

METHOD FOR FACILITATING REMOTE PARTICIPATION IN CASINO GAMING ACTIVITIES

TECHNICAL FIELD OF THE INVENTION

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The present invention relates generally to an integration of video and audio capture devices and transmission networks to participate in gaming activities without physically

10 BACKGROUND OF THE INVENTION

In the last few years, we have seen a new phase of Internet commercialization. Originally, commercial efforts mainly comprised providing basic networking products, connectivity and basic Internet services. The Internet has now become
15 almost a "commodity" service, and much of the latest attention has been on the use of this global information infrastructure for support of other commercial services. This has been tremendously accelerated by the widespread and rapid adoption of browsers and the World Wide Web technology, allowing users easy access to information linked throughout the globe. Products are available to
20 facilitate the provisioning of that information and many of the latest developments in technology have been aimed at providing increasingly sophisticated information services on top of the basic Internet data communications.

25 One should not conclude that the Internet has now finished changing. It is now changing to provide such new services as real time transport, in order to support, for example, audio and video streams. The availability of pervasive networking along with powerful affordable computing and communications in portable form, is making possible a new paradigm of nomadic computing and communications.

30 This evolution will bring us new applications. It is changing to accommodate yet another generation of network technologies, from broadband residential access to satellites. New modes of access and new forms of service will spawn new applications, which in turn will drive further evolution of the net itself.

5 This commercialization of the Internet now caters to the various needs and interests of man: information exchange, online interaction, entertainment, and services that allow a person to transact business and/or participate in activities without physically doing so.

10 Bank transactions can now be made through online banking and purchase of commodities can now be made through sites that accept payments through a credit card. Even people who enjoy different modes of entertainment need not go out of the comforts of their homes to avail of them. There are now sites where one can view movies, listen to songs and play games.

15 From the foregoing it will be apparent that although various forms of entertainment are available through the Internet, there is as yet no method of participating in a gaming activity through it and other audio and audio-visual communication media, by wagering on another player's performance in a gaming activity or sending another to play in his stead but altogether being able to monitor and view the gaming table environment. It is desirable that a method of this kind be imparted in order to accommodate the vastly increasing demands
20 of gaming technology.

DETAILED DESCRIPTION OF INVENTION

25 The present invention has been conceived of in consideration of the above described background, and its objective is to provide a method for facilitating remote participation in a casino gaming activity, a server system therefor, and a recording medium upon which a program for this method is recorded, in which a gaming activity which is held at a specific location is distributed as a streaming video, audio, and data in real time via a network such as the Internet, telephone
30 line network, wireless communication systems and networks or the like, and making it is possible to experience the environment in a gaming area.

The person who desires to participate in a gaming activity remotely does so by

conversing with the server via a terminal through a specialized software connected to the former either by transmission line, internet, mobile telecommunication, or wireless communication service.

- 5 In the above described method for participating in a casino gaming activity, it is desirable that the video of the game, gaming area, and data relating to the said activity is distributed in real time after such is captured by audio-video capture device terminals installed in the gaming area. These devices are connected by transmission lines and fiber-optic wires to the server that routes it to streaming
10 audio and video data, or data adequate for a terminal device to synthesize.

- In order to achieve the above described objectives, one aspect of the present invention includes a transmission component which is connected to the server that collects the captured audio-video streams and data relating to the games and
15 securely transmits it to appropriate participating persons via internet, telephone connection, mobile telecommunication or wireless communication service.

- Another aspect of the invention includes a recording medium that uses a server program to facilitate remote participation in a gaming activity that can be
20 accessed through a computer. Another software independently records the results of the gaming activity, the bets and participation of the persons accessing and using the gaming activity and the individual gains and losses of the participants

- 25 The invention ensures the integrity of the game by preventing tampering of the participation and results through minimization of human participation.

- Finally, the invention allows management by a person conducting or maintaining the game, non-confidential information relating to the financial results and
30 operational information relating to the gaming activity conducted in a specific location, and which is accessed and used by persons in different locations.

BRIEF DESCRIPTION OF DRAWINGS

Fig 1. Is a perspective view of the internal component of the invention showing the connection of input/output devices installed in the gaming table and the video/audio capturing devices installed in its environ and its connection to servers which process the data received from the participants and transmits the data and image streams from the gaming facility to the participants as well as the communication of the records to the financial and operations managers of the company.

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Fig 2. Is a perspective view of the external component of the invention showing the streaming of data and video from the gaming facility to the remote participants

15 The figures are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore, indicated claims rather than by the foregoing description.

What is claimed is:

1. A method of integrating systems of video and/audio capturing devices with information processing and transmission networks to facilitate participation in gaming activities through the use of secured internet, transmission line, and wireless communicating technologies ensuring privacy and security communication and integrity of records of results.
2. A method for participating in a gaming activity comprising the steps of:
 - a gaming activity conducted at a specific location which is audio-visually distributed in real time over the Internet or any communication media;
 - a person who desires to participate in the gaming activity need not personally take part in the exercise; and
 - the person participates in the gaming activity through a person personally taking part in the gaming activity conducted in a specific location distributed in real time,
 - wherein the visual and data information on the gaming activity is distributed in real time via the Internet or other communication media, and is made available to the person who desires to participate.
3. A method for participating in a gaming activity comprising the steps of:
 - a gaming activity conducted at a specific location which is visually distributed in real time over the Internet or any communication media;
 - a person who desires to participate in the gaming activity need not personally take part in the exercise; and
 - the person participates in the gaming activity through a person personally taking

part in the gaming activity conducted in a specific location distributed in real time,

5 wherein the person directly communicates to the person actually playing in the gaming activity conducted in a specific location distributed in real time,

10 wherein in the gaming activity which is distributed in real time, visual and data information is received via the Internet or any communication media, by the person who desires to participate.

4. A method for participating in a gaming activity comprising the steps of:

15 a gaming activity conducted at a specific location which is visually distributed in real time over the Internet or any communication media;

a person who desires to participate in the gaming activity need not personally take part in the exercise; and

20 the person participates in the gaming activity through a person personally taking part in the gaming activity conducted in a specific location distributed in real time,

wherein a secured network is provided to ensure the confidentiality and integrity of the gaming activity.

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5. A method for participating in a gaming activity comprising the steps of:

a gaming activity conducted at a specific location which is visually distributed in real time over the Internet or any communication media;

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a person who desires to participate in the gaming activity need not personally take part in the exercise; and

the person participates in the gaming activity through a person personally taking part in the gaming activity conducted in a specific location distributed in real time,

- 5 wherein a secured network is provided to ensure the confidentiality and integrity of the gaming activity,

wherein a secured network is provided to ensure that the record of the results of the gaming activity is tamper-proof.