Claims

[Claim 1]

An open market system characterized by comprising:

an information collection unit that collects prediction information indicating details of a game predicted by prediction sellers;

an entry acceptance unit that accepts entry of tokens possessed by prediction purchasers;

an information presentation unit that presents, to the prediction purchasers who have entered the tokens, the prediction information collected by the information collection unit and optimum prediction information based on the prediction information; and

a distribution execution unit that distributes, to one or more of the prediction sellers, the tokens entered by one or more of the prediction purchasers for the optimum prediction information.

[Claim 2]

The open market system according to claim 1, characterized in that the optimum prediction information results from using machine learning to analyze the prediction information collected and past performances of the prediction sellers.

[Claim 3]

The open market system according to claim 1 or 2, characterized in that the information presentation unit presents, to the prediction purchasers, performance information based on token history information, the

performance information indicating sales/purchase performance of the prediction information.

[Claim 4]

The open market system according to any one of claims 1 to 3, characterized in that the distribution execution unit distributes the tokens to the prediction sellers according to sales performances or correctness performances of the prediction information of the prediction sellers.

[Claim 5]

The open market system according to any one of claims 1 to 3, characterized in that the distribution execution unit distributes the tokens to the prediction sellers based on prediction accuracies calculated from most recent correctness performances of the prediction information of the prediction sellers.

[Claim 6]

A method for providing an open market executed by a computer including the control unit, characterized by comprising:

an information collection step of collecting prediction information indicating details of a game predicted by prediction sellers;

an entry acceptance step of accepting entry of tokens possessed by prediction purchasers;

an information presentation step of presenting, to the prediction purchasers who have entered the tokens, the prediction information collected in the information

collection step and optimum prediction information based on the prediction information; and

a distribution execution step of distributing, to one or more of the prediction purchasers, the tokens entered by one or more of the prediction sellers for the optimum prediction information.

[Claim 7]

A program causing a computer to function as:

information collection means for collecting prediction information indicating details of a game predicted by prediction sellers;

entry acceptance means for accepting entry of tokens possessed by prediction purchasers;

information presentation means for presenting, to the prediction purchasers who have entered the tokens, the prediction information collected by the information collection means and optimum prediction information based on the prediction information; and

distribution execution means for distributing, to one or more of the prediction sellers, the tokens entered by one or more of the prediction purchasers for the optimum prediction information.