Simulated Playback OEM/Platform Adoption Proposal

Section 1: Problem & Motivation
Mobile devices waste battery and data when apps keep streams open or decode frames unnecessarily. Use

Section 2: Solution (SimulatedPlayback)
Suspend real playback and network; advance logical progress via a timer; persist per media URL; resume a

Section 3: Metrics (battery/data saving)
Expected ranges (10 min): Battery 3060%, Data 90100%, CPU 5080%. See benchmark report with charts (b

Section 4: Integration Path
- System-level: platform media service API for simulated mode and policy toggles
- App-level: player wrapper/controller to pause, release source, persist, and restore

Section 5: Potential Partners
OEMs, streaming providers, education/e-learning platforms, low-bandwidth regions.

Images: Chrome Extension, Android App, Charts
QR: https://github.com/yourname/simplay