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(54) **SYSTEM FOR STREAMLINED DISPLAY**

(57) A machine and system for streamlined display of results of a series of repetitive events in which the machine or system undertake each of the repetitive events in a series of repetitive events but only displays the results of successful events and the work being un-

dertaken to arrive at the result of successful events, unless there are no successful events in which case the machine or system would display that there have been no successful events as the result.

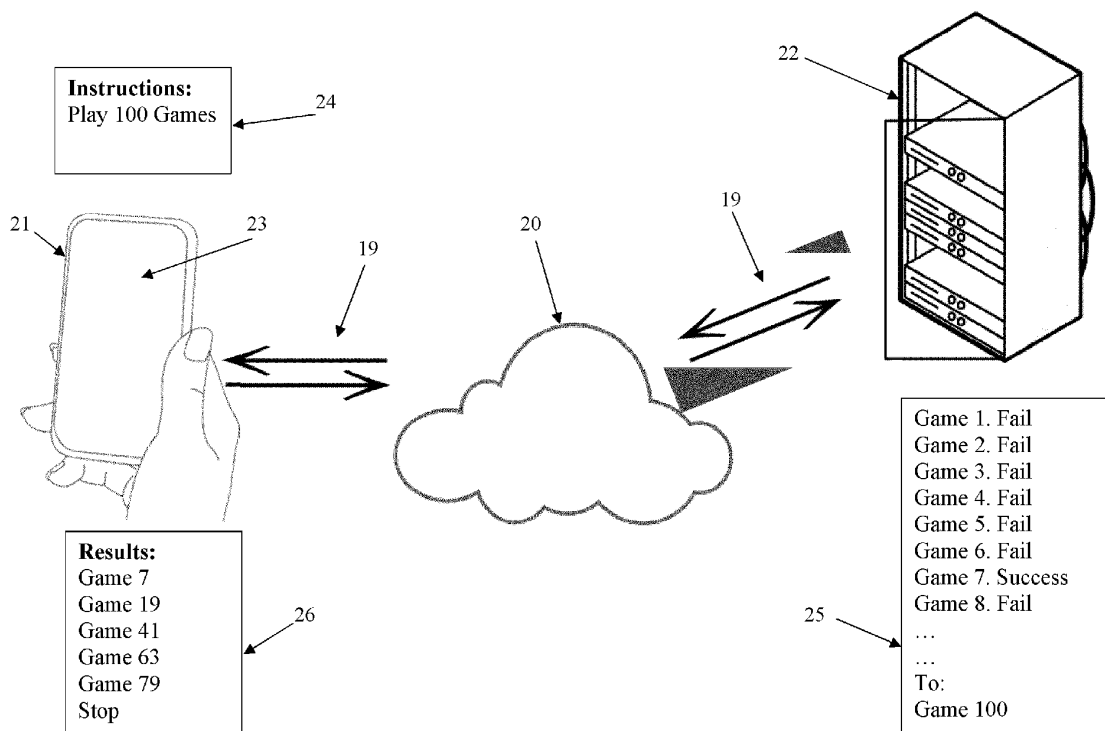


Figure 3

Description

Technical Field of the Invention

[0001] The present invention relates generally to improvements in the operation of a machine that undertakes repetitive events, and more particularly, to a machine programmed to undertake a series of repetitive events, but to display the outcome of fewer than the entirety of the series of repetitive events to a user.

Background to the Invention

[0002] In many industries and applications, an operator or user has the ability to set a machine to undertake the same task repetitively.

[0003] In this situation, the operator is then required to sit and watch as the machine undertakes the work to arrive at the programmed result. The user would typically watch the work undertaken to arrive at the result and then check the result.

[0004] In particular, the operator is required to watch the machine undertake the work to produce the first result, then watch the machine undertake the work to produce the second result, watch the machine undertake the work to produce the third result and so on until the end of the series as programmed, is reached.

[0005] Although there are advantages to the operator watching the work undertaken to obtain the result and the result itself for each of the events in the series, for example as a part of quality control, this is often a large block of time where, once the series of events is initiated, the operator's time is spent simply watching.

[0006] If the events are being watched remotely from the point of occurrence or the events are electronic events being presented on a display, then there are also significant display resources which are used to display events in which a successful result is not achieved, as well as those events in which a successful result is achieved.

[0007] It is an object of this invention to provide a machine for streamlined display of results of a series of repetitive events which at least partially overcomes or ameliorates any one or more of the problems associated with the prior art devices.

Summary of the Invention

[0008] According to one aspect, the present invention is directed to a machine for streamlined display of results of a series of repetitive events, the machine comprising:

- i. at least one input/selection mechanism via which a request can be made in relation to the series of repetitive events;
- ii. a display upon which work undertaken to arrive at at least one result and the respective at least one

result, is displayed;

iii. a production mechanism to action the request submitted via the at least one input/selection mechanism in relation to the series of repetitive events to arrive at a result for each event in the series of repetitive events, the result for each of the series of repetitive events being categorised as either a success or a failure; and

wherein the production mechanism actions the request to arrive at the result for each event in the series of repetitive events and causes the at least one result for each event categorised as a success to be displayed on the display together with the work undertaken to arrive at the corresponding at least one result and if no result is categorised as a success, displaying a single failure result.

[0009] According to an alternative aspect, the present invention is directed to a system for streamlined display of results of a series of repetitive events, the system comprising:

a) At least one first machine comprising

- i. at least one input/selection mechanism upon which a request can be made in relation to the series of repetitive events;
- ii. a display upon which work undertaken to arrive at at least one result and the respective at least one result, is displayed; and
- iii. at least one communication mechanism;

b) at least one second machine in communication with the at least one first machine, the at least one second machine comprising:

- i. a production mechanism to action the request submitted via the at least one first machine in relation to the series of repetitive events to arrive at a result for each of the series of repetitive events, the result for each of the series of repetitive events being categorised as either a success or a failure; and

ii. at least one communication mechanism;

wherein the production mechanism actions the request to arrive at the result for each event in the series of repetitive events and causes the at least one result for each event categorised as a success to be displayed on the display of the at least one first machine together with the work undertaken to arrive at the corresponding at least one result and if no result is categorised as a success, displaying a single failure result.

