

ABSTRACT

Disclosed is a method of determining a dart game player to participate in a play session which imposes a play time constraint to two or more devices, the method being performed by a dart game server, the method including: receiving first play result information from a plurality of devices that participated in a first play session conducted during a first time period; and determining, based on the first play result information, a plurality of players to participate in a second play session during a second time period that is subsequent to the first time period. A representative figure is FIG. 13.