

ABSTRACT

METHOD FOR ASSIGNING A SERVER TO USERS IN A MULTIPLAYER ELECTRONIC GAME

A method of assigning a server to a plurality of users in a multiplayer electronic game is disclosed. The method includes measuring a network characteristic such as a ping value for a network connection between computing devices associated with a plurality of users and a plurality of servers to obtain corresponding network values; assigning corresponding server tags to each of the plurality of users based on the respective network values, each server tag identifying a corresponding server; and assigning a server to the computing devices associated with each of the plurality of users based on the corresponding network values and/or a capacity of all servers corresponding to assigned server tags.

[Figure 1]