[0010] Advantageously, the machine and system of the present invention allows one or more machines to

undertake each of the repetitive events in a series of repetitive events but only display the results of successful events and the work being undertaken to arrive at the result of successful events, unless there are no successful events in which case the machine or system would display that there have been no successful events as the result. This allows better time utilisation for the operator viewing the events. Instead of waiting through all of the events as they are undertaken in order to see the results of the successful events, the operator will see only the events out of the series that have been a success.

[0011] Depending on the number of events in the series, the present invention will save time in displaying the results (as only the 'successful' results are displayed) and also in display resources as only the events in which success was achieved, are displayed. If the invention is embodied in a two-machine system with one or more communications pathways between them, then communication resources will also be saved because less data is being transferred between the machines in relation to the display of only 'successful' results.

[0012] The present invention is particularly useful when the events in a series are undertaken sequentially in a conventional model, that is, the production mechanism begins at Event 1 out of n events in a repetitive series and once the result in Event 1 is arrived at, the production mechanism then undertakes Event 2 out of n events and continues until Event n of n events is reached. In the present invention, even if the events are undertaken sequentially by the production mechanism (which may or may not be the case) the time and resources take to display the results of successful events is reduced unless success is achieved in each and every event.

[0013] In a preferred embodiment, the display of the results of successful events and the work being undertaken to arrive at the result of successful events can commence as soon as the first successful event in the series has been reached. The work undertaken in subsequent events may then take place while the work undertaken to arrive at the result of the first successful event, is displayed and then so on.

[0014] In another preferred embodiment, the display of the results of successful events may commence only when some of the events have been completed. In another preferred embodiment, the display of the results of successful events may commence only when all of the events have been completed.

[0015] The present invention includes at least one input/selection mechanism via which a request can be made in relation to the series of repetitive events.

[0016] Any type of input/selection mechanism may be used. The particular type of input/selection mechanism used will generally depend on the nature of the machine or first machine. For example, if the machine or first machine is an electronic or digital machine, a keyboard and/or pointing device such as a mouse for example may be provided as, or as a part of the input/selection mechanism.

[0017] The input/selection mechanism may be provided remotely to the machine. The input/selection mechanism may be provided as part of a first machine in order to input/select information about a request in relation to the series of repetitive events and the request communicated to a second machine for action.

[0018] The input/selection mechanism may be a part of a separate device such as, for example, a personal computing device. Devices such as smartphones or tablets or laptops or other computers will typically include one or more input/selection mechanisms. Many of these types of devices include a touchscreen allowing a user to input information and/or instructions directly into the device. Some of the devices include the production and display of an on-screen keyboard which a user can then use to enter information and/or instructions into the device in the form of text, numbers and/or symbols.

[0019] Typically, the input/selection mechanism will be used to define the parameters of the series of repetitive events. For example, the input/selection mechanism may be used to select the type of event to be undertaken, the number of events in the series, a preferred outcome of the events in the series and/or any other parameter which might be useful. A user definition of a desired outcome may be particularly useful in order to measure or compare the actual outcome to the desired outcome in order to determine whether the outcome of the event is a success or failure.

[0020] In most cases, the success or failure will preferably be binary in nature with each event leading to either a success or failure.

[0021] The present invention is particularly useful for a machine undertaking the events sequentially, with the first event being undertaken to its completion in order to determine a result and whether the result is a success or failure, followed by a second event being undertaken to its completion, determination of the result and whether the result is a success or failure and then moving to a third event and so on.

[0022] The input/selection mechanism will typically allow a user to make or enter a selection in order to define one or more parameters in relation to an event and/or a series of events.

[0023] The input/selection mechanism will typically include an initiator to begin the work on the series of events once the one or more parameters have been entered. In some configurations, the parameters in relation to the event and/or series of event may be pre-set, for example by system administrator and/or may be "remembered" from one or more of the user's historical requests such that an initiator can simply be used to undertake the series of events again.

[0024] The present invention includes a display upon which work being undertaken to arrive at at least one result is displayed. As mentioned above, according to the present invention, the display will preferably display only the work undertaken to arrive at results which are categorised as being a success result and the successful

result which follows the work undertaken respectively. In situations where no results are categorised as being a success, a single failure result is typically displayed.

[0025] The display will preferably be a display screen or similar. The display may generate and display one or more electronic interfaces upon which the result(s) for the work undertaken to reach the results is displayed. Information may be generated and sent to the display to cause the display of one or more electronic interfaces upon which the result(s) for the work undertaken to reach the results and the result(s) are displayed

[0026] The event may be an electronically generated event with the work undertaken and the result from the event undertaken virtually. The work undertaken for each event which is to be displayed may therefore be generated to match the result which has already been achieved by the production mechanism. In other words, the production mechanism may undertake work to reach a result for each event and then send information representing the work and the result, to the display with instructions on displaying the information to generate and display a visual (virtual) representation of the work which was undertaken and the result.

[0027] Alternatively, where the work undertaken and the result is in relation to the physical event and result, the display may display a stream of video and/or audio representative of the work undertaken and of the result.

[0028] The display may be remote from the input/selection mechanism or not. In a preferred embodiment, the display, the input/selection mechanism and the production mechanism will typically be provided in a single machine.

