

Description

Title of Invention: ENTERTAINMENT PROVIDING SYSTEM, AND
ENTERTAINMENT PROVIDING METHOD AND PROGRAM

Technical Field

[0001]

The present disclosure relates to an entertainment providing system, and an entertainment providing method and program.

Background Art

[0002]

There are few means available for fans, who are spectators, to intervene sporting events. In recent years, however, there have been proposals that attempt to give those fans an excitement by allowing the fans to intervene such sporting events.

[0003]

For example, Patent Literature 1 discloses a system of presenting a plurality of options to a fan, and presenting by the fan an option selected among the options to a party such as a player to encourage the player to execute the option. In this system, when a coach or a captain adopts the option selected by the fan, a point is awarded to the fan. A point is also awarded

to a fan who correctly predicted a play status. The fans are ranked or weighted depending on prediction results.

Citation List

Patent Literature

[0004]

Patent Literature 1: U.S. Patent Application No.
2015/0082333

Summary of Invention

Technical Problem

[0005]

Patent Literature 1 only discloses a system for a person such as a fan to issue an instruction to a party such as a player. Allowing fans to intervene various scenes of sporting events or allowing tipping from fans to reach sport participants contributes to forming a sense of unity between the fans and the sport participants. Patent Literature 1 discloses no feature that embodies such functions.

[0006]

Accordingly, in view of the situation described above, an object of the present disclosure is to provide an entertainment providing system and the like that has a function for forming a sense of unity between fans and sport participants.

Solution to Problem

[0007]

In order to attain the above object, an entertainment providing system according to a first aspect of the present disclosure includes: a placement reception section configured to accept placement of tokens owned by a fan; an authority setting section configured to set an input authority of an instruction related to a sporting event to the fan who has placed the tokens; an instruction acquiring section configured to acquire the instruction based on the tokens from one or more first communication terminals used by one or more fans; an instruction aggregation section configured to aggregate one or more instructions; an information transmitting section configured to transmit an aggregation result aggregated by the instruction aggregation section to a second communication terminal that a sport participant is to look up to display the aggregation result on the second communication terminal; a privilege grant section configured to grant a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant; a distribution executing section configured to distribute the tokens acquired from one or more of the fans to sport participants.

[0008]

In order to attain the above object, an entertainment providing method according to a second aspect of the present disclosure includes: a placement reception step of accepting placement of tokens owned by a fan; an authority setting step of setting an input authority of an instruction related to a sporting event to the fan who has placed the tokens; an instruction acquiring step of acquiring the instruction based on the tokens from one or more first communication terminals used by one or more fans; an instruction aggregation step of aggregating one or more instructions; an information transmitting step of transmitting an aggregation result aggregated in the instruction aggregation step to a second communication terminal that a sport participant is to look up to display the aggregation result on the second communication terminal; a privilege grant step of granting a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant; and a distribution executing step of distributing the tokens acquired from one or more of the fans to sport participants.

[0009]

In order to attain the above object, a program according to a third aspect of the present disclosure includes: placement reception means of accepting placement of tokens owned by a fan; authority setting means of setting an input authority of an instruction

related to a sporting event to the fan who has placed the tokens; instruction acquiring means of acquiring the instruction based on the tokens from one or more first communication terminals used by one or more fans; instruction aggregation means of aggregating one or more instructions; information transmitting means of transmitting an aggregation result aggregated by the instruction aggregation means to a second communication terminal that a sport participant is to look up to display the aggregation result on the second communication terminal; privilege grant means of granting a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant; and distribution executing means of distributing the tokens acquired from one or more of the fans to sport participants.

Advantageous Effect of Invention

[0010]

According to the present disclosure, a server device or the like that has a function for forming a sense of unity between fans and sport participants can be provided.

Brief Description of Drawings

[0011]

[Figure 1] Figure 1 illustrates an example of a configuration of an entertainment providing system according to an embodiment.

[Figure 2] Figure 2 is a block diagram illustrating an example of a configuration of a server device according to the embodiment.

[Figure 3] Figure 3 is a conceptual diagram illustrating distribute of tokens by the server device according to the embodiment.

[Figure 4] Figure 4 is a conceptual diagram illustrating contents of a distributed ledger.

[Figure 5] Figure 5 is a flow chart illustrating an example of operation of the server device according to the embodiment.

