

METHOD AND SYSTEM FOR DETERMINING OCCURRENCE OF AN EVENT

FIELD OF THE INVENTION

[0001] The present invention relates generally to distribution, transmission and communication of data to plurality of user devices and more particularly method and system for determining occurrence of an event.

BACKGROUND OF THE INVENTION

[0002] Nowadays, any event is broadcasted as live telecast and user can access these live coverages of any events, political, sports, news as a television or radio program, internet feed, and through other broadcasting medium. Sports events are organized events which are held usually within a day or hours and often extended for multiple days in case of tournaments, series, and championships. The sport events feature competition between individuals or athletes, representing one or more teams, groups, from a locality, area, city, county, district, state, national level and international levels. Some events may occur simultaneously on the same time in a day, where the contestants compete with each other. Each sport has own set of rules and standards, governed by one or more federations, leagues, and councils of throughout the world. Further, sports are a platform to demonstrate the performance without affecting the spirit of the game.

[0003] Organizers such as sports federations, leagues, councils and broadcasting partners enter into agreements to broadcast the sport event as a live event or recorded event, over and as a television or radio program, news, internet feed, and other broadcasting mediums. This live feed of sport event, for example video feed of sporting event is captured and recorded by the one or more digital video capturing equipment such as cameras, microphones, operated, placed and organized by the organizers, at the event location. Further a commentary is additionally also included to video feed to provide greater understanding of the ongoing sport event. These entire data is stored in a server which is controlled either by the organizers and/or broadcasting partners. Broadcasters benefit from broadcasting software and these tools offer a wide range of functionality, including source switching, simulcasting, adding graphic overlays, editing streams in real-time, and even encoding. Various news channels, sports channels, internet websites, FM radio, may render these live sport data from the broadcaster, by paying subscription. Further, users can able to view the live streaming of sport event, as a video, audio or as a commentary in the broadcaster channel or website, or any other subscribed medium. The third-party service provider subscribes the sport data from the broadcaster, as an event

basis, or tournament basis or match basis. The subscribers have access to sport related data broadcasted by the event organizer and broadcaster. The conventional subscription provides pushing of all data from event server to the subscriber server. In IoT environment, a mobile device configured with a mobile application may display the live sport event data, whereas, there is a limitation when the data is provided to a connected smart wearable device. The mobile application cannot able to send all data to the smart wearable device, since the bandwidth is very small in BL and BLE networking standards.

[0004] Hence, there is a need and requirement to effectively organize the live sport data and display the same on the mobile device and smart wearable device. The following paragraphs provide a novel method and system for determining occurrence of an event by organizing sport event data.

SUMMARY OF THE INVENTION

[0005] In one aspect of the present invention, a method for triggering a notification to a user in a smart wearable device, the method comprising the steps of, identifying an event by an application server wherein which searches and finds the subject event from a plurality of upcoming events. Receiving the event details of subject identified event by the application server, wherein the application server monitors subject event progress in real time. Receiving, one or more activity data relating to the subject event by the application server, identifying, the user's relevance for the subject event by the application server, receiving real-time activity data of the subject event by a mobile device, identifying user's event preference and status in relation to received event activity data by the mobile device, wherein subject preferred event activity data is shared with a smart wearable device and receiving and triggering the at least one notification for the subject activity data of the event by the smart wearable device.

BRIEF DESCRIPTION OF DRAWINGS

[0006] FIG. 1 is an example event monitoring system in an embodiment of the present invention.

[0007] FIG. 2 is an example flowchart illustrating the preparing a prioritized event list in an embodiment of the present invention.

[0008] FIG. 3 is an example flowchart illustrate the triggering of at least one notification to the user.

DETAILED DESCRIPTION

[0009] FIG. 1 is an example event monitoring system 100 in an embodiment of the present invention. The system 100 is shown comprising, a smart wearable device 110, a mobile device 120, a first network 130, an application server 140, a database 150, a second network 160, an