[0029] In another preferred embodiment, the production mechanism may be provided in a second machine which is remotely located from first machine which includes the input/selection mechanism and the display, with at least one communication mechanism or pathway provided between the first machine and the second machine. In this configuration, a single second machine may be provided and more than one first machines may be provided, each of which can communicate with the second machine.

[0030] As mentioned above, the display will typically only display the work undertaken and the result of an event when the result for the event is categorised as being a success. Typically, although the events which lead to results which are categorised as failures will be undertaken by the production mechanism, the events which lead to results which are categorised as failures will not be displayed, neither in terms of work undertaken nor the result itself.

[0031] Preferably, the only time that a failure result will be displayed on the display is if there are no events undertaken that lead to a result which is categorised as a success.

[0032] Typically, the display will display the work undertaken leading to a result which is categorised as a success, culminating in the successful result and then

move on to the next event in which the work undertaken has led to a result which is categorised as a success. The display will normally continue, preferably sequentially, until no events remain in the series for which the result is a success.

[0033] The input/selection mechanism may be a part of the display. The input/selection mechanism may be generated and displayed on the display.

[0034] A digital display may be used to display the outcome of a simulated physical event. The display may generate and display the work undertaken as a part of the simulation.

[0035] The present invention includes a production mechanism to action the request submitted by the at least one input/selection mechanism in relation to the series of repetitive events, to arrive at a result for each event in the series of repetitive events, the results for each event in the series of repetitive events being categorised as either a success or failure and wherein the production mechanism actions the request to arrive at the result for each event in the series of repetitive events and then causes the at least one result for each success to be displayed on the display together with the work undertaken to arrive at the corresponding at least one result.

[0036] The categorisation of the result of an event as a success or failure is typically binary with each event having a result of the result being either success or failure. For example, the event may be as simple as a coin toss with the user interested in undertaking a number of coin tosses with success being defined by the user as a head (or a tail). The production mechanism could then preferably utilise a random generator to undertake the number of coin tosses virtually to determine which events result in a head (or a tail) and then to cause information to be sent to the display in order to generate one or more images of the coin toss taking place, with a descriptor of the event number in the series which led to the result. The display will then display all of the events in which a head was the result. This is one very simple example which is completely dependent upon the definition of the event as well as the definition of the success in the event.

[0037] The event may be more complex with a more complex outcome, for example the outcome of a random spin of three or more reels, each having between 3 and 10 sectors, with one or more combinations of individual sectors on each of the three or more reels being deemed to be a success. One particular example is a slot or poker machine having a display with three or more reels which rotate and the machine paying off (a success) according to patterns of symbols appearing on its display when the reels stop rotating. Typically, the machine pays off at different amounts depending on the combination of symbols on the reels.

[0038] More complex events and series can typically be undertaken in a digital environment as compared to a physical environment which can lead to more interaction with the user. Modern slot machines for example, are designed using pseudo random number generators

("PRNGs"), which are constantly generating a sequence of simulated random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the initiator ("Play" button) is pressed, the most recent random number is used to determine the result.

[0039] In one preferred embodiment, categorisation of the result of an event may require one or more intermediate steps. Intermediate steps such as scanning of a result and comparing to a control sample or a lookup table or similar could be used. In this way, more complex categorisation may take place as compared to a binary result (for example, the result is a success and a quantum of success can also be established).

[0040] Typically, the production mechanism will start work at the initiator instruction.

[0041] Preferably, the production mechanism will undertake each event in a series sequentially. In some circumstances, the production mechanism will be able to undertake events in a series contemporaneously. The production mechanism may undertake one or more events in the series, in groups contemporaneously.

[0042] Regardless of the work undertaken, the result and the categorisation of the result, the result and the work undertaken to arrive at the result in each event is typically captured for each event in the series. Preferably, the work undertaken for arriving at the result is associated with the result of the event. Typically, all information in relation to the results and the work undertaken to arrive at all of the results is stored or logged, preferably by the production mechanism, although the storage may take place in associated storage facility.

[0043] In a preferred embodiment, the display of the events which are categorised as a success may begin as soon as the first successful result has been reached.

[0044] The production mechanism may include an audit trail function in order to allow all results to be reviewed including the work undertaken to arrive at the result. Preferably, the audit trail function will involve the storage of each of the events in the mechanism for arriving at the result. This will typically be achieved electronically in a database for example. Preferably any database provided may be queried using the input/selection mechanism.

[0045] Importantly, the information relating to each and every result including the work undertaken to arrive at the result, will normally be saved, even though the results which are categorised as failures are not displayed to the user.

[0046] As mentioned above, if there are no results which are categorised as a success in the series, a single failure result is preferably displayed.

[0047] If there are no results which are categorised as a success in the series, the user may be able to trigger display of all work undertaken and the respective result reached from the audit trail.

[0048] In a preferred embodiment, the user may be able to view all work undertaken and results reached from an audit trail regardless of the outcome of the events in the series.

[0049] According to the invention, the default position is to display results which have been categorised as a success only. In a preferred embodiment, an additional trigger mechanism may be provided to allow a user to review all work undertaken and the respective result reached if necessary, including the events in which the result is categorised as a failure.

[0050] The present invention may be implemented in electronic environment with one or more computer servers provided and the production mechanism provided as one or more software applications operating on the one or more computer servers. In this configuration, a software application will typically be operating on a computer server and a client software application will preferably be provided on a personal computing device such as a smart phone, tablet or other type of computer, with the client software application allowing the user to communicate one or more requests to the software application operating on the computer server and to view the results. In this configuration, the work undertaken will typically be undertaken by the software application operating on the computer server, with the display typically occurring in or through the client software application operating on the personal computing device based on information sent from the computer server back to the personal computing device. The personal computing device will also typically include the input/selection mechanism.

