

Claims

[Claim 1]

An entertainment providing system, comprising:

5 a placement reception section configured to accept
placement of tokens owned by a fan;

 an authority setting section configured to set an
input authority of an instruction related to a sporting
event to the fan who has placed the tokens;

10 an instruction acquiring section configured to acquire
the instruction based on the tokens from one or more first
communication terminals used by one or more fans;

 an instruction aggregation section configured to
aggregate one or more instructions;

15 an information transmitting section configured to
transmit an aggregation result aggregated by the
instruction aggregation section to a second communication
terminal that a sport participant is to look up to display
the aggregation result on the second communication
20 terminal;

 a privilege grant section configured to grant a
privilege to any one or more of the fans who have issued
the instruction adopted by the sport participant; and

 a distribution executing section configured to
25 distribute the tokens acquired from one or more of the fans
to sport participants.

[Claim 2]

 The entertainment providing system according to claim
30 1, wherein

 a target for placement of the tokens to be accepted by
the placement reception section has a hierarchical

structure including respective tiers of a sporting event, a league, a team, and a player, and

the authority setting section sets a target for the instruction depending on a placement destination of the
5 tokens.

[Claim 3]

The entertainment providing system according to claim 1 or 2, wherein

10 the sport participant is an individual or an organization, and includes any one or more of a player, a coach, a league, a team, a manager, and commissioner, and
the distribution executing section distributes the tokens to each of the sport participants.

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[Claim 4]

The entertainment providing system according to any one of claims 1 to 3, wherein

the information transmitting section causes the second
20 communication terminal to display the aggregation result in a state in which voting rights depending on majority voting or an amount of placements of the tokens are reflected.

[Claim 5]

25 The entertainment providing system according to any one of claims 1 to 4, wherein

the information transmitting section causes the first communication terminal or the second communication terminal to display an instruction chain by using history
30 information of the tokens or a blockchain.

[Claim 6]

The entertainment providing system according to any one of claims 1 to 5, wherein

the instruction relates to any one or more of a play, a team organization, a strategy, and an event operation in
5 the sporting event.

[Claim 7]

The entertainment providing system according to any one of claims 1 to 6, wherein

10 the privilege includes a voting right to enable involvement in decision making on any one or more of a play, a team organization, a strategy, a team name, a league name, and an event operation rule.

15 [Claim 8]

The entertainment providing system according to any one of claims 1 to 7, wherein

an influential ability is given to the instruction depending on the amount of placements of the tokens, a past
20 record of the instruction, and the privilege.

[Claim 9]

The entertainment providing system according to any one of claims 1 to 8, wherein

25 any one or more of the tokens and the privilege are granted to the fan depending on an adoption record of the instruction.

[Claim 10]

30 An entertainment providing method executed by a computer including the control section, comprising:

a placement reception step of accepting placement of tokens owned by a fan;

an authority setting step of setting an input authority of an instruction related to a sporting event to the fan who has placed the tokens;

an instruction acquiring step of acquiring the
5 instruction based on the tokens from one or more first communication terminals used by one or more fans;

an instruction aggregation step of aggregating one or more instructions;

an information transmitting step of transmitting an
10 aggregation result aggregated in the instruction aggregation step to a second communication terminal that a sport participant is to look up to display the aggregation result on the second communication terminal;

a privilege grant step of granting a privilege to any
15 one or more of the fans who have issued the instruction adopted by the sport participant; and

a distribution executing step of distributing the tokens acquired from one or more of the fans to sport participants.

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[Claim 11]

A program causing a computer to function as:

placement reception means of accepting placement of tokens owned by a fan;

25 authority setting means of setting an input authority of an instruction related to a sporting event to the fan who has placed the tokens;

instruction acquiring means of acquiring the instruction based on the tokens from one or more first
30 communication terminals used by one or more fans;

instruction aggregation means of aggregating one or more instructions;

information transmitting means of transmitting an aggregation result aggregated by the instruction aggregation means to a second communication terminal that a sport participant is to look up to display the aggregation
5 result on the second communication terminal;

privilege grant means of granting a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant; and

distribution executing means of distributing the
10 tokens acquired from one or more of the fans to sport participants.