UNITED STATES DISTRICT COURT
FOR THE EASTERN DISTRICT OF TEXAS
MARSHALL DIVISION

SPORTSCASTR INC. (d/b/a PANDA INTERACTIVE), *Plaintiff*, v. GENIUS SPORTS LTD., *Defendant*.	)	Civil Action No. 2:23-cv-471-JRG JURY TRIAL DEMANDED

PLAINTIFFS' DISCLOSURE OF ASSERTED CLAIMS AND PRELIMINARY INFRINGEMENT CONTENTIONS

Plaintiff SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA"), by and through its attorneys of record, and pursuant to the Court's December 13, 2023, Order (Dkt. 9) and the parties' agreement, as approved by the Court, to extend the deadlines to comply with P.R. 3-1, 3-2, 3-3, 3-4 (*see* Dkt. 11), provides the following Disclosure of Asserted Claims and Infringement Contentions ("Infringement Contentions"), including initial claim charts relating each known Accused Product of Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") to the asserted claims of U.S. Patent No. 10,805,687 ("the '687 Patent"), U.S. Patent No. 10,425,697 ("the '697 Patent"), and U.S. Patent No. 11,039,218 ("the '218 Patent") (the '687, '697, and '218 Patents collectively, "the Asserted Patents"). These Infringement Contentions are made solely for the purpose of this action.

Plaintiff's investigation regarding infringement and additional potential grounds of infringement is ongoing. Plaintiff's Infringement Contentions are therefore based upon information that Plaintiffs have been able to obtain to date from publicly available sources, together with its good-faith beliefs regarding the Accused Products and their operation, and is given without prejudice to Plaintiff's right to supplement and/or amend these Infringement

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Contentions as additional facts are ascertained, discovery is conducted, analysis is made, research is completed, and claim language is construed. Discovery in this case has yet to commence, and Defendant has yet to produce any technical documents, including but not limited to source code, for the Accused Products, such that Plaintiff anticipates the discovery of technical information sufficient to show the functionalities of the Accused Products will further support Plaintiff's claims. Plaintiff reserves the right to amend and/or supplement these Infringement Contentions as additional details are made available.

Plaintiff's Infringement Contentions are based at least in part on Plaintiff's present understanding of the meaning and scope of the claims of the Asserted Patents. Plaintiff reserves the right to supplement and/or amend these Infringement Contentions if its understanding of the claim scope changes, including any constructions of any term by the Court.

For each Asserted Patent, Plaintiff identifies the following Accused Products of which it is currently aware. The identification of Accused Products is based on Plaintiff's research and analysis to date. Plaintiff reserves the right to add, delete, substitute, or otherwise amend this list of Accused Products based on discovery or other circumstances, in a manner consistent with the Federal Rules of Civil Procedures, local rules, and the Court's orders and procedures.

Accused Products. The Accused Products include, without limitation, the following:

- Genius Sports' Sportsbook Platform and live streaming services, as well as other offerings and services that integrate with Genius Sports' Sportsbook Platform and live streaming services, including but not limited to the product marketed under the trade names Multibet, BetVision, GeniusLive, and GeniusLive+, including any equivalent or substantially similar products.

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Defendant's Infringement. Based upon currently available information, Plaintiff identifies the following asserted claims:

- The '687 Patent. Defendant has infringed and is infringing claims 1-9, 19-25, and 27-30, literally and/or under the Doctrine of Equivalents. Defendant has infringed and is infringing these claims both directly and indirectly (by inducing infringement pursuant to 35 U.S. Code § 271(b) and/or by contributing to infringement pursuant to 35 U.S. Code § 271(c)).
- The '697 Patent. Defendant has infringed and is infringing claims 1-9, 19-25, and 27-30, literally and/or under the Doctrine of Equivalents. Defendant has infringed and is infringing these claims both directly and indirectly (by inducing infringement pursuant to 35 U.S. Code § 271(b) and/or by contributing to infringement pursuant to 35 U.S. Code § 271(c)).
- The '218 Patent. Defendant has infringed and is infringing claims 1-30, literally and/or under the Doctrine of Equivalents. Defendant has infringed and is infringing these claims both directly and indirectly (by inducing infringement pursuant to 35 U.S. Code § 271(b) and/or by contributing to infringement pursuant to 35 U.S. Code § 271(c)).

Based upon currently available information, Plaintiff asserts that Defendant has infringed and/or continues to infringe the patents and claims as identified and described in the claim charts for the Accused Products attached as Exhibits 1-3. These exhibits contain illustrative examples of Defendant's presently known infringement of the Asserted Claims by evidencing the correspondence between (i) the elements of the Asserted Claims, and (ii) the corresponding items of the Accused Products. However, it should be understood that such examples are illustrative in

nature and not exhaustive, additional materials may evidence infringement, and/or additional bases of infringement may be present and uncovered during discovery and/or after claim construction.

Each element of each asserted claim is presently alleged to be literally present. However, to the extent Defendant argues that a limitation is not present, then Defendant still infringes under the Doctrine of Equivalents. Any differences alleged to exist between any of the Asserted Claims and any of the Accused Products are insubstantial and therefore each Accused Product also meets each limitation under the Doctrine of Equivalents as the identified features of the Accused Products perform substantially the same function in substantially the same way to achieve substantially the same result as the corresponding claim limitation. Plaintiff reserves the right to supplement and/or amend these Infringement Contentions as discovery is conducted, Defendant provides any alleged non-infringement positions, and/or claim construction is completed to further supplement its allegations under the Doctrine of Equivalents as appropriate.

Defendant directly infringes each of the asserted claims under 35 U.S.C. §271(a) at least by using, operating, testing, advertising, making, installing, maintaining, distributing, supporting, providing instructions for, offering to sell, selling and/or otherwise providing services including the Accused Products—or systems incorporating the Accused Products—within the United States and/or importing the Accused Products into the United States. Defendant also directly infringes each of the claims at least by performing, or being responsible for the performance (e.g., the acts are attributable to it), of each of the claimed steps as set forth in the accompanying charts. Defendant's acts of direct infringement are further set forth in accompanying Exhibits 1-3.

Defendant also indirectly infringes the Asserted Claims by inducing infringement pursuant to 35 U.S. Code § 271(b)). Defendant has had knowledge of each of the asserted patents and of alleged infringement since at least October 4, 2023 and further has had knowledge of the specific

manner by which the Accused Products infringe each patent since at least October 5, 2023 when Plaintiff filed its Complaint. Defendant knowingly induced one or more third part(ies) (e.g., business partners, customers or others), to infringe the Asserted Claims by making the Accused Products available on its website, widely advertises the Accused Products, providing platforms and applications that allow partners and users to access the Accused Products, providing instructions for installing, and providing technical support to users and/or engaging in activities that aid and abet infringement of the Asserted Patents by end-users within the United States, with knowledge and intent that performance of such actions will infringe the Asserted Claims. Defendant committed these acts with knowledge or willful blindness that such induced acts would constitute infringement of the Asserted Claims at the very least as of the filing of the Complaint in this matter. Defendant also has had actual or constructive notice of each Asserted Patent since at least as early as the date Plaintiff provided notice of the corresponding Asserted Patent on its website. Defendant knew that it infringed the Asserted Patents based on its knowledge of the same. Alternatively, or additionally, Defendant was willfully blind to the fact that it infringed the Asserted Patents despite its knowledge of the same, based on, for example, the similarity of the Accused Products to Plaintiff's patented products. Defendant's inducement of infringement by others is further set forth in each of Exhibits 1-3.

Defendant also indirectly infringes the Asserted Claims by contributing to infringement pursuant to 35 U.S. Code § 271(c). Each of the Accused Products is a material part of the claims—and Defendant knew each of the Accused Products is especially made or especially adapted for use in an infringement of the Asserted Claims. Further, the Accused Products have no substantial non-infringing uses, as set forth in the exemplary claim charts.

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Defendant also contributes to infringement of its customers and end users of the Accused Products by offering to sell or selling within the United States or importing into the United States the Accused Products, which are for use in practicing, and under normal operation practice, methods claimed in the Asserted Patents, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, the Accused Products and the example functionality have no substantial non-infringing uses but instead are specifically designed to practice the Asserted Patents. Defendant's contributory infringement is further set forth in each of Exhibits 1-3.

Plaintiff reserves the right to supplement and/or amend these Infringement Contentions as discovery is conducted, Defendant provides any alleged non-infringement positions, and/or claim construction is completed to further supplement its allegations under 35 U.S. Code § 271(a-c) as appropriate.

Priority Dates. Plaintiff presently identifies the following priority dates for the Asserted Patents.

- The '687 Patent is entitled at least to the earliest priority date listed on the face of the Patent, specifically, August 5, 2016, corresponding to Provisional Application No. 62/371,558.
- The '697 Patent is entitled at least to the earliest priority date listed on the face of the Patent, specifically, August 5, 2016, corresponding to Provisional Application No. 62/371,558.
- The '218 Patent is entitled at least to the earliest priority date listed on the face of the Patent, specifically, August 5, 2016, corresponding to Provisional Application No. 62/371,558.

Plaintiff's investigation and analysis is ongoing, and Plaintiff reserves the right to assert and rely on an earlier invention date in the event Defendant identifies alleged prior art that is earlier than the identified priority date corresponding to a date of conception followed by diligence and reduction to practice of the claimed invention.

Plaintiff's Practicing Products. As addressed in its Complaint, Plaintiff has implemented its patented technologies in its video-streaming products including a video-based social network targeting consumers (SportsCastr) and a B2B software solution designed for major enterprises, sports media, affiliates, and betting operators (PANDA Studio). Plaintiff's investigation and analysis is ongoing, and Plaintiff reserves the right to rely on additional details concerning how the aforementioned products practice the asserted claims of the Asserted Patents and/or to add, delete, substitute, or otherwise amend this list of practicing products based on additional investigation and discovery or other circumstances, in a manner consistent with the Federal Rules of Civil Procedures, local rules, and the Court's orders and procedures.

Production of Documents. Simultaneously with this Disclosure, Plaintiff is producing documents pursuant to P.R. 3.2. Plaintiff reserves the right to supplement this production as additional investigation and discovery is conducted in the ordinary course of these proceedings.

Further, Plaintiff reserves the right to supplement or revise its Infringement Contentions and/or charts, including identification of additional asserted claims, based on, for example, new versions or variations of one or more of the Accused Products that are later discovered.

DATED: January 18, 2024

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CERTIFICATE OF SERVICE

The undersigned hereby certifies that a true and correct copy of the foregoing document has been served on January 18, 2024 to all counsel of record below:

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/s/ *Chris Campbell*

Exhibit 1

U.S. PATENT NO. 10,805,687 V/S Genius Sports Ltd.

I. INTRODUCTION

The chart below demonstrates how Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") as well as Defendant's partners, customers, and end users of the products and features discussed below, directly infringe, either literally or under the doctrine of equivalents, at least claims 1-9, 19-25, and 27-30of U.S. Patent No. 10,805,687 ("the '687 Patent"). Defendant and Defendant's partners, customers, and end users directly infringe the identified claims at least by making, using, selling, installing, configuring to operate, importing, testing, and/or offering to sell at least Genius Sports' Sportsbook Platform and live streaming services, as well as other offerings and services that integrate with Genius Sports' Sportsbook Platform and live streaming services, including but not limited to the product marketed under the trade names Multibet, BetVision, GeniusLive, and GeniusLive+, including any equivalent or substantially similar products (collectively, "the Accused Products") either alone, and/or when installed and operated as designed and intended on a computer system or network, as detailed below.

Each element of each asserted claim is presently alleged to be literally present. Because discovery has not started and the Asserted Claims have not yet been construed, SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA") reserves the right to supplement its contentions, including with respect to the Doctrine of Equivalents as appropriate. In addition, any of Defendant's products that perform similar functions and/or incorporate or rely on the same or similar functionality (for example, without limitation, any predecessor or successor products performing the same functions in the same ways or products which use the same software, plugins, or libraries or call the functions underlying the operations identified below) as the Accused Products also infringe in the manner set out below.

Defendant directly infringes at least claims 1-9, 19-25, and 27-30 of the '687 Patent, either literally or under the doctrine of equivalents, by making, using, offering to sell and selling the systems described below. Defendant's partners, customers, and end users of its Accused Products and corresponding systems and services directly infringe at least claims 1-9, 19-25, and 27-30 of the '687 Patent, literally or under the doctrine of equivalents, at least by using the Accused Products and corresponding systems and services, as described below. For example, Defendant publicizes and markets that it works with partners worldwide in connection with using its Accused Products and corresponding systems and services:



See https://geniussports.com/sportsbook/.

Defendant has actively induced and are actively inducing infringement of at least claims 1-9, 19-25, and 27-30 of the ’687 Patent with specific intent to induce infringement, and/or willful blindness to the possibility that its acts induce infringement, in violation of 35 U.S.C. § 271(b). For example, Defendants encourages and induces customers to use the Genius Sports Platform in a manner that infringes claims 1-9, 19-25, and 27-30 of the ’687 Patent at least by offering and providing the software and by engaging in activities relating to selling, marketing, advertising, promotion, installation, support, and distribution of the Accused Products.

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe claims 1-9, 19-25, and 27-30 of the ’687 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video streaming software, and services in the United States. (*See* PANDA_000055-PANDA_000064, https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer’s use of the Accused Products in a manner that infringes the ’687 Patent.

Defendant also contributes to the infringement of its partners, customers, and end-users of the Accused Products by providing within the United States or importing into the United States the Accused Products, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. These functionalities are continually running when the system is in use and, on information and belief, cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice the ’687 Patent, that functionality could not be performed. Additionally, the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, itself has no substantial non-infringing uses because the components, modules and methods identified below are a necessary part of that functionality. For example, without the one-to-many socket architecture, the Accused Products could not effectively synchronize the event information across multiple viewers. These functionalities are continually running when the system is in use and cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice claimed in the ’687 Patent, that functionality could not be performed.

Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. For example, at least the functionalities and corresponding modules (whether software and/or hardware) described below have no suitable non-infringing use and form a material part of the Accused Products. In other words, when each of the Accused Products operates, the functions below are performed. Moreover, when the functionality and modules specifically described below are operated, they perform the steps described below. The Accused Products (and the specific modules and functionalities described herein) are designed and intended specifically to perform the inventions claimed in the Asserted Claims, and do not have any other purpose. For example, the Accused Products and accused functionalities (e.g., the one-to-many architecture) constitute a material part of the inventions claimed because such architecture is integral to the system as recited in the claims of the ’687 Patent. None of these products are staple goods—they are sophisticated and customized video streaming products, methods, and systems.

Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems, including through discovery, or should one or more claims be construed in a manner differently than interpreted herein.

In addition to the specific claims charted below, Plaintiff intends to take discovery of the Accused Products related to claims 10-18 and 26, which require, *inter alia*, at least one real-time messaging protocol (RTMP) media server and at least one web real time communication (WebRTC) media server. Plaintiff believes that such discovery, including in particular relevant source code, will provide facts to show whether the Accused Products infringe one or more of these claims. Plaintiff therefore reserves the right to supplement its contentions, including by adding one or more of these claims, as this case progresses.

II. CLAIM CHARTS

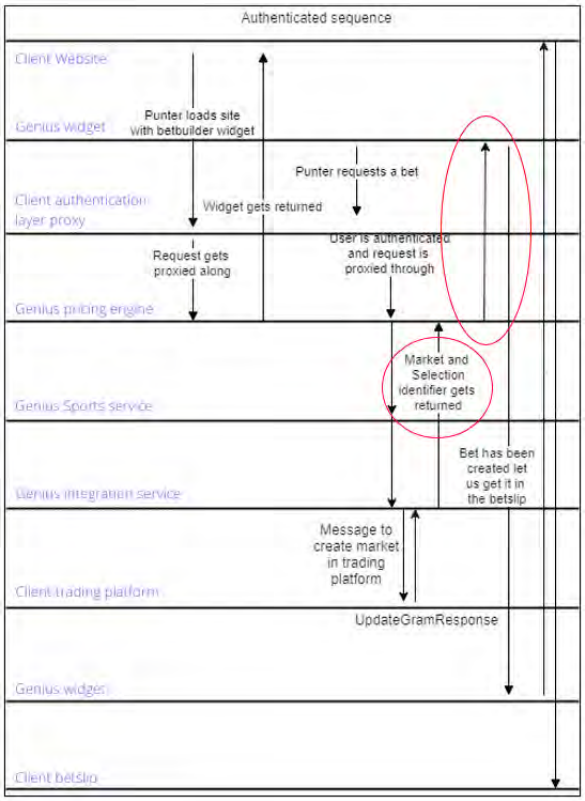
1. Independent Claim 1

Key Features	Accused Product
[1.P] A system for providing, to a first plurality of viewer client devices, a first plurality of copies of a first live stream of digital content relating to a first live sporting event, and for providing, to a second plurality of viewer client devices, a second plurality of copies of a second live stream of digital content relating to the first live sporting event or a second live sporting event, the system comprising:	*See* Claim 19, *infra*.
[1A] a plurality of media sources to: [1A.1] receive the first live stream of digital content and the second	*See* discussion of Claim Elements [19A] and [19A.1], *infra*.

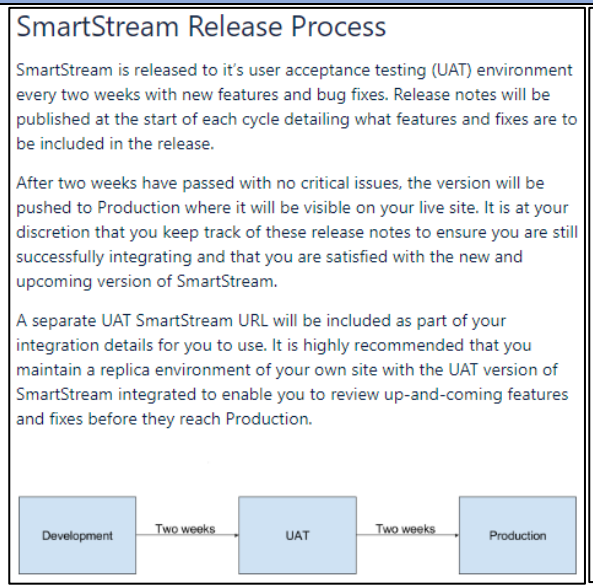
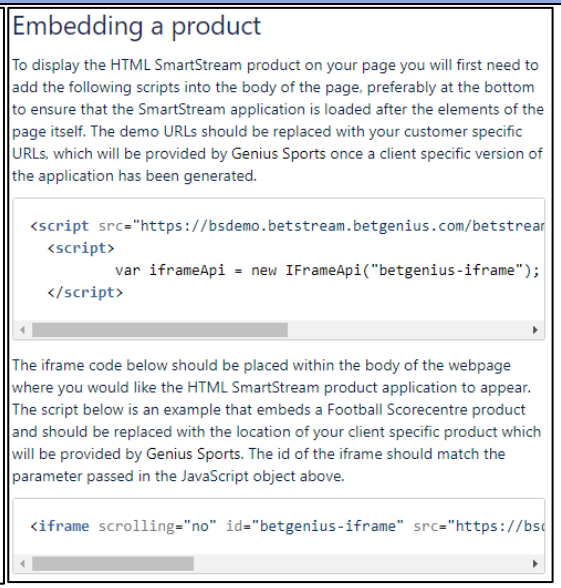
Key Features	Accused Product
live stream of digital content;	
[1A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first video Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices; and	*See* discussion of Claim Element [19A.2], *infra*.
[1A.3] provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second video Internet communication channel between the plurality of media sources and the first viewer client device of the second plurality of viewer client devices;	*See* discussion of Claim Element [19A.3], *infra*.
[1B] a control server to periodically retrieve, via the Internet, first event information germane to	*See* discussion of Claim Element [19B], *infra*.

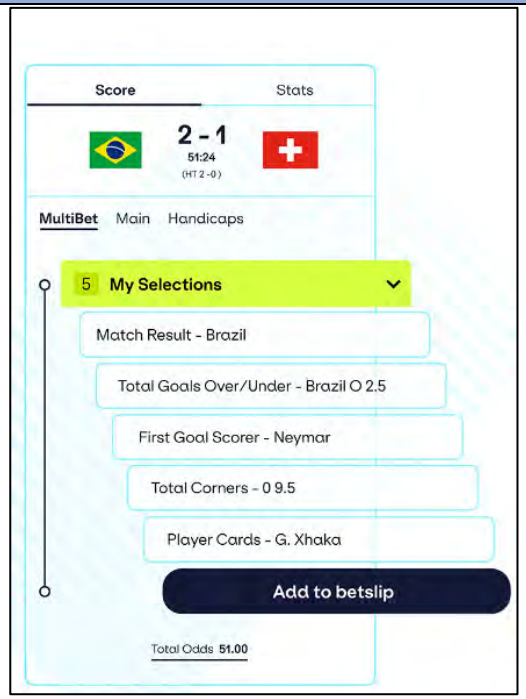
Key Features	Accused Product
the first live sporting event; and	
[1C] at least one socket server communicatively coupled to the control server to: [1C.1] receive from the control server at least the first event information; and	*See* discussion of Claim Elements [19C] and [19C.1], *infra*.
[1C.2] transmit the first event information to at least the first viewer client device of the first plurality of viewer client devices via a first event information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.	On information and belief, the Accused Products include at least one socket server to "*transmit the first event information to at least the first viewer client device of the first plurality of viewer client devices via a first event information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.*" Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Key Features	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, Genius Sports transmits at least the bet generated by the sportsbook's trading platform, to the Genius widget on client's device via the Internet.

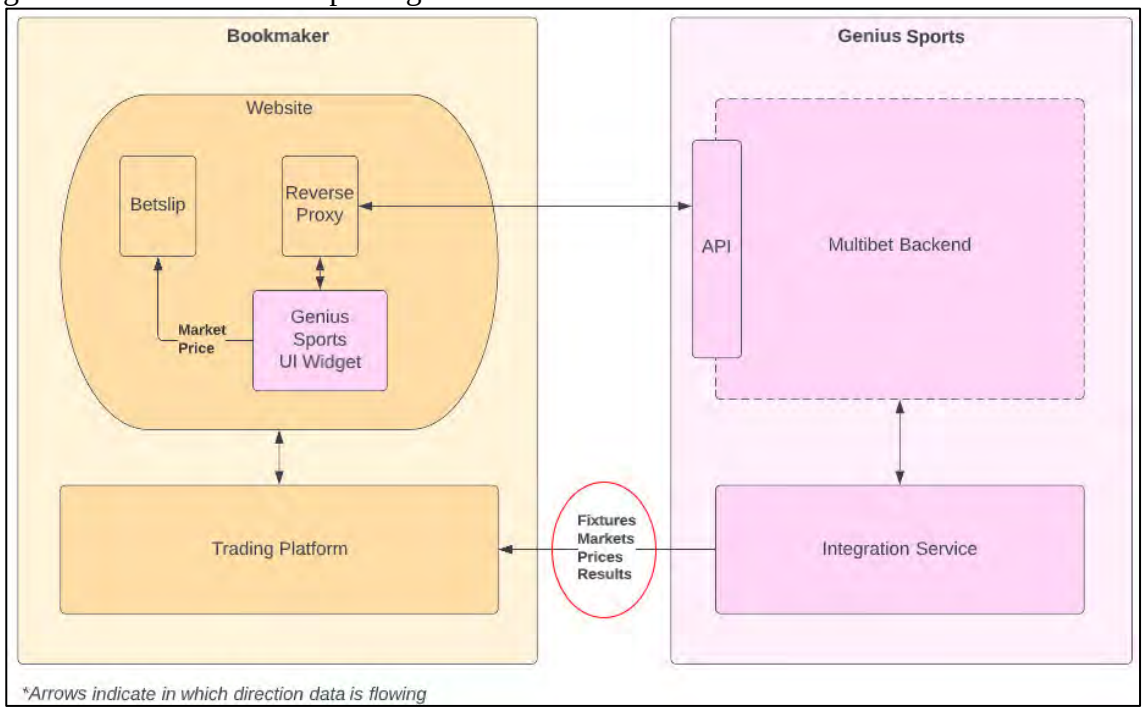
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

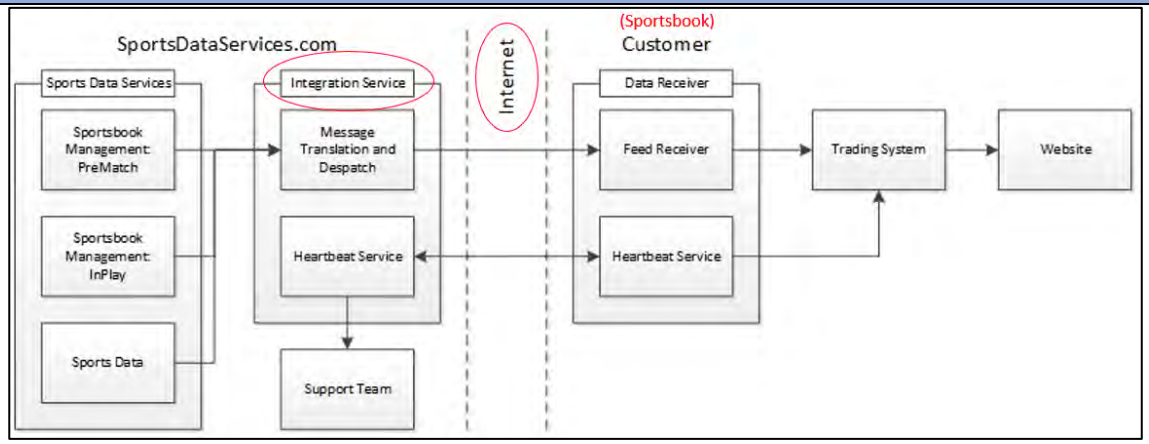
Key Features	Accused Product
	Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

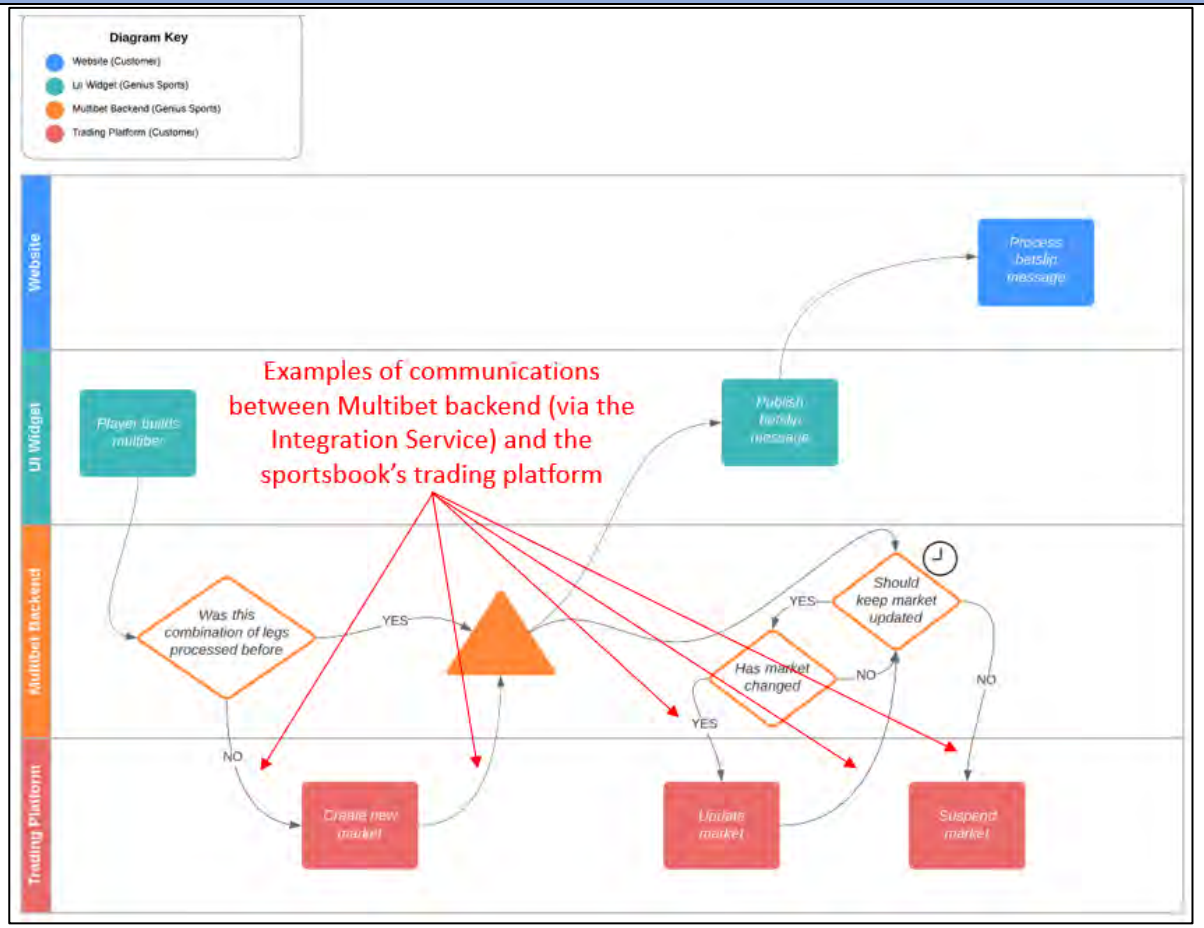
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