[0051] In this configuration, one or more communications pathways is preferably provided between the personal computing device and the one or more computer servers to allow exchange of information including instructions and requests relating to the events and/or the series as well as information relating to the work undertaken in the results and/or as to the display of the results.

[0052] The present invention will typically operate in real time. Operation in real time will typically increase or maintain the interest of the user but will consequently reduce the time period acceptable to the user for the production mechanism to arrive at the results of each event in the series and to display the results. One advantage of the present invention is that the invention can reduce the time taken to display the results as well as reducing the display resources used and/or any communication pathway resource.

[0053] The present invention may be implemented to produce a physical product. The production mechanism may produce a physical product or the product produced by the production mechanism may be virtual only.

[0054] The result may be an electronic result only with the work undertaken being purely electronic as well, without any production of physical product. Importantly, even though no physical product may be produced in each event, work will still be undertaken and results still achieved, and a visual representation of that work and results can be displayed to a user.

[0055] The production mechanism may be or include a calculation engine. The production mechanism may be or include a random gameplay engine.

Detailed Description of the Invention

[0056] In order that the invention may be more clearly understood one or more embodiments thereof will now be described, by way of example only, with reference to the accompanying drawings, of which:

Figure 1 is a schematic view of a machine according to a preferred embodiment of the present invention.

Figure 2 is a schematic view of a system according to a preferred embodiment of the present invention.

Figure 3 is a schematic view of a system of a preferred embodiment in which a smartphone is a first machine instructing that a series of games be played at a remote server.

[0057] In the embodiment illustrated in Figure 1, the invention is a machine 10 for streamlined display of results of a series of repetitive events, the machine comprising:

- i. at least one input/selection mechanism 12 via which a request can be made in relation to the series of repetitive events;
- ii. a display 11 upon which work being undertaken to arrive at at least one result, is displayed;
- iii. a production mechanism 13 to action the request submitted via the at least one input/selection mechanism 12 in relation to the series of repetitive events to arrive at a result for each event in the series of repetitive events, the result for each of the series of repetitive events being categorised as either a success or a failure.

[0058] The production mechanism 13 actions the request to arrive at the result for each event in the series of repetitive events and causes the at least one result for each success to be displayed on the display 11 together with the work undertaken to arrive at the corresponding at least one result and if no result is a success, displaying a single failure result.

[0059] According to an alternative preferred embodiment as illustrated in Figures 2 and 3, a system for streamlined display of results of a series of repetitive events is provided which includes more than one machine undertaking parts of the invention.

[0060] In this embodiment, two machines are provided with a communication pathway formed between the two machines with information passed between them. The first machine 14 in Figure 2, which is a smartphone 21 in Figure 3, comprises an input/selection mechanism upon which a request can be made in relation to the series of repetitive events, a display 23 upon which work being undertaken to arrive at least one result, is displayed, and

at least one communication mechanism, usually one of the communications pathways that the smartphone has access to, such as WiFi® or Bluetooth®.

[0061] A second machine 15 in Figure 2, and a server 22 in Figure 3, is remotely located and in communication with the smartphone, either directly or indirectly through a network such as a cloud computing network 20. The server 22 comprises a production mechanism, usually in the form of a software program, to action the request submitted via the smartphone 21 in relation to the series of repetitive events to arrive at a result for each of the series of repetitive events.

[0062] The production mechanism of the server 22 actions the request to arrive at the result for each event in the series of repetitive events. The result for each of the series of repetitive events is categorised by the server 22 as either a success or a failure. The server 22 causes the result for each success to be displayed on the display 23 of the smartphone 21 together with the work undertaken to arrive at the corresponding at least one result. This is typically displayed from the start of the work undertaken for each successful event and culminates in the successful result.

[0063] If no result is a success (that is, all of the results are a failure), the server 22 causes a single failure result to be displayed on the display 23 of the smartphone 21.

[0064] In a preferred embodiment, the display of the results of successful events and the work being undertaken to arrive at the result of successful events can commence as soon as the first successful event in the series has been reached. The work undertaken in subsequent events can then take place while the work undertaken to arrive at the result of the first successful event and the result itself, is displayed.

[0065] Although any type of input/selection mechanism may be used if the machine is an electronic or digital machine, a keyboard and/or pointing device such as a mouse for example may be provided as, or as a part of the input/selection mechanism.

[0066] The input/selection mechanism may be a part of the first machine 14 such as the smartphone illustrated in Figure 3. Devices such as smartphones 21 typically include a touchscreen which functions as both an input/selection mechanism allowing a user to input information directly into the smartphone 21 as well as functioning as a display 23. Some smartphones 21 include the production and display of an on-screen keyboard for example which a user can then use to enter information into the smartphone 21 in the form of text, numbers and/or symbols and/or issue instructions or take action in relation to software operating on the smartphone 21. Some smartphones accept voice entry and commands.

[0067] Typically, the input/selection mechanism will be used to define the parameters of the series of repetitive events. For example, the input/selection mechanism may be used to select the type of event to be undertaken, the number of events in the series, a preferred outcome of the events in the series and/or any other parameter which

might be useful. A user definition of one or more situations that constitute a desired outcome may be particularly useful in order to measure or compare the actual outcome to the desired outcome in order to determine whether the outcome of the event is a success or failure.

[0068] In most cases, the success or failure will probably be binary in nature with each event leading to either a success or failure.

[0069] The event may be any type of event but preferably is a repetitive event, which the production mechanism undertakes, typically sequentially, with the first event being undertaken to its completion in order to determine a result and whether the result is a success or failure, followed by a second event being undertaken to its completion, determination of the result and whether the result is a success or failure and then moving to a third event and so on.

[0070] The input/selection mechanism will typically allow a user to make or enter a selection in order to define one or more parameters in relation to an event and/or a series of events, and also an initiator to actually begin the work on the series of events. In the smartphone embodiment, the initiator will typically be an action button on generated and displayed on an interface on the display 23 of the smartphone 21.