Description of Embodiment

[0012]

An embodiment of the present disclosure will now be described with reference to drawings. The embodiment described below is not intended to unduly limit the subject matter of the present disclosure as described in claims. All components illustrated in the embodiment are not necessarily essential components of the present disclosure.

[0013]

(Embodiment)

As illustrated in Figure 1, an entertainment providing system 1 according to the embodiment includes a server device 100, one or more first communication terminals 200, one or more second communication terminals 300, and a blockchain distributed network 400. The server device 100, the first communication terminals 200, and the second communication terminals 300 are communicably connected to each other through a network NW. The network NW is, for example, WAN (World Area Network). Other server devices (not illustrated) used by related business operators dealing with virtual currencies, electronic billing, privileges, Internet live broadcasts, and the like may be connected to the network NW as necessary.

[0014]

The server device 100 is a server device managed by a service provider that provides an entertainment to a user. The server device 100 accepts placement of tokens from the user through the network NW. The server device 100 also accepts instructions from the user and assigns them to sport participants subjected to the instructions. The instruction from the user may be prediction of a strategy.

[0015]

In the embodiment, description will be made as to the case in which the server device 100 mainly executes primary processing as an example. As described below,

however, the function of the server device 100 may be fulfilled by the blockchain distributed network 400. In other words, the function of the server device 100 may be achieved by any one or more of the server device 100, the first communication terminals 200, and the second communication terminals 300 provided in the entertainment providing system 1 performing distributed management on the blockchain distributed network 400.

[0016]

The first communication terminals 200 are communication terminals used by users. The users are fans such as supporters and spectators of sporting events. The first communication terminals 200, which each have a communication function, are for example personal computers, tablet terminals, smartphones, head-mount displays, VR goggles, and the like.

[0017]

The second communication terminals 300 are communication terminals used by sport participants. The sport participants are individuals or organizations related to a sporting event. For example, the sport participants include any one or more of a player, a coach, a league, a team, a manager, and a commissioner. The second communication terminals 300 are devices each having a communication function, such as personal computers, tablet terminals, smartphones, and smartwatches.

[0018]

A distributed ledger 410 resides in the blockchain distributed network 400 connected to the network NW. The distributed ledger 410 is managed by using a blockchain technology.

[0019]

<Configuration of Server Device>

The configuration of the server device 100 will now be described in detail. As illustrated in Figure 2, the server device 100 includes a communication section 110 configured to communicate with other devices, a storage section 120 configured to store various data, a clock section 130 configured to generate time, an input section 140 configured to accept an input from an administrator, and a control section 150 configured to control the entire device. These components are interconnected with a bus line BL.

[0020]

The communication section 110 is a communication interface provided with a NIC (Network Interface Card controller) for performing wired or wireless communication. The communication section 110 communicates with the first communication terminals 200 and the second communication terminals 300 through the network NW.

[0021]

The storage section 120 is formed of a RAM (Random Access Memory), a ROM (Read Only Memory), and the like. The storage section 120 stores a program for executing various control processes, various data, and the like. For example, the storage section 120 accumulates information such as a placement record of a user and an adoption record indicative of whether an instruction from a user has been adopted. Note that the entertainment providing system 1 may be configured to cause the distributed ledger 410 to store the storage data to be stored in the storage section 120, and allow the first communication terminals 200 or the second communication terminals 300 to rewrite the data.

[0022]

The clock section 130 is formed of an oscillation circuit and a variable PLL (Phase Locked Loop) circuit for generating a clock signal, a counter circuit configured to count the number of pulses of the clock signal, and the like. The clock section 130 generates time based on the number of counted pulses.

[0023]

The input section 140 has an interface configured to accept an input from an administrator, and is provided with, for example, an operation button, a keyboard, and the like. Note that the input section 140 may be configured to accept an input from an administrator by means of a voice recognition. Instead of the service

provider, the administrator may be a sport participant. For example, the sport participant may input a result corresponding to an instruction from a user while watching the status of a game.

[0024]

The control section 150 is formed of a CPU (Central Processing Unit) or the like. The control section 150 controls operation of the entire server device 100 by executing a program stored in the storage section 120. The control section 150 executes various controls at timings based on the number of pulses counted by the clock section 130. The control section 150 also executes processes such as acquisition of time of accepting placement and an instruction from a user, and management of elapsed time or deadline based on time generated by the clock section 130.

