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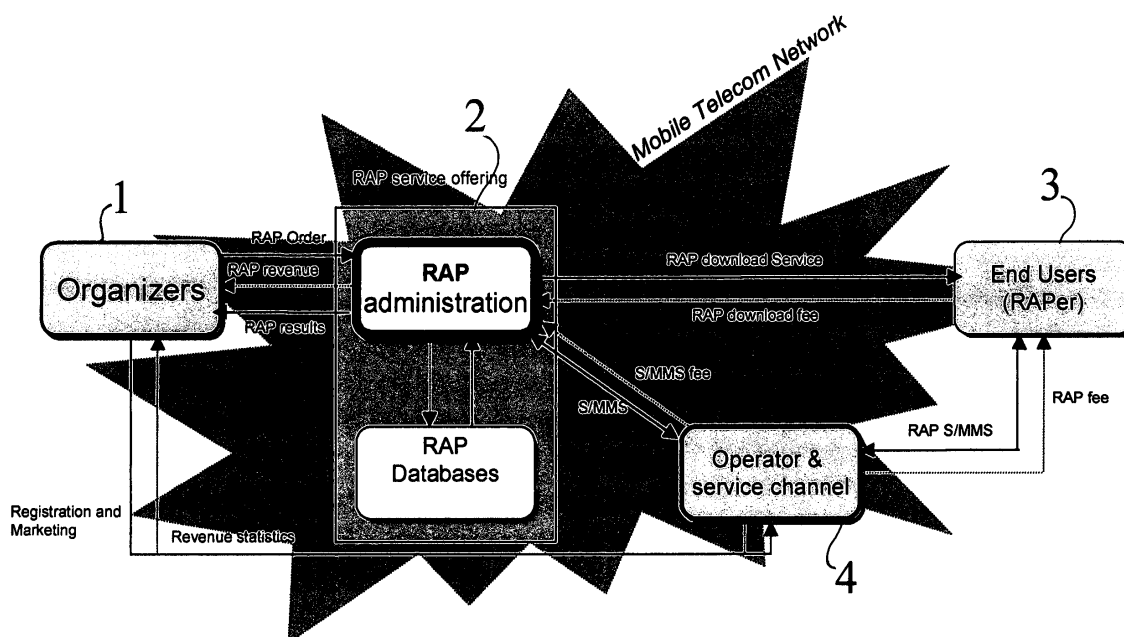
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(54) **Method and system for providing mobile means to spectators for consulting statistics and inputting bets during live sport events.**

(57) An advanced high-tech entertainment system is designed for single and multi-player competition in pseudo-online mobile environment enabling spectators of live sport tournaments at any location to participate in a competition and betting procedure called RealActPlay or "RAP". Participants in the competition are referred to as RAPPers. Particularly spectator of a live sport match or athletic can participate in betting only seconds before the subject of betting occurs, allowing spectators to place the bet at exciting moments of an ongoing match easily

without distraction from the match, or athletic event and hence dramatically increase in excitement of watching the match for spectators, and also provides mobile means of competition by entering accurate statistics of live sport matches in single or multi-player mode. Simple betting rules are sent to RAP participants (RAPers) on registration for a specific game, tournament, or athletic via SMS/MMS before the start of the tournament. RFID tags are used in this invention to achieve considerable improvements on usability and control of legitimacy of the RAPing competition.

FIG. 2



Description

[0001] The present invention relates to a system Arrangement having a mobile phone or means of Communication with an application server through Mobile network, satellite or internet, databases and application software in the server for controlling, authentication, administration, analyses, and communication with users, and communication with sport event organizers or interested parties, and a software to be loaded into the mobile handset or a device to register and manage the statistics and betting process as the end user enters them using the handset, and radio frequency identification tags (RFID) as means for payment for betting, authentication of the type of sport match, and level and type of the betting.

[0002] Terminology used for this invention is the RealActPlay (RAP) which is the concept Introduced by this invention, radio frequency Identification (RFID), short message service (SMS), and/or multimedia messaging service (MMS), as well as 3G handsets which are SMS/MMS or WAP- enabled mobile phones.

