Claims

1. An information processing device that is connected to a plurality of game devices and a storage unit that stores records of a player in individual games and is used for calculating an ability value corresponding to valid proficiency of the player, the information processing device comprising: an authentication unit that performs authentication of entry information received from any of the plurality of game devices;

a game processing unit that stores records of the player in games received from any of the plurality of game devices in association with a flag indicating whether the game is performed in a state where the authentication has been executed or not;

a first partial ability value calculation unit that determines at least one first game performed in a state where the authentication has not been executed based on the flag, and calculates a first partial ability value based on the records in the at least one first game;

a second partial ability value calculation unit that determines at least one second game performed in a state where the authentication has been executed based on the flag, and calculates a second partial ability value based on the records in the at least one second game; and

a player ability value calculation unit that calculates the ability value of the player based on the first partial ability value and the second partial ability value.

2. The information processing device according to claim 1, wherein the first partial ability value calculation unit calculates a weighted average of the records in the at least one first game as the first partial ability value.

3. The information processing device according to any one of claims 1 to 2, wherein the second partial ability value calculation unit calculates a weighted average of the records in the at least one second game as the second partial ability value.

4. The information processing device according to any one of claims 1 to 3,

wherein the player ability value calculation unit calculates a weighted average of the first partial ability value and the second partial ability value as the ability value.

5. The information processing device according to claim 5, wherein the player ability value calculation unit calculates, as the ability value, a value P represented by an expression:

$$P = \{(T - n)P1 + nP2\}/T,$$

wherein n is a number of times the second game has been played, T is a given specified number of games, P1 is the first partial ability value, and P2 is the second partial ability value.

6. The information processing device according to claim 5, wherein the player ability value calculation unit calculates, as the ability value, a value P represented by an expression:

$$P = \min[P1, \{(T - n)P1 + nP2\}/T],$$

wherein n is a number of times the second game has been played, T is a given specified number of games, P1 is the first partial ability value, and P2 is the second partial ability value.

7. A program for causing a computer connected to a plurality of game devices and a storage unit that stores records of a player in individual games to function as:

means for performing authentication of entry information received from any of the plurality of game devices;

means for storing records of the player in games received from any of the plurality of game devices in association with a flag indicating whether the game is performed in a state where the authentication has been executed or not;

means for determining at least one first game performed in a state where the authentication has not been executed based on the flag, and for calculating a first partial ability value based on the records in at least one first game;

means for determining at least one second game performed in a state where the authentication has been executed based on the flag, and for calculating a second partial ability value based on the records in at least one second game; and

means for calculating an ability value corresponding to valid proficiency of the player based on the first partial ability value and the second partial ability value.