[0025]

Functional configuration of the control section 150 will now be described. The control section 150 functions as a placement reception section 151, an authority setting section 152, an instruction acquiring section 153, an instruction aggregation section 154, an information transmitting section 155, a privilege grant section 156, and a distribution executing section 157. The function of any one or more of the placement reception section 151, the authority setting section 152, the instruction acquiring section 153, the instruction aggregation

section 154, the information transmitting section 155, the privilege grant section 156, and the distribution executing section 157 may be fulfilled by the blockchain distributed network 400, instead of the server device 100.
[0026]

The placement reception section 151 accepts purchase of tokens by a fan and placement of tokens owned by a fan. The placement reception section 151 accepts an instruction for placement from any of the first communication terminals 200 through the communication section 110 by means of a smart contract. The tokens may be a virtual currency on the blockchain (for example, Ethereum ERC20 tokens or other tokens) that is dividable and exchangeable, or may simply be a point changeable from a currency.
[0027]

For the tokens here, a plurality of types of tokens may be used. For example, a type A tokens may be tokens in favor of increasing an influential ability, a type B tokens may be tokens in favor of receiving a privilege, or a type C tokens may be tokens in favor of purchasing special goods. In this way, the purpose of use may be different depending on the type of tokens, or a weight may be different for the same purpose of use.
[0028]

The authority setting section 152 sets an input authority for an instruction related to a sporting event

to a fan who has placed tokens. The target for placement of tokens to be accepted by the placement reception section 151 has a hierarchical structure including the respective tiers of a sporting event, a league, a team, and a player, and the authority setting section 152 sets the target for the instruction depending on a placement destination of the tokens. For example, when the placement is made on a team, the input authority of the instruction to the manager or the coach is set.

[0029]

The instruction acquiring section 153 acquires an instruction based on tokens from one or more first communication terminals used by one or more fans through the communication section 110. The instruction relates to any one or more of a play, a team organization, a strategy, and an event operation in the sporting event. An influential ability is given to the instruction depending on the amount of placements of the tokens, a past record of the instruction, and the privilege. The influential ability refers to a priority in adopting the instruction, the significance of a voting right of the instruction, and the like. The instruction may be a user prediction on details of any one or more of the play, the team organization, the strategy, and the event operation. The instruction is not an order from the fan, but may be information that can be used by sport participants as a reference when they view the instruction. Accordingly,

the sport participants may dare to make a selection contrary to the user prediction.

[0030]

To make a difference in the influential ability, a plurality of types of tokens may be issued, and difference may be made in those functions done by the respective types of tokens. For example, a type D tokens may provide a high influential ability and low rate of distribution, a type E tokens may provide a low influential ability and high rate of distribution, and a type F tokens may provide a regular influential ability and regular rate of distribution. In this way, there may be provided tokens similar to class shares with different voting rights or preferred shares with different revenue distribution in equity securities.

[0031]

An instruction from a fan having a high influential ability is to be highly reflected when adopted. Such an instruction from a fan having a high influential ability is to be displayed preferentially or reflected in a weighted manner in majority voting, for example. Users may be ranked depending on an adoption rate of instructions, and rewarded by the influential ability worthy of the rank. When the team or the player to which the instruction has been issued wins, the influential ability may be increased.

[0032]

The instruction aggregation section 154 aggregates one or more instructions acquired by the instruction acquiring section 153.

[0033]

The information transmitting section 155 transmits an aggregation result aggregated by the instruction aggregation section 154 to the second communication terminals 300 that sport participants are to look up. In this way, any of the second communication terminals 300 that any sport participant who should view the aggregation result looks up is caused to display the aggregation result.

[0034]

The information transmitting section 155 causes the second communication terminals 300 to display the aggregation result in a state in which voting rights depending on majority voting or the amount of placements of tokens are reflected. For example, the information transmitting section 155 causes the terminal to display in the aggregation result the number of placements supporting each of the instructions of a plurality of options or the amount of placements of the tokens.

[0035]

The information transmitting section 155 may cause the first communication terminals 200 or the second communication terminals 300 to display an instruction chain by using history information of the tokens or a

blockchain. In this way, transparency and neutrality of the instruction chain can be secured.

[0036]

The privilege grant section 156 grants a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant. The privilege includes a voting right to enable involvement in decision making on any one or more of a play, a team organization, a strategy, a team name, a league name, and an event operation rule.