The end-user of the system is a typical spectator of a live sport match who is referred to as "RAPer" and the competition is referred to "RAPing".

[0003] If the competition includes also betting it is referred to as "RAP Betting", or "RAP-Extra".

[0004] online systems like the WAP online betting system in Veikkaus LTD in Finland require Network connection through WAP or GSM during the whole match.

Problems however exist with existing online systems. Their whole process of on line betting is based on being on line for the duration of the sport match and receiving betting proposals from the system through the mobile phone as the match continues, and the end user either accepts the proposal as the subject for betting, and places the bet, or does not respond. All bets have fixed multiplier and the payment is done by registration for betting and paying fixed amount through internet beforehand.

In such systems user should respond in a given Time-frame, and if the time elapses the possibility to place the bet is gone. Also the target or option for the bet might not be interesting. The system is too complex to reach the masses of sport

fans and spectators all around the world, and it requires certainly possibility to be on-line the duration of the match, which is not affordable by a typical sport fan.

This needs long time being connected to the network, and stay on-line, which is economically costly for end users, and technically difficult for the battery of the mobile handset during sport match which usually is about a couple of hours or more. Practically using this method for a

couple of matches in the same day without possibility to recharge the battery is not possible.

on the other hand spectator's attention is distracted from the match and the spectator should continuously look and see which betting option by the organizers and ad-

ministration is sent to him, and be fast to respond, which is practically impossible when the most exciting moments of the match is going on.

And technically participation is not possible if the end-user is not on-line through the mobile handset. Also the time frame for which the betting could be placed opens and closes as the game continues and hence needs attention of the end-user more than usual which is uncomfortable and even disturbing the spectator.

FSimilar mobile systems that enables users to enter and calculate statistics for sport matches, and later make it possible to compare registered statistics with the official ones, and also give users possibility to participate in calculating match statistics as a team, and compete for their accuracy, and also providing possibility to place bets for the next immediate goal, within only seconds from a probable goal situation, and/or success of a favorite athlete in single sport event like tennis or golf are not possible with systems and devices available today.

Also use of radio frequency identification (RFID) technology as a complementary part of the system creating unique possibility to provide these services to the masses in the world of sport, and also booms the use of RFID Tags, and RFID enabled hand sets.

[0005] The object of the present invention is to improve possibilities and provide high-tech means for participation of spectators (RAPers) for placing bets during the match only seconds before the subject of the betting (a goal) occurs. This is referred here as "RAP Betting" or "RAP-Extra". Technically it is not possible today for sport lovers to place bets some seconds before the subject of the bet occur e.g. only 5 seconds before a goal in football, ice-hockey, or basketball.

[0006] The online systems today are incapable of giving required freedom to customer or spectator to perform the bet easily, and as many times as user wishes during the same ongoing match, at any desired moment chosen by the user.

[0007] using radio frequency identification (RFID) technology, and mobile phones, such convenience is provided to spectators through using RealActPlay (RAP) system.

Also the users (RAPers) are technically enabled to enter the statistics of the sport matches using mobile handsets, RAP software, and RAP i-mode server which are also providing means for comparing accuracy of statistics as well as participating in a competition and entertainment. Particularly the present invention provides automatic synchronization of sport match with the pseudo-online RAPing activity through RAP software by adjusting the mobile handset clock with mobile network clock at the time of the registration for the match, and disabling the clock adjust capabilities in the handset till end of the RAPing, when the RAP software is sending the result through an SMS/MMS to RAP server.

Pseudo online game end-user is a person using a mobile phone, or a remote control, or any means capable of communicating with mobile phone network, or through

TV, or satellite, to internet, is referred in this invention as "RAPer". That is a person which uses the RAP software to participate in RAP competition and RAP-betting during a live on going sport match, or any sport competition in a stadium or during live broadcast from TV

The object of present invention is to provide a high-tech mobile system to count the statistics of the matches, and means to participate in RAP betting using the provided RAP software and a mobile phone, or a mobile handset, or a RAP enabled remote control, and a short message service (SMS) or multimedia message service (MMS) message, or other means of communicating to RAP server at the end of the match, and a RAP server receiving and analyzing the content of received messages for end users with the correct official match statistic and match results received from official parties involved, and administration software, in a server accessed through internet that compares and issues points and rewards for the participants who had counted most accurate statistics.