external server 170 and an external database 180. The smart wearable device 110 is a wearable configured with plurality of sensors which monitor user activity and records data relating to activity, step movement, heart rate, sleep etc. The smart wearable device 110 is connected and paired with the at least one mobile device 120, to share and process the sensor data. A mobile application is configured in the mobile device 120 to interact and communicate with the smart wearable device 110. The mobile device 120 is connected with the application server 140 through first network 130. The first network 130 may provide a short distance and long-distance communication channel to establish one-to-one, one-to-many and many-to-one connection among the mobile devices. The application server 140 is capable of receiving plurality of sensor data from the user's smart wearable device 110 through the mobile device 120 and processes the data and store them in the database 150. On the other hand, the application server 140 also manages and handles one or more event related information to specifically notify them on the mobile device 120 or a smart wearable device 110 which are important to the user. The event relates to sports, stock market, news, etc, which involves receiving plurality of data, event information, updates from one or more external servers 170 wherein, live data or recorded data is continuously provided and rendered. These live data or recorded data are provided to the mobile device 120 or a smart wearable device 110, based on user's interest, preferences and configuration settings. A database 150 which is connected with the application server 140 which stores user data, activity data, all sensor data, event data, event pre configurations, a list of interested sport and preferences relating to the list of sports and the manner in which a data relating to a particular sport to be shown on mobile device or smart wearable device or any connected device of the user, list of connected devices etc. The application server 140 communicates with one or more external servers 170 through the second network 160 to obtain original event occurrence data. The second network 160 may provide a short distance and long-distance communication channel to establish one-to-one, one-to-many and many-to-one connection between the application server 140 and external server 170. Event occurrence is manner in which a particular sport is played, performed, at a particular location, physically or virtually, and subject event activity captured by the organizer or broadcaster by means of one or more equipment, and manner in which that event is being broadcasted, like as a live event or recorded event. In an embodiment, the application server 140 is connected with at least one external server 170 (for example, organizer or broadcaster's server) to receive the event data. Further, the external server 170 is connected with an external database 180 (for example, organizer or broadcaster's database) which stores all data related to the one or more events.

[0010] An event is planned, hosted by the organizer or an organizing committee. During any course of the subject event, the one or more updates relating to the subject event is shared by the organizing committee, broadcasting partners of the sport and are updated in the external server 170 and external database 180.

[0011] For example, the event is a cricket match between India and England. Official broadcasting entity provide all information relating to such event and is being telecasted. The match organizing committee (like ICC, BCCI) and official broadcasting entity include television partners who will broadcast the match live, through TV channels, or through any of their official streaming platforms, like Star sports, ESPN. All sport data and event details are either stored in the organizer's server or officially shared with the broadcasting partners and are stored in their servers. The sport data and event details relating subject cricket match include, location of event, type of match (international, national) being played, type of variance (one day, t20, test match, IPL match) being played, type of championship (world cup, champions league) being played, list of participating teams (country wise, or league wise), list of players (batsman, bowler, allrounder, wicket keeper, Captain, Vice-captain) of each participating teams, details of umpire, etc. while in ongoing match, the match details include which type of match, team that won the toss, their decisions, list of confirmed batsman, bowlers, allrounders, powerplay details, breaks in matches, different camera angles which capture the match, players' order, scoreboard, wickets taken and its kind, overs bowled, winner and runner details, prize, man of the match, man of the series, strike rate of each batsman, economy of each bowler, number of 1's, 2's, 3's, 4's, 5's and 6's. The official broadcasting entity (broadcaster) and organizing committee (organizer) have all original records, recordings of all event data, legally and officially maintains those data in a server, relating to the subject cricket match. These data may be in at least one format of letter characters, numerals, images, videos, voice recording, commentary etc.

[0012] FIG. 2 is an example flowchart illustrating the preparing a prioritized event list in an embodiment of the present invention. As shown there, in step 210, the application server receives and collects one or more event details and preferences from the user. The user through the mobile application may provide his preferences on interested events, including not limited to news, sports, entertainment, health , stock market, to the application server. In an embodiment, the application server may list all the available events, activities which may be fetched from the one or more organizers, event providers etc, to the user in the mobile application. In step 220, the application server categorizes and prioritize the events based on

the preferences provided by the user. The user preferences are prioritized to provide a customized experience to each and every user in the system.

[0013] For example, the user 1 likes sports, news, stock market, movies etc, especially in this order, whereas the user 2 may like movies, sports, news and stock market related activities in this order. The mobile application receives such information from the user including, the name of event, order of preference etc. Hence, the application server receives such preferences, so that the application server may project only those notifications/updates/event details relating to only those user's preferences. In step 230, the application server prepares the event list and display the list on the mobile device of the user. Hence, the user is notified about his preferences or choices and also informed about events whose notifications may be delivered in time to time. The user may anytime switch events, modify the preferences through the mobile application, and the new information are consequently shared with the user when the user's preferences are updated at the application server.

[0014] FIG. 3 is an example flowchart illustrate the triggering of at least one notification to the user. In step 310, the application server may identify the ongoing event or find the event. In an embodiment, the application server sends API call to the event's database to event related data. In step 320, the application server receives event details and monitor event in real time. In an embodiment, the event's database is updated whenever the event's activity is performed, and subject activity data is updated in the event's database (which is an external database managed and controlled by an external server). The application server through pull mechanism receives event's real time data and gets updated in subject database. The application server receives event's details and monitor the event in real time. In an embodiment, the mobile application API may call the event's details directly through the application server.