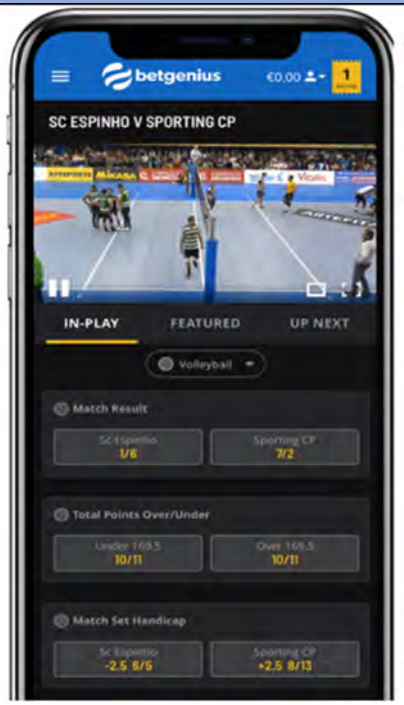
Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_000212 at PANDA_000213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_000209 at PANDA_000210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

2. Dependent Claim 2

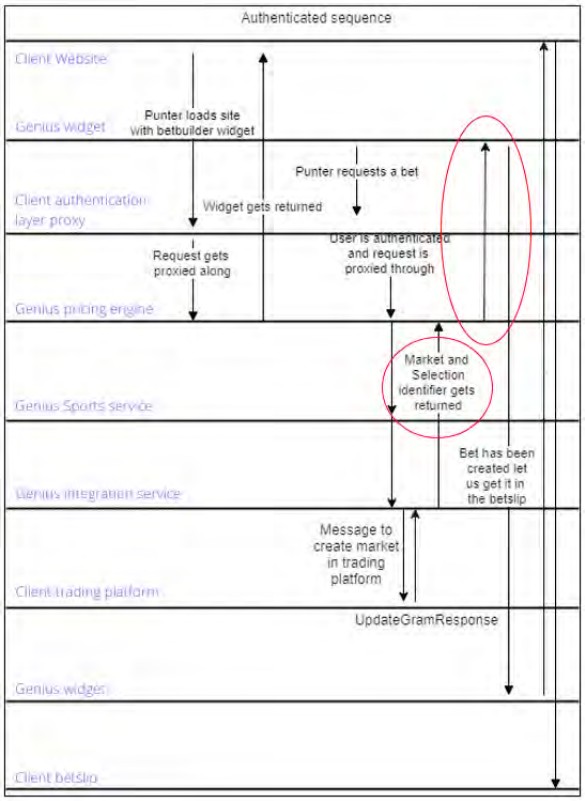
Key Features	Accused Product
[2.P] The system of claim 1, wherein:	*See* Claim 1, *supra*.
[2A] the first live stream of digital content and the second live stream of digital content both relate to the first live sporting event;	The Accused Products deliver "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. The delivered "live streams" include "*the first live stream of digital content and the second live stream of digital content both relate to the first live sporting event.*" Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

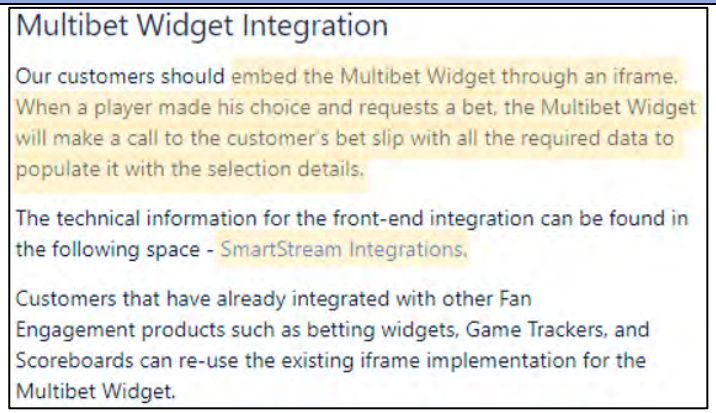
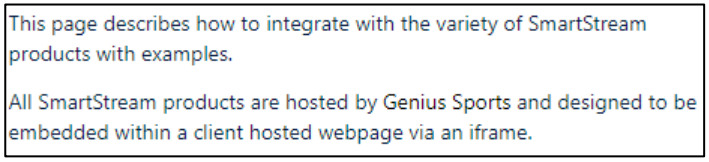
Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

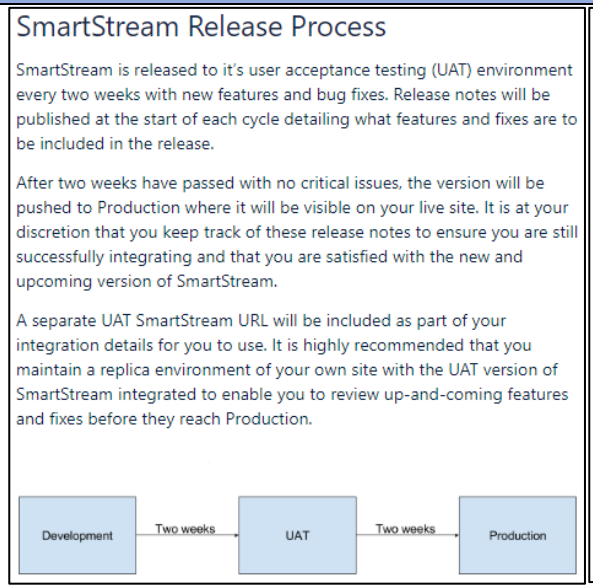
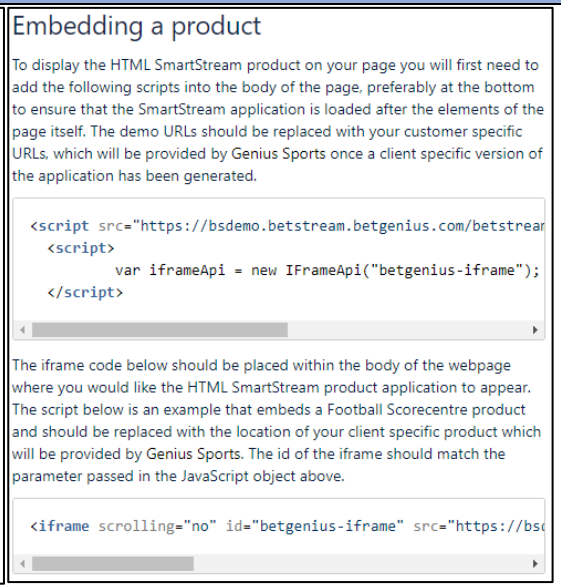
Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[2B] in C), the at least one socket server further transmits the first event information for the first live sporting event to at least the first viewer client device of the second plurality of viewer client devices via a second event information Internet communication channel between the at least one first event socket of the at least one	The Accused Products comprise at least one socket server. *See* discussion of Claim Element 19C, *infra*. On information and belief, Genius Sports' platform includes a system where at least one socket server "*transmits the first event information for the first live sporting event to at least the first viewer client device of the second plurality of viewer client devices via a second event information Internet communication channel between the at least one first event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

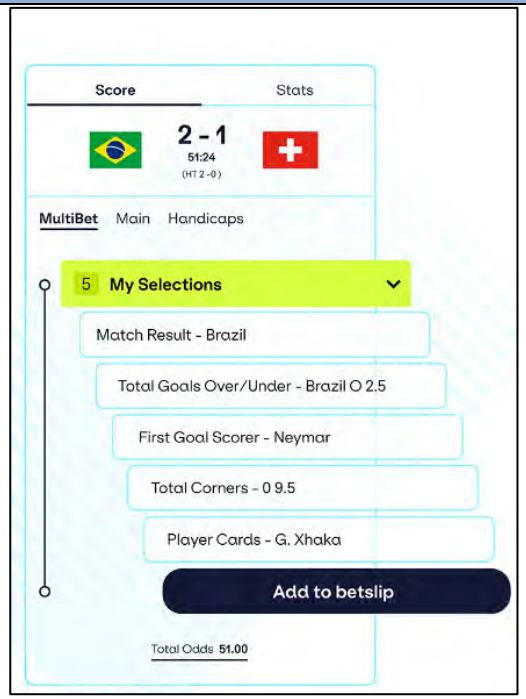
Key Features	Accused Product
socket server and the first viewer client device of the second plurality of viewer devices.	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-

Key Features	Accused Product
	End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (S*ee*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) The screenshot below confirms that Genius Sports transmits "at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device (e.g., a computer, a laptop, a smartphone or a tablet) via the Internet.

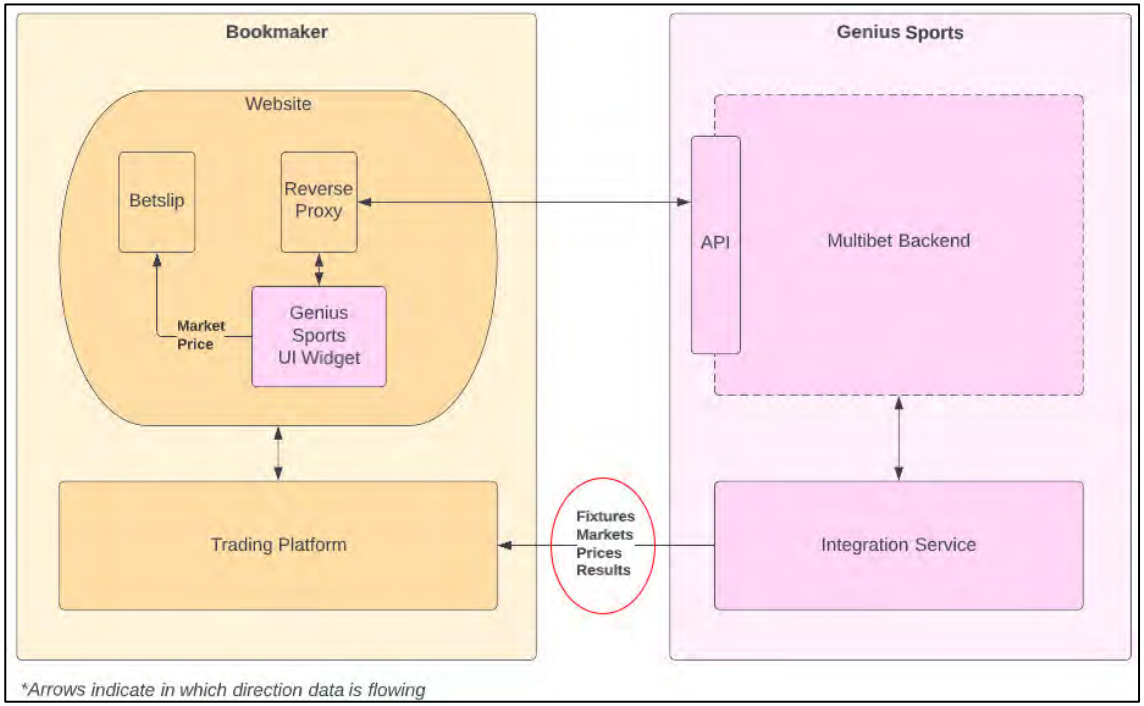
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

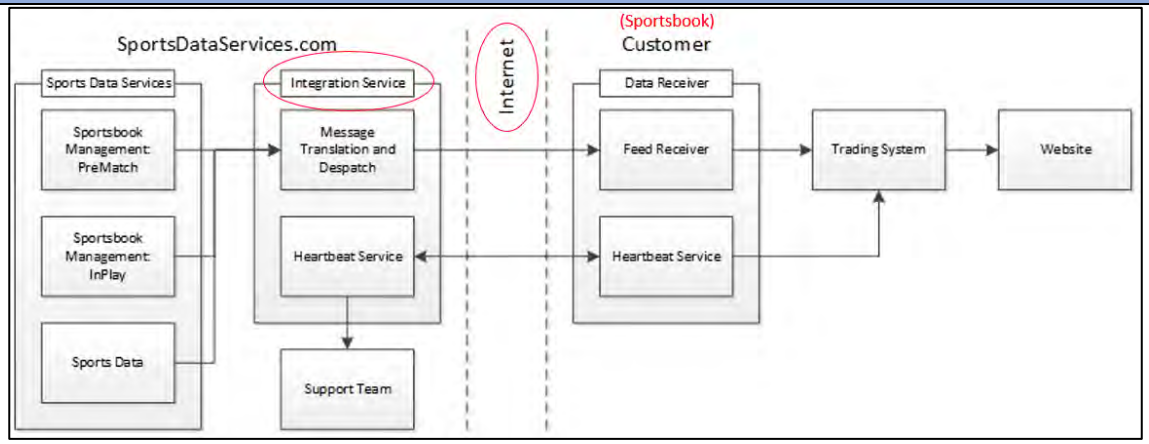
Key Features	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

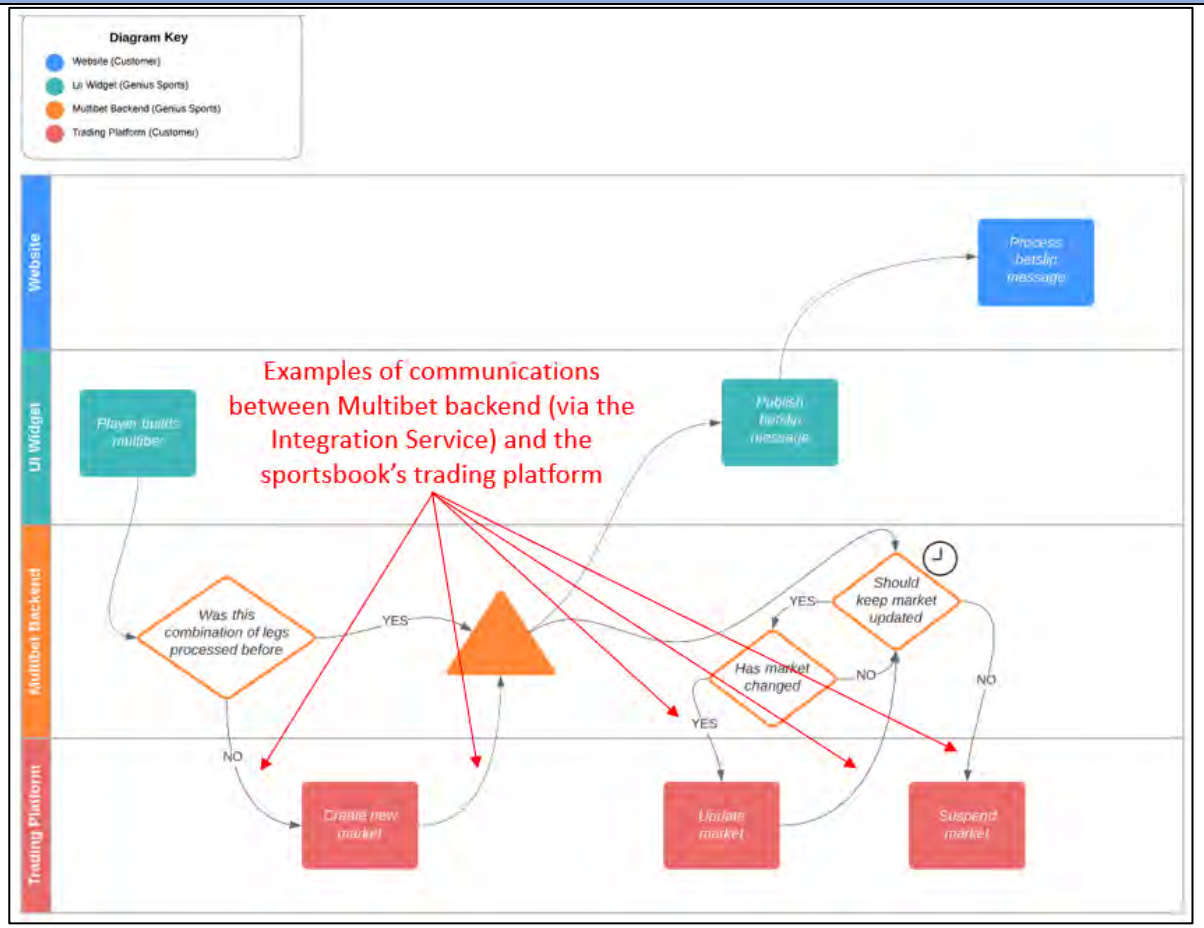
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_000212 at PANDA_000213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_000209 at PANDA_000210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

3. Dependent Claim 3

Key Features	Accused Product
[3.P] The system of claim 2, wherein:	*See* Claim 2, *supra*.
[3A] none of the first event information is included in the first copy of the first plurality of copies of the first live stream of digital content provided to the first viewer client device of the first plurality of viewer client devices via the first video Internet communication channel; and	The Accused Products include a system wherein "*none of the first event information is included in the first copy of the first plurality of copies of the first live stream of digital content provided to the first viewer client device of the first plurality of viewer client devices via the first video Internet communication channel*." For example, Genius Sports' platform uses separate channels to deliver video and event information. Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the

Key Features	Accused Product
	video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

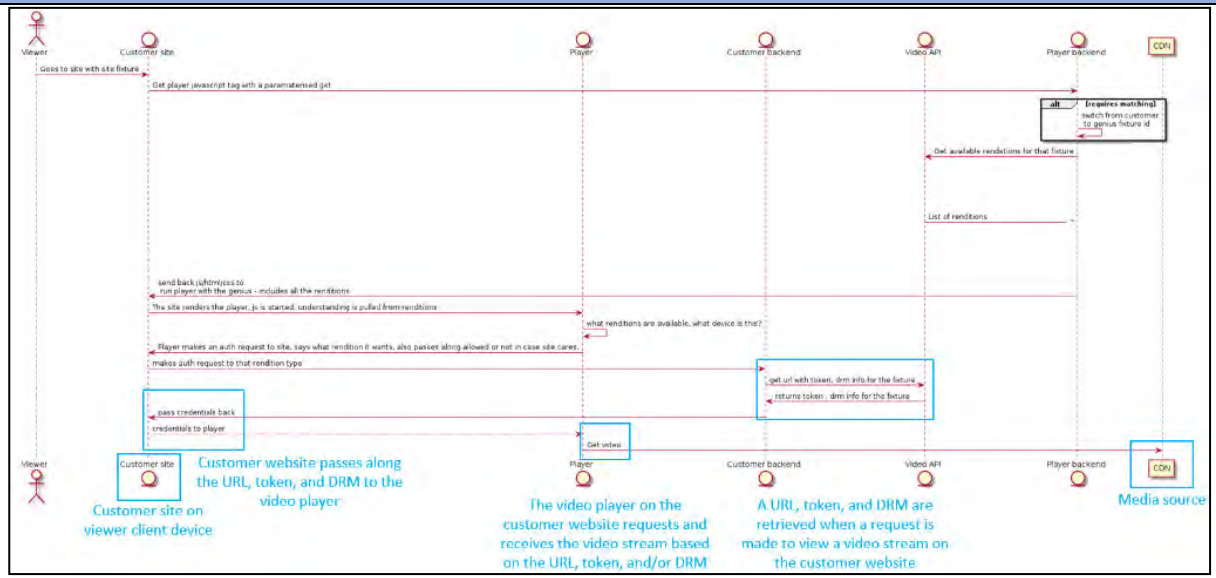
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

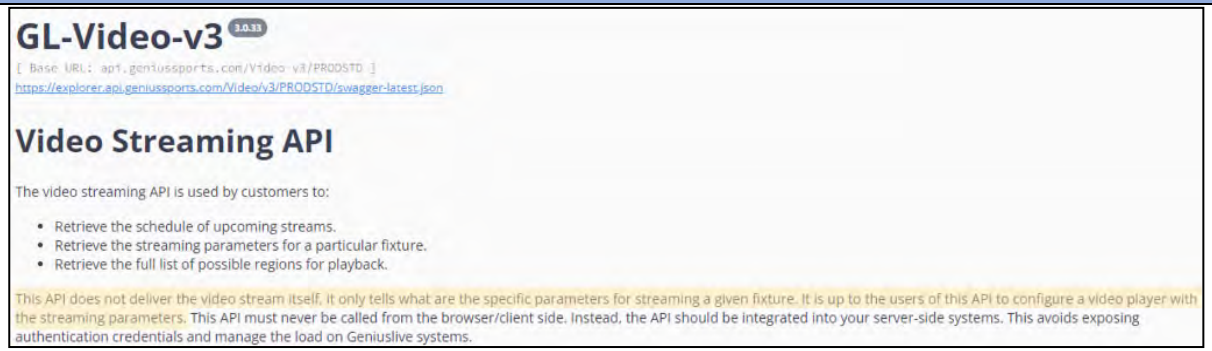
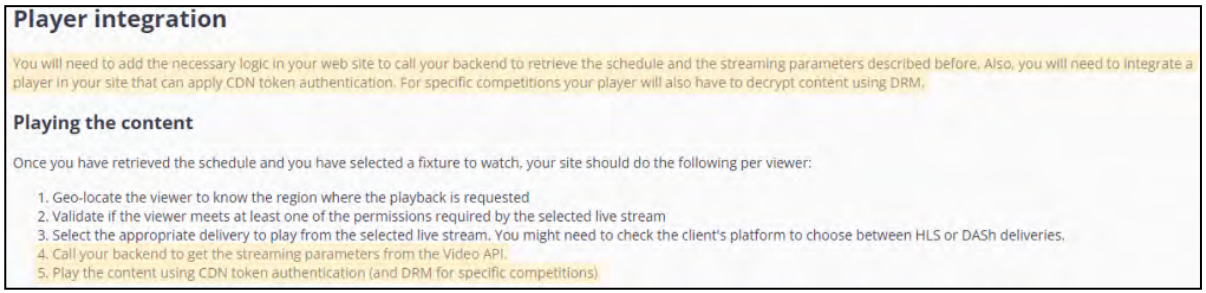
How does it work?

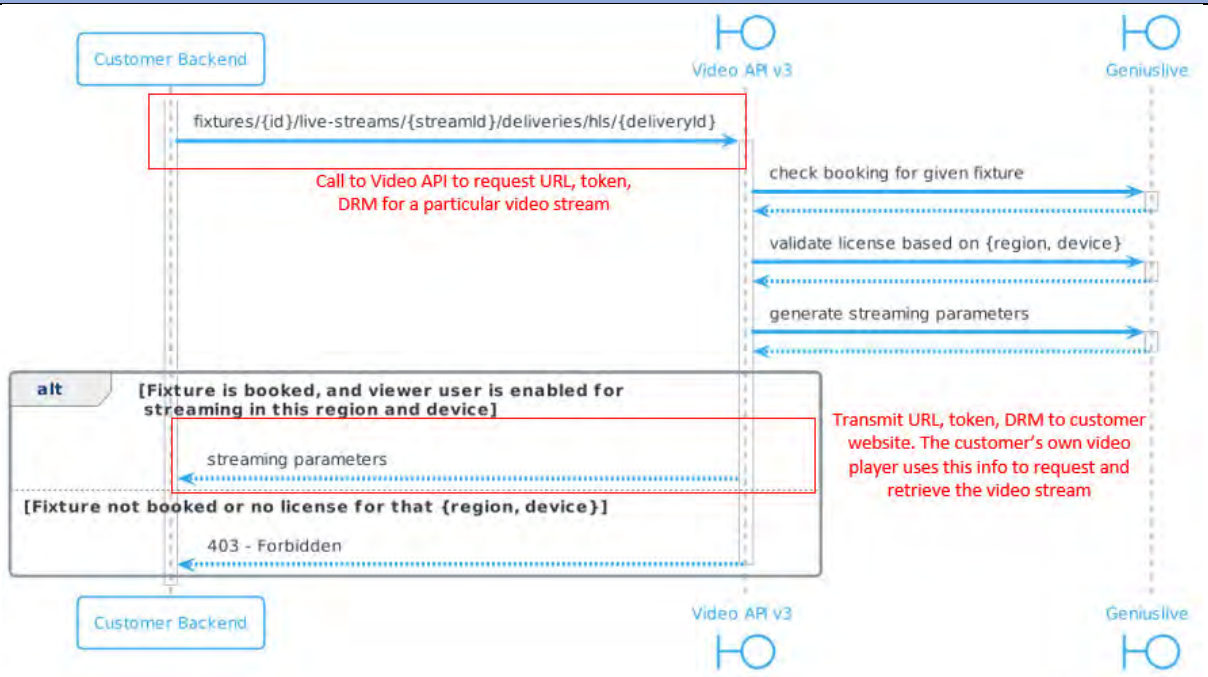
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

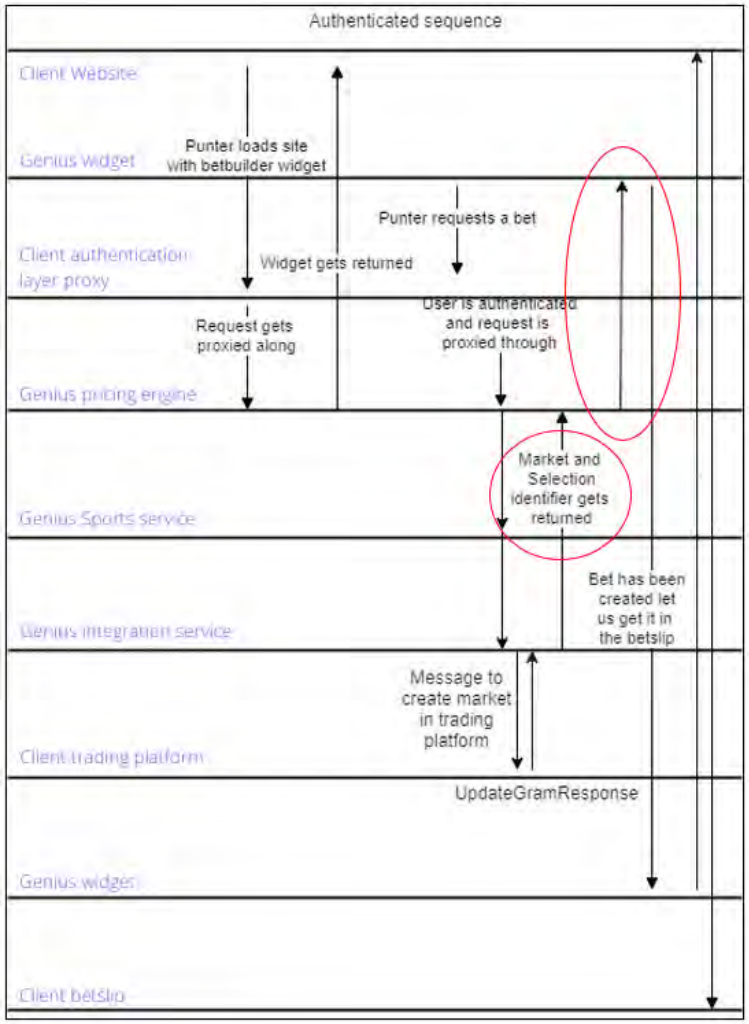
The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