The system provides the RAPer with means to place bets for possibility of next immediate goal within only some seconds before the goal happens and deduct points or charges from the participant for

Incorrect bets and rewards the participant for correct bets and statistic results.

Also the participant (RAPer) has several choices from a set of pre-allocated match statistics to choose the most interesting ones for entering. RAPers are also allowed to take part in the competition as teams, while each team member chooses the specific match statistics which he or she is going to enter.

RAP server analyses the RAPing team results and issues total points for teams, as well as individual points for team members. single RAPers will also receive results of their effort after the match is over. The points are always issued after comparing the results with official match statistics, and specific RAPing rules published for each sport.

Accuracy of the RAPer may be rewarded by presentation of a "media" prize, e.g. free access to a film, pictures, music, or animation, or points to be used with next participation in the RAPing, or, continuation of level increase for next RAPing, or winning tickets and trips to live sport event or matches around the globe.

[0008] Radio frequency identification (RFID) tags are used as an alternative payment method for RAP and RAP Betting (RAP-Extra) participation in different sports.

A typical RFID tag used for RAP Betting includes an antenna and a silicon chip containing modulation circuits, control logic and nonvolatile memory.

The silicon chip derives electrical power from radio signals received by the antenna or from a battery, and is able to exchange data with a RFID tag reader, in this case the wireless communication device such as mobile phone or remote control, etc. by demodulating and modulating radio signals.

The wireless device coupled to the RFID tag, can read and write from and to the memory of the RFID tag using

radio signal transmission.

RAPing information such as the name of the participant, year of birth, type of the sport match, number of allowed BETS, and duration of validity, the price paid, etc. is stored in the RFID tag as a unique serial number at the time of purchase.

RFID solution consists of a tag reader software in the mobile phone when activated, emits a short-range radio signal that powers up the tag, enabling the data on the tag to be read. Each tag contains a specific serial number that the phone links with initiation of RAP and RAP betting service. simply by touching an RFID tag to the phone RAP is initiated in the user's mobile phone.

[0009] RFID tag allows the user to access phone functions such as RAP-Extra by touching the RFID tag for service initiation.

Separate sets of identical RFID tags can be purchased from licensed representatives at different prices for separate sports, separate mode of RAPing, and/or RAP-betting.

To control legitimacy of the betting process performed during the RAP process, separate RFID tags can be purchased for underaged participants and adult participants, where under aged participants could only be rewarded by RAP points in case of winning in RAP Betting.

[0010] Radio frequency identification (RFID) enabled mobile phones in the market today e.g. Nokia 5140 RFID compatible phone is most suitable for these kinds of solutions in cases where payments as well as the legitimacy of the process e.g. age of participants are controlled through sales of RFID tags. Without the RFID tag the RAP-Extra for betting will not be activated.

Each sport organization, association, or sport event organizer intending to arrange RAPing competition can charge for participation in RAPing and RAP betting through selling their own RFID tags.

[0011] content of each RFID betting-tag is loaded only once to the phone, after that the tag is disabled. RFID Betting-tags have different prices based on number of bets allowed, maximum amount allowed for each bet, type of the sport match, number of matches valid, or a specific important athletic event, or the whole season for all matches in a specific sport, etc.

Radio frequency identification tags also are used to improve the usability of RAPing up to a great extend since the tag can contain all the information needed for the participation in RAPing to set up the RAP for a specific match, or a specific series of matches or sports.

The RAP tag also contains the contact information to which the RAP SMS /MMS should be sent after the match, so that the whole RAPing process is automated using the RFID tag. Therefore it has also great effect on usability and eas of use.

[0012] Activation of RAP betting in the mobile handset is password protected.