[0037]

The distribution executing section 157 distributes the tokens acquired from one or more of the fans to sport participants. The distribution destination of the tokens may be a plurality of sport participants. In this case, tokens are distributed at a pre-defined ratio for each sport participants. Any one or more of the tokens and the privilege may be granted to the fan depending on an adoption record of the instruction.

[0038]

Here, with reference to Figure 3, token distribution executed by the distribution executing section 157 will be described with reference to a specific example. Since this example is on the premise of sporting events such as football, baseball, and volleyball, there are leagues or teams. However, when the sporting event is a one-to-one match such as combat sports and table tennis, the league

and the team illustrated in Figure 3 may not necessarily be set. The distribution destination may include a coach or a manager in addition to a player.

[0039]

As illustrated in Figure 3, a fan first places tokens on any of placement destinations that have a hierarchical structure of a sporting event, leagues, teams, and parties such as players. For example, when the fan has made placement on the sporting event, tokens are distributed to a commissioner of the sporting event, and to subordinate leagues, teams, and players at a pre-defined ratio. For example, 30% of the tokens are left to the commissioner of the event and the rest is distributed to the league 35% each. The tokens are then distributed from the leagues to the teams and the teams to the players.

[0040]

Description has been made as to the case in which the server device 100 mainly executes primary processing as an example. Hereinafter, description will be made as to the distributed ledger in the case of distributed management on the blockchain distributed network 400. Figure 4 is a conceptual diagram illustrating contents of the distributed ledger.

[0041]

The distributed ledger includes an entity and a transaction. The entity indicates a plurality of data,

and the transaction is information indicative of manipulation on the data. Acquisition of an entity and a transaction are all implemented as a smart contract on the blockchain.

[0042]

Each entity is basically composed of minimum data such as an identifier and a timestamp, and association between identifiers (hierarchical structure, teams and players participating in a game, or the like), and data such as a result (wins and losses), evaluation, placements are held on the blockchain. In a server device 100 outside the blockchain, player names, team names, profiles, event names, and information set by the commissioner of the venue or the like, scores, wins and losses, and numerical data such as odds, image data such as team icons and photographs of players are held as sport data.

[0043]

On the blockchain, there are entities to and from which tokens are transferred and a transaction with tokens transferred between entities. The entity includes: for example, hierarchical data of a sport, a league, a team, a party such as a player; a game and game result; a presented strategy; a role of each user (loyalty to a specific team, an authority in the team); the state of a fan (the status of possessing tokens, evaluation and an influential ability according to

whether a strategic instruction has been succeeded); and a player.

[0044]

The transaction includes: for example, viewing of sport data by a fan or a sport participant; and a change in an influential ability caused by placement of tokens by a fan, a strategic instruction to a game, prediction on progress and a strategic instruction. Additionally, at which timing in a game an option of a strategy (employment of a specific player, or options of what is to be instructed to a player prior to the game or when the game is interrupted) can be selected by a manager is also registered with the transaction. The manager adopts a strategy in view of placements on the strategy by a fan (instruction status). The transaction includes registration of a game by an organizer (commissioner), registration of a game result (reflecting a result), improvement of an influential ability of a fan whose strategy has been adopted in the game result, and distribution of tokens based on a pre-defined rule. The influential ability of a fan whose strategy has not been adopted may be decreased, and the transaction may be a change in the influential ability.

[0045]

<Process Flow>

With reference to Figure 5, an example of operation of the entertainment providing system 1 will be described.

Note that the operation may be made during a game, may be made prior to the game, or may be made at the timing when rules of the match are to be determined. For the operation, the server device 100 may be the execution agent, or the blockchain distributed network 400 may be the execution agent. Hereinafter, the entertainment providing system 1 will be considered to be the execution agent including both, and the operation will be described below.

[0046]

First, the entertainment providing system 1 accepts purchase of tokens by a fan (step S101). Purchased tokens are deposited in a game and used as resources for distribution of tokens after the game. The entertainment providing system 1 also accepts setting of a target for placement. For example, information on a sporting event, a player, a coach, a league, a team, a manager, a commissioner, and the like is registered.

[0047]

Information irrelevant to each game may be set. For example, instruction options may be set in determining scouting of a player, draft, selection of a manager, a team name, a uniform, match days, how a game is to be staged, rules of the game, and the like.

