Claims

[Claim 1]

An information processing device that provides an online gaming service via a communication network to a plurality of gaming devices,

wherein each of the plurality of gaming devices comprises:

an imaging part that images a periphery of the gaming device to generate a first video;

a first video transmitting part that transmits the first video to an opponent gaming device;

a second video receiving part that receives a second video generated by imaging a periphery of the opponent gaming device from the opponent gaming device;

a displaying part;

a second video display processing part that displays the second video on the displaying part;

a reception time calculating part that calculates a reception time, which is a cumulative time when the second video receiving part receives the second video from the opponent gaming device during a calculation period; and

a received information transmitting part that transmits received information based on the time required for the calculation period, the reception time, identification information of the gaming device, and identification information of the opponent gaming device to the information processing device;

the information processing device, comprising:

a storing part;

a video transmission success rate acquiring part that acquires a ratio of the reception time to the time required for the calculation period as a video transmission success rate indicating a video transmission status by the opponent gaming device, based on the received information received from the plurality of gaming devices;

a storage processing part that stores the acquired video transmission success rate in the storing part in association with the identification information of the gaming device on a video transmitting side and the identification information of the gaming device on the video receiving side; and

a limiting part that determines whether or not a predetermined transmission failure

condition is satisfied for a plurality of video transmission success rates stored in the storing part in association with one gaming device with the one gaming device set as the video transmitting side, and limits provision of the online gaming service to the gaming device when the predetermined transmission failure condition is satisfied.

[Claim 2]

The information processing device according to claim 1, wherein the predetermined transmission failure condition is that the video transmission success rate of a predetermined first ratio of the video transmission success rates included within a predetermined first period is less than a predetermined first threshold.

[Claim 3]

The information processing device according to claim 1 or 2, further comprising a matching processing part that executes a matching process between the plurality of gaming devices, wherein
the limiting part excludes the one gaming device from a matching process target of matching processing part.

[Claim 4]

The information processing device according to any one of claims 1 to 3, wherein the limiting part notifies the one gaming device of limiting information, and the gaming device limits a player from logging in to the gaming device when the limiting information is received from the information processing device.

[Claim 5]

The information processing device according to any one of claims 1 to 4, wherein the limiting part further determines whether or not the predetermined transmission failure condition is satisfied, excluding the video transmission success rate stored in the storing part in association with another gaming device when a predetermined reception failure condition is satisfied for a plurality of video transmission success rates stored in the storing part in association with the another gaming device with the another gaming device set as the video receiving side.

[Claim 6]

The information processing device according to claim 5, wherein the predetermined reception failure condition is that the video transmission success rate of a predetermined second ratio of the video transmission success rates included within a predetermined second period is less than a predetermined second threshold.

[Claim 7]

A gaming device connected to an information processing device providing an online gaming service and to an opponent gaming device via a communication network, comprising:

an imaging part that images a periphery of the gaming device to generate a first video;

a first video transmitting part that transmits the first video to the opponent gaming device;

a second video receiving part that receives a second video generated by imaging a periphery of the opponent gaming device from the opponent gaming device;

a displaying part;

a second video display processing part that displays the second video on the displaying part;

a reception time calculating part that calculates a reception time, which is a cumulative time when the second video receiving part receives the second video from the opponent gaming device during a calculation period;

a received information transmitting part that transmits received information based on the time required for the calculation period, the reception time, identification information of the gaming device, and identification information of the opponent gaming device to the information processing device; wherein

the information processing device contains:

a storing part;

a video transmission success rate acquiring part that acquires a ratio of the reception time to the time required for the calculation period as a video transmission success rate indicating a video transmission status by the opponent gaming device, based on the received information received from a plurality of gaming devices;

a storage processing part that stores the acquired video transmission success rate in the storing part in association with the identification information of the gaming device on a video

transmitting side and the identification information of the gaming device on the video receiving side; and

a limiting part that limits provision of the online gaming service to the gaming device when a predetermined transmission failure condition is satisfied for a plurality of video transmission success rates stored in the storing part in association with one gaming device with the one gaming device set as the video transmitting side.

[Claim 8]

A gaming system comprising a plurality of gaming devices connected via a communication network, and an information processing device that provides an online gaming service to the plurality of gaming devices, wherein

the plurality of gaming devices each contain:

an imaging part that images a periphery of the gaming device to generate a first video;

a first video transmitting part that transmits the first video to an opponent gaming device;

a second video receiving part receives a second video generated by imaging a periphery of the opponent gaming device from the opponent gaming device;

a displaying part;

a second video display processing part that displays the second video on the displaying part;

a reception time calculating part that calculates a reception time, which is a cumulative time when the second video receiving part receives the second video from the opponent gaming device during a calculation period; and

a received information transmitting part that transmits received information based on the time required for the calculation period, the reception time, identification information of the gaming device, and identification information of the opponent gaming device to the information processing device, and

the information processing device contains:

a storing part;

a video transmission success rate acquiring part that acquires a ratio of the reception time to the time required for the calculation period as a video transmission success rate indicating a video transmission status by the opponent gaming device, based on the received information

received from the plurality of gaming devices;

a storage processing part that stores the acquired video transmission success rate in the storing part in association with the identification information of the gaming device on a video transmitting side and the identification information of the gaming device on the video receiving side; and

a limiting part that determines whether or not a predetermined transmission failure condition is satisfied for a plurality of video transmission success rates stored in the storing part in association with one gaming device with the one gaming device set as the video transmitting side, and limits provision of the online gaming service to the gaming device when the predetermined transmission failure condition is satisfied.