

Title (en)

INTEGRATING GAMES SYSTEMS WITH A SPECTATING SYSTEM

Title (de)

AUSSTATTUNG VON SPIELSYSTEME MIT EINEM ZUSCHAUSYSTEM

Title (fr)

SYSTÈMES DE JEUX INTÉGRANT UN SYSTÈME DE VISIONNAGE

Publication

EP 3316980 A1 20180509 (EN)

Application

EP 16738975 A 20160630

Priority

- US 201514755974 A 20150630
- US 201514755967 A 20150630
- US 201514755934 A 20150630
- US 201514755944 A 20150630
- US 201514755955 A 20150630
- US 201514755905 A 20150630
- US 201514755922 A 20150630
- US 2016040514 W 20160630

Abstract (en)

[origin: WO2017004433A1] A spectating system that exposes an application programming interface (API) to game systems. The spectating system obtains game metadata from the game systems for games being broadcast by the spectating system according to the API, and generates content for the broadcasts based at least in part on the game metadata. The broadcast content is provided to spectator devices with the broadcasts. The spectating system receives indications of spectators' interactions with the broadcast content from the spectator devices, and provides indications of the interactions to the game systems according to the API.

IPC 8 full level

A63F 13/86 (2014.01)

CPC (source: EP KR)

A63F 13/352 (2014.09 - EP KR); **A63F 13/355** (2014.09 - EP KR); **A63F 13/69** (2014.09 - EP KR); **A63F 13/86** (2014.09 - EP KR);
A63F 13/87 (2014.09 - EP KR); **A63F 2300/537** (2013.01 - KR)

Citation (search report)

See references of WO 2017004433A1

Cited by

US10974145B2; US11623144B2

Designated contracting state (EPC)

AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

Designated extension state (EPC)

BA ME

DOCDB simple family (publication)

WO 2017004433 A1 20170105; EP 3316980 A1 20180509; JP 2018520772 A 20180802; JP 7231327 B2 20230301;
KR 102139241 B1 20200729; KR 20180022866 A 20180306

DOCDB simple family (application)

US 2016040514 W 20160630; EP 16738975 A 20160630; JP 2017567656 A 20160630; KR 20187002448 A 20160630