user, other non-personal information available to the content provisioning services and/or cloud queue synchronization service, or publicly available information.

Claims

1. A computer-implemented method, comprising: causing, via a content presentation service, playback of a digital content stream via a playback device, in response to a command from a first electronic device coupled to the content presentation service; receiving a second command to alter the playback of the digital content stream from a second electronic device different than the first electronic device; and altering the playback of the digital content stream in accordance with the second command, wherein the playback device performs the playback of the digital content stream for both a first user of the first electronic device and a second user of the second electronic device.
2. The computer-implemented method of claim 1, comprising: determining whether the second electronic device is authorized to edit the playback of the digital content stream; and altering the playback of the digital content stream in accordance with the second command only when the second electronic device is authorized to edit the playback of the digital content stream.
3. The computer-implemented method of claim 1, wherein the content presentation service comprises an application executing on the first electronic device.
4. The computer-implemented method of claim 1, wherein the content presentation service comprises a service remote from the first electronic device that is configured to provide at least a portion of the digital content stream.
5. The computer-implemented method of claim 1, wherein the second command to alter the playback of the digital content stream comprises a command to add new content to the digital content stream.
6. The computer-implemented method of claim 5, wherein the new content is added in a first-come-first serve manner where the new content is caused to be played back at a time later than digital content submitted for playback in the digital content stream prior to the new content.
7. The computer-implemented method of claim 5, wherein the command to add new content to the digital content stream comprises a location indication where the new content should be played back; and the computer-implemented method comprises causing playback of the new content in the digital content stream at the location.
8. The computer-implemented method of claim 1, wherein the second command to alter the playback of the digital content stream comprises a command to remove, duplicate, or both content from the digital content stream.
9. The computer-implemented method of claim 1, wherein the second command to alter the playback of the digital content stream comprises a command to pause, skip, seek, or any combination within the playback of the digital content stream.
10. The computer-implemented method of claim 1, wherein the playback of the digital content stream is performed via a head unit.
11. The computer-implemented method of claim 10, wherein the head unit provides output to both the first user of the first electronic device and the second user of the second electronic device.
12. A tangible, non-transitory, computer-readable medium, comprising computer-readable instructions, that when executed by one or more processors of one or more computers, cause the one or more computers to: cause, via a content presentation service, playback of a digital content stream via a playback device, in response to a command from a first electronic device coupled to the content presentation service; receive a second command to alter the playback of the digital content stream from a second electronic device different than the first electronic device; and alter the playback of the digital content stream in accordance with the second command, wherein the playback device performs the playback of the digital content stream for both a first user of the first

electronic device and a second user of the second electronic device.
13. The tangible, non-transitory computer-readable medium of claim 12, comprising computer-readable instructions, that when executed by the one or more processors of the one or more computers, cause the one or more computers to: determine whether the second electronic device is authorized to edit the playback of the digital content stream; and alter the playback of the digital content stream in accordance with the second command only when the second electronic device is authorized to edit the playback of the digital content stream.
14. The tangible, non-transitory computer-readable medium of claim 12, wherein the content presentation service comprises an application executing on the first electronic device, an application executing on a head unit that provides the playback, a service remote from the first electronic device that is configured to provide at least a portion of the digital content stream, or any combination thereof.
15. The tangible, non-transitory computer-readable medium of claim 12, wherein the second command to alter the playback of the digital content stream comprises a command to add new content to the digital content stream.
16. The tangible, non-transitory computer-readable medium of claim 15, wherein the new content is added in a first-come-first serve manner where the new content is caused to be played back at a time later than digital content submitted for playback in the digital content stream prior to the new content.
17. The tangible, non-transitory computer-readable medium of claim 15, wherein the command to add new content to the digital content stream comprises a location indication where the new content should be played back; and the tangible, non-transitory computer-readable medium comprises computer-readable instructions, that when executed by the one or more processors of the one or more computers, cause the one or more computers to cause playback of the new content in the digital content stream at the location.
18. The tangible, non-transitory computer-readable medium of claim 12, wherein the second command to alter the playback of the digital content stream comprises: a command to remove, duplicate, or both content from the digital content stream; a command to pause, skip, seek, or any combination within the playback of the digital content stream; or any combination thereof.
19. The tangible, non-transitory computer-readable medium of claim 12, wherein the playback of the digital content stream is performed via a head unit.
20. The tangible, non-transitory computer-readable medium of claim 19, wherein the head unit provides output to both the first user of the first electronic device and the second user of the second electronic device.