[0013] Through this pseudo-online method of invention spectators can place last moment bets within accuracy of only some seconds before a goal, and keep re-

peating the excitement of it a 100 times during the same match which is not possible with any other high-tech system provided today. The pseudo online system is considerably cheaper to use, and needs less power and therefore through this way the shortage of power supply for mobile phones for even whole day participation in several long matches is quite possible.

The advantages of the RealActPlay product that is the object of the present invention, noted following performance improvements over equivalent systems:

- minimize the betting time window up to a only some second before a goal or major betting subject to take place without distracting the attention of the spectator from the exciting match or sport event;
- improved payment procedure through RFID if RAPing is used with RFID enabled mobile phone;
- providing high-tech means for placement of hundreds of bets during the same match at any desired time by the spectator (RAPer);
- providing multi-player environment for spectators (RAPers) to compete against each other through comparing the entered statistic results through received points from the server thus increasing the excitement of following the interesting sport match;
- avoiding the online systems is cheaper solution for the user;
- Technically a fraction of power is consumed from the mobile handset while the pseudo-online system is used, therefore the power will be enough for whole day of RAPing;
- mobility of RAP system makes it possible for RAPers to compete against each other through the points they receive from the system for accuracy independent of their physical location;
- using RFID a considerable improvement is achieved in usability, high level of security, and authentication process. RFID also improves and controls the commercial RAPing process;
- similar mobile systems that enables the users to register match statistics, and later make it possible to compare registered statistics with the official ones are not in the market;
- RAPers can participate in competition as teams, and receive points as teams, therefore competition of teams against each other is also possible;

[0014] RAP system enables several mobile users take statistics of a live match as a team, while each participant is responsible for registering the match statistic elements that the participant has chosen, the RAP system provides means to add all statistic elements entered by the team members and issue competition points based on the accuracy of the gathered statistics by the whole team, and also issue individual points for each team member. Also RAP system provides means for announcing the winner and issuing list of points for all individual and team participants, that means both for individual RAPers, and

Team RAPers.

- RAP-Extra (RAP Betting) system which is an extra functionality of the RAP system will provide means for betting on the next immediate goal which is probable to happen in few seconds in future. At the peak of the excitement of the match the RAPer is required only to presses a button in the hand set which means he is betting that a goal might occur in the following seconds. The sooner the goal happens the higher will be the prize and/or points won;
- simplicity of use is the prime advantage of RAP and RAP-Extra system for spectators participating in RAP Betting;
- also in conventional online methods for betting the payment is done through internet beforehand, this is a serious limitation to globalization of such methods to places where internet is not penetrated in the same degree as the highly technically developed countries, as means of payment. Use of RFID tags and RFID enabled mobile phones, and adjusting the prize of the tags according to the type of the match and number and nature of bets, is a method which can be globalized in a short period of time to any country;
- also the special characteristics of the RAP charging based on the prize of the SMS/MMSES sent is the easiest way to be taken into use globally without any limitation whatsoever. This is the subject of the claim "1.G" of this invention.

[0015] HThe present invention is further described hereinafter with reference to one of its preferred embodiments shown in the accompanying drawings, in which:

- Fig. 1 is an example of display screen of the mobile hand set when starting the RAP software;
- Fig. 2 shows the system architecture environment; and
- Fig. 3 shows use of RFID token and synchronization method
- Fig. 4 shows a simple example of a RAPing handset display while user is RAPing

[0016] Figure 1. includes an example of the mobile terminal display, as RAP software is initiated at a start of a match. The user inputs the related information, or chooses correct parameters from a drop down menu in the display. If the user is using RFID tag for participation in RAPing and RAP Betting, the RFID tag will set all the required parameters for the match automatically. Figure 2. shows the architecture of the system composed of a match organizer (1), which initiates ordering a RAP competition by sending a message email or SMS/MMS to a RAP server (2) which includes a RAP server software and databases for administration, authentication, and logic of the RAP competition.