[0015] In step 330, the application server also receives one or more activity data relating to the subject event. The application server also receives event related updates, messages, alerts. In step 340, the application server may check user's preference for the activity of subject event. When the received activity details match with the user's preferences then the control is transferred step 350, otherwise the control is transferred to step 320. In step 350, the application server may trigger and send at least one notification for subject activity of the event based on the subject user's preference. In an example, the 'event' is cricket match and 'activity' is batting of first team, the user preference may be set for notification, whenever batsman of first team hits 6 or 4 or any batsman gets out. So, when the first team score, batsman's activity achieves any one of above said status, then a notification is immediately triggered to the user on both the mobile device and on the smart wearable device. The notification is by means of buzz,

alarm, vibration, message. The duration of notification may last up to a particular duration set by the user of the system itself or until when user checks for the subject notification.

[0016] While various embodiments of the present disclosure have been described above, it should be understood that they have been presented by way of example only, and not limitation. Thus, the breadth and scope of the present disclosure should not be limited by any of the above-discussed embodiments but should be defined only in accordance with the following claims and their equivalents.

Claims

I/ We claim,

1. A method for triggering a notification to a user in a smart wearable device, the method comprising:
 - identifying, by an application server, the event, wherein, the application server searches and finds the subject event from a plurality of upcoming events;
 - receiving, by the application server, the event details of subject identified event, wherein, the application server monitor subject event progress in real time;
 - receiving, by the application server, one or more activity data relating to the subject event;
 - identifying, by the application server, the user's relevance for the subject event;
 - receiving, by a mobile device, real-time activity data of the subject event;
 - identifying, by the mobile device, user's event preference and status in relation to received event activity data, wherein subject preferred event activity data is shared with a smart wearable device; and
 - receiving and triggering, by the smart wearable device, the at least one notification for the subject activity data of the event.
2. The method of claim 1, wherein, at least one of notification is triggered at the smart wearable device, when the user's preference match with the real-time status of the event activity data.
3. The method of claim 1, further comprising:
 - listing, by the mobile device, the one or more events, wherein, subject events are at least one of live events, upcoming events and recorded events, wherein, the subject events are selected and event preferences are manually provided by the user;
 - collecting, by the application server, the one or more selected events and subject event preferences from the user, by means of the mobile device;
 - categorizing, by the application server, one or more selected events based on event occurrence;
 - prioritizing, by the application server, the list of all events selected by the user, based on user's interest; and
 - preparing and displaying, by the mobile device, a list of all selected events to the user.
4. The method of claim 3, wherein, the event preferences for the user, relating to the event are automatically set by the application server.

5. The method of claim 1, wherein, the event is a physical event or a virtual event.
6. A system for triggering a notification to a user, the system comprising:
 - a smart wearable device capable of receiving sensor data from plurality of sensors configured therein, receiving one or more notifications from a mobile device, triggering at least one notification to the user by means of trigger, buzz, and displaying at least one notification to the user;
 - a first network capable of connecting the smart wearable device with a mobile device, wherein, the first network is a BL or BLE connection;
 - a mobile device capable of receiving and displaying list of events and event preferences to the user, wherein, the user performs a selection from the list and provide at least one preference manually relating to the subject selected event;
 - an application server capable of receiving real-time event activity data from plurality of events and identifies user's relevance for at least one event, wherein, the application server provides real-time activity data to the mobile device, only when the user event preference matches with at least one event; and
 - a database capable of storing user data, activity data, all sensor data, event data, event preferences, a list of interested sport and preferences relating to the list of sports and real-time event activity data.
7. The system of claim 6, further comprising:
 - an external server capable of processing and organizing original event occurrence data when the event is ongoing, wherein the application server receives the event occurrence data from the external server;
 - a second network capable of connecting the application server with the external server and vice-versa, wherein, the second network supports both short and long-distance communications and higher bandwidth; and
 - an external database stores all data relating to the subject event and shares subject activity data relating event occurrence to the external server, wherein, the external database is connected with the external server.
8. The system of claim 6, wherein, the mobile device lists the one or more events for selection and displays the selected list of events to the user with their preferences.
9. The system of claim 6, wherein, the application server collects the one or more selected events and event preferences provided by the user from the mobile device, wherein, the application server categorizes selected events base on event occurrence, and wherein, the

application server prioritizes the list of all events selected by the user based on the interest.

10. The system of claim 6, wherein, the application server automatically set the event preferences for the selected list of events provided by the user.