[0071] In some configurations, the parameters in relation to the event and/or series of event may be pre-set, for example by system administrator and/or may be "remembered" from one or more of the user's historical requests such that the initiator can simply be used to undertake the series of events again.

[0072] The display will preferably display only the work undertaken to arrive at results which are categorised as being a success result and the results which follow the work undertaken respectively and in situations where none of the results are categorised as being a success, display a single failure result.

[0073] The display 16, 23 may generate and display one or more electronic interfaces upon which the result(s) for the work undertaken to reach the results is displayed. The work undertaken and the result from each event may be an electronically generated event with the event undertaken virtually. The work undertaken in the results from each event which are displayed may therefore be generated to match the result which has already been achieved by the production mechanism 18, 22. In other words, the production mechanism 18, 22 may undertake work to reach a result for each event and then send information representing the work and the result, to the display 16, 23 with instructions as to displaying the information, to generate and display a visual representation of the work which was undertaken and the result.

[0074] Alternatively, if the work undertaken and the result is in relation to a physical event and result, the display may display a stream of video and/or audio showing of the work undertaken and of the result.

[0075] The production mechanism may be provided in a second machine 15, 22 which is remotely located from

first machine 14, 21 with at least one communication pathway 19 provided between the first machine 14, 21 and the second machine 15, 22. In this configuration, a single second machine 15, 22 may be provided in more than one first machine may be provided.

[0076] As mentioned above, the display will typically only display the work undertaken when the result for events which are categorised as being a success. Typically, although the events which lead to results which are categorised as failures will be undertaken by the production mechanism, the events which lead to results which are categorised as failures will not be displayed, neither in terms of work undertaken or the result itself.

[0077] Preferably, the only time that a failure result will be displayed on the display 16, 23 is if there are no events undertaken that lead to a result which is categorised as a success.

[0078] Typically, the display 16, 23 will display the work undertaken leading to a result which is categorised as a success and then move on to the next event in which the work undertaken has led to a result which is categorised as a success. The display 16, 23 will normally continue, preferably sequentially, until no events remain in the series for which the result is a success.

[0079] A video display may be used to display the outcome of a physical or simulated physical event. The display may generate and display the work undertaken as a part of the simulation. A simulated physical event is one that takes place electronically but then the production mechanism (or another component) will preferably choose or create an electronic simulation that has a visual component, and preferably an audio component that matches the simulated physical event and this is displayed for the user.

[0080] The categorisation of the result of an event as a success or failure is typically binary with each event having a result being either success or failure. For example, the event may be as simple as coin toss with the user interested in undertaking a number of coin tosses with success being defined by the user as a head. The production mechanism could then preferably utilise a random generator to undertake the number of coin tosses virtually to determine which events result in a head and then to cause information to be sent to the display 16, 23 in order to generate one or more images of the coin toss taking place, with the descriptor of the event number in the series which led to the result. This is one very simple example which is completely dependent upon the definition of the event as well as the definition of the success in the event.

[0081] The event may be more complex, for example the outcome of a random spin of three or more reels each having between 4 and 10 sectors with one or more combinations of individual sectors on each of the three or more reels being deemed to be a success. One particular example is a slot or poker machine having a display with three or more reels which rotate and the machine paying off (a success) according to patterns of symbols appear-

ing on its display when it stops. Typically, the machine pays off at different amounts depending on the combination of symbols on the wheels.

[0082] These events may be accomplished as physical events or as electronic events which are then simulated in a visual display.

[0083] More complex events and series can be undertaken in a digital environment as compared to a physical environment which can lead to more interaction with the user.

[0084] Modern slot or poker machines are designed using pseudo random number generators ("PRNGs"), which are constantly generating a sequence of simulated random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the initiator ("Play" button) is pressed, the most recent random number is used to determine the result.

[0085] Typically, the production mechanism will start work being undertaken at the initiator instruction.

[0086] Preferably, the production mechanism will undertake each event in a series sequentially, but as mentioned, in some circumstances, particularly in an electronic environment, the production mechanism will be able to undertake events in a series contemporaneously.

[0087] Regardless of the work undertaken, the result and the mechanism for arriving at the result is typically captured for each event in the series. Preferably, the mechanism or work undertaken to arrive at the result is associated with the result of the event and both are displayed for a success.

[0088] Typically, all information in relation to the results and the mechanism for arriving at the results is stored or logged, preferably by the production mechanism although the storage may take place in associated storage facility.

[0089] In a preferred embodiment, the display of the events which are categorised as a success may begin as soon as the first successful result has been reached.

[0090] As mentioned above, if there are no results which are categorised as a success in the series, a single failure result is preferably displayed.

[0091] The invention may be implemented in an electronic environment such as that illustrated in Figure 3 with one or more computer servers 22 provided and the production mechanism provided as one or more software applications operating on the one or more computer servers 22. In this configuration, a software application will typically be operating on a computer server 22 and a client software application will preferably be provided on a personal computing device such as a smartphone 21, with the client software application allowing the user to communicate one or more requests to the software application operating on the computer server 22. In this configuration, the work undertaken will typically be undertaken by the software application operating on the computer server 22 with the display of results typically occurring in or through the client software application operating on the smartphone 21 displaying the results on the dis-

play 23 of the smartphone 21, based on information sent to it by the software application operating on the computer server 22.

[0092] One or more communications pathways is preferably provided between the smartphone 21 and the one or more computer servers 22 to allow exchange of information including instructions and requests relating to the events and/or the series as well as information relating to the work undertaken in the results and/or as to the display of the results.