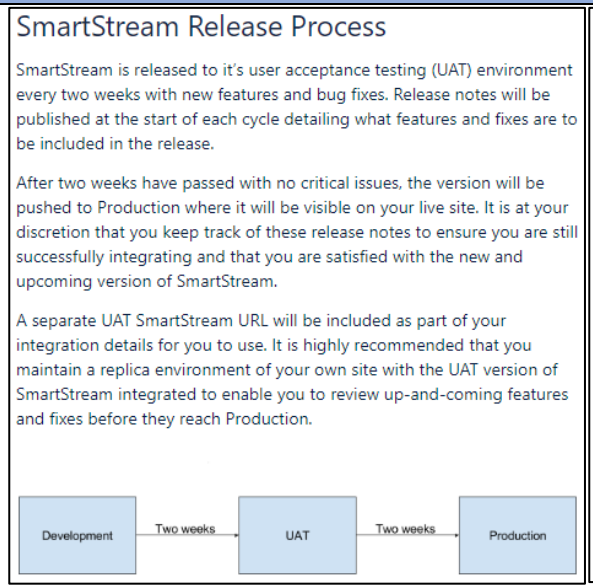
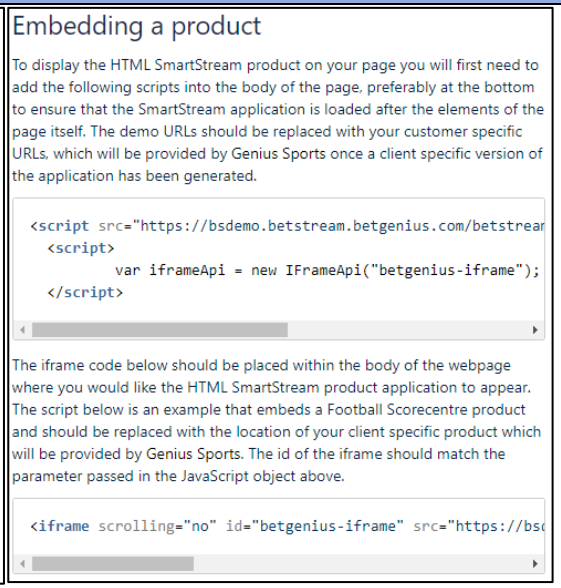
Key Features	Accused Product
	 

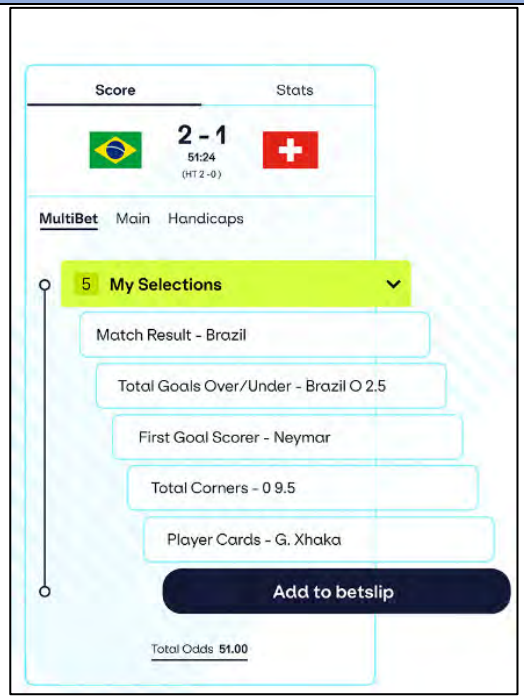
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Key Features	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

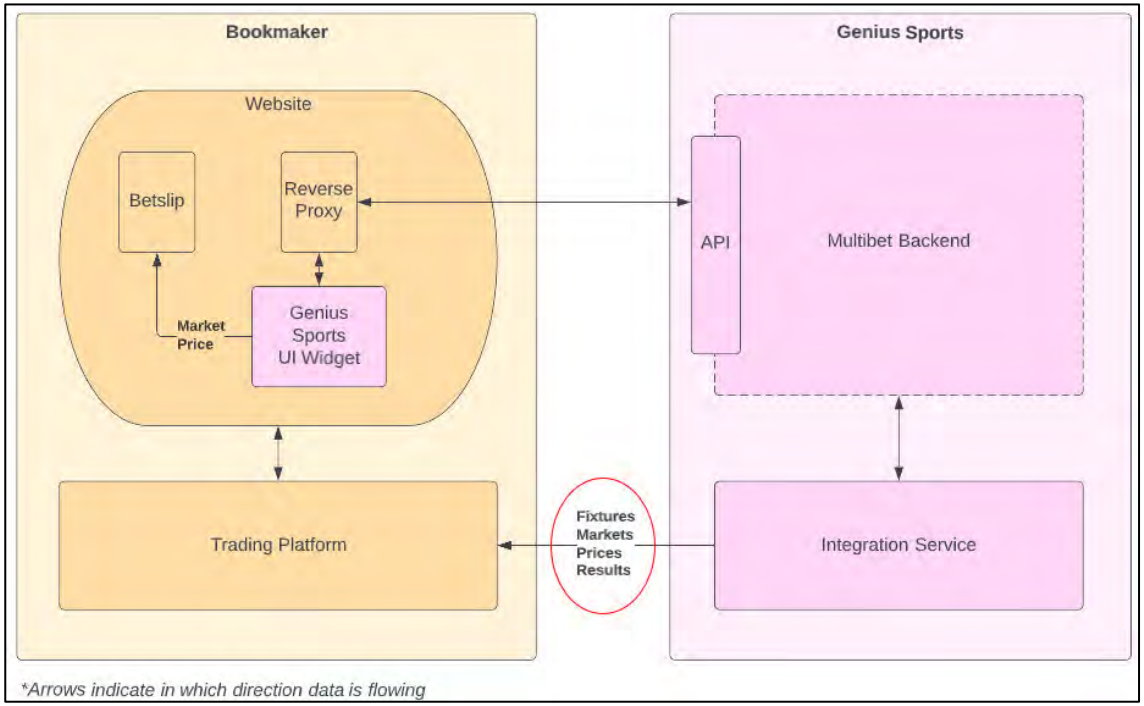
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

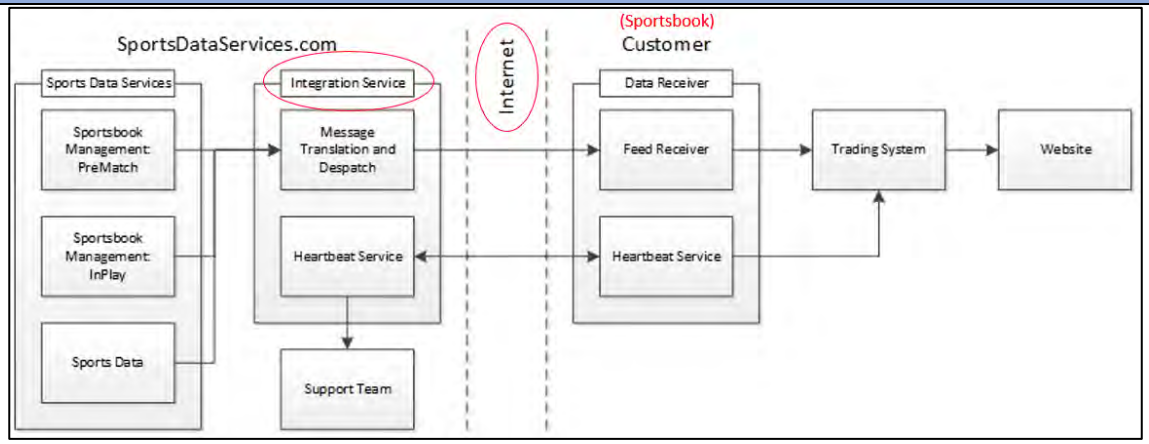
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

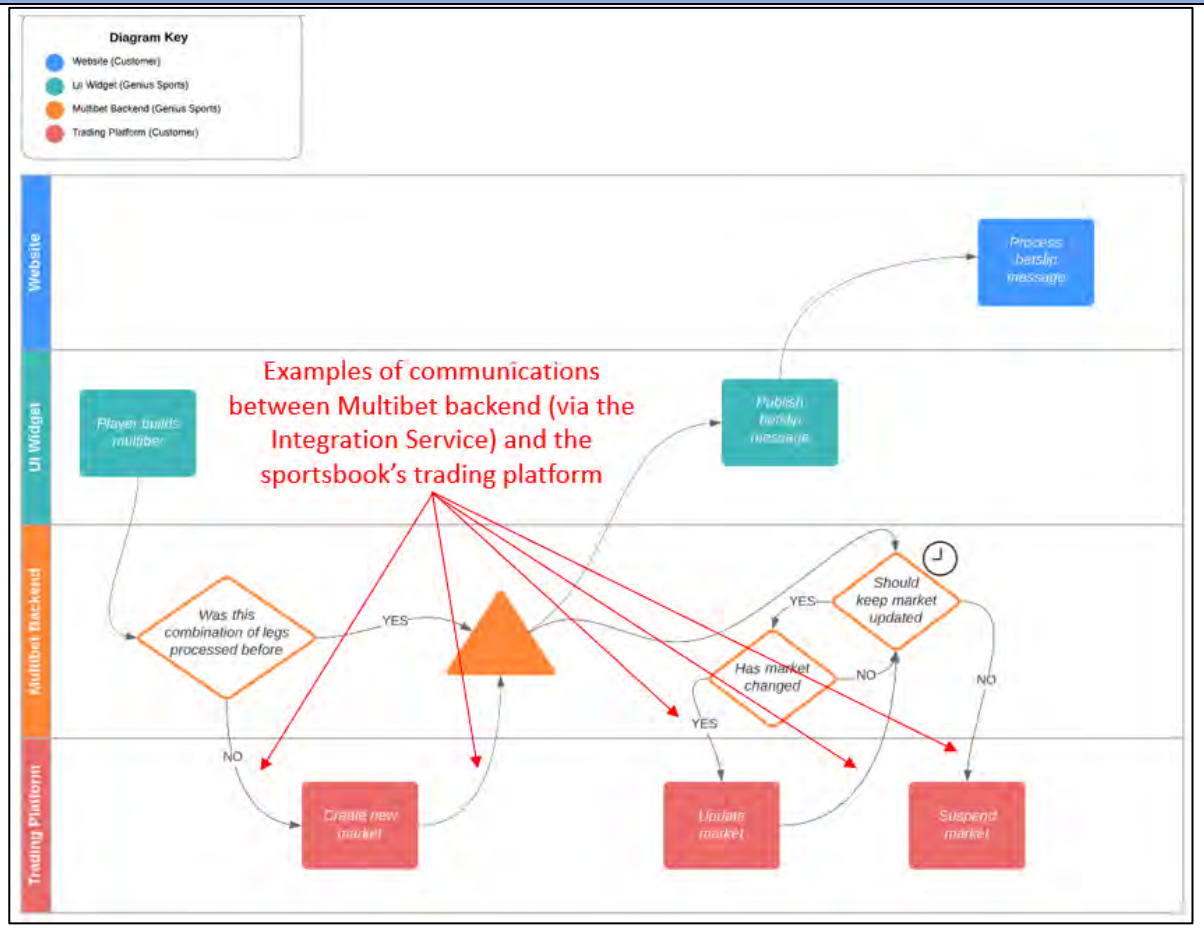
Key Features	Accused Product
	  (S*ee*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_000212 at PANDA_000213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_000209 at PANDA_000210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)
[3B] none of the first event information is included in the first copy	The Accused Products include a system wherein "*none of the first event information is included in the first copy of the second plurality of copies of the second live stream of digital content provided to the first viewer client device of the second plurality of viewer client devices via the second video Internet*

Key Features	Accused Product
of the second plurality of copies of the second live stream of digital content provided to the first viewer client device of the second plurality of viewer client devices via the second video Internet communication channel.	*communication channel*." *See* discussion of Claim Element [3A], *supra*. Genius Sports' platform uses separate channels to deliver video and event information.

4. <u>Dependent Claim 4</u>

Key Features	Accused Product
[4.P] The system of claim 2, wherein:	*See* Claim 2, *supra*.
[4A] in A), the plurality of media sources: [4A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first	*See* discussion of Claim Elements [20A] and [20A.1], *infra*.

Key Features	Accused Product
plurality of viewer client devices; and	
[4A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	*See* discussion of Claim Element [20A.2], *infra*.
[4B] in C), the at least one socket server: [4B.1] transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first	*See* discussion of Claim Elements [20B] and [20B.1], *infra*.

Key Features	Accused Product
plurality of viewer devices; and	
[4B.2] transmits at least the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices.	The Accused Products include a system where at least one socket server "*transmits at least the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." *See* discussion of Claim Element [20B.1], *infra*. A fourth event information Internet communication channel is used in the same way to transmit at least the first event information to the second viewer client device of the second plurality of viewer client devices.

5. <u>Dependent Claim 5</u>

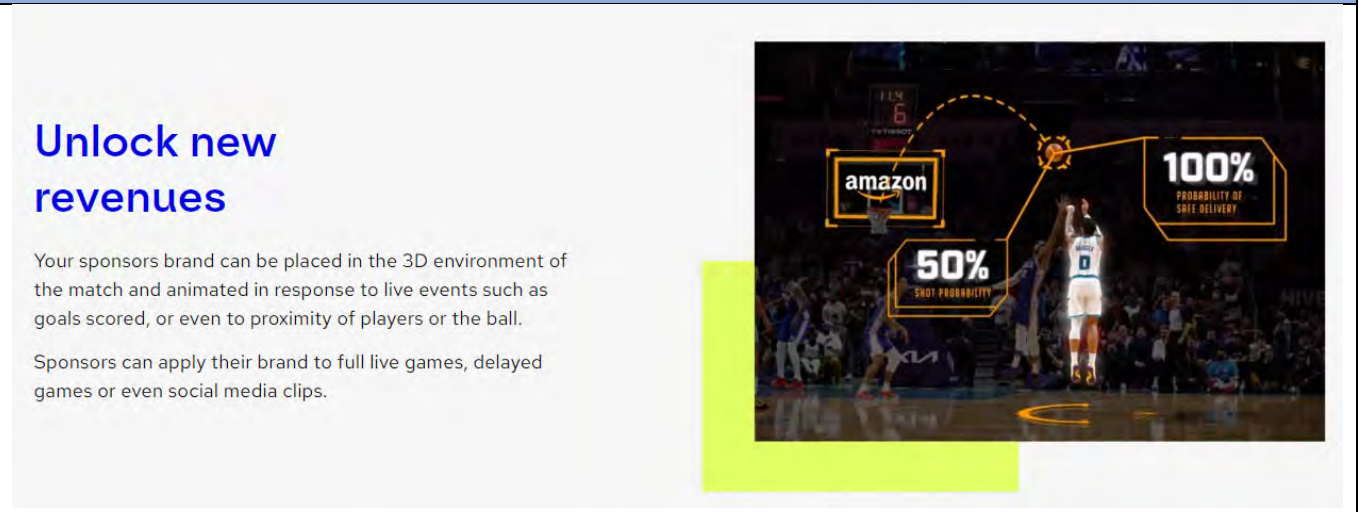
Key Features	Accused Product
[5.P] The system of claim 2, wherein in C), the at least one socket server further:	*See* Claim 2, *supra*.
[5A] transmits and receives first chat information regarding the first live stream of digital content via at least one	*See* discussion of Claim Element [21A], *infra*.

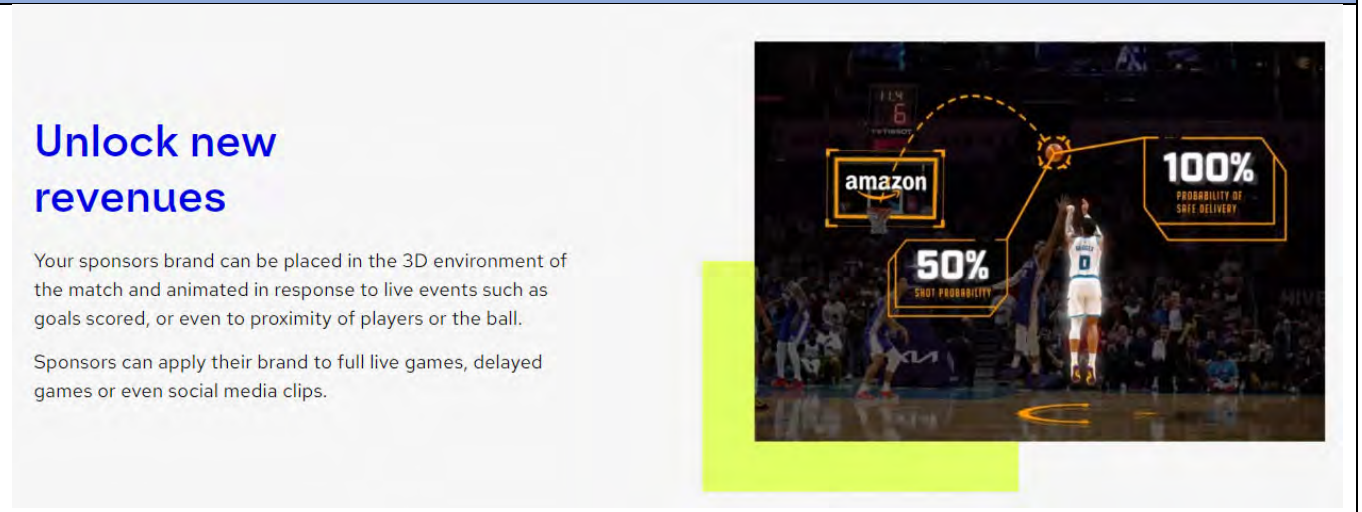
Key Features	Accused Product
first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information; and	
[5B] transmits and receives second chat information regarding the second live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event	*See* discussion of Claim Element [21B], *infra*.

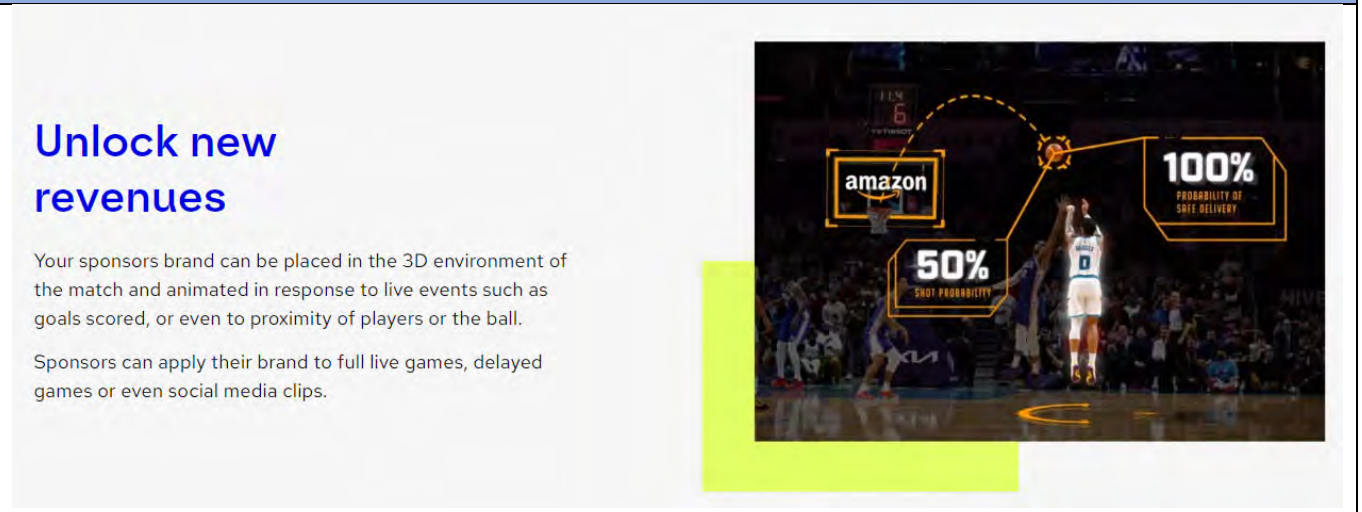
Key Features	Accused Product
socket corresponds to the second chat information.	

6. <u>Dependent Claim 6</u>

Key Features	Accused Product
[6.P] The system of claim 5, wherein at least one of the first chat information and the second chat information comprises at least one of:	*See* Claim 5, *supra*.
[6A] advertising or branding relating to a sponsor of at least one of the first live stream of digital content and the second live stream of digital content;	The Accused Products include a system where at least one of the first chat information and the second chat information comprises "*advertising or branding relating to a sponsor of at least one of the first live stream of digital content and the second live stream of digital content.*" For example, Genius Sports' platform includes the sponsor information (e.g., Amazon) in the live streaming game.

Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/)
[6B] at least one digital gift; and	The Accused Products include a system where at least one of the first chat information and the second chat information comprises "*at least one digital gift.*" For example, Genius Sports' platform includes the sponsor information (e.g., Amazon) in the live streaming game. On information and belief, the sponsor information in the live streaming game can include digital gift to unlock new revenues for sponsorship.

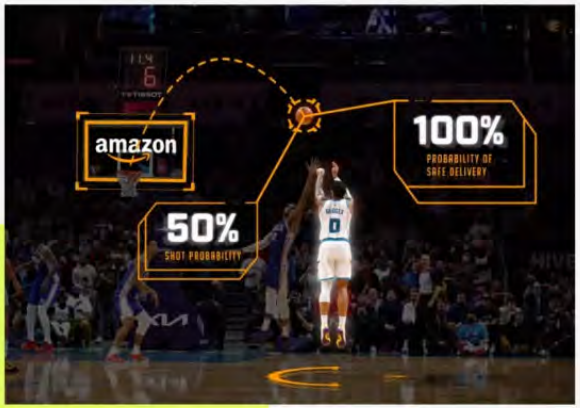
Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/)
[6C] at least one sponsorship.	The Accused Products include a system where at least one of the first chat information and the second chat information comprises "*at least one sponsorship.*" For example, Genius Sports' platform includes the sponsor information (e.g., Amazon) in the live streaming game.

Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/)

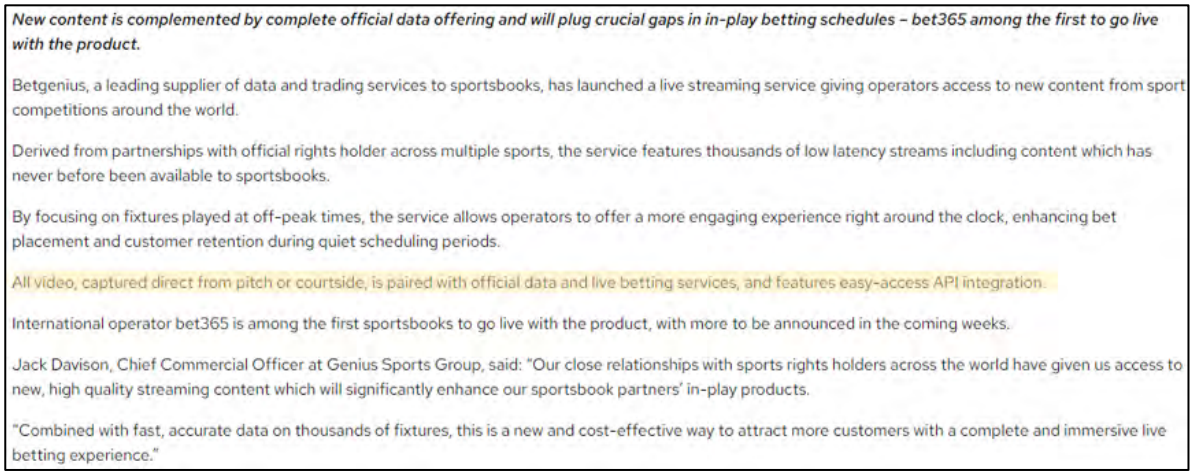
7. <u>Dependent Claim 7</u>

Key Features	Accused Product
[7.P] The system of claim 5, wherein:	*See* Claim 5, *supra*.
[7A] in A), the plurality of media sources: [7A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via	*See* discussion of Claim Elements [22A] and [22A.1], *infra*.

Key Features	Accused Product
a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and	
[7A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	*See* discussion of Claim Element [22A.2], *infra*.
[7B] in C), the at least one socket server: [7B.1] transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel	On information and belief, the Accused Products include a system where at least one socket server "*transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices.*" For example, Genius Sports' platform transmits event information, such as augmented, data-driven broadcasts (e.g., real-time player speeds, shot velocity). On information and belief, the event information

Key Features	Accused Product
between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices;	is communicated via an event information Internet communication channel between an event socket and a viewer client device.  **Bring sports stories to life** Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more **Unlock new revenues** Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/)

Key Features	Accused Product
	Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":



New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.

Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.

Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.

By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.

All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.

International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.

Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.

"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

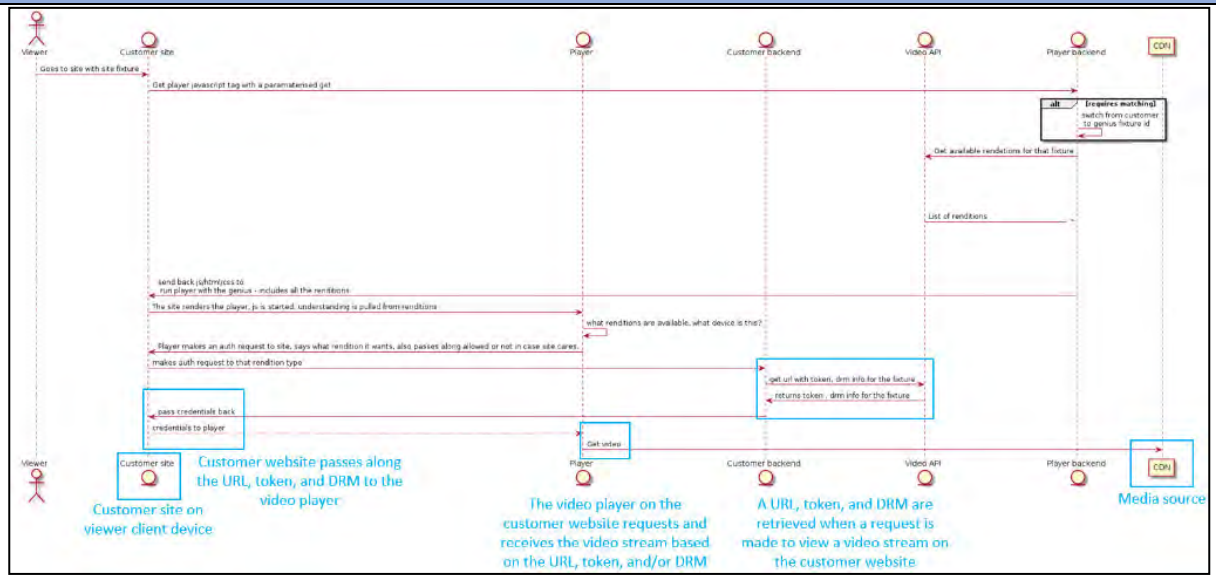
(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

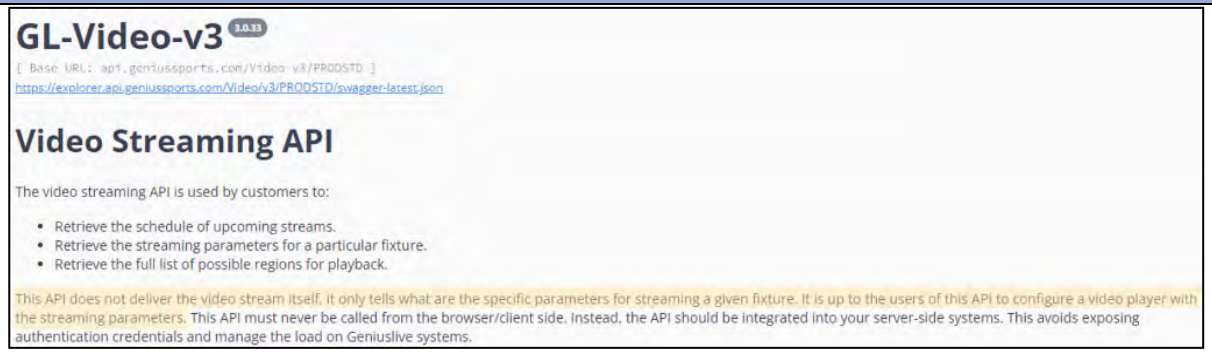
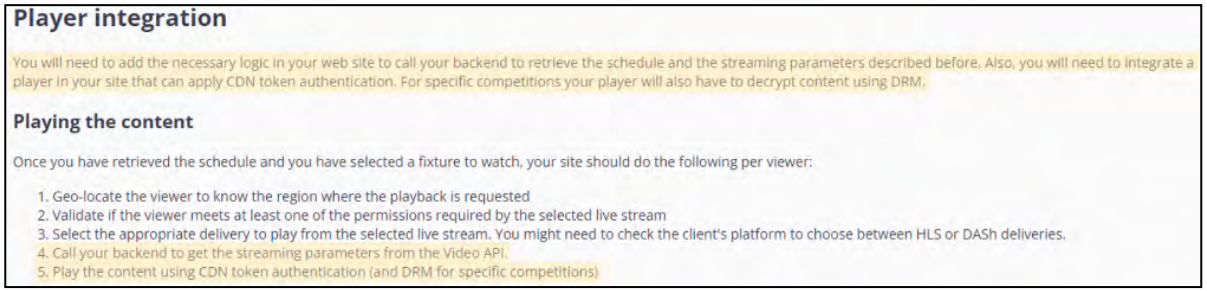
Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.

