CLAIMS

1. An electronic gaming arrangement to be positioned in relation to a gaming table, the gaming table comprising at least one of an active gaming area and a gaming device adapted to generate an outcome, the electronic gaming arrangement comprising:

- a display screen adapted to present a graphical user interface (GUI),
- an image capturing device,
- a control unit connected to the display screen and the image capturing device,
- a housing adapted to integrate the display screen, the image capturing device and the control unit, and
- mounting means for arranging the electronic gaming arrangement in an elevated position in relation to at least one of the active gaming area and the gaming device, wherein the control unit is adapted to:
- control the image capturing device to capture an image stream of at least one of a portion of the active area and the gaming device,
- determine, using image processing means implemented at the control unit, an outcome based on the captured image stream, and
- distribute, using a networked connection, at least a portion of the image stream and the outcome to at least one of a first electronic device operated by a player or a server, the first electronic device and the server arranged remotely from the gaming table, wherein the image capturing device comprises a first and a second image sensor, the first image sensor adapted to capture an image stream of the gaming device and the second image sensor is adapted to capture an image stream of the active area.

2. The electronic gaming arrangement according to claim 1, wherein the control unit is adapted to capture information indicative of wagering at the active gaming area.

3. The electronic gaming arrangement according to claim 2, wherein the control unit is further adapted to distribute at least a portion of the information indicative of wagering to the first remote electronic device.

4. The electronic gaming arrangement according to any one of the preceding claims, wherein the control unit is further adapted to receive information indicative of wagering from the first remote electronic device.

5. The electronic gaming arrangement according to any one of the preceding claims, wherein the housing comprises a top end and a bottom end, and the image capturing device is integrated in a vicinity of the top end of the housing.

6. The electronic gaming arrangement according to any one of the preceding claims, wherein the control unit is further adapted to determine the outcome of the gaming device based on the image stream.

7. The electronic gaming arrangement according to any one of claims 1 – 5, wherein an indication of the outcome of the gaming device is generated by sensor means comprised with the gaming table.

8. The electronic gaming arrangement according to any one of the preceding claims, wherein the image capturing device comprises a lens arrangement.

9. The electronic gaming arrangement according to any one of the preceding claims, further comprising an audio capturing device adapted to capture an environmental sound at the gaming table, and the control unit is further adapted to distribute at least a portion of the audio stream to the first remote electronic device.

10. The electronic gaming arrangement according to any one of the preceding claims, wherein the gaming device is a roulette wheel comprising a roulette ball.

11. The electronic gaming arrangement according to any one of claims 1 – 9, wherein the gaming device is a dice-shaking device.

12. The electronic gaming arrangement according to any one of claims 1 – 9, wherein the gaming device is an electronic card shuffler comprising a plurality of playing cards.

13. The electronic gaming arrangement according to any one of the preceding claims, wherein the first remote electronic device comprises a receiver adapted to receive, over the networked communication, the image stream and the outcome to at least one first remote electronic device.

14. The electronic gaming arrangement according to claim 13, wherein the first remote electronic device further comprises a display screen adapted to present the image stream and the outcome.

15. The electronic gaming arrangement according to any one of the preceding claims, wherein the control unit is adapted to implement server functionality.

16. The electronic gaming arrangement according to any one of the preceding claims, wherein the remotely arranged server is a cloud server.

17. A gaming system, comprising:

- a gaming table comprising an active gaming area and a gaming device adapted to generate an outcome, and

- an electronic gaming arrangement according to any one of the preceding claims.

18. The gaming system according to claim 17, wherein electronic gaming arrangement is retrofitted to the gaming table.

19. The gaming system according to any one of claims 17 and 18, wherein the gaming table comprises a multi-user touch interface.

20. The gaming system according to any one of claims 17 – 19, further comprising at least one of a first electronic device and a server, the first electronic device and the server arranged remotely from the gaming table.

21. The gaming system according to any one of claims 17 – 20, wherein the first remote electronic device is a further gaming table.

22. The gaming system according to any one of claims 20 and 21, further comprising at least a second remote electronic device, wherein the second electronic device is at least one of a tablet, a mobile phone, or a personal computer.