

ABSTRACT

Disclosed is a method of providing a dart game image performed by a dart game device participating in a play session which imposes a play time constraint to two or more devices. The method may include: displaying, on a display unit, a first object displaying first information related to a first device among two or more devices participating in the play session and a second object displaying second information related to a second device; receiving play-related data of devices participating in the play session; and determining, based on the received play-related data, whether to change a relative position of the first object and the second object. A representative figure is FIG. 13.