

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property  
Organization  
International Bureau

(43) International Publication Date  
28 October 2021 (28.10.2021)



(10) International Publication Number  
**WO 2021/214496 A3**

(51) International Patent Classification:

A63F 13/65 (2014.01) A63F 13/803 (2014.01)  
A63F 13/31 (2014.01) G01S 17/88 (2006.01)  
A63F 13/35 (2014.01) G08G 1/01 (2006.01)  
A63F 13/57 (2014.01)

(21) International Application Number:

PCT/GB2021/051008

(22) International Filing Date:

26 April 2021 (26.04.2021)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

2006084.4 24 April 2020 (24.04.2020) GB  
2020297.4 21 December 2020 (21.12.2020) GB

(71) Applicant: **IR KINETICS LIMITED** [GB/GB]; Sandrigg Laithe, Gildersleets Lane, Giggleswick, Settle North Yorkshire BD24 0JZ (GB).

(72) Inventors: **GARDNER, David**; Neomi, 14 The Spinney, Poulton Le Fylde Lancashire FY6 7EZ (GB). **BRADLEY, Andrew**; Sandrigg Laithe, Gildersleets Lane, Giggleswick, Settle North Yorkshire BD24 0JZ (GB).

(74) Agent: **AHMAD, Sheikh Shakeel** et al.; Keltie LLP, No. 1 London Bridge, London Greater London SE1 9BA (GB).

(81) Designated States (*unless otherwise indicated, for every kind of national protection available*): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, IT, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD,

(54) Title: SYSTEMS AND METHODS FOR CONTROLLING AN INTERACTIVE HYBRID ENVIRONMENT REPRESENTING A MOTORISED SPORTING EVENT AT A TRACK

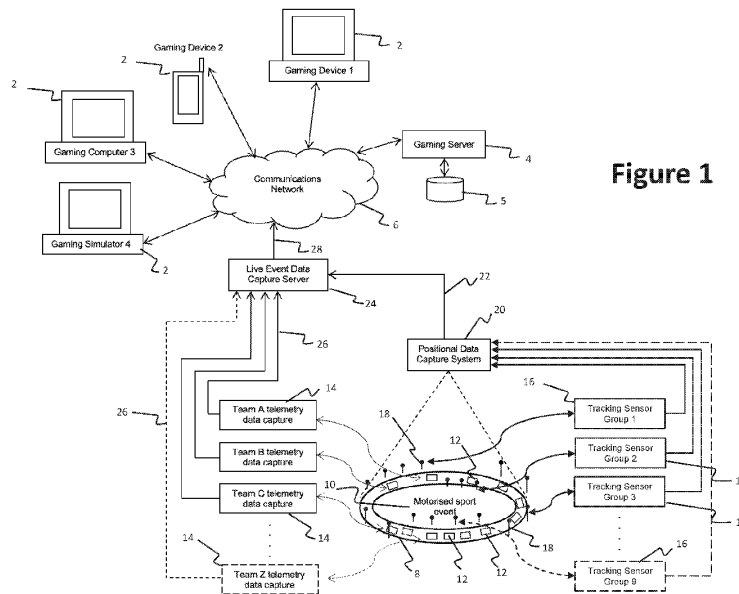


Figure 1

(57) Abstract: A computer implemented method of controlling an interactive hybrid environment representing a motorised sporting event at a track is described. The interactive hybrid environment includes representations of real and virtual vehicles on the track. The method comprises receiving a stream of real sensor data, the real sensor data comprises: real kinematic data of a real vehicle on the track, the real kinematic data being captured by infra-red sensors at the track, and real control data regarding the control of the real vehicle by a driver, the real control data being captured by vehicle sensors and obtained via telemetry systems from the real vehicle; determining the position and kinematic behaviour of the representation of the real vehicle within the interactive hybrid environment using the real kinematic data; using the real control data and the real kinematic data to create a black box determination of the position of the real

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ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO,  
NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW,  
SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN,  
TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW.

**(84) Designated States** (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

**Published:**

- *with international search report (Art. 21(3))*
- *before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments (Rule 48.2(h))*

**(88) Date of publication of the international search report:**

02 December 2021 (02.12.2021)

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vehicle on the track based on the real control data; receiving a stream of computer-generated control data which is obtained by user interaction with a computer presenting the interactive hybrid environment to the user and capturing the user inputs to control kinematic behaviour the representation of the virtual vehicle; and determining the position and kinematic behaviour of the representation of the virtual vehicle within the interactive hybrid environment by using the black box determination and the computer-generated control data.