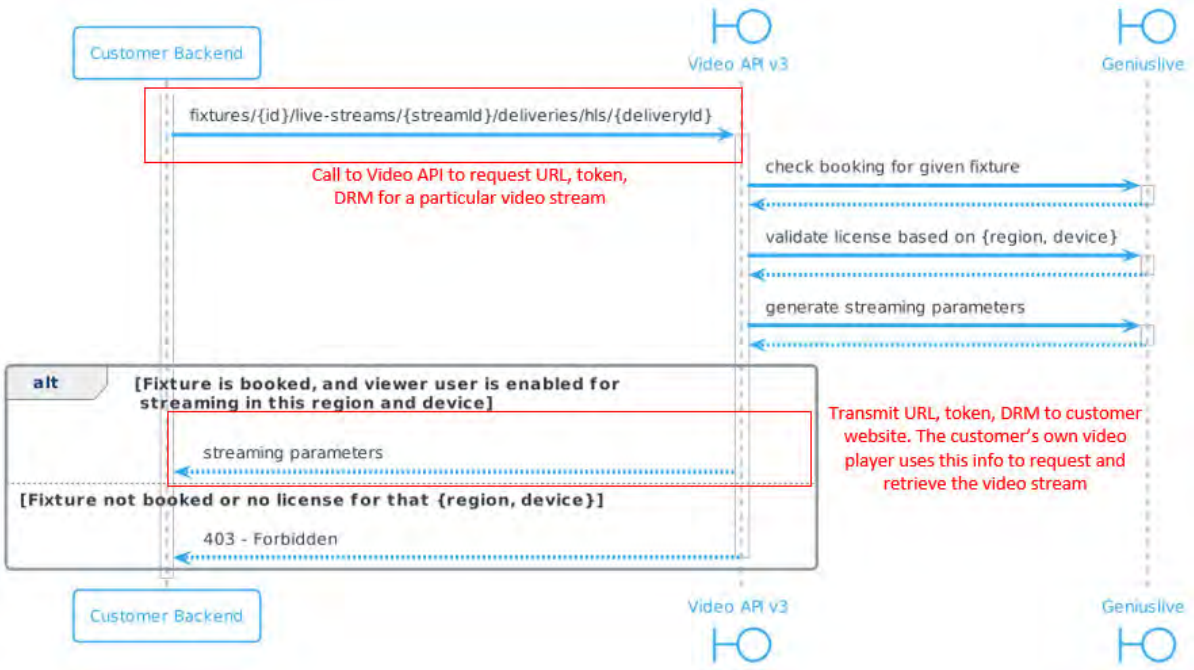
Option (1): Drop & Play

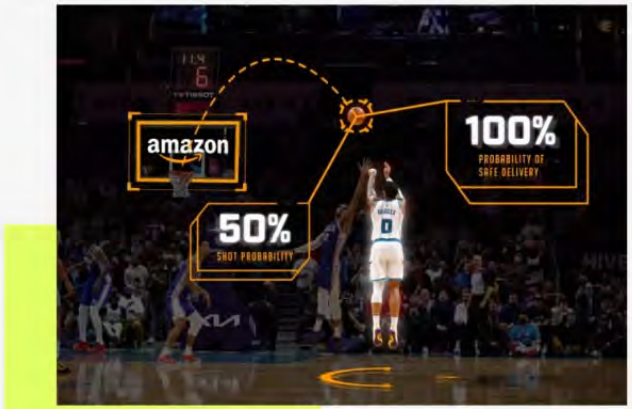
Key Features	Accused Product

	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

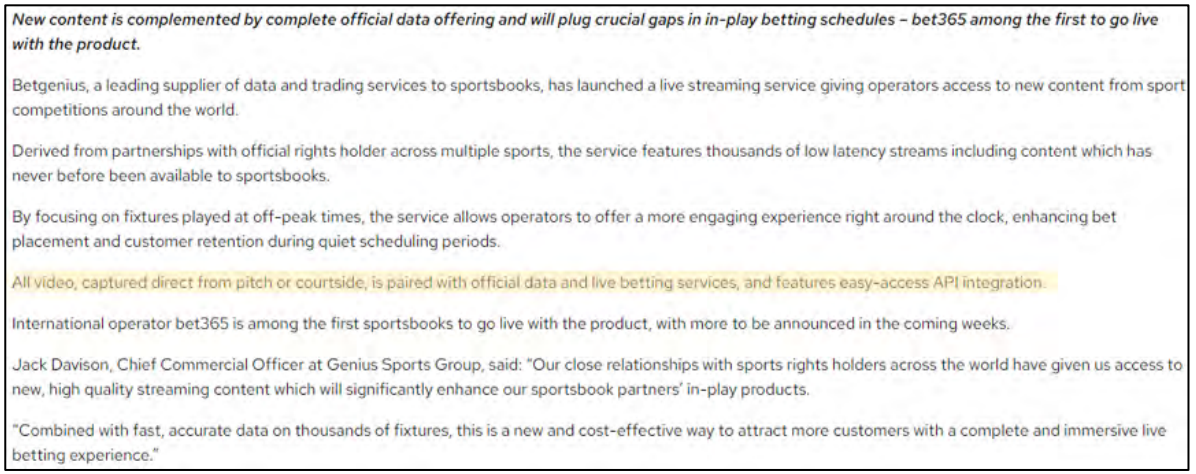
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[7B.2] transmits and receives the first chat information regarding the first live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at	On information and belief, the Accused Products include a system where at least one socket server "*transmits and receives the first chat information regarding the first live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices.*" For example, Genius Sports' platform transmits and receives chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat

Key Features	Accused Product
least one socket server and the second viewer client device of the first plurality of viewer client devices;	information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.  **Bring sports stories to life** Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more **Unlock new revenues** Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/)

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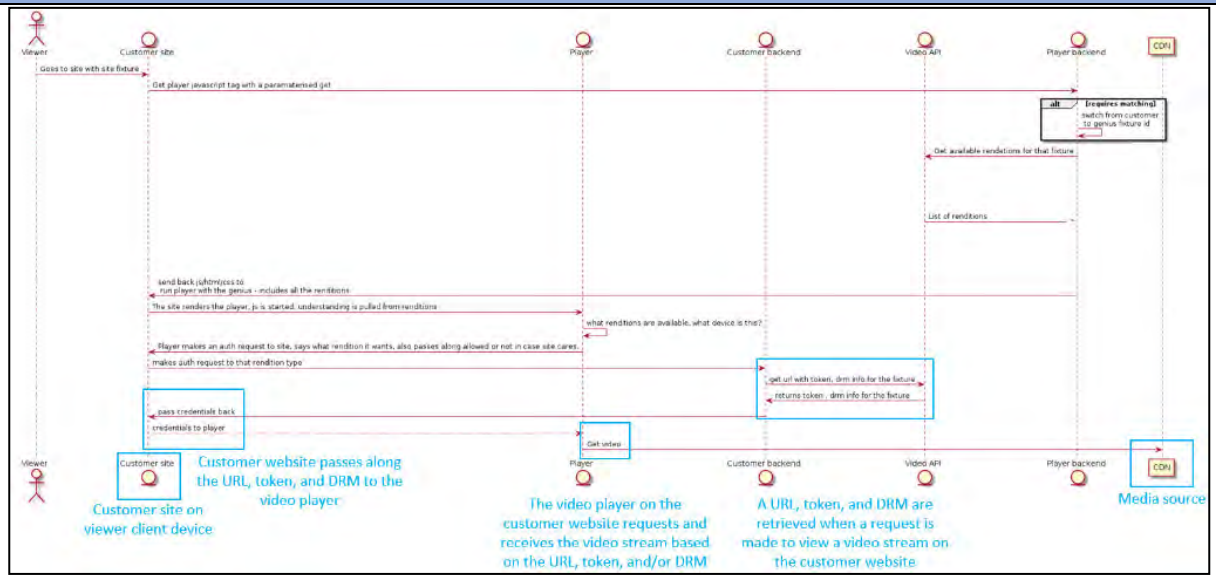
(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

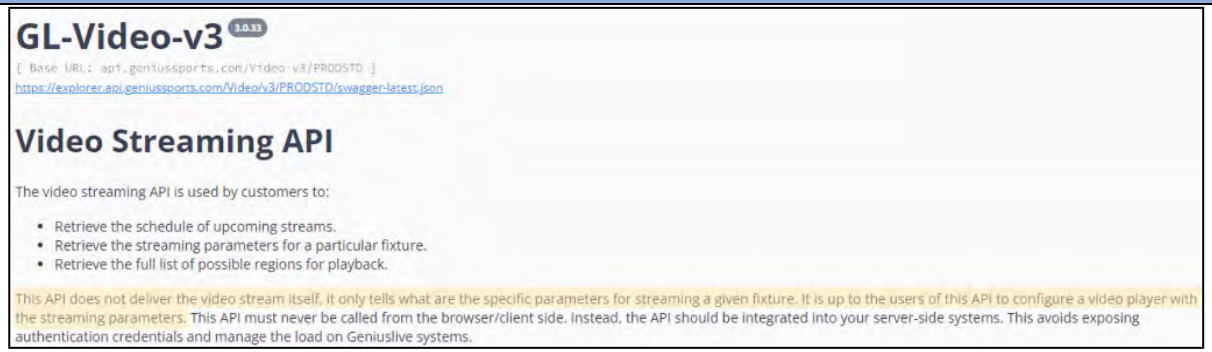
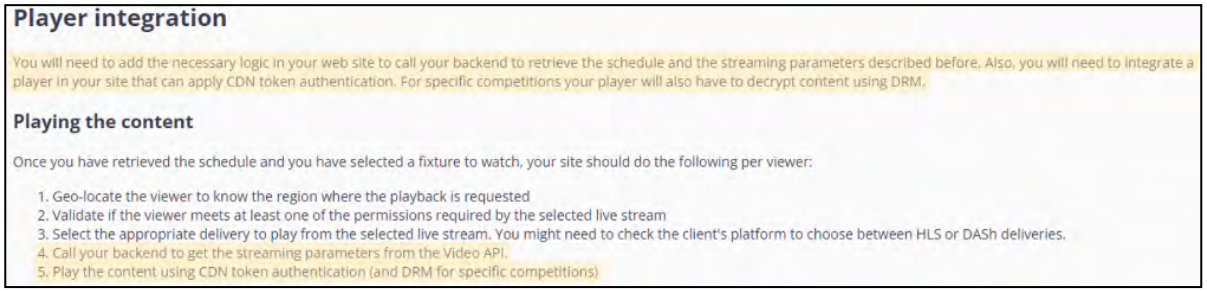
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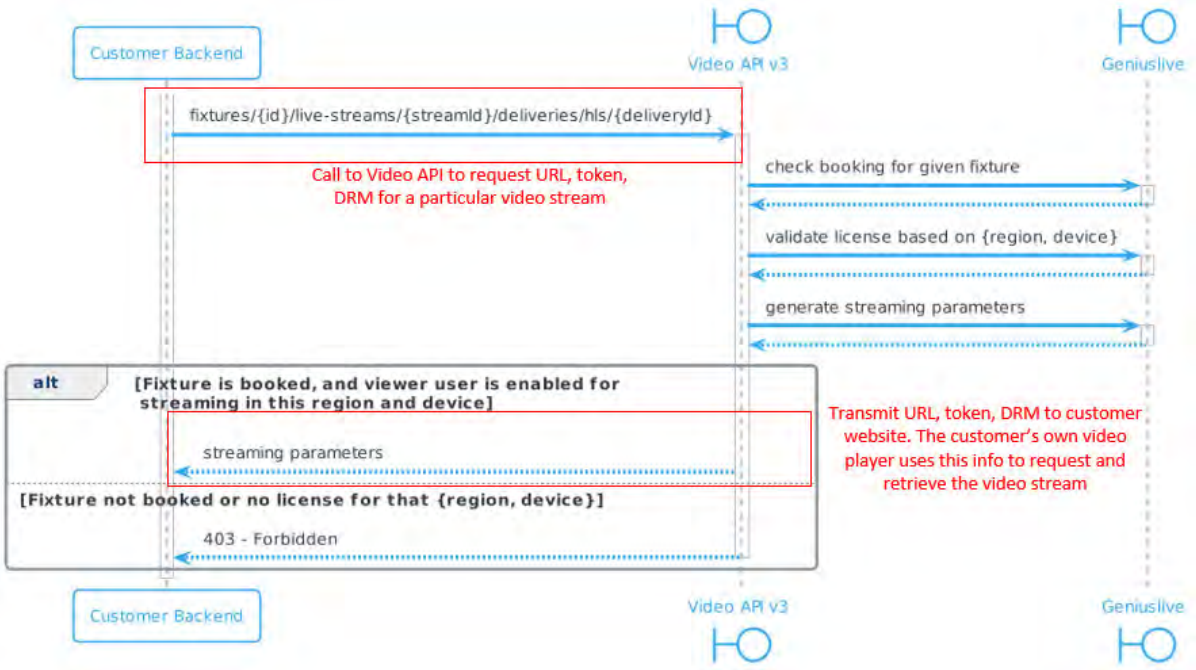
Option (1): Drop & Play

Key Features	Accused Product

	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[7B.3] transmits at least the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at	The Accused Products include a system where at least one socket server "*transmits at least the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." *See* discussion of Claim Element [7B.1], *supra*. A fourth event information Internet communication channel is used in the same way described above to transmit at least the first event information to the second viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
least one socket server and the second viewer client device of the second plurality of viewer devices; and	
[7B.4] transmits and receives the second chat information regarding the second live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.	The Accused Products include a system where at least one socket server "*transmits and receives the second chat information regarding the second live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices*." *See* discussion of Claim Element [7B.2], *supra*. A fourth chat/system event Internet communication channel is used in the same way described above to transmit and receive the second chat information regarding the second live stream of digital content.

8. <u>Dependent Claim 8</u>

Key Features	Accused Product
[8.P] The system of claim 1, further comprising a memory system communicatively coupled to the control server, the	*See* Claim 1, *supra*.

Key Features	Accused Product
memory system including a database, wherein in B) the control server:	

[8A] retrieves first event data for the first live sporting event, the first event data including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event;	The Accused Products comprise a control server that retrieves event data "*including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event*." For example, Genius Sports' platform provides fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics." Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

Statistics

Statistics show the number of events of each type in this match, per side.

Clicking the opens Time Based Statistics filter menu.

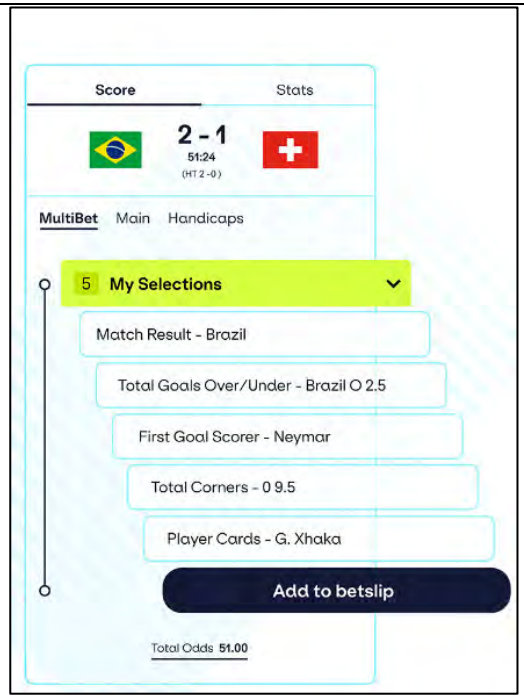
User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component

- Last 5 mins
- Last 10 mins
- Last 15 mins
- Between 0 - 15 mins
- Between 15 - 30 mins
- Between 30 - 45 mins
- Between 45 - 60 mins
- Between 60 - 7 5mins
- Between 75- 90 mins
- First Half
- Second Half
- Since last Goal
- Since last Red Card
- Extra-tme

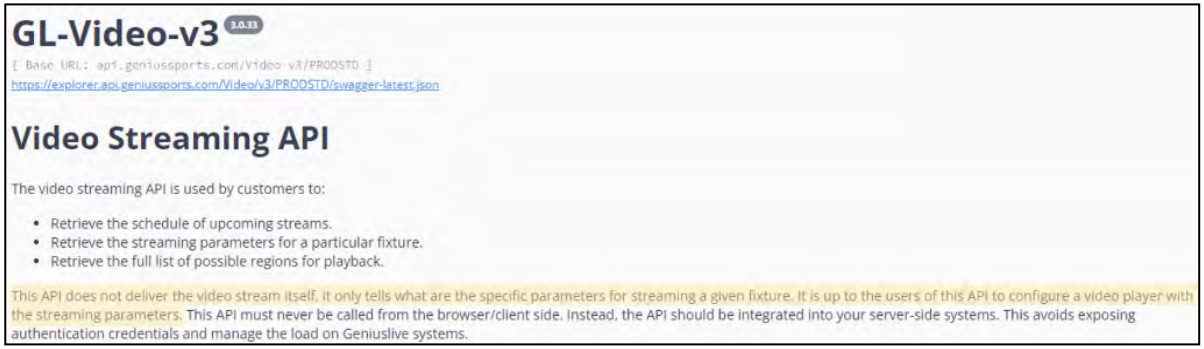
(S*ee*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

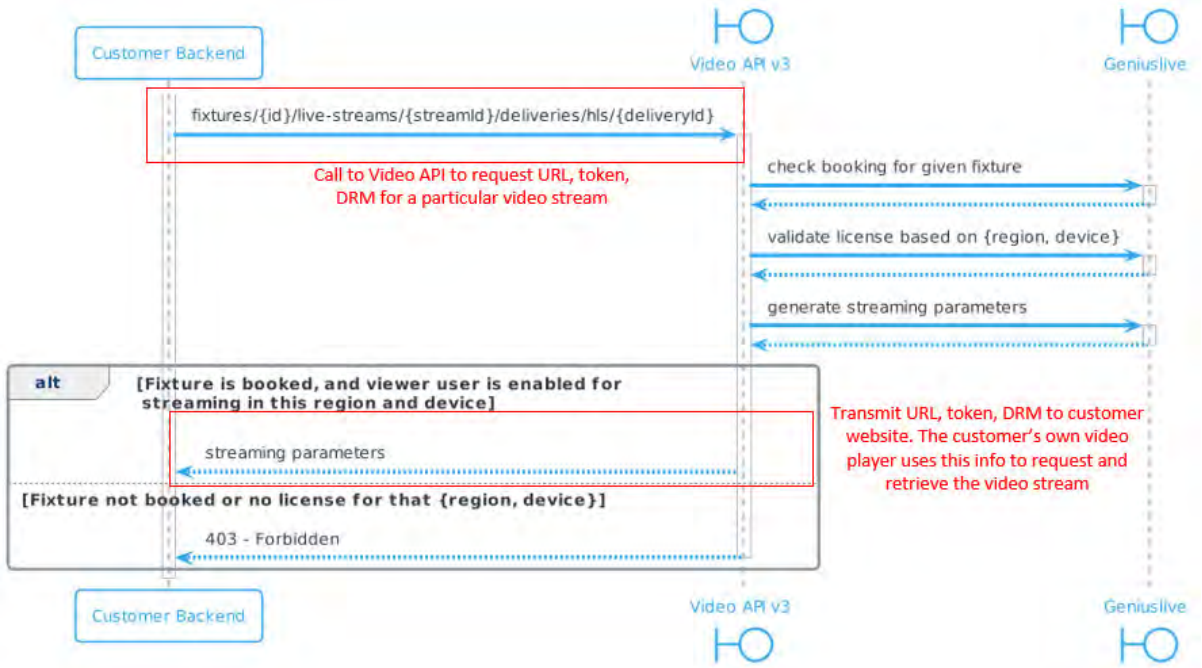
As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.



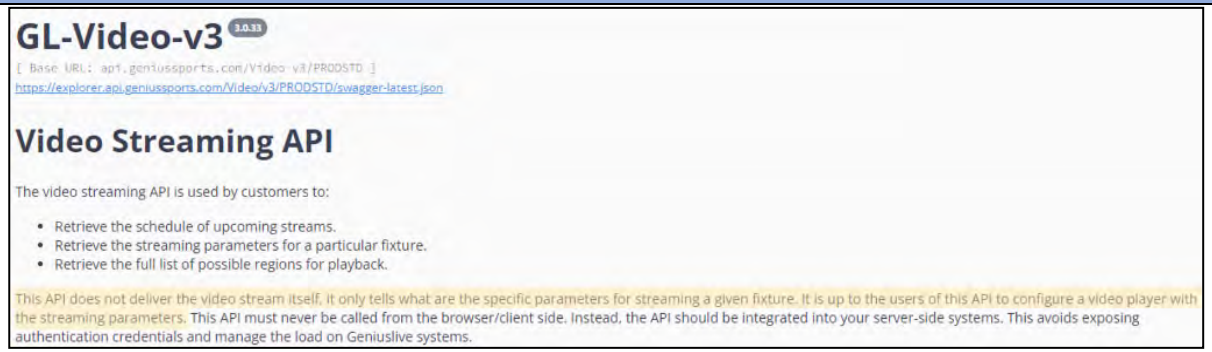
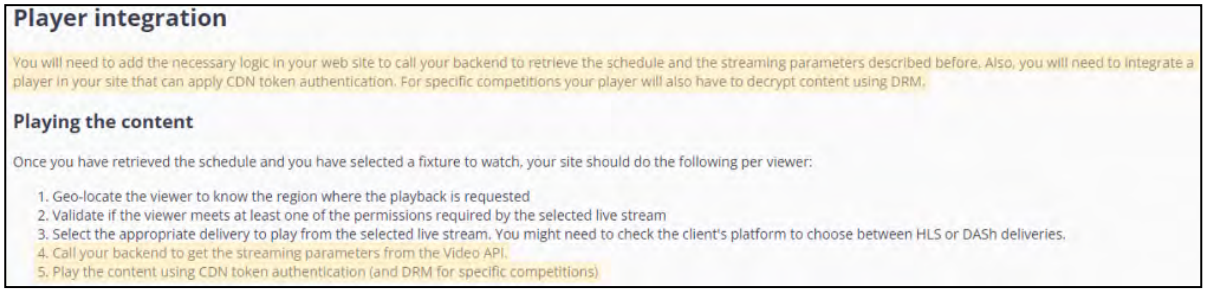


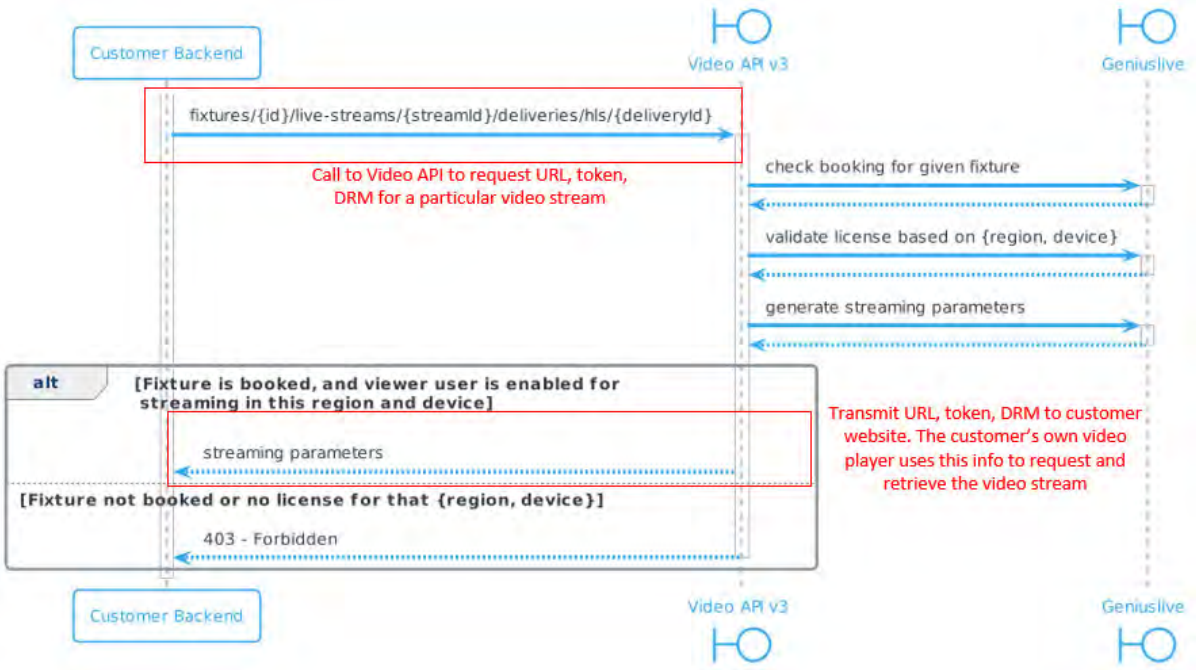
(*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
[8B] normalizes at least the date and/or time of the first live sporting event to a reference standard time to provide a normalized date and/or time; and	The Accused Products comprise a control server that "*normalizes at least the date and/or time of the first live sporting event to a reference standard time to provide a normalized date and/or time*." For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. Genius Sports' platform then normalizes the date and/or time of the received video stream to a reference standard time to provide a normalized date and/or time. 

Key Features	Accused Product
	Player integration You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)  (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Key Features	Accused Product
	The following is a sample JSON result for the `/fixtures/` endpoint. It contains the details of the fixture 1300290721, which has one livestream avaliable in HLS format through Akamai  (*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[8C] stores the first event data and the normalized date and/or time in the database.	The Accused Products comprise a control server that "*stores the first event data and the normalized date and/or time in the database*." For example, Genius Sports stores the normalized data and/or time in JSON format within a database provided by Akamai.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Key Features	Accused Product
	The following is a sample JSON result for the `/fixtures/` endpoint. It contains the details of the fixture 1300290721, which has one livestream avaliable in HLS format through Akamai  (*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

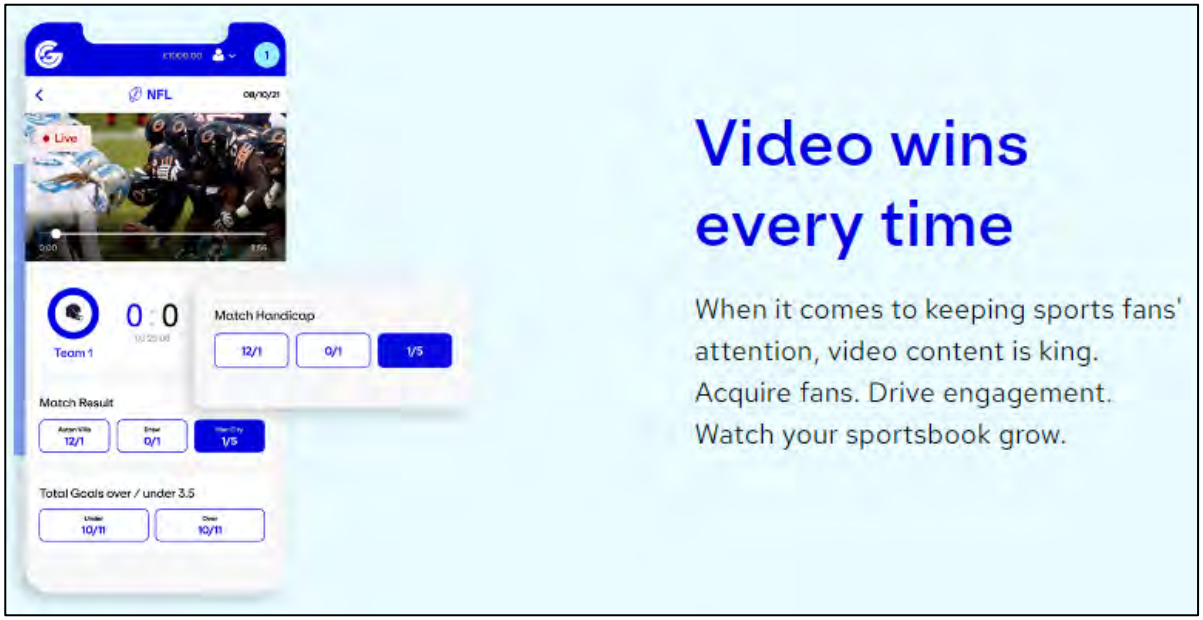
9. Dependent Claim 9

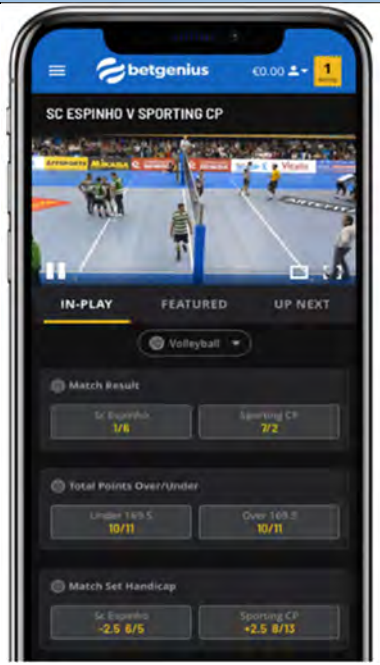
Key Features	Accused Product
[9.P] The system of claim 8, wherein:	*See* Claim 8, *supra*.