[0048]

The entertainment providing system 1 accepts placement of tokens owned by a fan (step S102). For

example, the entertainment providing system 1 accepts the placement by receiving a placement instruction from any of the first communication terminals 200. The placement of tokens refers to transfer of tokens on the blockchain (smart contract).

[0049]

The entertainment providing system 1 sets an input authority of an instruction related to a sporting event to the fan who has placed the tokens (step S103). The entertainment providing system 1 accepts settings of contents of the game and options of strategy-related instructions from the commissioner. As the strategy-related instructions, for example, options of determination of starting members, player substitution, determination of formation, and the like are set. The entertainment providing system 1 acquires the instruction based on the input authority from one or more first communication terminals 200 used by one or more fans (step S104). The entertainment providing system 1 aggregates one or more instructions (step S105).

[0050]

The entertainment providing system 1 transmits an aggregation result that has been aggregated to any of the second communication terminals 300 that a sport participant is to look up (step S106). This causes the second communication terminal 300 to display the aggregation result. The aggregation result is

information including, for example, the number of votes (the number of votes obtained on an instruction), majority voting, the amount of placements of tokens, an influential ability, and the like.

[0051]

Here, the entertainment providing system 1 acquires an instruction adoption status of a fan (step S107). For example, the entertainment providing system 1 acquires information indicative of an adoption result from the second communication terminal 300 through the network NW. In this case, the adoption result is input by a sport participant. The information indicative of an adoption result may be acquired through the input section 140 of the server device 100. In this case, the adoption result is input directly by a sport participant.

[0052]

The entertainment providing system 1 grants a privilege to any one or more of the fans who have issued an instruction to a won team or player with the instruction adopted by sport participants based on the acquired adoption status (step S108). The entertainment providing system 1 also distributes tokens acquired from one or more fans to the sport participants (step S109).

[0053]

The distribution may be made depending on a pre-defined ratio, or may be made as a reward for odds, placements, or the performance of a player. For example,

the distribution from a sporting event to each of the leagues is even, whereas from the league to the teams, the distribution may be made based on odds during the season, or may be made based on wins and losses of each game. Tokens pooled in the team may be distributed to players depending on a performance status of each game (evaluation by fans).

[0054]

<Description of Advantageous Effects>

According to the entertainment providing system 1 according to the embodiment, it is possible for fans to issue instructions by using tokens and for sport participants to adopt the instructions. The instructions are not limited to those related to the play, but include those related to details of rules, team organizations, or the like. This allows the fans to intervene various scenes of sporting events. Tokens placed by the fans are distributed to the sport participants. The fans can obtain privileges such as naming rights of teams and special player's card. Accordingly, this contributes to forming a sense of unity between fans and sport participants.

[0055]

Although the description of the embodiment is concluded, the embodiment is only an example. Accordingly, specific configurations, processing details,

and the like of the entertainment providing system 1 are not limited to those described in the embodiment.

[0056]

Further, instead of the device described above, the function of the entertainment providing system 1 according to the present disclosure may be implemented by, for example, a computer executing a program. The program for implementing the function of the entertainment providing system 1 may be stored in a computer readable media such as a USB (Universal Serial Bus) memory, a CD-ROM (Compact Disc-Read Only Memory), a DVD (Digital Versatile Disc), and an HDD (Hard Disc Drive), or may be downloaded to the computer through a network.

[0057]

Although the preferable embodiment of the present disclosure has been described above, the present disclosure is not limited to the specific embodiment, but the present disclosure encompasses the scope of invention according to claims and equivalents thereof. Further, components of devices described in the embodiment and variants may be appropriately combined unless technically inconsistent.

Reference Signs List

[0058]

1 ENTERTAINMENT PROVIDING SYSTEM
100 SERVER DEVICE

200 FIRST COMMUNICATION TERMINAL
300 SECOND COMMUNICATION TERMINAL
110 COMMUNICATION SECTION
120 STORAGE SECTION
130 CLOCK SECTION
140 INPUT SECTION
150 CONTROL SECTION
151 PLACEMENT RECEPTION SECTION
152 AUTHORITY SETTING SECTION
153 INSTRUCTION ACQUIRING SECTION
154 INSTRUCTION AGGREGATION SECTION
155 INFORMATION TRANSMITTING SECTION
156 PRIVILEGE GRANT SECTION
157 DISTRIBUTION EXECUTING SECTION
400 BLOCKCHAIN DISTRIBUTED NETWORK
410 DISTRIBUTED LEDGER