[0017] The sport event organizer (1) will receive a reply

message for registration. The customer (3) which is the user of RAP service and the spectator of the live sport match, is registering before the match start by sending a message to the pre announced number directing the message to the RAP server (2), through the mobile network operator (4). spectator (3) is receiving a reply message that contains the setup and synchronization of the clock in the mobile phone with the mobile network time. Any changes to the mobile handset clock is then disabled till the RAPing is over and the final RAP SMS is sent to the RAP administrator server(2).

The SMS messages sent to RAP server (2) are sent through mobile operator (4) and are priced locally according to the wishes of the match organizers (1) and announced in public media, and local RAP web pages for the knowledge of the participants well before the match starts.

After the match is over, the RAP software in the mobile handset automatically send one SMS to the same pre defined number and enables the changes in the clock setting in the mobile handset again.

[0018] Figure 3. shows a mobile terminal (2) which can exchange messages with a distant specialist RAP server (4) via a communication network (3), e.g. telephone network, radio capable, optical or satellite link, esp. cellular telephone with internet access.

system farther comprises of a software providing means for RAPing, the organizers of the live sport event (5), and the RFID tag (1).

[0019] The user purchases the special purpose RFID tag (1) which is produced for this particular match, or a series of sport matches by RAP organizers or sport event organizers who order the RAP competition.

The RFID tag (1) is brought near to the mobile phone(2), then the RFID software in the phone activates the RAP software, which registers the information contained in the tag inside the phone.

RAP software registers the RAPER in the appropriate competition and, synchronizes the handset clock with the network clock before the match starts using the information received from the RFID tag.

[0020] Figure 4. shows a simple example of the content of hand set display while RAPing is just starting. The circled numbers and marks (1) are guiding the RAP participant to press "0" for betting for possibility of a coming goal some seconds before the goal happens, and "#" if betting for possibility of "no goal" situation. Participant presses "1" when the ball is in possession of Finland, and later presses "3" when the ball is changing possession to Germany team. The RAP software calculates the seconds and percentages and they will be visible at all times for the user as the game progresses. The rule for how the calculation is done will be published on the RAPing web pages according to the rules set by the officilas and organizers of the games.

[0021] The invention being thus described, it will be obvious that the same may be varied in many ways. such variations are not to be regarded as a departure from the

spirit and scope of the invention, and all such modifications as would be obvious to one skilled in the art are intended to be included within the scope of the following claims:

Claims

1. A pseudo-online mobile system, for spectators of live sport matches, to register game statistics, and used as means for placing bets comprising of:

A. an operating method for a communication network, including a computing means connected therewith and adapted to receive and transmit short message service (SMS) and/or multimedia message service (MMS) signals, wherein the computing means is adapted to receive information related to registration of a sport match, date, and time, and name of teams and players, and information related to participants in ReaIActPlay competition referred to as RAPing, also receives information about official result of match and its statistics from organizers, and result of RAPing at the end of the match from each participant and RAP team member, and analyze and inform the results of RAPing competition, and/or RAP Betting to participants who won prices and/or points, and to organizers who have ordered RAP and/or RAP-Extra competition for a specific sport match and/or a set of specific sport matches and/or matches of a specific tournament

B. a downloadable RAP software, used as a means to enter selected statistics of a live sport match, or as means to register anticipation of the spectator about a certain subject for betting within some seconds from its occurrence, and sending SMS and/or MMS to a certain given number containing the number of bets and accurate timestamp of placing each bet at the end of the match, or acting as means to transfer the related data through internet, Digi-TV or satellite connection.

C. a RAP competition management server software, controlling the RAP competition, receives data from both sport match spectators participating in RAPing and match organizers, and evaluates the received statistics and betting data sent from the participant's mobile hand sets, and calculates results and competition points based on an agreed set of rules with sport match organizers, and informs the points and the position of each participant to them, and to the organizers of the sport event, and acts as administrative tool for RAPing and,

D. a RAP database including the customers data and sport match data and organizers data, and

all other required data related to administration and competition control and history of RAP participants, and data history of the matches,

E. and software means in the server to enable customers to download the RAP software, as well as to search find and download the history of statistics of earlier sport matches administered by RAP competition,

F. and that subsequent data transmission between the RAP competition management server and mobile handsets of RAPing participants, and RAP competition organizers, takes place mostly automatically with fixed predefined formats via SMS and/or MMS and e-mail.