Key Features	Accused Product
[9A] the progress details include the first event information;	*See* discussion of Claim Element [25A], *infra*.
[9B] the control server periodically retrieves the progress details from the event information provider and updates the first event information; and	*See* discussion of Claim Element [25A], *infra*.
[9C] for each update of the first event information, the control server queues an asynchronous message including the updated first event information for transmission to the at least one first event socket of the at least one socket server.	*See* discussion of Claim Element [25B], *infra*.

10. Independent Claim 19

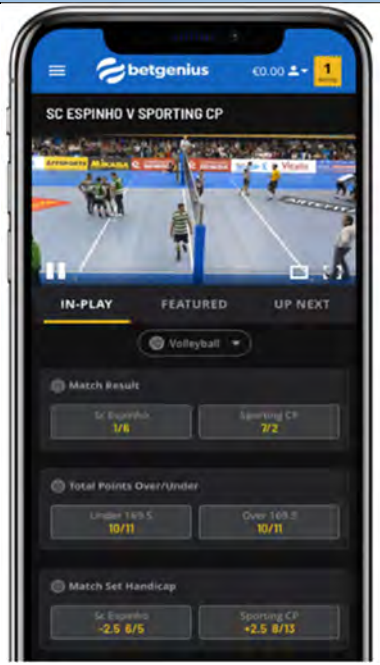
Key Features	Accused Product
[19.P] A system for providing a first plurality of copies of a first live stream of digital content	The Accused Products include "[*a*] *system for providing first plurality of copies of a first live stream of digital content relating to a first live sporting event to a first plurality of viewer client devices, and for providing a second plurality of copies of a second live stream of digital content relating to a second live sporting event to a second plurality of viewer client devices*."

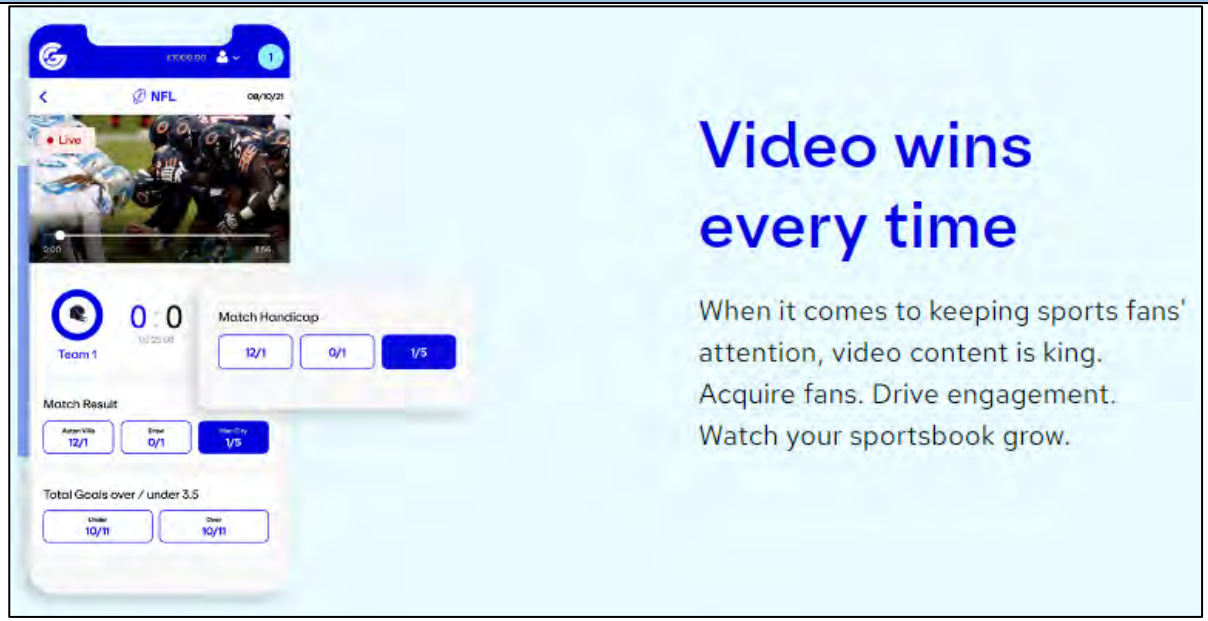
Key Features	Accused Product
relating to a first live sporting event to a first plurality of viewer client devices, and for providing a second plurality of copies of a second live stream of digital content relating to a second live sporting event to a second plurality of viewer client devices, the system comprising:	For example, Genius Sports' platform practices a system for providing video streams of sporting events (e.g., football match) to viewers' devices (e.g., computer, laptop, smartphone, tablet, etc.).  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

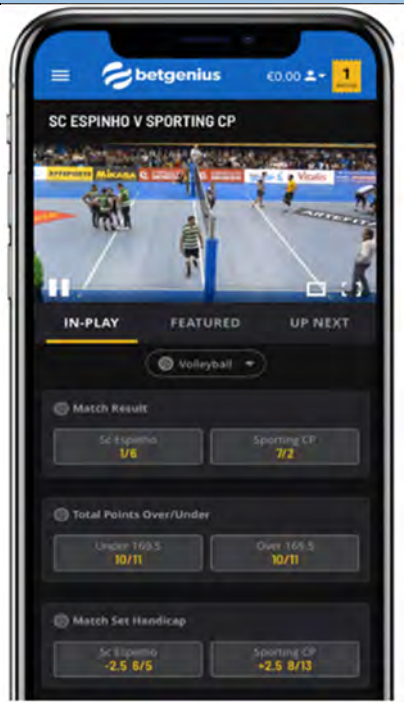
Key Features	Accused Product
	 (S*ee*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports' platform combines live sports data and live sports video. For example, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

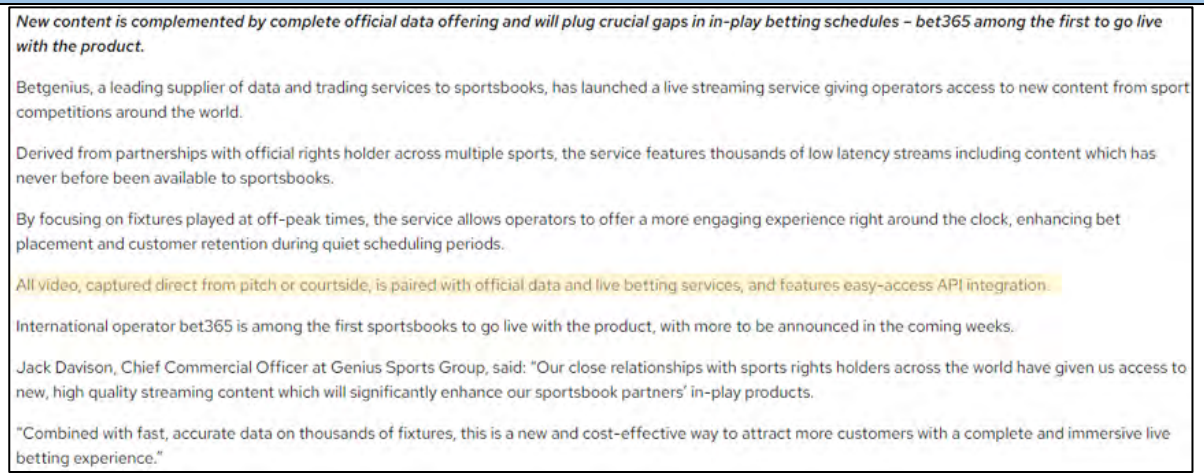
Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-

Key Features	Accused Product
	official-data-trading-and-live-streaming-partnership-with-tipsport/.)
[19A] a plurality of media sources to: [19A.1] receive the first live stream of digital content and the second live stream of digital content;	The Accused Products include "*a plurality of media sources to … receive the first live stream of digital content and the second live stream of digital content.*" For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally: Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

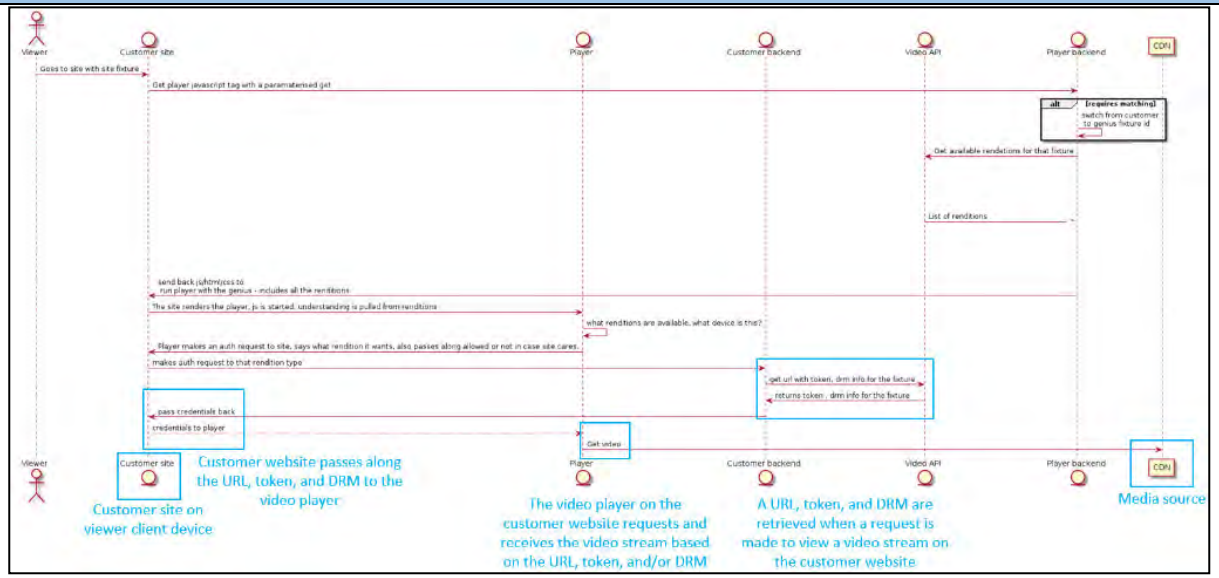
Key Features	Accused Product
	 (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[19A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices; and	The Accused Products include "*a plurality of media sources to … provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices.*" For example, Genius Sports' platform combines live sports data and live sports video.

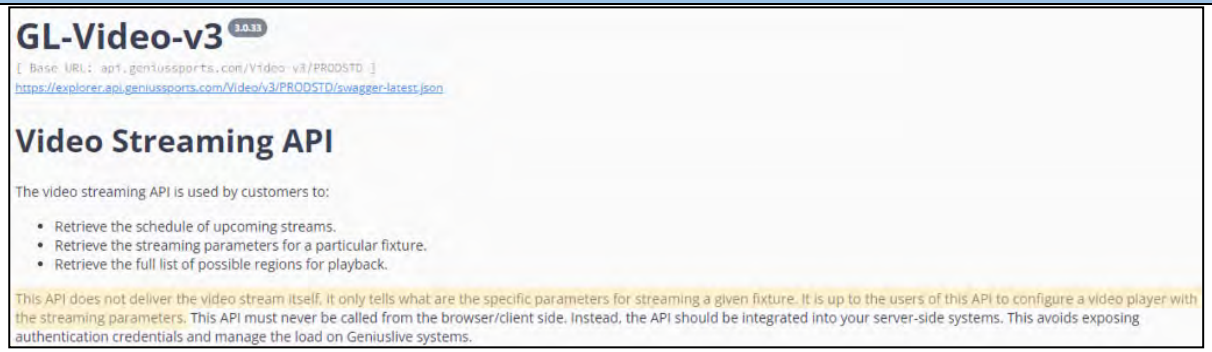
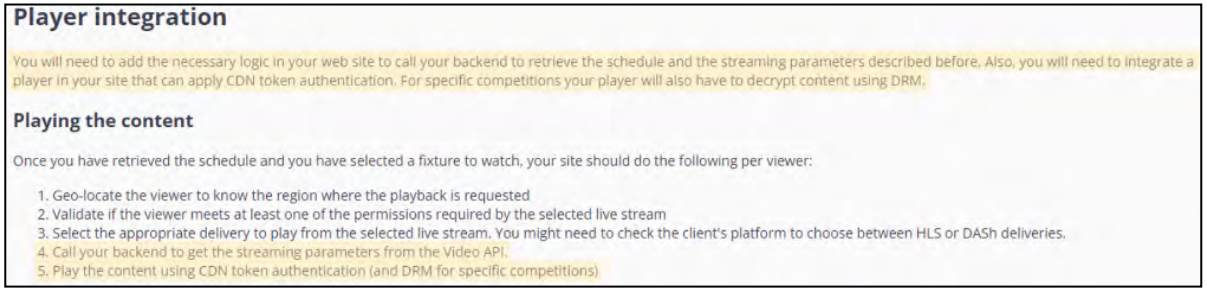
Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

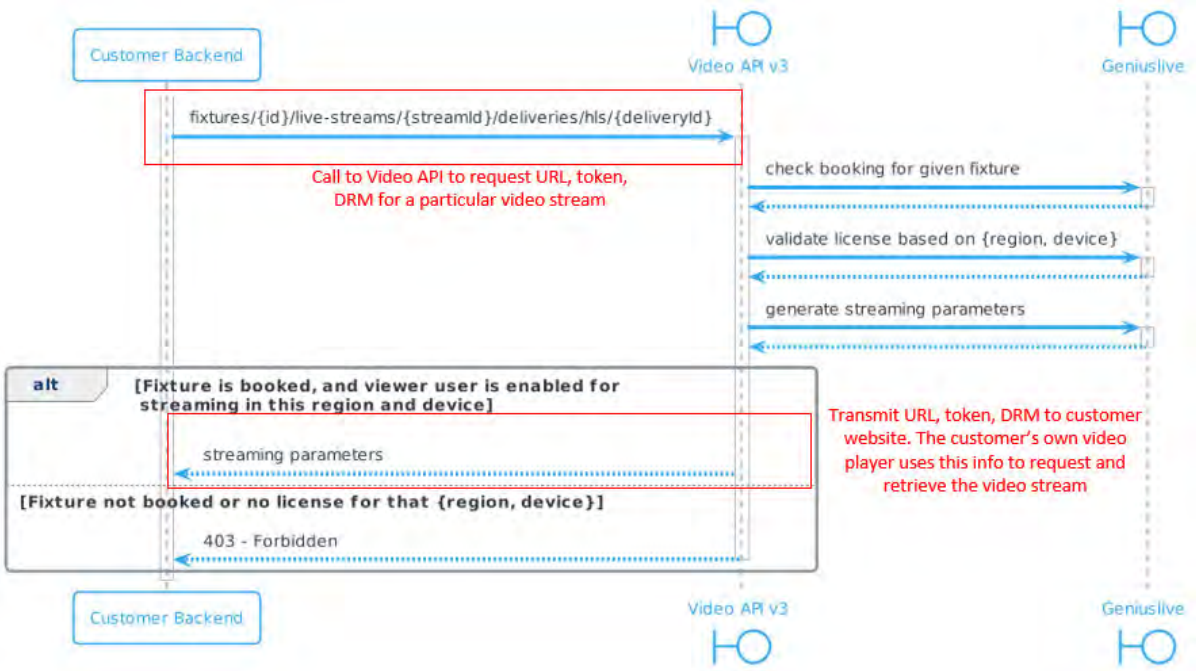
Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

Key Features	Accused Product

	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> In this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

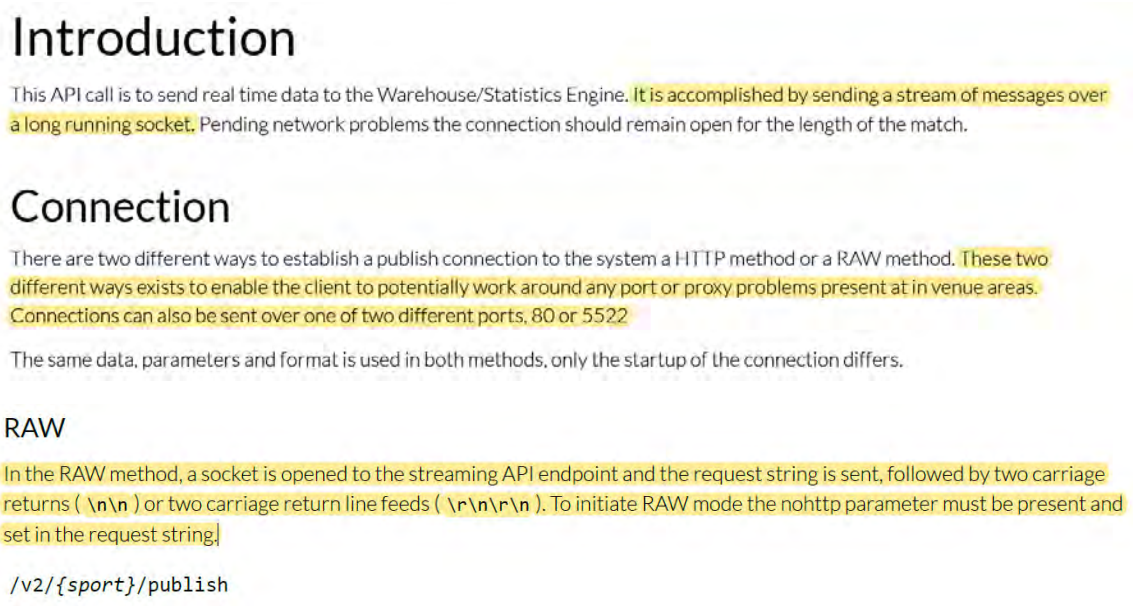
Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[19A.3] provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of	*See* discussion of Claim Element [19A.2], *supra*. A second Internet communication channel is used in the same way described above to provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
media sources and the first viewer client device of the second plurality of viewer client devices;	
[19B] a control server to periodically retrieve, via the Internet, first event information germane to the first live sporting event and second event information germane to the second live sporting event; and	On information and belief, the Accused Products include "*a control server to periodically retrieve, via the Internet, first event information germane to the first live sporting event and second event information germane to the second live sporting event.*" For example, Genius Sports' platform provides fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics." Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (S*ee*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

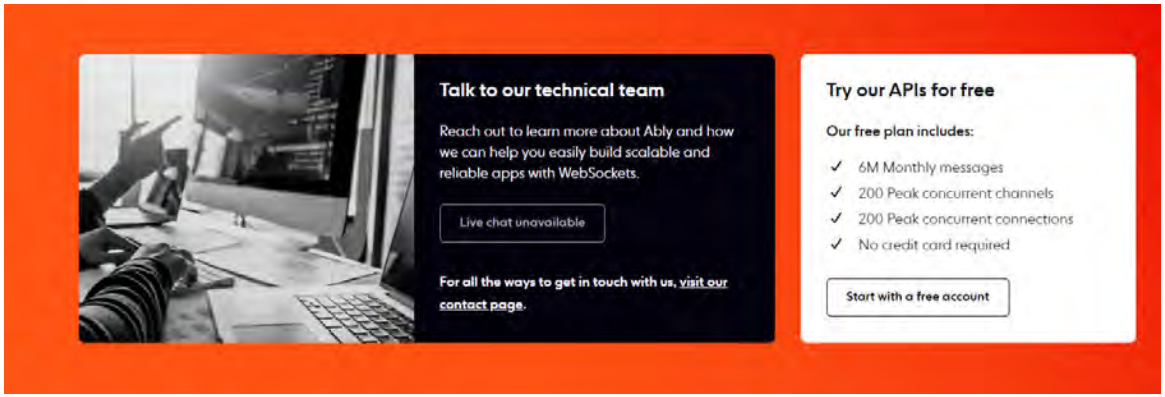
Key Features	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

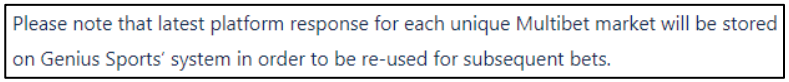
Key Features	Accused Product
	(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[19C] at least one socket server communicatively coupled to the control server to: [19C.1] receive from the control server at least some of the first event information and at least some of the second event information; and	On information and belief, the Accused Products include "*at least one socket server communicatively coupled to the control server to … receive from the control server at least some of the first event information and at least some of the second event information.*" For example, Genius Sports' platform sends "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."  Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. RAW In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string. /v2/{sport}/publish

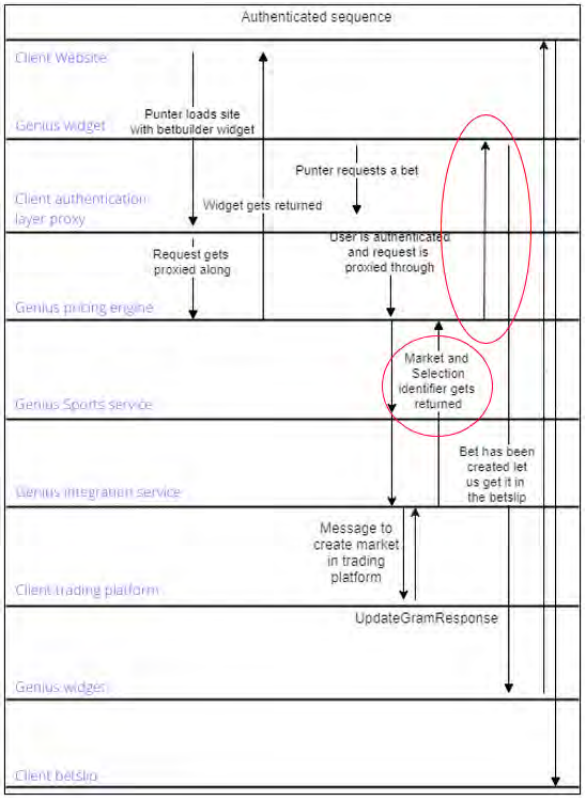
Key Features	Accused Product

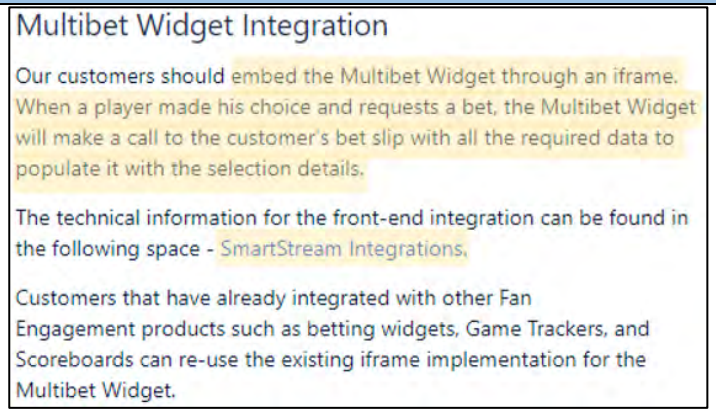
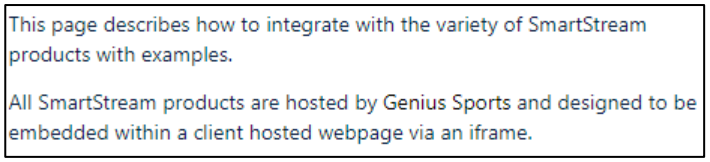
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online.
	
	Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook.
	
	Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed.
	
	Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

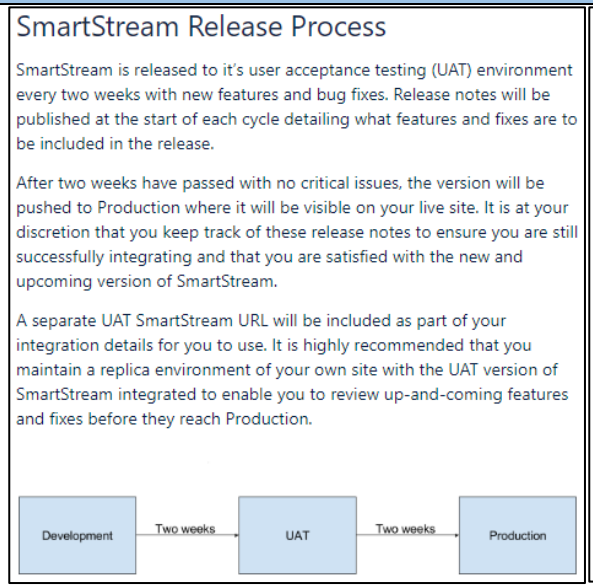
Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (S*ee*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

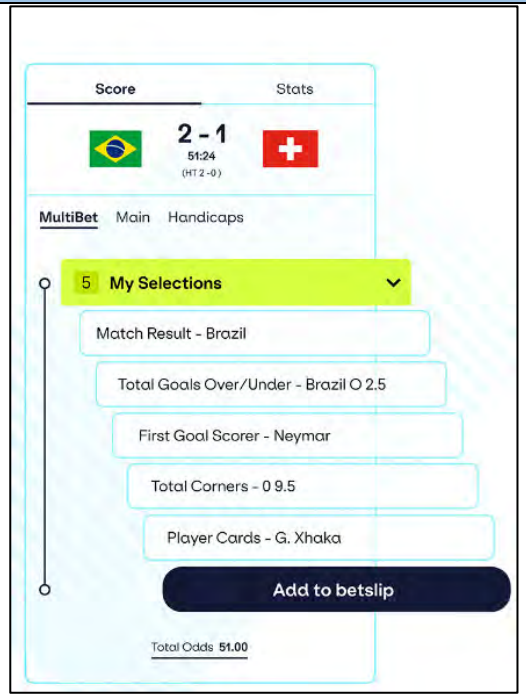
Key Features	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.  (*See* https://ably.com/case-studies/genius-sports)

Key Features	Accused Product
[19C.2] transmit the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices; and	On information and belief, the Accused Products include at least one socket server to "*transmit the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices.*" Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.  In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

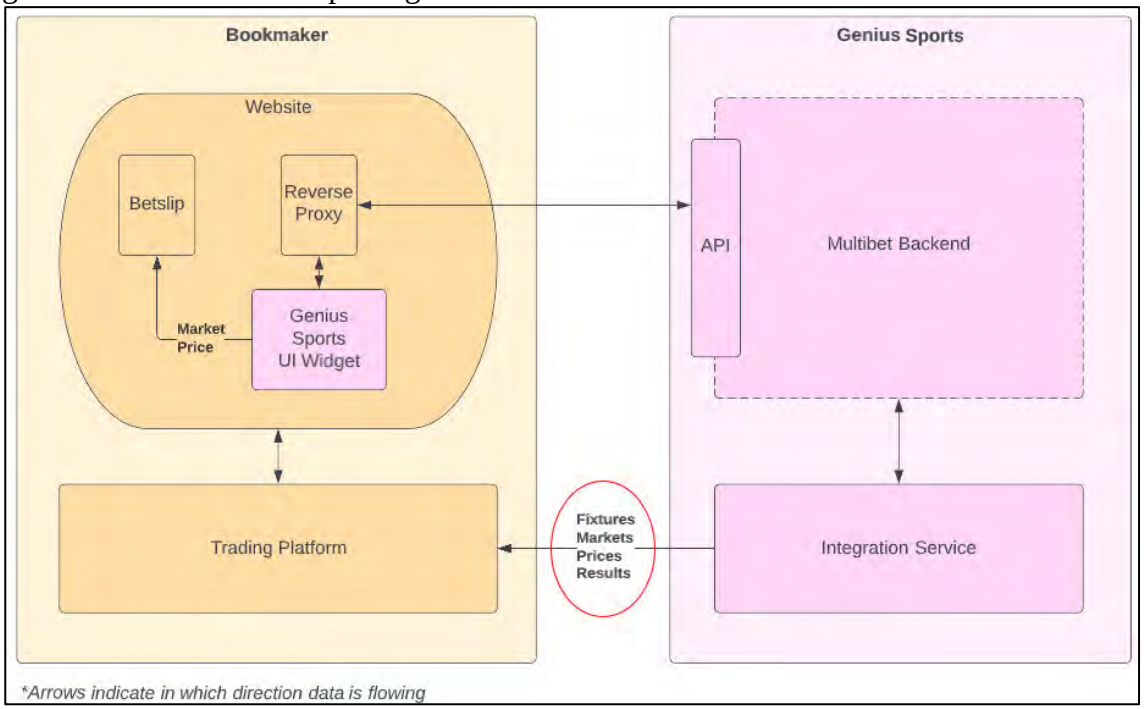
Key Features	Accused Product
	In addition, Genius Sports transmits at least the bet generated by the sportsbook's trading platform, to the Genius widget on client's device via the Internet.  (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