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Claims

[Claim 1]

An entertainment providing system, comprising:

5 a placement reception section configured to accept
placement of tokens owned by a fan;

 an authority setting section configured to set an
input authority of an instruction related to a sporting
event to the fan who has placed the tokens;

10 an instruction acquiring section configured to acquire
the instruction based on the tokens from one or more first
communication terminals used by one or more fans;

 an instruction aggregation section configured to
aggregate one or more instructions;

15 an information transmitting section configured to
transmit an aggregation result aggregated by the
instruction aggregation section to a second communication
terminal that a sport participant is to look up to display
the aggregation result on the second communication
20 terminal;

 a privilege grant section configured to grant a
privilege to any one or more of the fans who have issued
the instruction adopted by the sport participant; and

 a distribution executing section configured to
25 distribute the tokens acquired from one or more of the fans
to sport participants.

[Claim 2]

 The entertainment providing system according to claim
30 1, wherein

 a target for placement of the tokens to be accepted by
the placement reception section has a hierarchical

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structure including respective tiers of a sporting event, a league, a team, and a player, and

the authority setting section sets a target for the instruction depending on a placement destination of the
5 tokens.

[Claim 3]

The entertainment providing system according to claim 1 or 2, wherein

10 the sport participant is an individual or an organization, and includes any one or more of a player, a coach, a league, a team, a manager, and commissioner, and

the distribution executing section distributes the tokens to each of the sport participants.

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[Claim 4]

The entertainment providing system according to any one of claims 1 to 3, wherein

the information transmitting section causes the second
20 communication terminal to display the aggregation result in a state in which voting rights depending on majority voting or an amount of placements of the tokens are reflected.

[Claim 5]

25 The entertainment providing system according to any one of claims 1 to 4, wherein

the information transmitting section causes the first communication terminal or the second communication terminal to display an instruction chain by using history
30 information of the tokens or a blockchain.

[Claim 6]

The entertainment providing system according to any one of claims 1 to 5, wherein

the instruction relates to any one or more of a play, a team organization, a strategy, and an event operation in
5 the sporting event.

[Claim 7]

The entertainment providing system according to any one of claims 1 to 6, wherein

10 the privilege includes a voting right to enable involvement in decision making on any one or more of a play, a team organization, a strategy, a team name, a league name, and an event operation rule.

15 [Claim 8]

The entertainment providing system according to any one of claims 1 to 7, wherein

an influential ability is given to the instruction depending on the amount of placements of the tokens, a past
20 record of the instruction, and the privilege.

[Claim 9]

The entertainment providing system according to any one of claims 1 to 8, wherein

25 any one or more of the tokens and the privilege are granted to the fan depending on an adoption record of the instruction.

[Claim 10]

30 An entertainment providing method executed by a computer including the control section, comprising:

a placement reception step of accepting placement of tokens owned by a fan;

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an authority setting step of setting an input authority of an instruction related to a sporting event to the fan who has placed the tokens;

an instruction acquiring step of acquiring the
5 instruction based on the tokens from one or more first communication terminals used by one or more fans;

an instruction aggregation step of aggregating one or more instructions;

an information transmitting step of transmitting an
10 aggregation result aggregated in the instruction aggregation step to a second communication terminal that a sport participant is to look up to display the aggregation result on the second communication terminal;

a privilege grant step of granting a privilege to any
15 one or more of the fans who have issued the instruction adopted by the sport participant; and

a distribution executing step of distributing the tokens acquired from one or more of the fans to sport participants.

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[Claim 11]

A program causing a computer to function as:

placement reception means of accepting placement of tokens owned by a fan;

25 authority setting means of setting an input authority of an instruction related to a sporting event to the fan who has placed the tokens;

instruction acquiring means of acquiring the instruction based on the tokens from one or more first
30 communication terminals used by one or more fans;

instruction aggregation means of aggregating one or more instructions;

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information transmitting means of transmitting an aggregation result aggregated by the instruction aggregation means to a second communication terminal that a sport participant is to look up to display the aggregation
5 result on the second communication terminal;

privilege grant means of granting a privilege to any one or more of the fans who have issued the instruction adopted by the sport participant; and

distribution executing means of distributing the
10 tokens acquired from one or more of the fans to sport participants.