G. And that the SMS/MMSes are automatically categorized by RAP software in the mobile handsets of the spectators and are sent to appropriate predefined local numbers by organizers, and each SMS/MMS category is priced based on its nature and content about number of bets, type of the match, and type of the competition, and therefore it provides with the most instantaneous and simple way of charging available.

2. The RAP competition software as claimed in claim 1, could be provided to spectators to download to their mobile handsets via web, mobile internet or otherwise. Likewise, SMS/MMS or wAP/web-enabled devices could contain RAP competition software and act as mediator to communicate with other portable devices such as TV remote controls, or special purpose game consoles.

3. A RAP competition software in mobile hand set as claimed in any of claims 1, and 2, where it secures the pseudo-online competition operation through synchronization of the mobile handset clock with local mobile telephone network clock by first automatically setting the handset clock and then disabling the clock setting functionality for the duration of the RAPing till the last RAPing automatic message related to the match has been sent for the RAP administration server from the handset.

4. And the RAP software as claimed in any of the claims 1 to 3, automatically registers, synchronizes, and sets the required RAP competition parameters on receiving the data from a RAPing RFID tag provided by the RAP organizers to spectator, or RAPing competition participants, brought nearby to the RFID enabled hand set.

5. And the RAP software as claimed in any of the claims 1 to 4 uses RAPing RFID tags as payment format for participation and registration, as well as to legally ensure the age of the RAPers for participation in RAP Betting competition to win higher prices; this ensures

a fast globalization of RAPing even in places where internet is not as easy means for payments.

6. That the RealActPlay is the name of the competition which is shortly referred to as "RAP", and "RAP-Extra", and the "RAPing" is referred to the RAP competition and "RAPer" is referred to the person participating in RAPing Referred to the person participating in RAPing.

FIG. 1

• Choose game:	Ice Hockey
• Enter:	Time - Date
• Enter:	Team A - Team B
• Press:	“start”