[0093] In the embodiment illustrated in Figure 3, the smartphone 21 is used by a user to issue instructions 24 to a server 22 to undertake 100 games, typically through a cloud network 20. The server 22, through a software application, will then "play" those games 25 and arrive at a result for each game in the series of 100. Those results will then each be categorised as a success if the user wins the game and a failure if the user lost the game. The server 22 will then send information 26 back to the smartphone 21 relating to the games in the series that were deemed a success. The software on the smartphone 21 can then display the gameplay and the result of each of the successful games. The server 22 will only send information in relation to the games that were a success to the smartphone (although all of the information in relation to all of the games in the series would be logged and preferably stored).

[0094] The present invention will typically operate in real time. Operation in real time will typically increase or maintain the interest of the user but will consequently reduce the time period acceptable to the user for the production mechanism to arrive at the results of each event in the series and to display the results. One advantage of the present invention is that the invention can reduce the time taken to display the results as well as reducing the display resources used and/or any communication pathway resources.

[0095] The production mechanism may produce a physical product or the product produced by the production mechanism may be virtual only. The result may be an electronic result only with the work undertaken being purely electronic as well without any production of physical product. Importantly, even though no physical product may be produced in each event, work will still be undertaken and results still achieved and a visual representation of that work and results can be displayed to a user.

[0096] The one or more embodiments are described above by way of example only. Many variations are possible without departing from the scope of protection afforded by the appended claims.

Claims

1. A machine for streamlined display of results of a series of repetitive events, the machine comprising:
 - i. at least one input/selection mechanism via

- which a request can be made in relation to the series of repetitive events;
- ii. a display upon which work undertaken to arrive at at least one result and the respective at least one result, is displayed;
- iii. a production mechanism to action the request submitted via the at least one input/selection mechanism in relation to the series of repetitive events to arrive at a result for each event in the series of repetitive events, the result for each of the series of repetitive events being categorised as either a success or a failure; and
- wherein the production mechanism actions the request to arrive at the result for each event in the series of repetitive events and causes the at least one result for each event categorised as a success to be displayed on the display together with the work undertaken to arrive at the corresponding at least one result and if no result is categorised as a success, displaying a single failure result.
2. A machine as claimed in either claim 1 or claim 2 wherein the display of the work undertaken to arrive at the result of events for which the result is categorised as a success commences as soon as a first event for which the result is categorised as a success in the series has been reached.
3. A machine as claimed in any one of the preceding claims wherein the display is configured to display the work undertaken leading to a result which is categorised as a success, culminating in the successful result and then move on to the next event in which the work undertaken has led to a result which is categorised as a success, continuing until no events remain in the series for which the result is a success.
4. A machine as claimed in any one of the preceding claims wherein categorisation of the result of an event requires one or more intermediate steps.
5. A machine as claimed in any one of the preceding claims wherein once the result of an event is the categorised as a success, a quantum of success is also established.
6. A machine as claimed in any one of the preceding claims wherein the production mechanism undertakes each event in a series sequentially.
7. A machine as claimed in any one of the preceding claims wherein the result and the work undertaken to arrive at the result in each event is captured and logged in a data log for each event in the series.
8. A machine as claimed in any one of the preceding claims wherein the production mechanism compris-

es a calculation engine.

9. A system for streamlined display of results of a series of repetitive events, the system comprising:
- a) At least one first machine comprising
- i. at least one input/selection mechanism upon which a request can be made in relation to the series of repetitive events;
- ii. a display upon which work undertaken to arrive at at least one result and the respective at least one result, is displayed; and
- iii. at least one communication mechanism;
- b) at least one second machine in communication with the at least one first machine, the at least one second machine comprising:
- i. a production mechanism to action the request submitted via the at least one first machine in relation to the series of repetitive events to arrive at a result for each of the series of repetitive events, the result for each of the series of repetitive events being categorised as either a success or a failure; and
- ii. at least one communication mechanism;
- wherein the production mechanism actions the request to arrive at the result for each event in the series of repetitive events and causes the at least one result for each event categorised as a success to be displayed on the display of the at least one first machine together with the work undertaken to arrive at the corresponding at least one result and if no result is categorised as a success, displaying a single failure result.
10. A system as claimed in claim 9 wherein the first machine comprises a personal computing device operating a client software application providing the at least one input/selection mechanism and the display and the second machine comprises at least one computer server operating a server software application including the production mechanism.
11. A system as claimed in claim 9 or claim 10 wherein the display of the work undertaken to arrive at the result of events for which the result is categorised as a success commences as soon as a first event for which the result is categorised as a success in the series has been reached.
12. A system as claimed in any one of claims 9 to 11 wherein categorisation of the result of an event requires one or more intermediate steps.

13. A system as claimed in any one of claims 9 to 12
once the result of an event is the categorised as a
success, a quantum of success is also established.
14. A system as claimed in any one of claims 9 to 15 ⁵
wherein the production mechanism undertakes all
events in a series contemporaneously.
15. A system as claimed in any one of claims 9 to 15 ¹⁰
wherein the production mechanism comprises a cal-
culation engine.