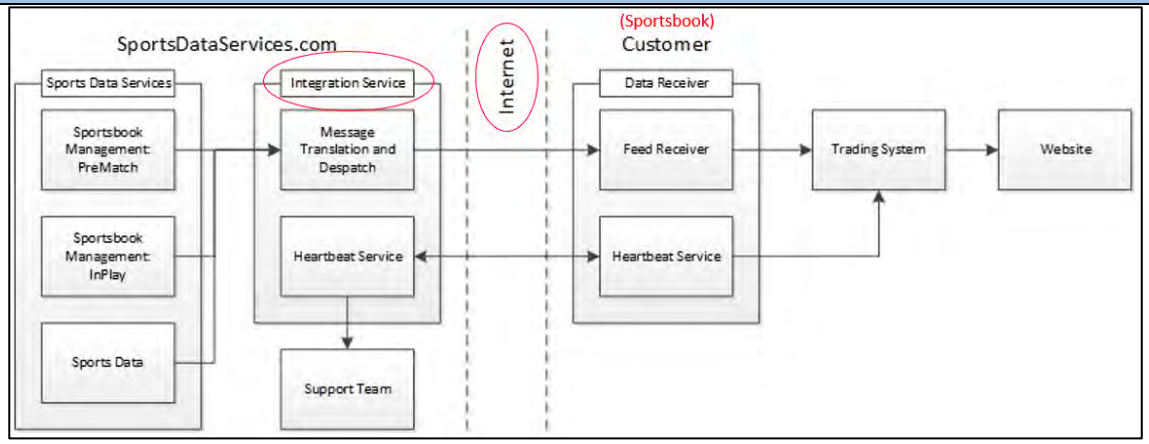
Key Features	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

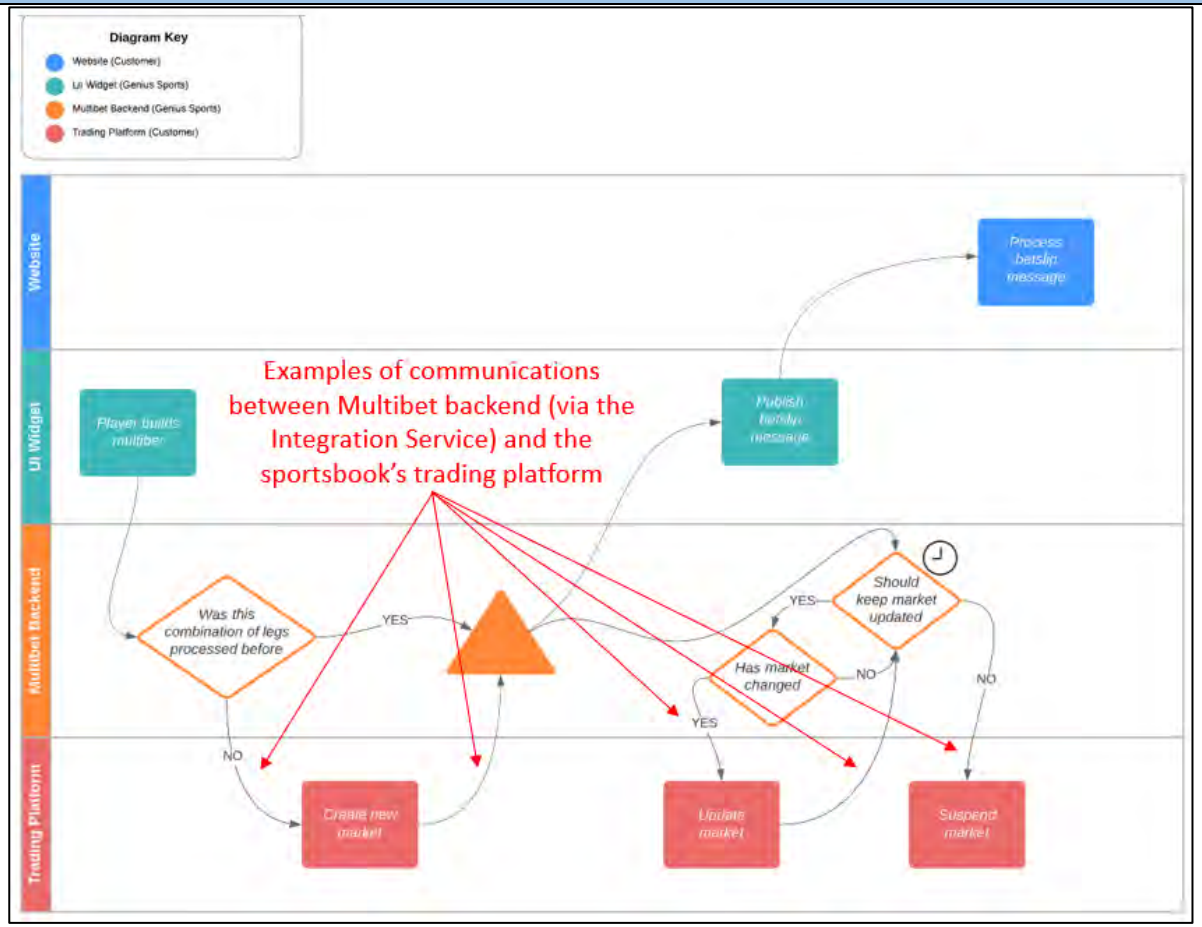
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_000212 at PANDA_000213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

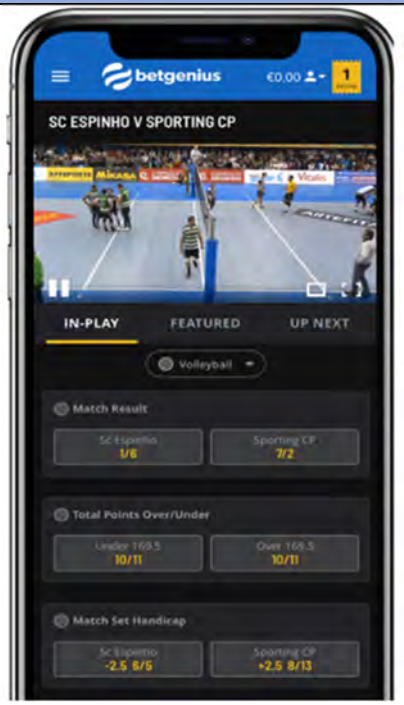
Key Features	Accused Product
	 (*See*, PANDA_000209 at PANDA_000210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

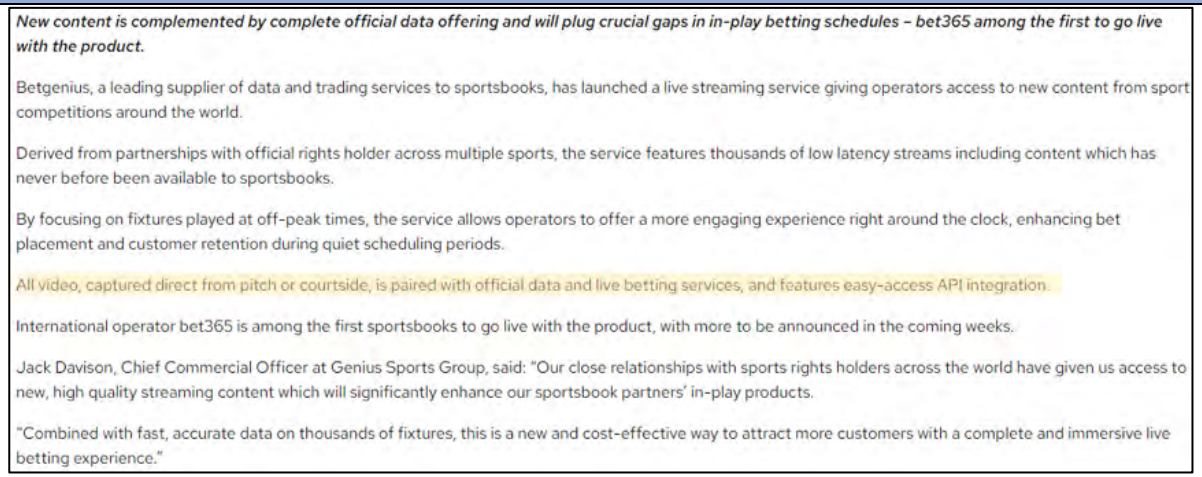
Key Features	Accused Product
[19C.3] transmit the at least some of the second event information to the first viewer client device of the second plurality of viewer client devices via a fourth Internet communication channel between at least one second event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.	*See* discussion of Claim Element [19C.2], *supra*. A fourth Internet communication channel is used in the same way described above to provide at least some of the second event information to the first viewer client device of the second plurality of viewer client devices.

11. <u>Dependent Claim 20</u>

Key Features	Accused Product
[20.P] The system of claim 19, wherein: [20A] in A), the plurality of media sources:	*See* Claim 19, *supra*.
[20A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel	The Accused Products include a system where the plurality of media sources "*provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices.*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will

Key Features	Accused Product
between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and	be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

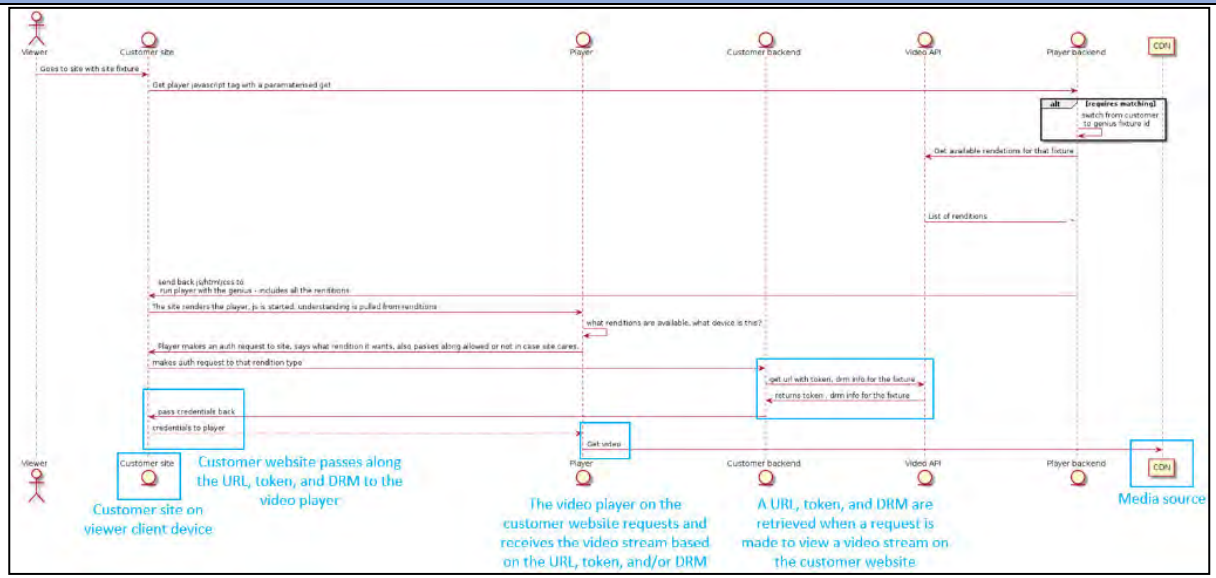
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

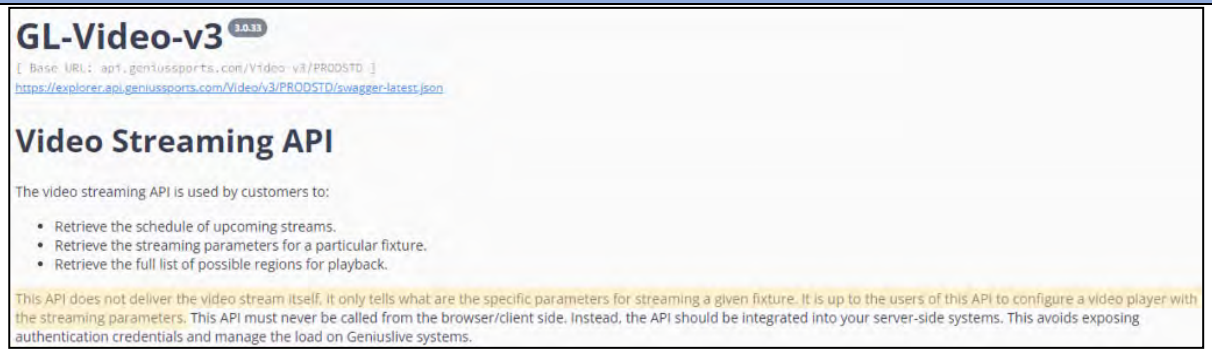
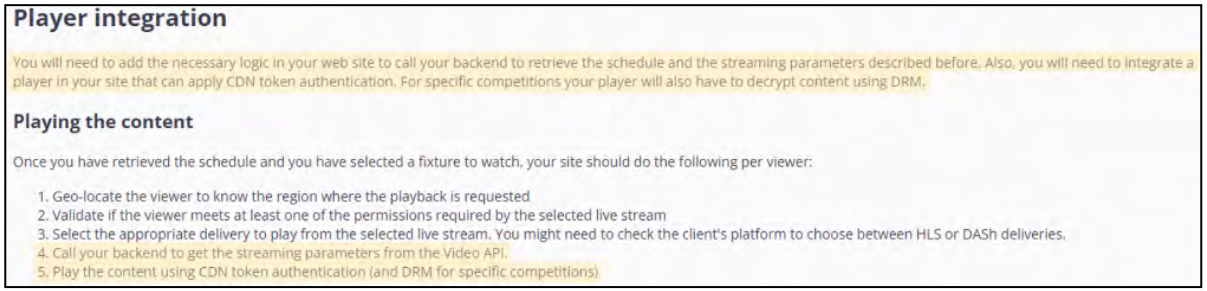
How does it work?

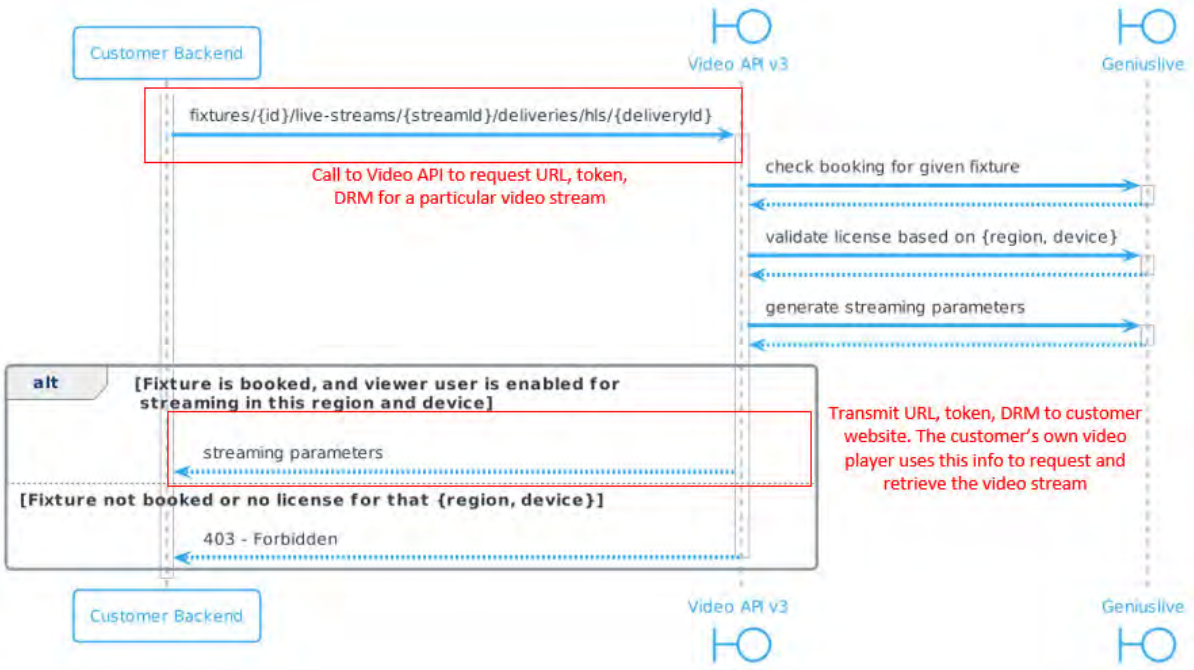
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

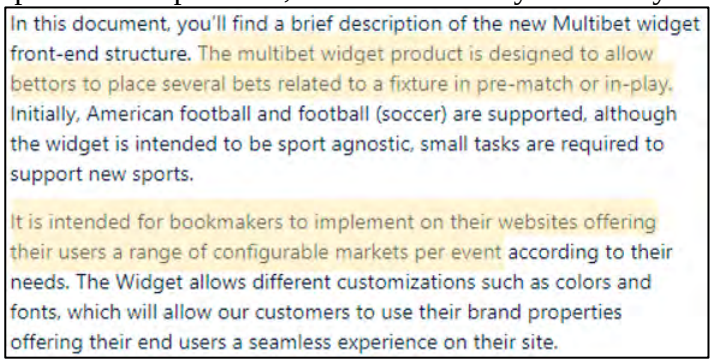
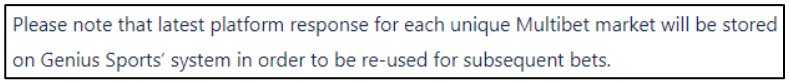
The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

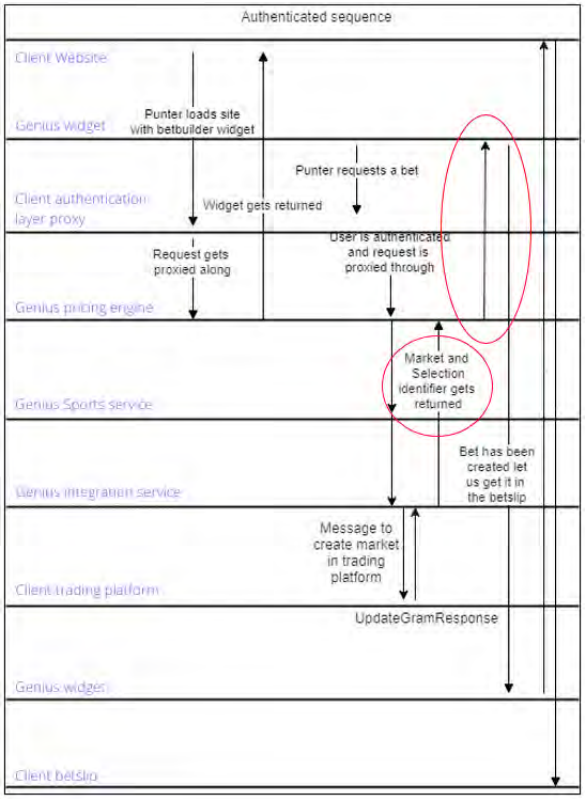
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

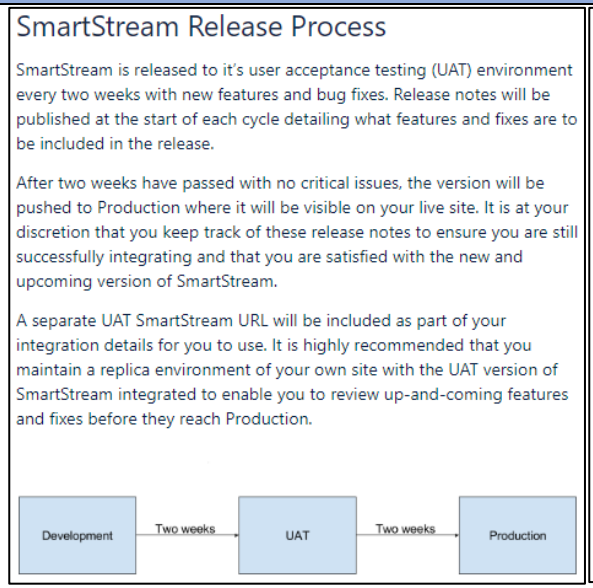
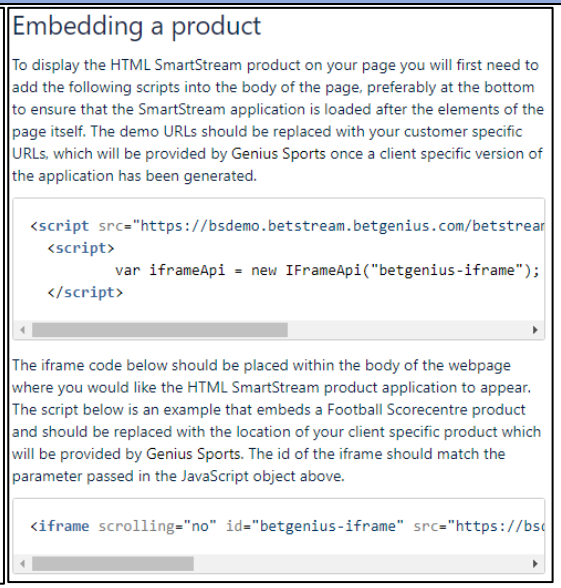
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[20A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the	*See* discussion of Claim Element [20A.1], *supra*. A fourth video Internet communication channel is used in the same way described above to provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices.

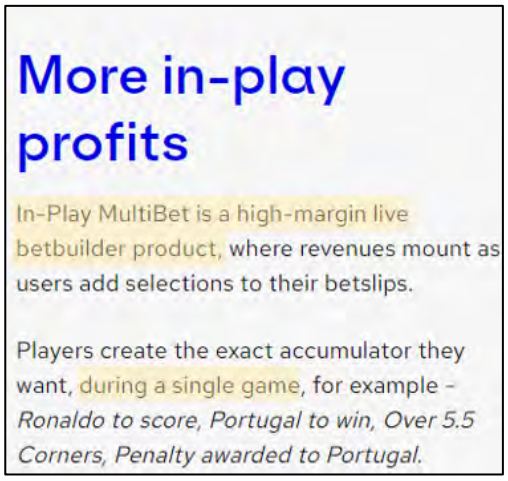
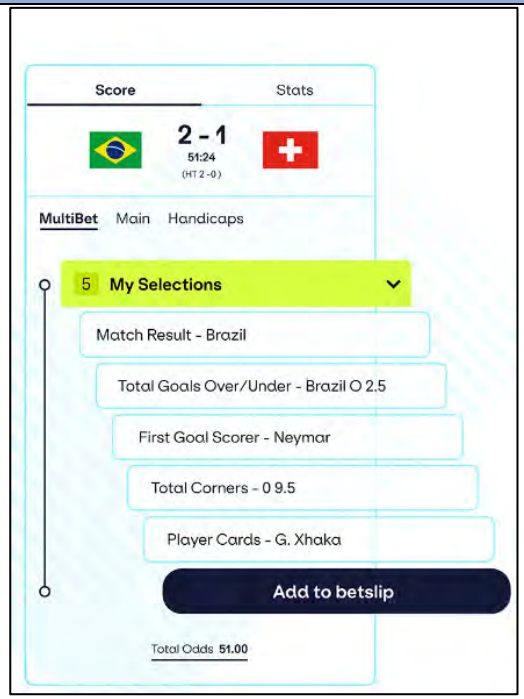
Key Features	Accused Product
plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	
[20B] in C), the at least one socket server: [20B.1] transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; and	The Accused Products comprise at least one socket server. *See* discussion of Claim Element 19C, *supra*. On information and belief, Genius Sports' platform includes a system where at least one socket server "*transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices;*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.  In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

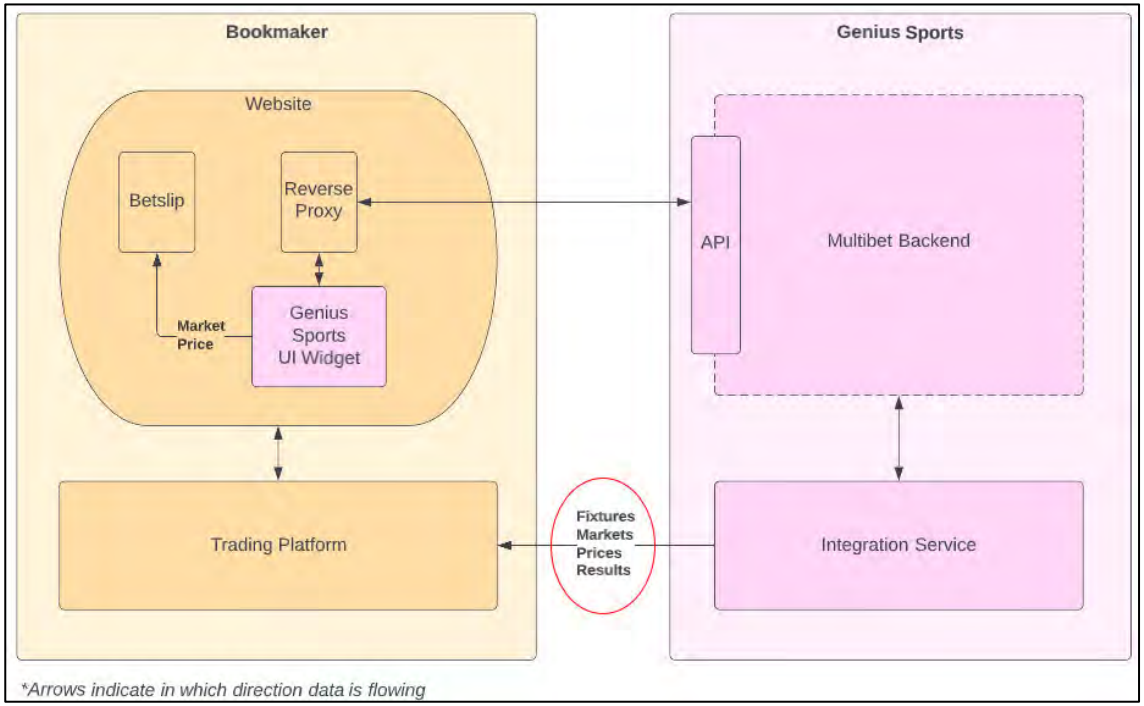
Key Features	Accused Product
	The screenshot below confirms that Genius Sports transmits "at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device (e.g., a computer, a laptop, a smartphone or a tablet) via the Internet.  (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

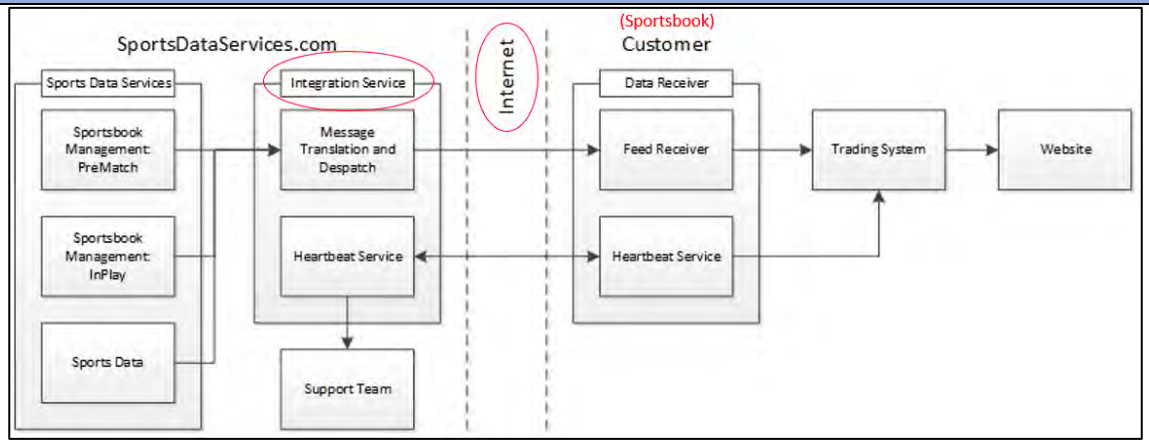
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

