

U.S. PATENT NO. 11,039,218 CLAIM LISTING

No.	Limitation
1.0	A system for controlling a plurality of viewer client devices to receive first digital content relating to a first sporting event and first event information germane to the first sporting event, the first event information including online gaming information, the system comprising:
1.1	A) a control server to periodically retrieve, via the Internet, the first event information germane to the first sporting event;
1.2.1	B) at least one socket server communicatively coupled to the control server to:
1.2.1	receive from the control server at least the first event information; and
1.2.2	transmit at least some of the first event information, including the online gaming information, to at least a first viewer client device of the plurality of viewer client devices via a first event information Internet communication channel between a first event socket of the at least one socket server and the first viewer client device,
1.2.3	wherein the first event socket corresponds to the first event information germane to the first sporting event; and
1.3.1	C) at least one webserver communicatively coupled to the at least one socket server to transmit, to the first viewer client device:
1.3.1	a first Internet address of a first media source to establish a first video Internet communication channel between the first media source and the first viewer client device to carry the first digital content relating to the first sporting event; and
1.3.2	a first socket address of the first event socket to establish the first event information Internet communication channel to carry the online gaming information.
2.0	The system of claim 1, wherein
2.1	the first socket address transmitted by the at least one webserver to the first viewer client device includes a first event identifier (first EventID) that corresponds to the first event socket, such that the first viewer client device uses a first URL including the first event identifier (first EventID) in the first URL to connect to the first event socket.
3.0	The system of claim 1,

3.1	wherein the first event information Internet communication channel to carry the online gaming information between the first event socket of the at least one socket server and the first viewer client device is established as a persistent connection.
4.0	The system of claim 1, wherein:
4.1	in C), the at least one webserver transmits, to a second viewer client device of the plurality of viewer client devices, the first socket address of the first event socket to establish a second event information Internet communication channel between the first event socket and the second viewer client device; and
4.2	in B), the at least one socket server transmits at least some of the first event information, including the online gaming information germane to the first sporting event, to the second viewer client device via the second event information Internet communication channel, such that the online gaming information is shared in a synchronized manner by the first viewer client device and the second viewer client device.
5.0	The system of claim 4, wherein
5.0	the first socket address transmitted by the at least one webserver to the second viewer client device includes the first event identifier (first EventID) that corresponds to the first event socket, such that the second viewer client device uses a second URL including the first event identifier (first EventID) in the second URL to connect to the first event socket.
6.0	The system of claim 4, wherein
6.1	in A), the control server is a single point of entry for the system to obtain the first event information including the online gaming information to reduce synchronization errors between the first viewer client device and the second viewer client device.
7.0	The system of claim 6, wherein:
7.1	in A), the control server detects a change in status in the first event information and transmits changes in the online gaming information to the at least one socket server; and
7.2	in B), the at least one socket server transmits the changes in the online gaming information to the first viewer client device and the second viewer client device via the first event socket to provide a single synchronized update and mitigate client-by-client latency and/or synchronization issues.
8.0	The system of claim 4, wherein

8.0	in C), the at least one webserver transmits to the second viewer client device one of: the first address of the first media source to establish a second video Internet communication channel between the first media source and the second viewer client device to receive the first digital content relating to the first sporting event; or a second address of a second media source to establish an alternate second video Internet communication channel between the second media source and the second viewer client device to receive second digital content relating to the first sporting event.
9.0	The system of claim 8, wherein:
9.1	the second client device is a subscriber to one of: the first media source and/or the first digital content relating to the first sporting event; or the second media source and/or the second digital content relating to the first sporting event; and
9.2	in C), the at least one webserver transmits to the second viewer client device one of: a first identifier (first StreamID) for the first media source and/or the first digital content as at least a portion of the first address if the second client device is a subscriber to the first media source and/or the first digital content; or a second identifier (second StreamID) for the second media source and/or the second digital content as at least a portion of the second address if the second client device is a subscriber to the second media source and/or the second digital content.
10.0	The system of claim 1, wherein:
10.1	in B), the at least one socket server further transmits first real-time information relating to the first digital content to at least the first viewer client device of the first plurality of viewer client devices via a first real-time information Internet communication channel between a first real-time information socket of the at least one socket server and the first viewer client device, wherein the first real-time information socket corresponds to the first digital content relating to the first sporting event; and
10.2	in C), the at least one webserver transmits to the first viewer client device a second socket address of the first real-time information socket to establish the first real-time information Internet communication channel.
11.0	The system of claim 10, wherein
11.0	the first real-time information relating to the first digital content comprises: at least one chat message; at least one statistic; trivia; at least one poll; news or current event information; at least one photo; advertising content; an indication of a viewer joining or leaving the first digital content; at least one digital gift; and/or at least one sponsorship.
12.0	A method for providing, to a first client device, first event information germane to a first sporting event, wherein the first event information includes first online gaming information relating to the first sporting event, the method comprising:

12.1	A) transmitting the first online gaming information to at least the first client device via a first event information communication channel between a first event socket of at least one socket server and the first client device, wherein the first event socket corresponds to the first event information germane to the first sporting event; and
12.2	B) transmitting at least one instruction to the first client device to cause the first client device to request a first copy of a first stream of digital content relating to the first sporting event and receive the first copy via a first video communication channel between at least one media source and the first client device,
12.3	wherein the first video communication channel is different than the first event information communication channel.
13.0	The method of claim 12, wherein
13.1	prior to A), the method comprises: transmitting to the first client device a first event identifier (first Event ID) that corresponds to the first event socket;
13.2	receiving from the first client device a first URL including the first event identifier (first EventID) in the first URL; and
13.3	communicatively coupling the first client device to the first event socket to establish the first event information communication channel.
14.0	The method of claim 12, wherein
14.0	in B), the at least one first instruction transmitted to the first client device includes a first address for the at least one media source, such that the first client device uses the first address to request and receive from the at least one media source the first copy of the first stream of digital content relating to the first sporting event via the first video communication channel, and displays the video relating to the first sporting event based on the received first copy of the first stream of digital content.
15.0	The method of claim 12, further comprising:
15.1	C) transferring first real-time information relating to the first stream of digital content to and from the first client device via a first real-time information communication channel between a first real-time information socket of the at least one socket server and the first client device,
15.2	wherein the first real-time information comprises: at least one chat message; at least one statistic; trivia; at least one poll; news or current event information; at least one photo; advertising content; an indication of a viewer joining or leaving the first stream of digital content; at least one digital gift; and/or at least one sponsorship.
16.0	A method for controlling a first viewer client device to display a video relating to a first sporting event together with first online gaming information germane to the first sporting event, the method comprising:
16.1	A) transmitting at least one first instruction to the first viewer client device to cause the first viewer client device to receive a first copy of a first stream of digital content relating to the first sporting event via a first video communication channel; and

16.2	B) transmitting at least one second instruction to the first viewer client device to cause the first viewer client device to receive the first online gaming information via a first event information communication channel between a first event socket of at least one socket server and the first viewer client device,
16.3	wherein the first event information communication channel is different than the first video communication channel.
17.0	The method of claim 16, wherein
17.1	prior to A), the method comprises: receiving from the first viewer client device a first user selection of the first sporting event from a listing of events;
17.2	transmitting to the first viewer client device, in response to the first user selection of the first sporting event, a directory of sources generating media associated with the first sporting event; and
17.3	receiving from the first viewer client device a second user selection of a first source from the directory of sources generating media associated with the first sporting event,
17.4	wherein in A), the at least one first instruction transmitted to the first viewer client device includes a first address for the first source.
18.0	The method of claim 16, wherein
18.1	in A), the at least one first instruction transmitted to the first viewer client device includes a first address for a first media source, such that the first viewer client device uses the first address to request and receive from the first media source the first copy of a first stream of digital content relating to the first sporting event via the first video communication channel, and displays the video relating to the first sporting event based on the received first copy of the first stream of digital content.
19.0	The method of claim 18, wherein
19.1	in B), the at least one second instruction transmitted to the first viewer client device includes a first event identifier (first Event ID) that corresponds to the first event socket, such that the first viewer client device uses a first URL including the first event identifier (first EventID) in the first URL to connect to the first event socket.
20.0	The method of claim 19, further comprising:
20.1	C) receiving the first URL including the first event identifier in the first URL; and
20.2	D) establishing the first event information communication channel between the first event socket and the first viewer client device as a persistent connection.
21.0	A method, comprising:
21.0	A) transmitting first instructions to a first client device that includes at least one first display to cause the at least one first display of the first client device to render a first video relating to a first sporting event and render online gaming information relating to the first sporting event, wherein the first instructions transmitted in A) cause the first client device to:

21.1	receive, on a first communication channel, first digital content corresponding to the first video relating to the first sporting event;
21.2	render, on the at least one first display of the first client device, the first video relating to the first sporting event based on the first digital content received on the first communication channel;
21.3	receive, on a second communication channel different from the first communication channel, second digital content corresponding to the online gaming information; and
21.4	render, on the at least one first display of the first client device, the online gaming information based on the second digital content received on the second communication channel.
22.0	The method of claim 21, wherein
22.0	in A), the first instructions transmitted to the first client device include a first address for a first media source, such that the first client device uses the first address to request and receive from the first media source the first digital content via the first video communication channel.
23.0	The method of claim 22, wherein
23.0	in A), the first instructions transmitted to the first client device include a first event identifier (first Event ID) that corresponds to a source of the second digital content corresponding to the online gaming information.
24.0	The method of claim 23, further comprising:
24.0	B) receiving from the first client device a first URL including the first event identifier; and
24.1	C) establishing the second communication channel between the source of the second digital content and the first client device as a persistent connection based at least in part on B).
25.0	The method of claim 21, wherein
25.0	in A), the first instructions transmitted to the first client device cause the at least one first display of the first client device to render the online gaming information relating to the first sporting event as interactive content.
26.0	The method of claim 25, wherein
26.0	in A), the first instructions transmitted to the first client device cause the first client device, when a user of the first client device interacts with the interactive content, to: launch further graphics or animations; receive additional information about the first sporting event; and/or navigate to an Internet location.
27.0	The method of claim 21, further comprising:

27.0	B) transmitting second instructions to a second client device that includes at least one second display to cause the at least one second display of the second client device to render the first video or a second video relating to the first sporting event and render the online gaming information relating to the first sporting event, wherein the second instructions transmitted in B) cause the second client device to:
27.1	receive, on a third communication channel, the first digital content corresponding to the first video relating to the first sporting event or third digital content corresponding to the second video relating to the first sporting event;
27.2	render, on the at least one second display of the second client device, the first video based on the first digital content or the second video based on the third digital content received on the third communication channel;
27.3	receive, on a fourth communication channel different from the third communication channel, the second digital content corresponding to the online gaming information; and
27.4	render, on the at least one second display of the second client device, the online gaming information based on the second digital content received on the fourth communication channel.
28.0	The method of claim 27, wherein
28.0	in B), the second instructions transmitted to the second client device include the first address for the first media source or a second address for a second media source, such that the second client device uses the first address or the second address to request and receive the first digital content from the first media source or the third digital content from the second media source via the third video communication channel.
29.0	The method of claim 28, wherein
29.0	in A), the second instructions transmitted to the second client device include the first event identifier (first Event ID) that corresponds to the source of the second digital content corresponding to the online gaming information.
30.0	The method of claim 27, further comprising:
30.1	C) transferring first real-time information relating to the first digital content to and from the first client device via a first real-time information communication channel; and
30.2	D) transferring second real-time information relating to the first digital content or the third digital content to and from the second client device via a second real-time information communication channel,
30.3	wherein at least one of the first real-time information or the second real-time information comprises: at least one chat message; at least one statistic; trivia; at least one poll; news or current event information; at least one photo; advertising content; an indication of a viewer joining or leaving the first digital content or the third digital content; at least one digital gift; and/or at least one sponsorship.