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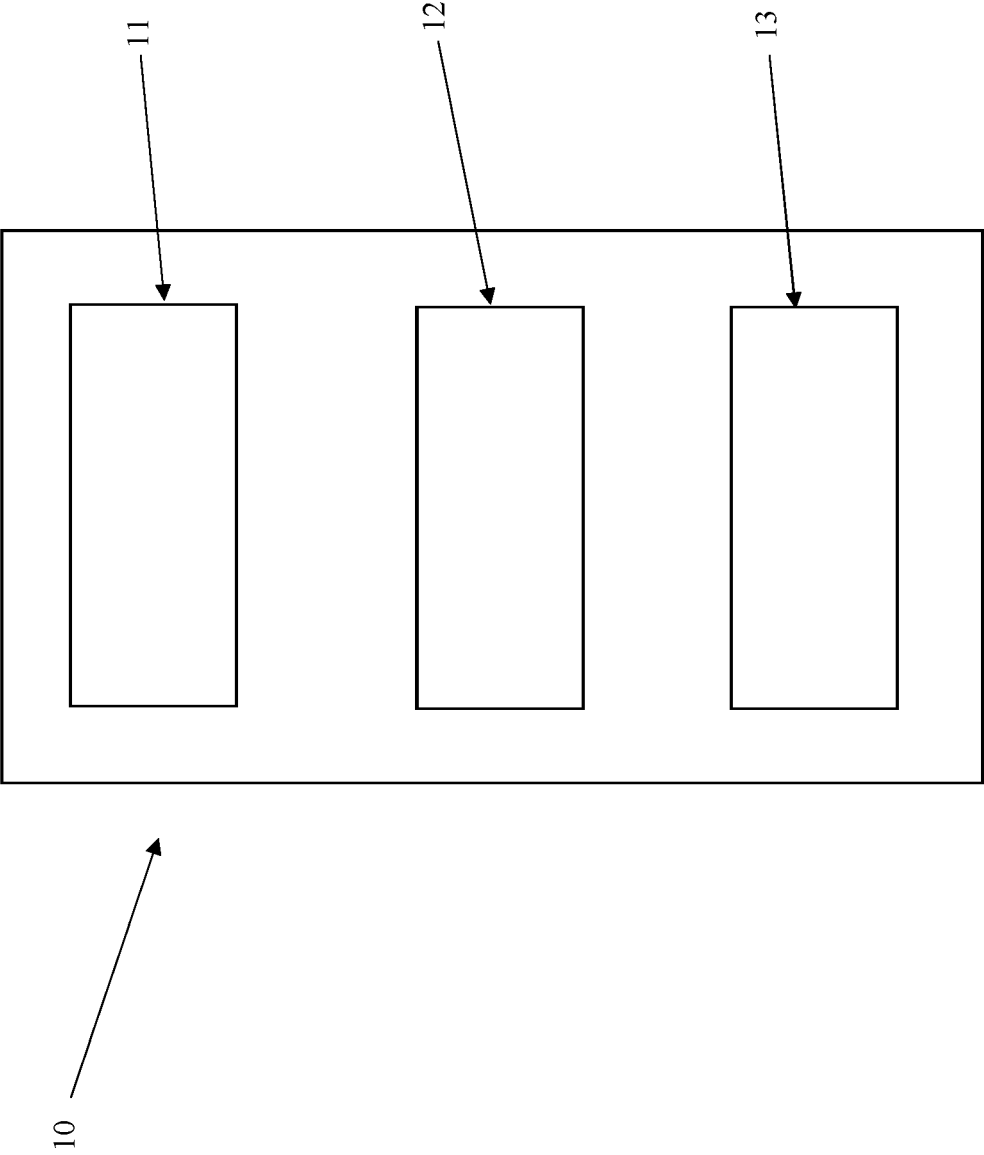