FIG. 2

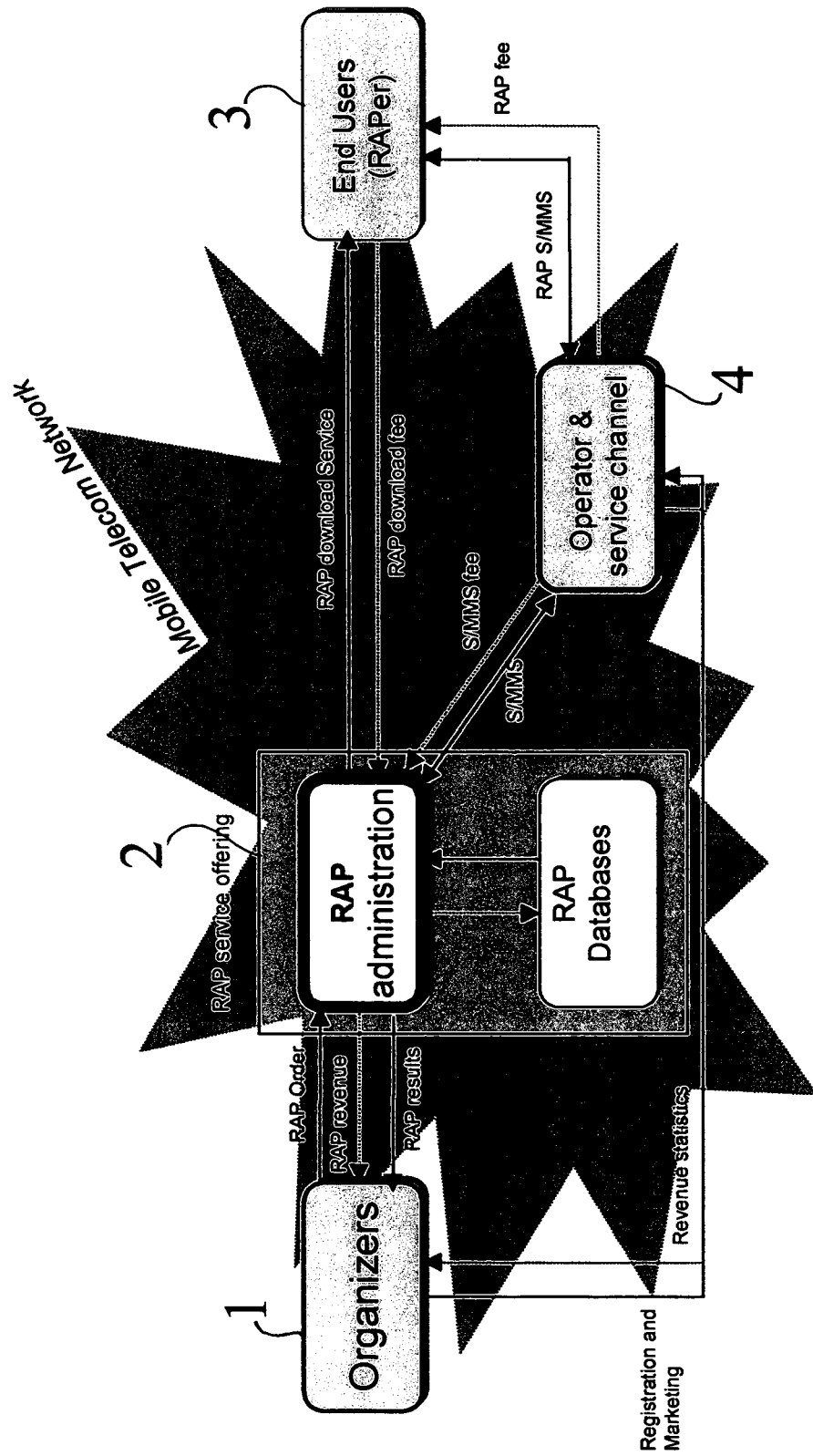


FIG. 3

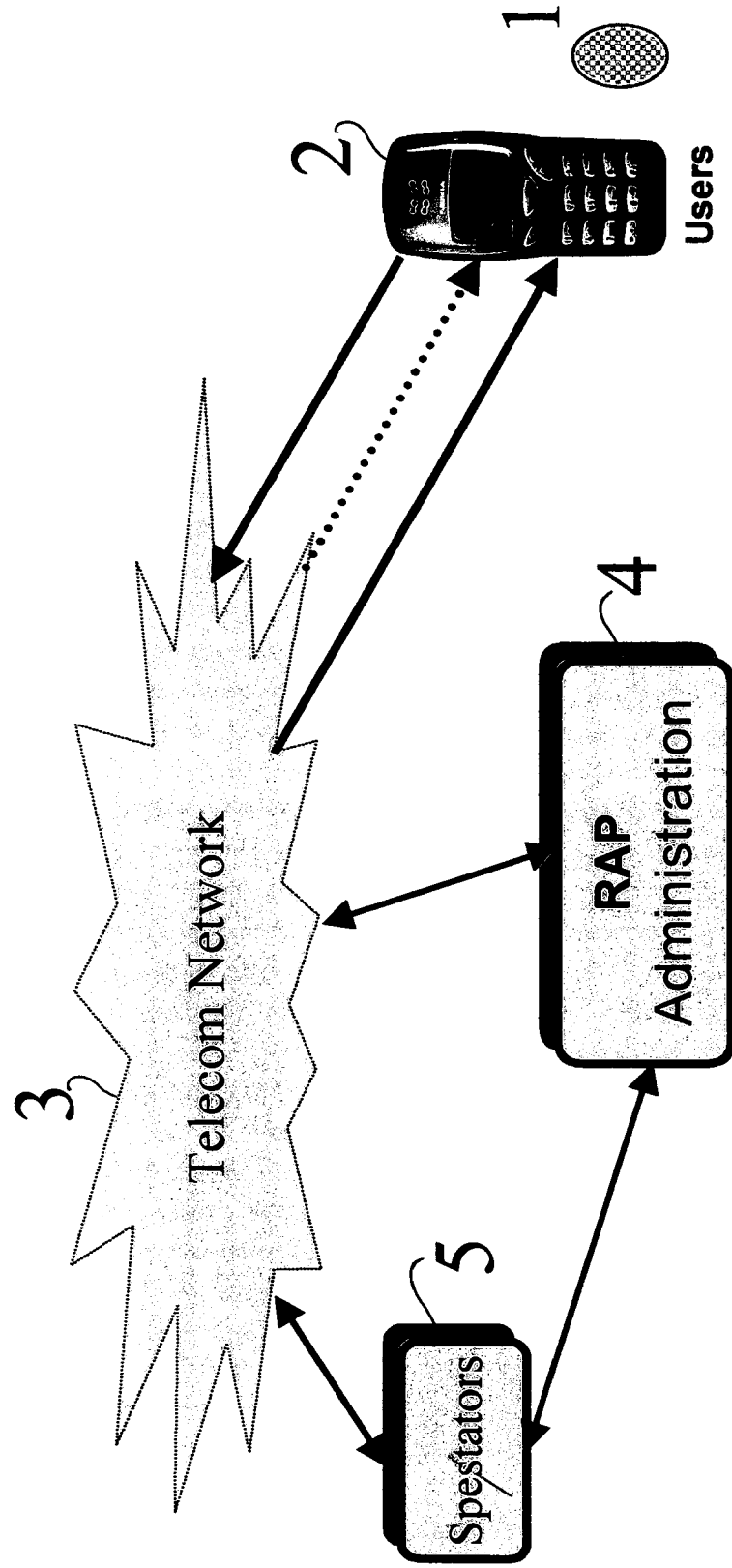


FIG. 4

For each halftime

1st halftime 00:00	<u>Football</u>	Beginner
1	Ball possession (Sec)	Finland (1) %
	(0) Goal / (#) No Goal (Sec)	Germany (3) %
	+ 50 Betts	
	Goals:	1 st 00:00
		2 nd
		3 rd
		4 th



European Patent
Office

PARTIAL EUROPEAN SEARCH REPORT

Application Number

which under Rule 45 of the European Patent Convention EP 04 02 7250 shall be considered, for the purposes of subsequent proceedings, as the European search report

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.7)
A	US 2004/038723 A1 (SCHNEIER BRUCE ET AL) 26 February 2004 (2004-02-26) * page 2, paragraph 14 - page 5, paragraph 77 *	1-5	A63F3/08 G07F17/32
A	US 4 592 546 A (FASCENDA ET AL) 3 June 1986 (1986-06-03) * column 2, line 20 - column 3, line 42; figures 1-5 *	1-5	
A	WO 02/15995 A (INTELLOCITY USA, INC; LEMMONS, THOMAS; ZENONI, IAN; HUBER, THOMAS; MAR) 28 February 2002 (2002-02-28) * abstract *	1-5	
			TECHNICAL FIELDS SEARCHED (Int.Cl.7)
			A63F G07F
INCOMPLETE SEARCH			
The Search Division considers that the present application, or one or more of its claims, does/do not comply with the EPC to such an extent that a meaningful search into the state of the art cannot be carried out, or can only be carried out partially, for these claims. Claims searched completely : Claims searched incompletely : Claims not searched : Reason for the limitation of the search: see sheet C			
Place of search		Date of completion of the search	Examiner
Munich		26 September 2005	Brumme, I
CATEGORY OF CITED DOCUMENTS		T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document	
X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document			

1
EPO FORM 1503 03.82 (P04C07)



Claim(s) searched completely:
1-5

Claim(s) not searched:
6

Reason for the limitation of the search (non-patentable invention(s)):

Article 52 (2)(d) EPC - Presentation of information

**ANNEX TO THE EUROPEAN SEARCH REPORT
ON EUROPEAN PATENT APPLICATION NO.**

EP 04 02 7250

This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report.
The members are as contained in the European Patent Office EDP file on
The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

26-09-2005

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
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US 4592546 A	03-06-1986	NONE	
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