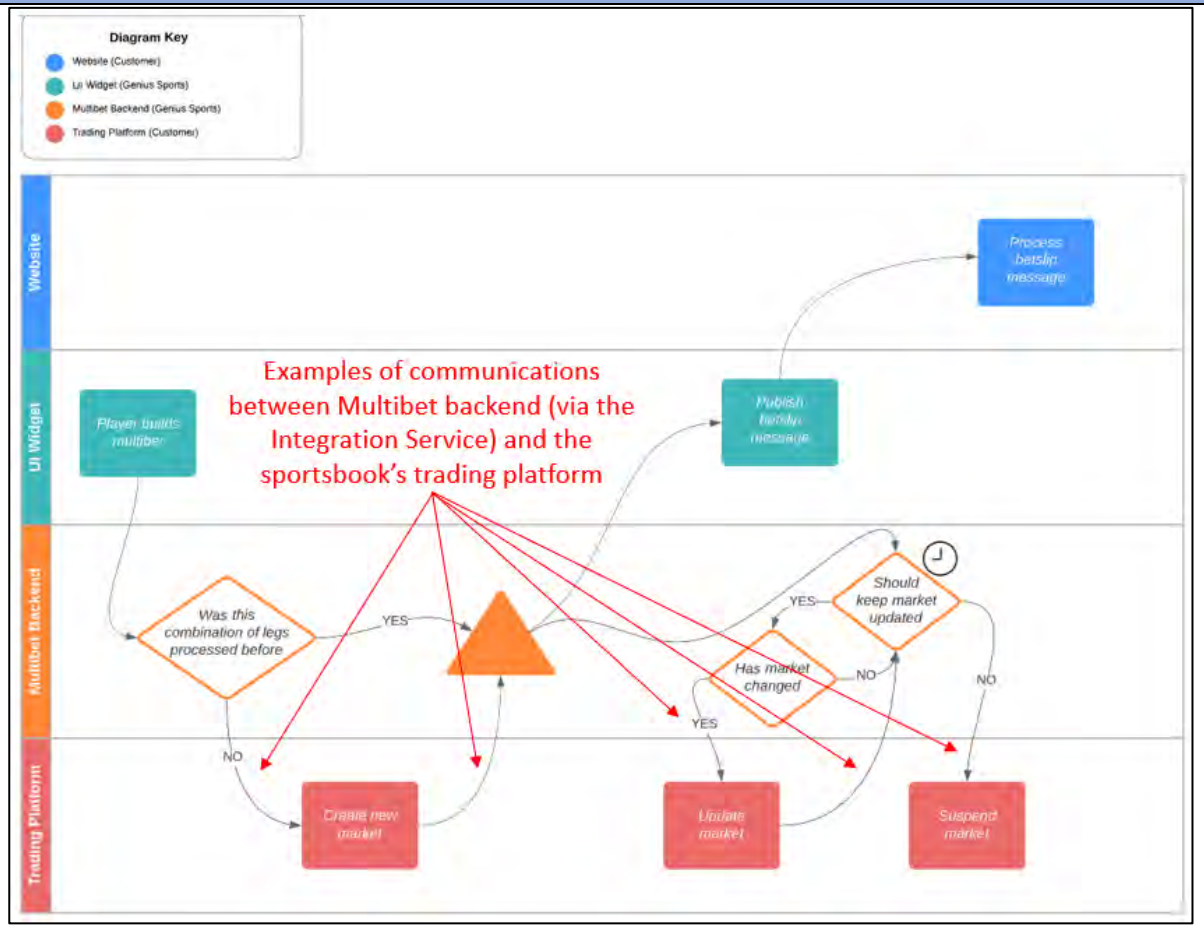
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_000212 at PANDA_000213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

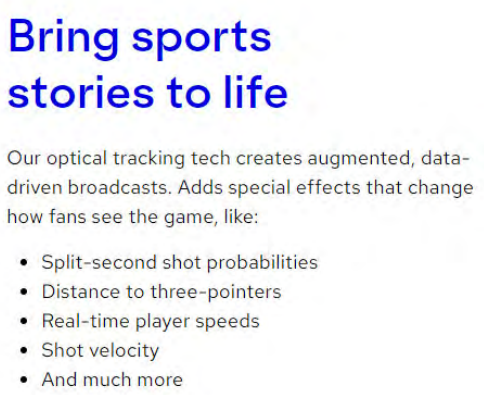
Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

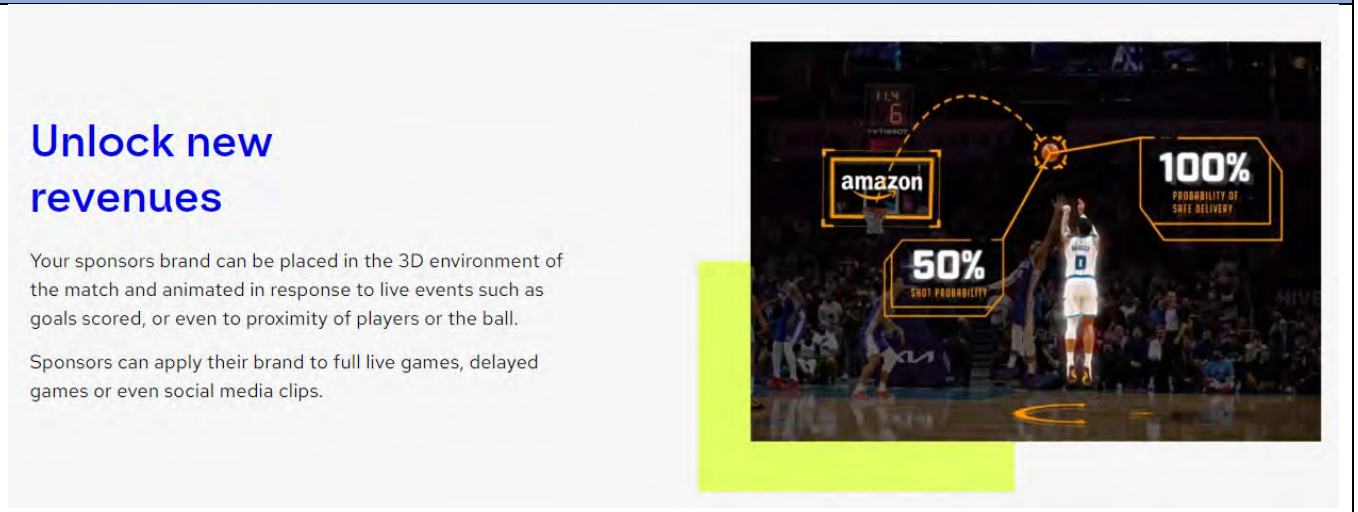
Key Features	Accused Product
	 (*See*, PANDA_000209 at PANDA_000210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

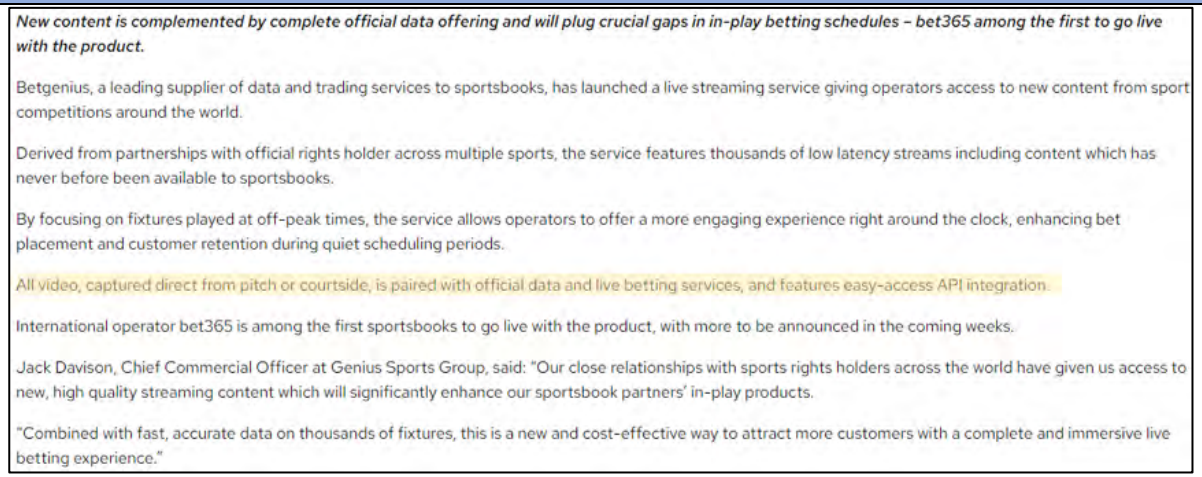
Key Features	Accused Product
[20B.2] transmits at least the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices.	The Accused Products include a system where at least one socket server "*transmits at least the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." *See* discussion of Claim Element [20B.1], *supra*. A fourth event information Internet communication channel is used in the same way described above to transmit at least the second event information to the second viewer client device of the second plurality of viewer client devices.

12. <u>Dependent Claim 21</u>

Key Features	Accused Product
[21.P] The system of claim 19, wherein in C), the at least one socket server further:	*See* Claim 19, *supra*.
[21A] transmits and receives first chat information regarding the first live stream of digital content via at least one first chat/system event	On information and belief, The Accused Products include a system where at least one socket server "*transmits and receives first chat information regarding the first live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information.*"

Key Features	Accused Product
Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information; and	For example, Genius Sports' platform transmits and receives chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.  

Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

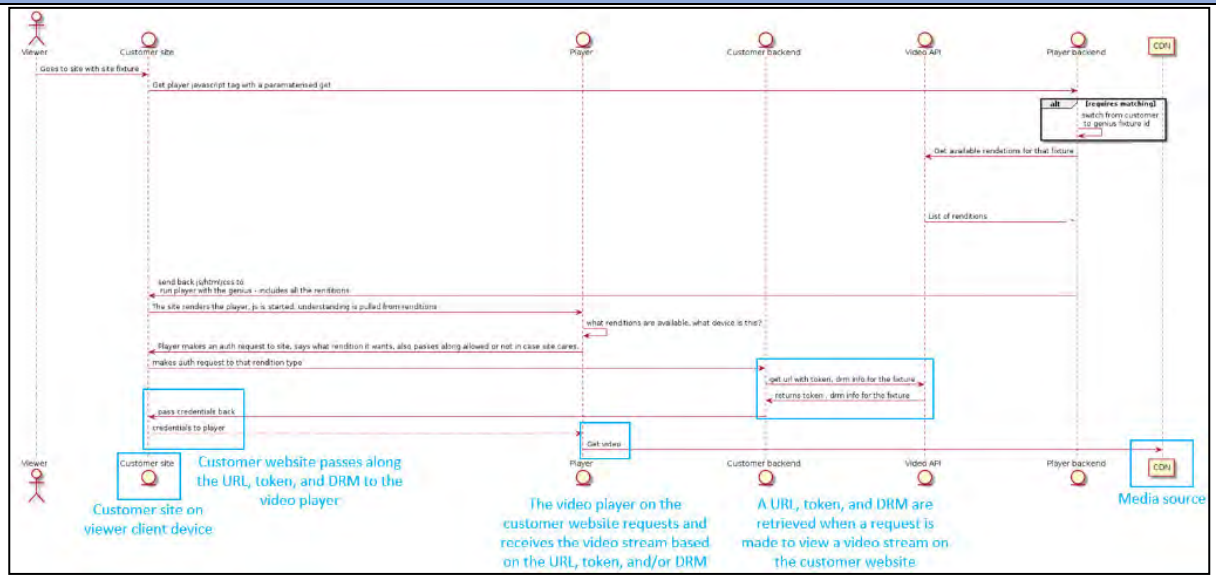
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

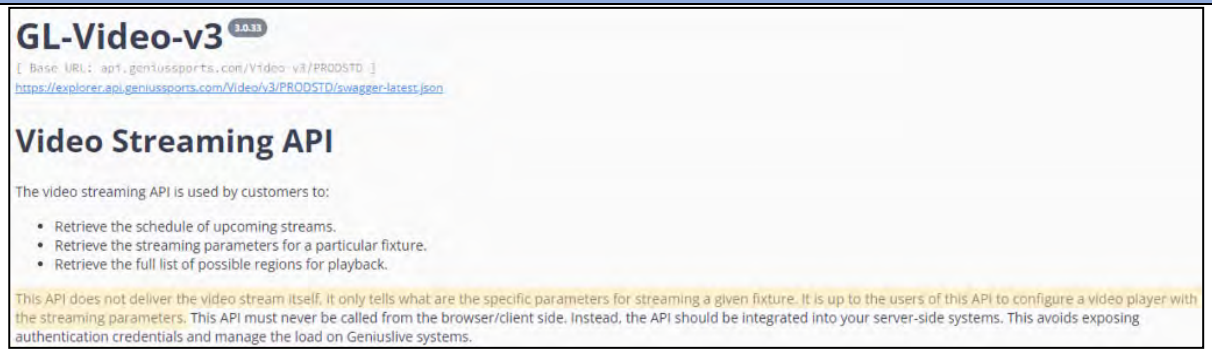
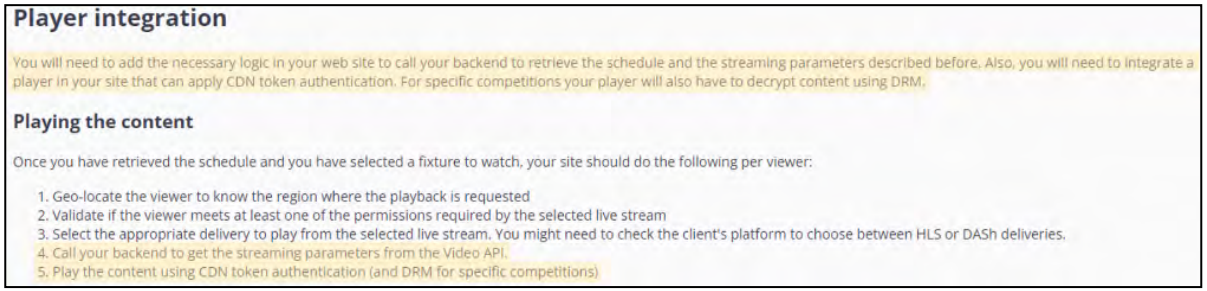
How does it work?

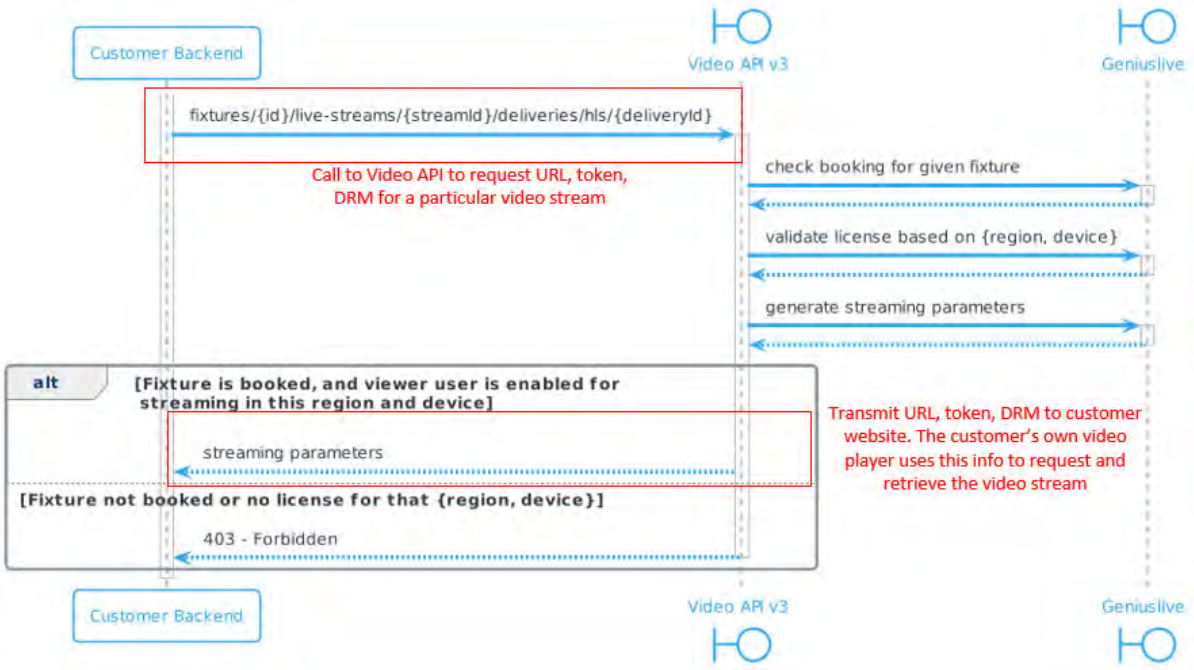
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

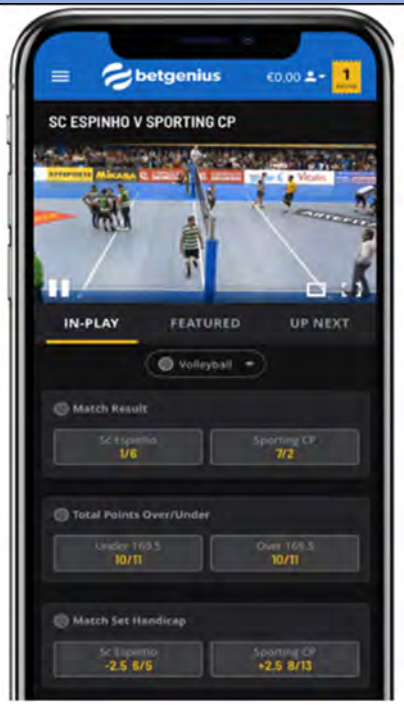
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[21B] transmits and receives second chat information regarding the second live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event	The Accused Products include a system where at least one socket server "*transmits and receives second chat information regarding the second live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information.*" *See* discussion of Claim Element [21A], *supra*. A second chat/system event Internet communication channel is used in the same way described above to transmit and receive second chat information regarding the second live stream of digital content.

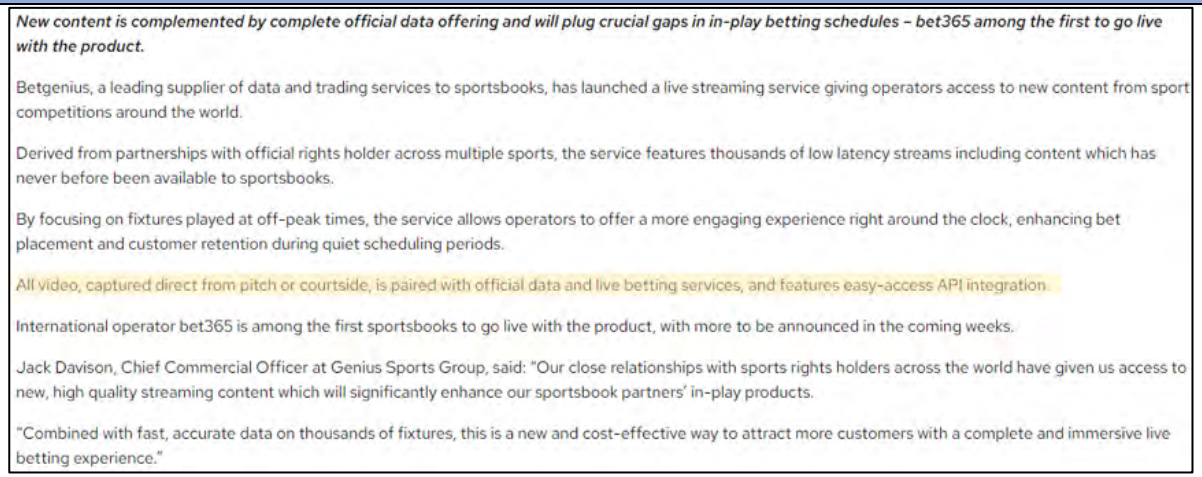
Key Features	Accused Product
socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information.	

13. Dependent Claim 22

Key Features	Accused Product
[22.P] The system of claim 21, wherein:	*See* Claim 21, *supra*.
[22A] in A), the plurality of media sources: [22A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first	The Accused Products include a system where the plurality of media sources "*provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices.*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

Key Features	Accused Product
plurality of viewer client devices; and	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

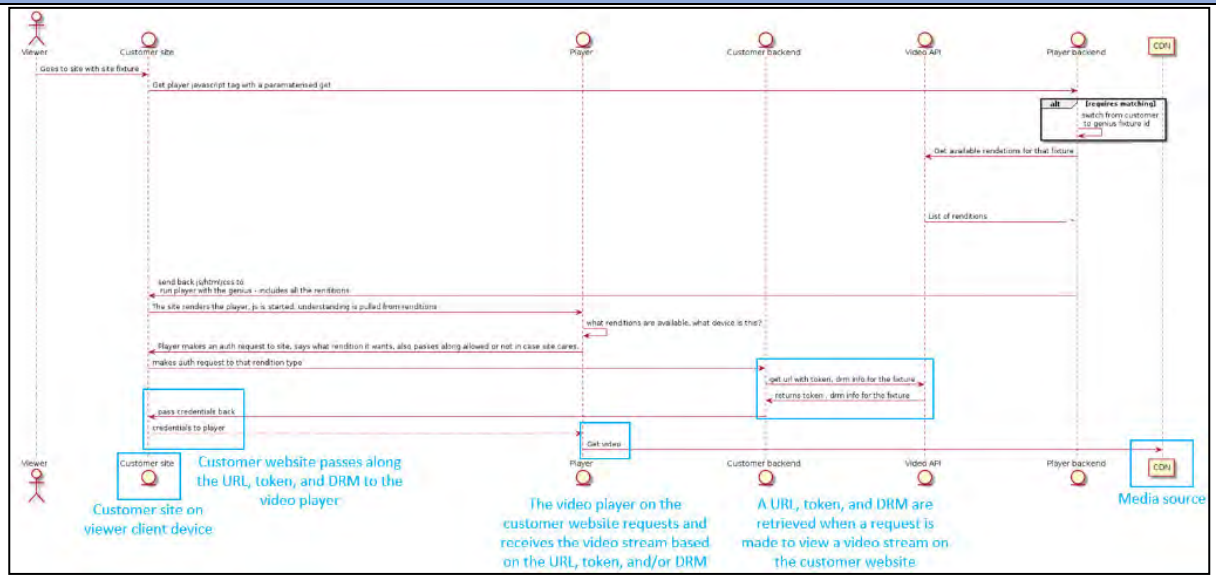
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

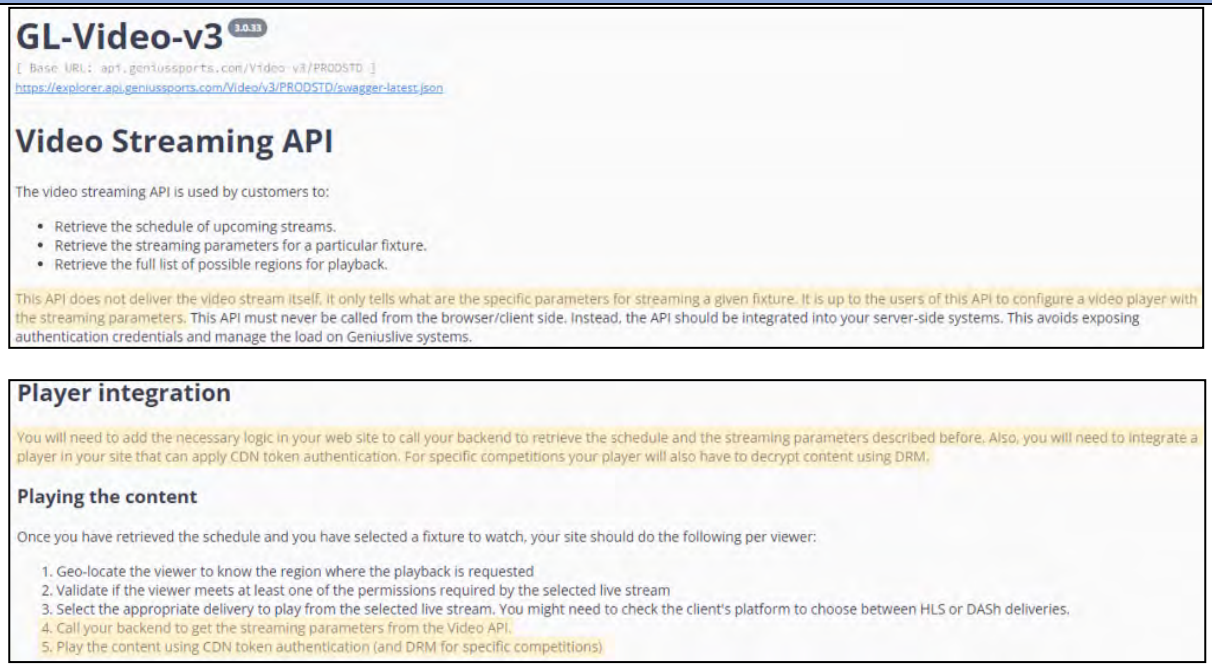
How does it work?

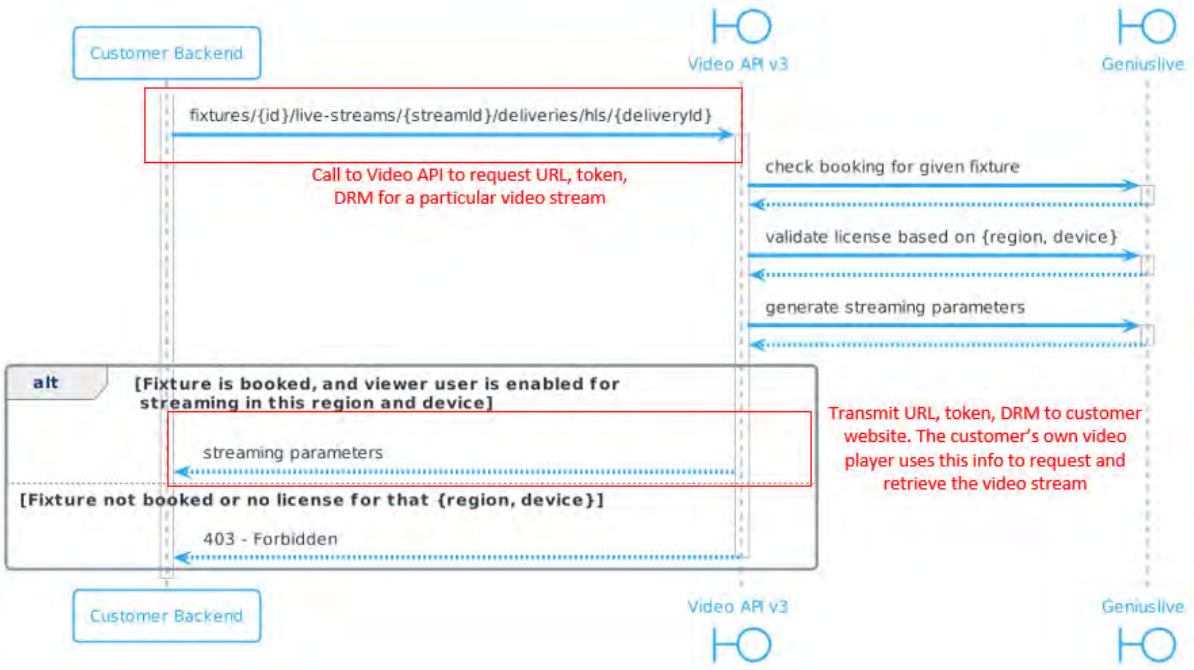
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

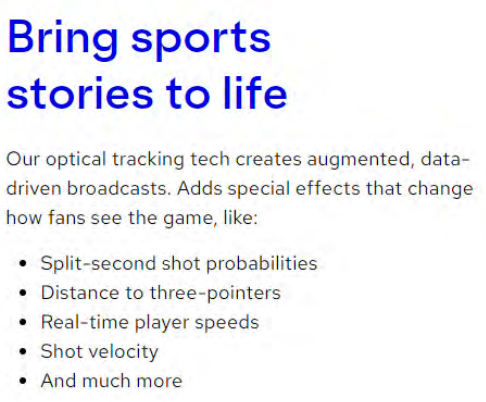
Our API should never be called from the browser directly.

