Title (en)
INTEGRATION OF REAL-TIME DATA INTO A GAMING APPLICATION

Title (de)
INTEGRATION VON ECHTZEITDATEN IN EINE SPIELEANWENDUNG

Title (fr)
INTEGRATION DE DONNEES TEMPS-REEL DANS UNE APPLICATION DE JEU

Publication
EP 1438110 A4 20050126 (EN)

Application
EP 02713558 A 20020206

Priority
- US 0203881 W 20020206
- US 77818501 A 20010206

Abstract (en)
[origin: WO02062436A2] Real world data is integrated into a gaming experience to influence the game and actions of a player. A game module creates game elements from the real world data associated with the location. Weather conditions are simulated based on weather information (104) from different observation locations in the world, and traffic conditions (100) are simulated as well. In a flight simulator game, the game integrates real aircrafts and real weather conditions as the player's aircraft navigates in the world.

IPC 1-7
A63F 13/00

IPC 8 full level
A63F 13/00 (2006.01); **A63F 13/10** (2006.01); **A63F 13/12** (2006.01); **G09B 9/00** (2006.01)

CPC (source: EP KR US)
A63F 13/216 (2014.09 - US); **A63F 13/65** (2014.09 - US); **A63F 13/803** (2014.09 - US); **G06Q 50/10** (2013.01 - KR);
G09B 9/00 (2013.01 - EP US); **H04L 65/4015** (2013.01 - EP); A63F 13/35 (2014.09 - EP KR); A63F 13/65 (2014.09 - EP KR);
A63F 13/803 (2014.09 - EP KR); A63F 2300/50 (2013.01 - EP KR); A63F 2300/69 (2013.01 - EP KR); A63F 2300/8017 (2013.01 - EP KR)

Citation (search report)
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- See references of WO 02062436A2

Designated contracting state (EPC)
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WO 02062436 A2 20020815; **WO 02062436 A3 20031016**; CN 1494452 A 20040505; EP 1438110 A2 20040721; EP 1438110 A4 20050126; JP 2004520903 A 20040715; KR 20030080218 A 20031011

DOCDB simple family (application)
US 0203881 W 20020206; CN 02805948 A 20020206; EP 02713558 A 20020206; JP 2002562441 A 20020206; KR 20037010366 A 20030806