[CLAIMS]

[Claim 1]

A method of providing a dart game image, the method being performed by a dart game device, the method comprising:

transmitting first play-related data of the dart game device participating in a play session that imposes play time constraints on two or more devices to the other device, wherein the first play-related data includes result data for a first player of the dart game device in the dart game played via the two or more devices during a time period that at least partially overlaps according to a time constraint imposed by the play session;

receiving second play-related data from the other device, wherein the second play-related data includes result data for a second player of the other device in the dart game played during the time period that at least partially overlaps;

determining, based on the result data for the second player and the first play-related data, a display attribute for indicating a shape of a second object to be displayed on the dart game device related to the other device; and

displaying the second object in a first form including an image related to the second player, or in a second form different from the first form and including text related to the second player, based on the determined display attribute,

wherein the determining of the display attribute for indicating the shape of the second object includes:

comparing the first play-related data with the second play-related data to determine a second object related to a predetermined number of devices among a plurality of other devices participating in the play session; and

determining to display the second object related to the predetermined number

of devices in the first form, and determining to display second objects related to devices other than the predetermined number of devices among the plurality of other devices participating in the play session in the second form different from the first form,

wherein the predetermined number of devices is determined based on proximity between first ranking information included in the first play-related data and second ranking information included in the second play-related data within a time period included in the play session.

[Claim 2]

The method of claim 1, wherein the dart game device and the other device participate in a play session.

[Claim 3]

The method of claim 1, wherein the display attribute includes a first attribute indicating an area in which the second object is to be displayed, a second attribute indicating a position in which the second object is to be displayed, a third attribute indicating a display size for the second object, and a fourth attribute indicating whether the second object is to be displayed.

[Claim 4]

The method of claim 2, wherein the second object includes, at least one of an image of the second player of the other device throwing a dart pin within a time period included in the play session, a predetermined character image for identifying the second player of the other device, and a predetermined text for identifying the second player of the other device.

[Claim 5]

The method of claim 1, wherein the image related to the second player includes an image of the second player throwing a dart pin, and the text related to the

second player includes identification information of the second player.

[Claim 6]

The method of claim 1, wherein the determining of the second object related to the predetermined number of devices among the plurality of other devices participating in the play session includes determining the second object related to a predetermined number of devices having high proximity, based on the proximity between the first ranking information and the second ranking information.

[Claim 7]

The method of claim 1, wherein the determining of the second object related to the predetermined number of devices among the plurality of other devices participating in the play session includes:

determining, based on the first ranking information and the second ranking information, a high-level device having a higher ranking than a ranking of the dart game device, among the plurality of other devices; and

determining, based on the second ranking information and the first ranking information of the parent device, the second object related to a predetermined number of devices having high proximity.

[Claim 8]

The method of claim 1, wherein the determining of the second object related to the predetermined number of devices among the plurality of other devices participating in the play session includes:

determining, based on the first ranking information and the second ranking information, a high-level device having a higher ranking than a ranking of the dart game device, among the plurality of other devices; and

determining, based on the second ranking information and the first ranking

information of the high-level device, the second object related to a predetermined number of devices with lower proximity.

[Claim 9]

The method of claim 1, wherein the determining of the second object related to the predetermined number of devices among the plurality of other devices participating in the play session includes:

determining, based on the first ranking information and the second ranking information, a low-level device having a lower ranking than a ranking of the dart game device, among the plurality of other devices; and

determining, based on the second ranking information and the first ranking information of the low-level device, a second object related to a predetermined number of devices having high proximity.

[Claim 10]

The method of claim 1, wherein the determining of the second object related to the predetermined number of devices among the plurality of other devices participating in the play session includes:

determining, based on the first ranking information and the second ranking information, a low-level device having a lower ranking than a ranking of the dart game device, among the plurality of other devices; and

determining, based on the second rank information of the low-level device and the first rank information, a second object related to a predetermined number of devices having low proximity.

[Claim 11]

The method of claim 1, wherein the predetermined number of devices is determined again at a time when the play session is changed,

the play session includes at least one of a first sub-play session including a time constraint for dart pin throwing, a second sub-play session including a time constraint for a round allowing N times of dart pin throwing, and a third sub-play session including a time constraint for a set comprising K number of rounds, and

the N and the K are natural numbers.