Figure 1

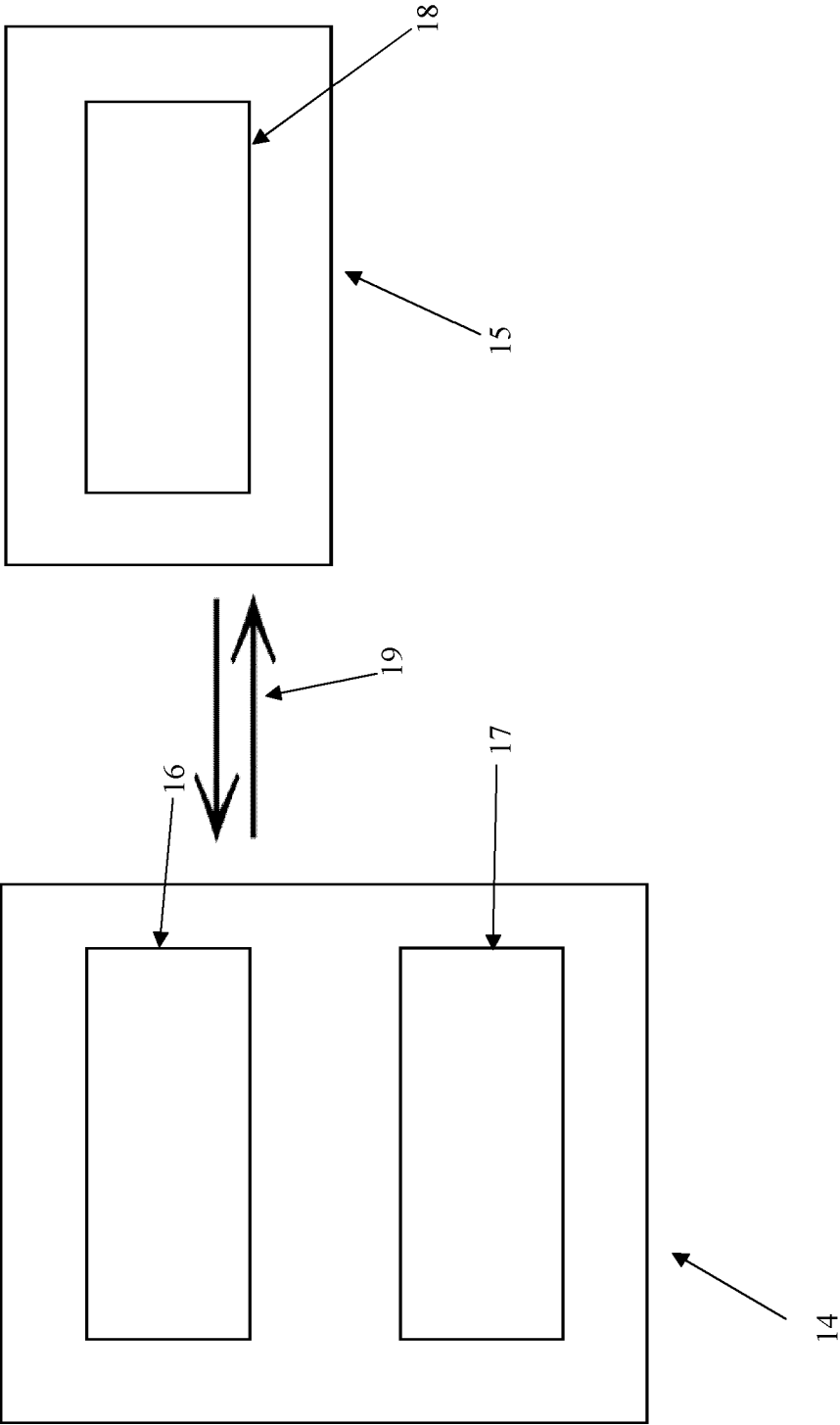


Figure 2

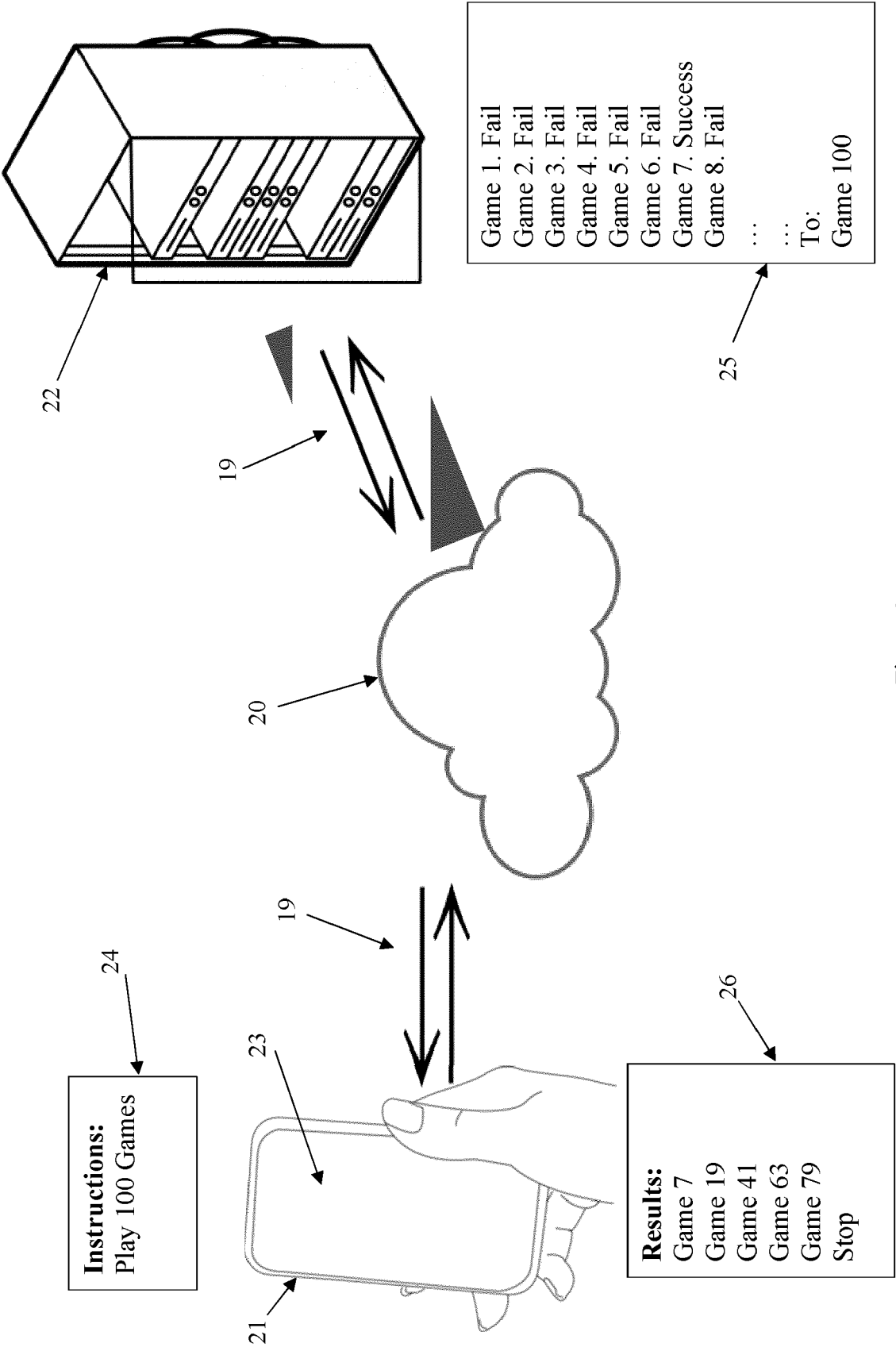


Figure 3



EUROPEAN SEARCH REPORT

 Application Number
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X	US 2006/172794 A1 (WALKER JAY S [US] ET AL) 3 August 2006 (2006-08-03) * abstract * * paragraph [0093] - paragraph [0145] * * paragraph [0043] - paragraph [0049] * * paragraph [0159] - paragraph [0160] * * figures 1-12 *	1-15	INV. G07F17/32
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The present search report has been drawn up for all claims			
Place of search The Hague		Date of completion of the search 2 February 2021	Examiner Cîrstet, Andrei
CATEGORY OF CITED DOCUMENTS 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		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	

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**ANNEX TO THE EUROPEAN SEARCH REPORT
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5 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.

02-02-2021

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