[Claim 12]

The method of claim 1, wherein the determining of the display attribute for indicating the shape of the second object includes:

determining to display the second object related to the predetermined number of devices in a first area, and determining to display second objects related to devices other than the predetermined number of devices among the plurality of other devices participating in the play session in a second area different from the first area.

[Claim 13]

A method of providing a dart game image, the method being performed by a dart game device, the method comprising:

transmitting first play-related data of the dart game device participating in a play session that imposes play time constraints on two or more devices to the other device, wherein the first play-related data includes result data for a first player of the dart game device in the dart game played via the two or more devices during a time period that at least partially overlaps according to a time constraint imposed by the play session;

receiving second play-related data from the other device, wherein the second play-related data includes result data for a second player of the other device in the dart game played during the time period that at least partially overlaps;

determining, based on the result data for a second player and the first play-

related data, a display attribute for indicating a shape of a second object to be displayed on the dart game device related to the other device; and

displaying the second object in a first form including an image related to the second player or in a second form different from the first form and including text related to the second player, based on the determined display attribute,

wherein the determining of the display attribute for indicating the shape of the second object includes:

comparing the first play-related data with the second play-related data to determine a second object related to a predetermined number of devices among a plurality of other devices participating in the play session; and

determining to display the second object related to the predetermined number of devices in a first area, and determining to display second objects related to devices other than the predetermined number of devices among the plurality of other devices participating in the play session in a second area different from the first area,

wherein the first area is an area more adjacent to a dart target part of the dart game device than the second area, and

objects displayed in the first area are also displayed in the second area in a display form different from a display form displayed in the first area.

[Claim 14]

The method of claim 13, wherein a size of the second object related to the predetermined number of devices displayed in the first area is greater than sizes of the second objects related to the devices other than the predetermined number of devices displayed in the second area.

[Claim 15]

The method of claim 1, further comprising:

determining, based on the first play-related data of the dart game device, a display attribute for a first object related to the dart game device; and

displaying the first object based on the determined display attribute,

wherein an area in which the first object is displayed is different from an area in which the second object is displayed.

[Claim 16]

A dart game device, comprising:

a network communication unit for transmitting first play-related data of the dart game device participating in a play session that imposes play time constraints on two or more devices to the other device, receiving second play-related data from a plurality of other devices, wherein the first play-related data includes result data for a first player of the dart game device in the dart game played via the two or more devices during a time period that at least partially overlaps according to a time constraint imposed by the play session, and the second play-related data includes result data for a second player of the other device in the dart game played during the time period that at least partially overlaps;

a control unit for determining, based at least in part on the result data for a second player, a display attribute for indicating a shape of a second object to be displayed on the dart game device related to the other device; and

a display unit for displaying the second object in a first form or in a second form different from the first form, based on the determined display attribute,

wherein the control unit:

compares the first play-related data with the second play-related data to determine a second object related to a predetermined number of devices among a plurality of other devices participating in the play session; and

determines to display the second object related to the predetermined number of devices in the first form, and determining to display second objects related to devices other than the predetermined number of devices among the plurality of other devices participating in the play session in the second form different from the first form,

wherein the predetermined number of devices is determined based on proximity between first ranking information included in the first play-related data and second ranking information included in the second play-related data within a time period included in the play session.

[Claim 17]

A dart game device, comprising:

a network communication unit for transmitting first play-related data of the dart game device participating in a play session that imposes play time constraints on two or more devices to the other device, receiving second play-related data from a plurality of other devices, wherein the first play-related data includes result data for a first player of the dart game device in the dart game played via the two or more devices during a time period that at least partially overlaps according to a time constraint imposed by the play session, and the second play-related data includes result data for a second player of the other device in the dart game played during the time period that at least partially overlaps;

a control unit for determining, based at least in part on the result data for a second player, a display attribute for indicating a shape of a second object to be displayed on the dart game device related to the other device; and

a display unit for displaying the second object in a first form or in a second form different from the first form, based on the determined display attribute,

wherein the control unit:

compares the first play-related data with the second play-related data to determine a second object related to a predetermined number of devices among a plurality of other devices participating in the play session; and

determines to display the second object related to the predetermined number of devices in a first area, and determining to display second objects related to devices other than the predetermined number of devices among the plurality of other devices participating in the play session in a second area different from the first area,

wherein the first area is an area more adjacent to a dart target part of the dart game device than the second area, and

objects displayed in the first area are also displayed in the second area in a display form different from a display form displayed in the first area.