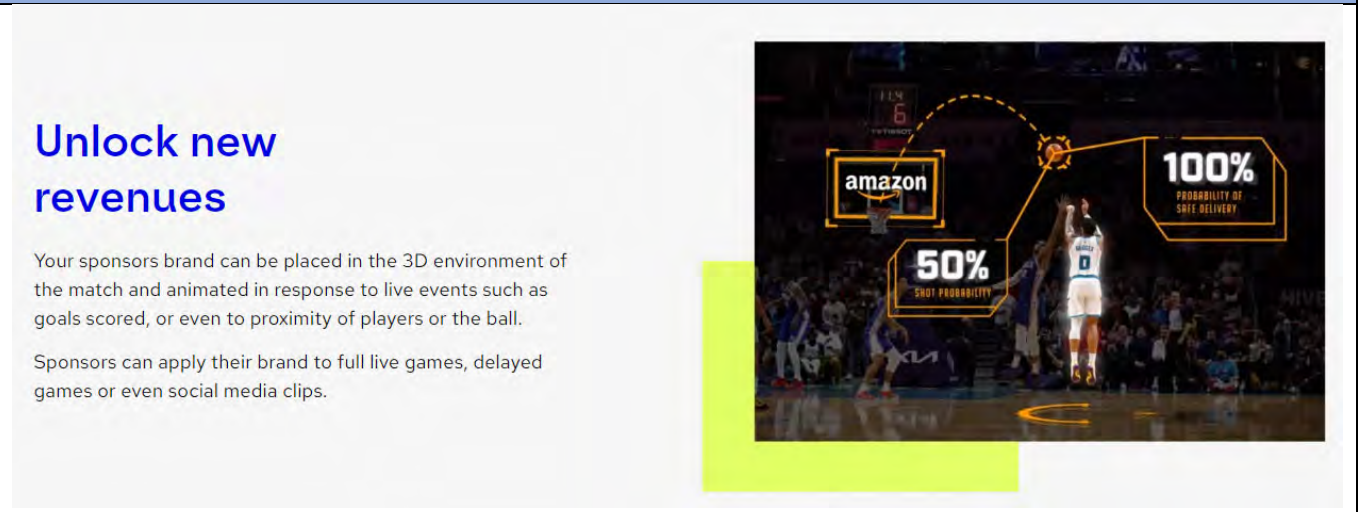
The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

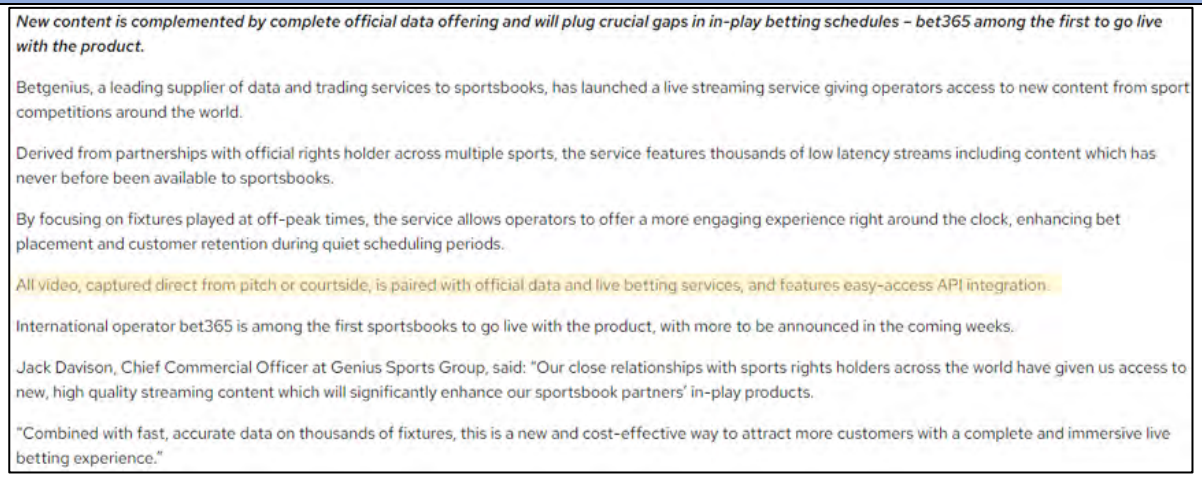
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[22A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the	The Accused Products include a system where at least one socket server "*provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices.*" *See* discussion of Claim Element [20A.1], *infra*. A fourth video information Internet communication channel is used in the same way to provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	
[22B] in C), the at least one socket server: [22B.1] transmits at least the first event information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices;	On information and belief, the Accused Products include a system where at least one socket server "*transmits at least the first event information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices.*" For example, Genius Sports' platform transmits and receives event information, such as augmented, data-driven broadcasts (e.g., real-time player speeds, shot velocity). On information and belief, the event information is communicated via an event information Internet communication channel between an event socket and a viewer client device.  

Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

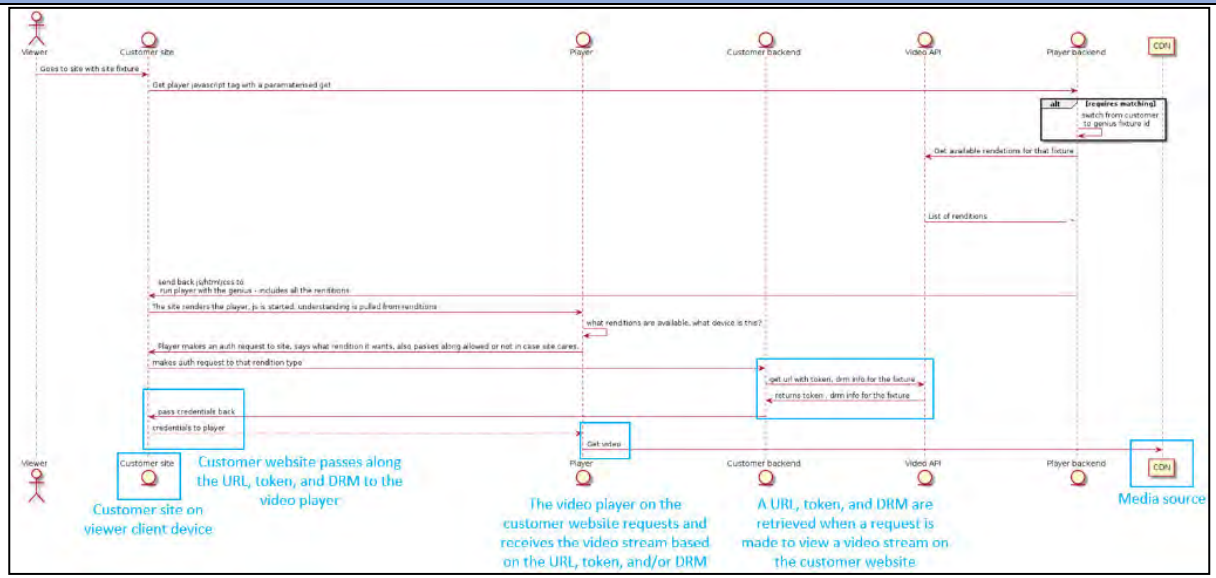
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

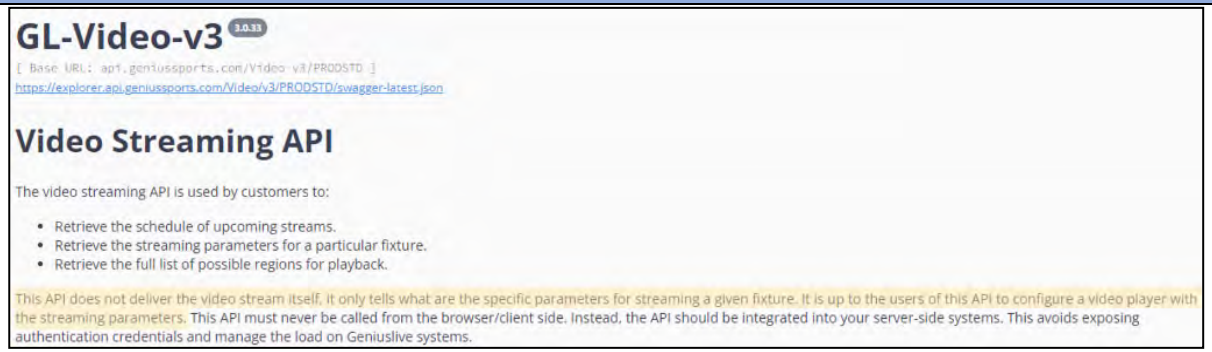
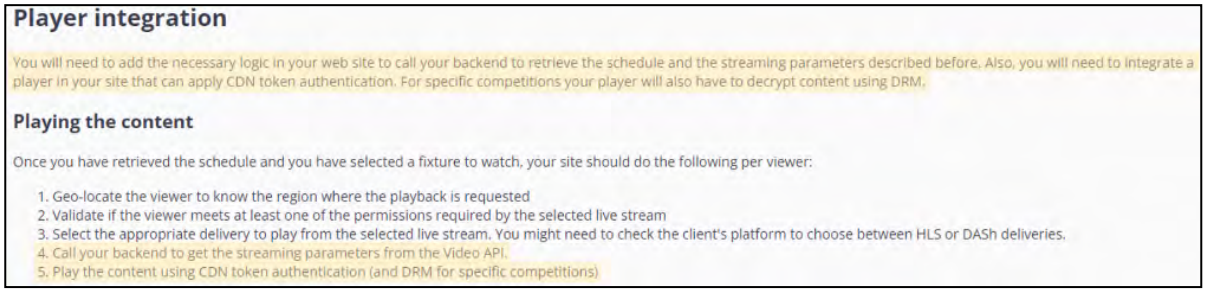
How does it work?

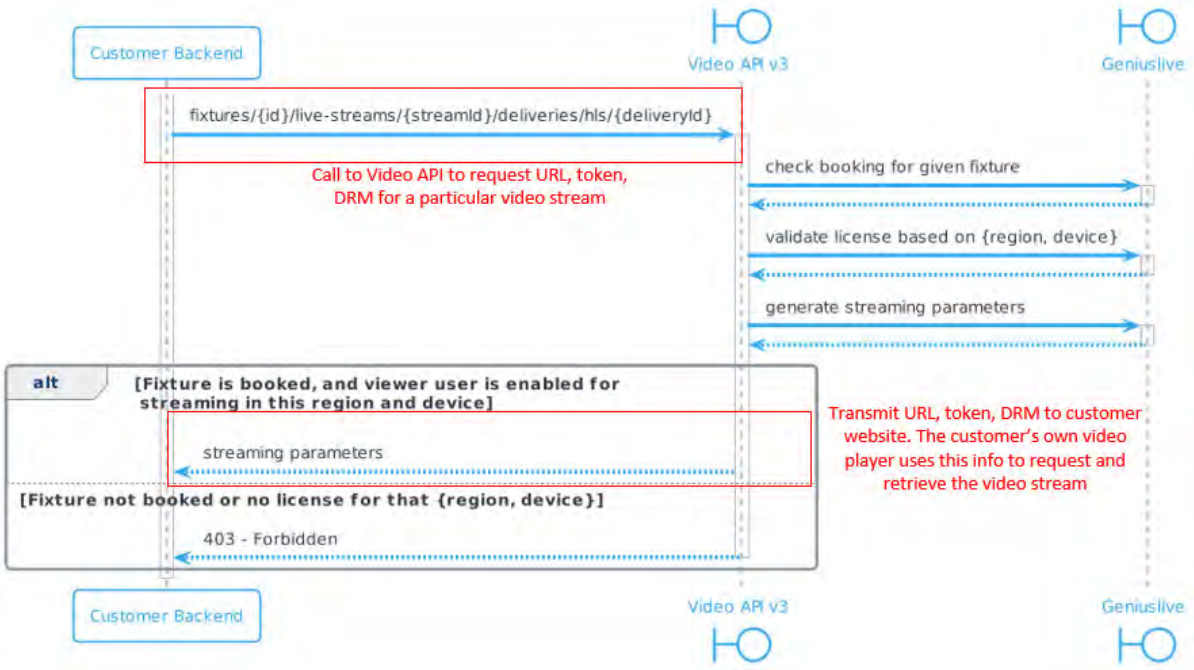
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

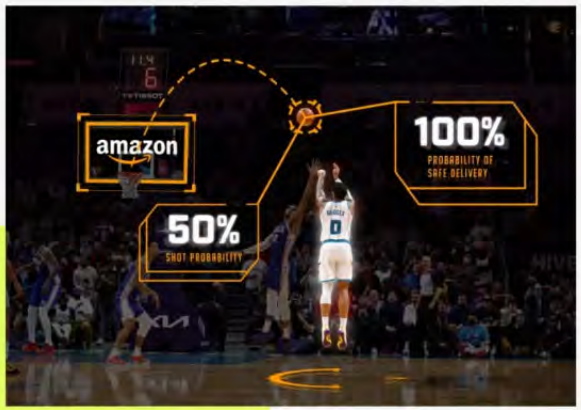
Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

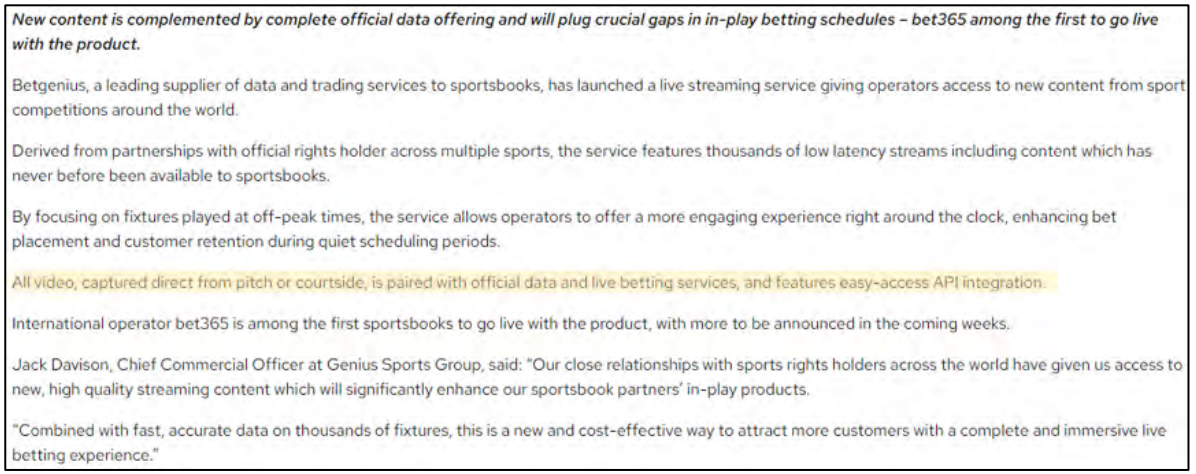
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[22B.2] transmits and receives the first chat information regarding the first live sporting event video-based commentary included in the first live stream of digital content via at least one third chat/system event Internet communication channel	On information and belief, the Accused Products include a system where at least one socket server "*transmits and receives the first chat information regarding the first live sporting event video-based commentary included in the first live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices.*" For example, Genius Sports' platform transmits and receives chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat

Key Features	Accused Product
between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices;	information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.  Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/)

Key Features	Accused Product
	Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":



New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.

Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.

Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.

By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.

All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.

International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.

Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.

"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

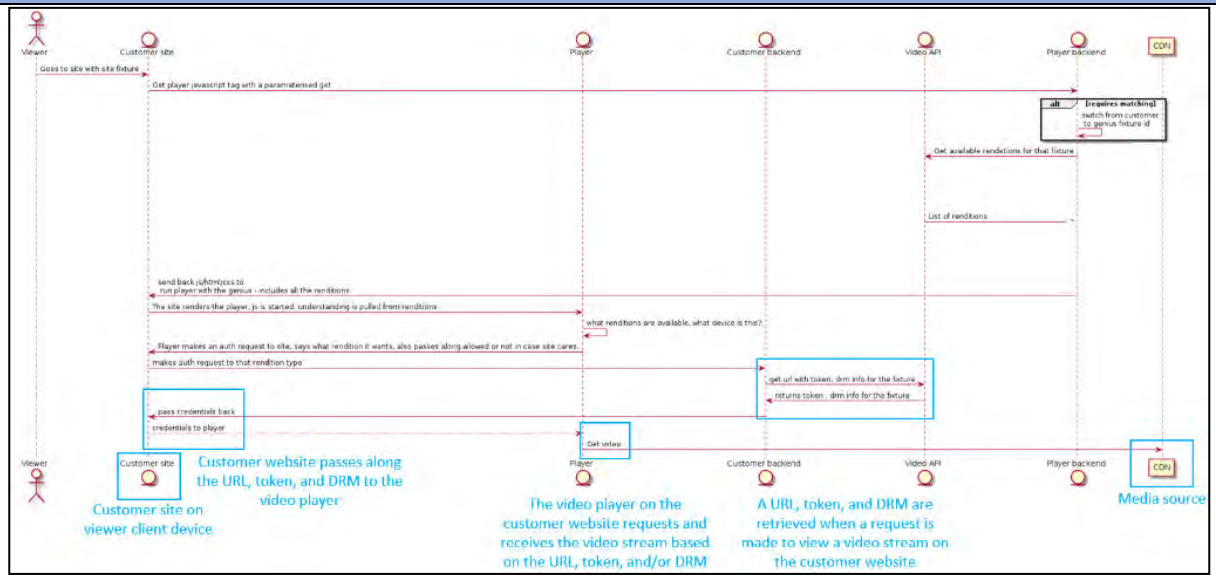
(S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

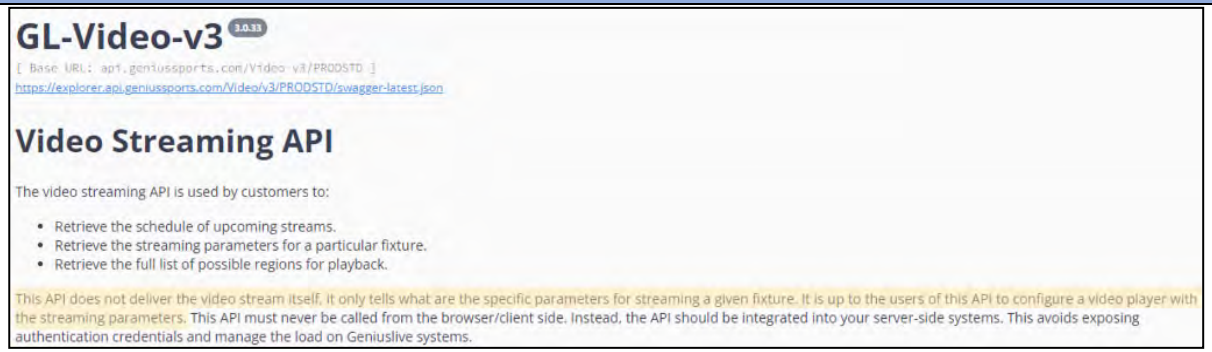
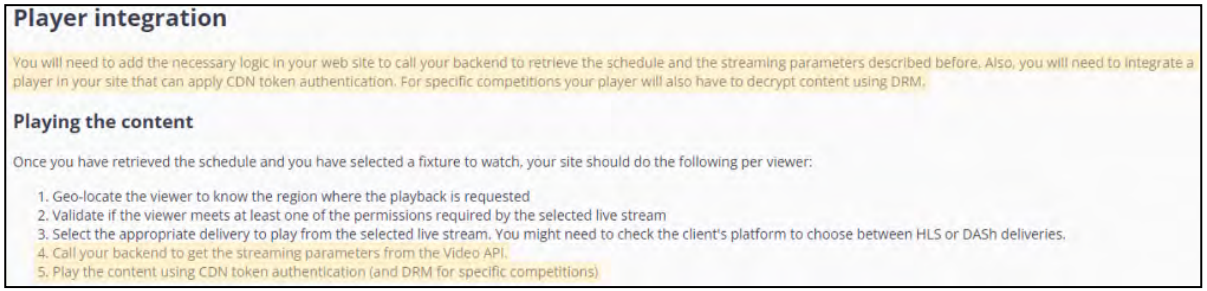
Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.

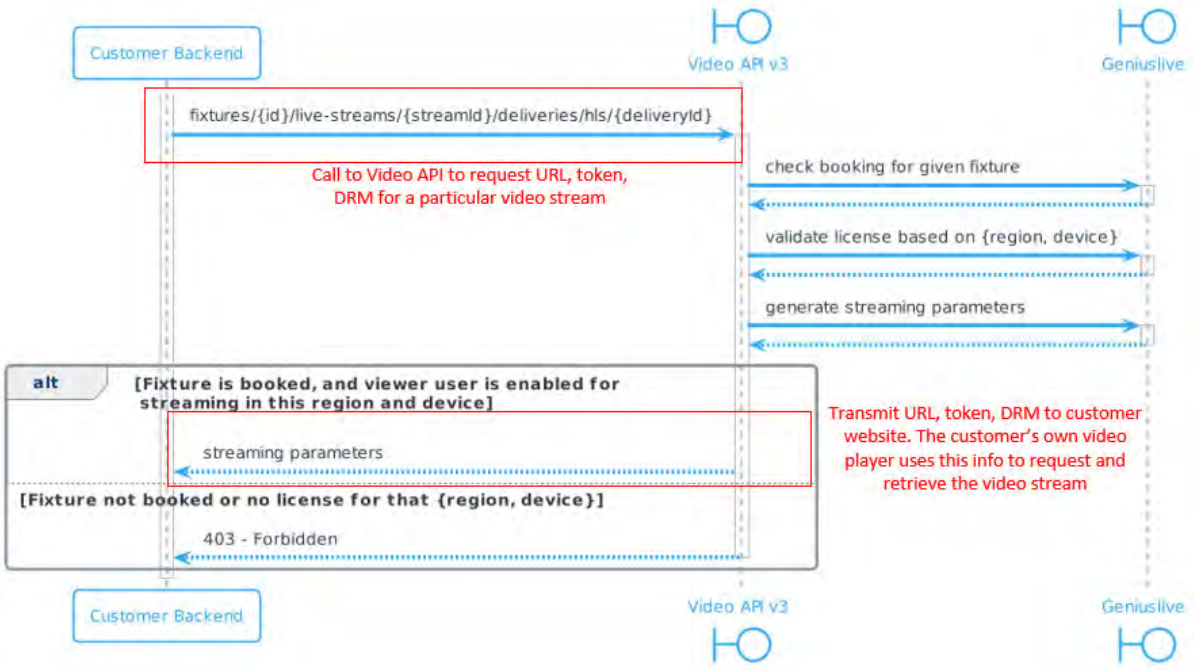
Option (1): Drop & Play

Key Features	Accused Product

	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[22B.3] transmits at least the second event information of the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel	The Accused Products include a system where at least one socket server "*transmits at least the second event information of the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." *See* discussion of Claim Element [22B.1], *supra*. A fourth event information Internet communication channel is used in the same way described above to transmit at least the second event information of the second event information to the second viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices; and	
[22B.4] transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.	The Accused Products include a system where at least one socket server "*transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices*." *See* discussion of Claim Element [22B.2], *supra*. A fourth chat/system event Internet communication channel is used in the same way described above to transmit and receive the second chat information regarding the second live sporting event video-based commentary included in the second live stream of digital content.

14. Independent Claim 23

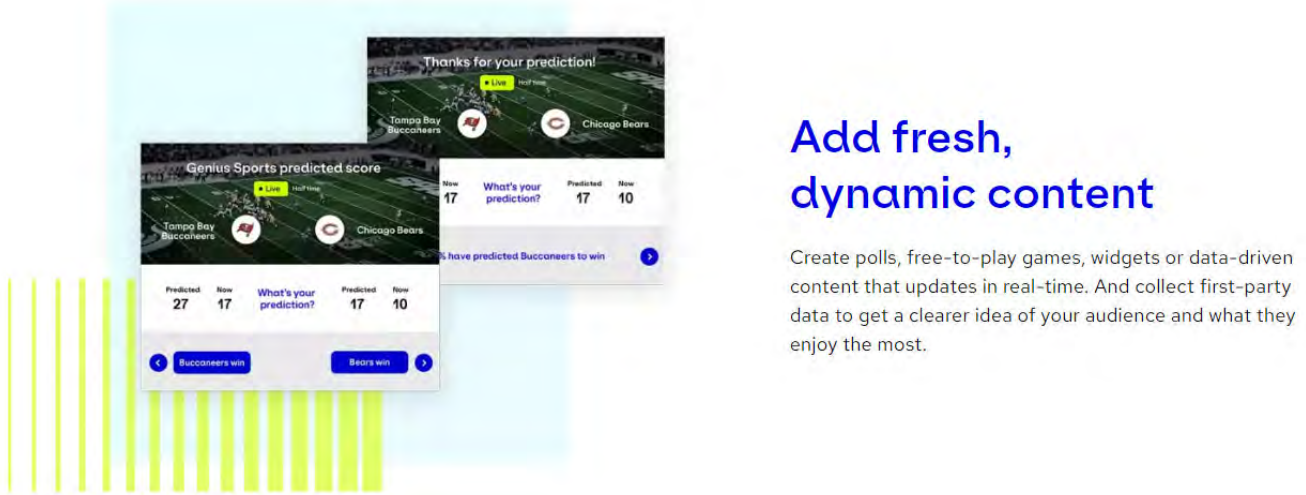
Key Features	Accused Product
[23.P] A method for providing, to a first viewer client device, a first copy of a first live stream of digital content relating to a first live sporting event, the method comprising:	*See* discussion of Claim Element [19.P], *supra*.
[23A] A) providing the first copy to the first viewer client device via a first video communication channel between at least one media source and the first viewer client device;	*See* discussion of Claim Element [19A.2], *supra*.
[23B] B) retrieving, via the Internet, first event information germane to the first live sporting event; and	*See* discussion of Claim Element [19B], *supra*.
[23C] C) transmitting the first event information to at least the first viewer client device via a first event information communication channel between at least one first event socket of at least one socket server and the	*See* discussion of Claim Element [19C.2], *supra*.

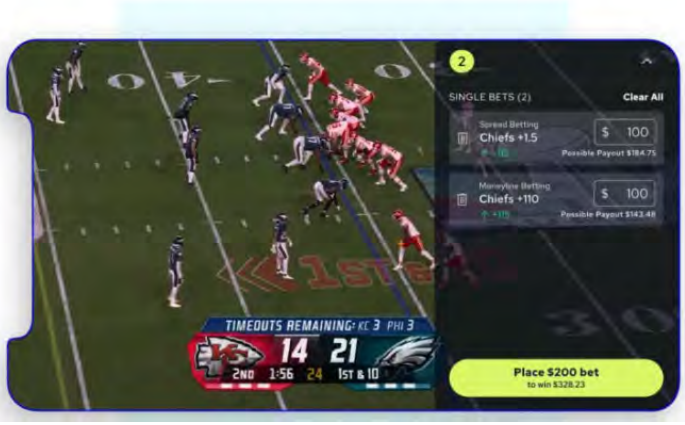
Key Features	Accused Product
first viewer client device, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.	

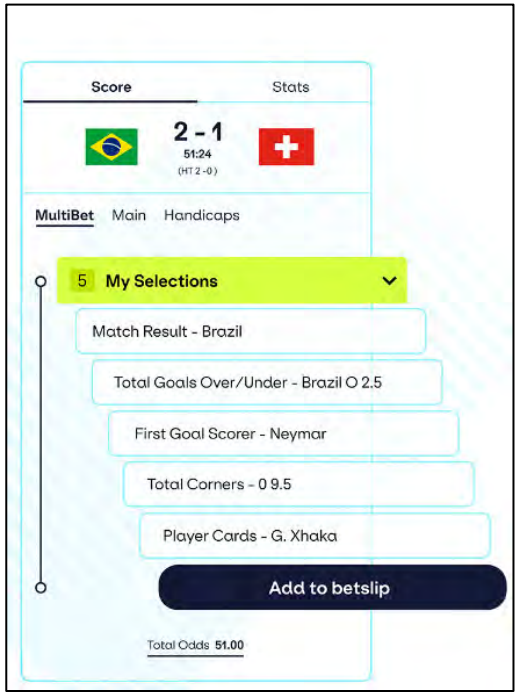
15. <u>Dependent Claim 24</u>

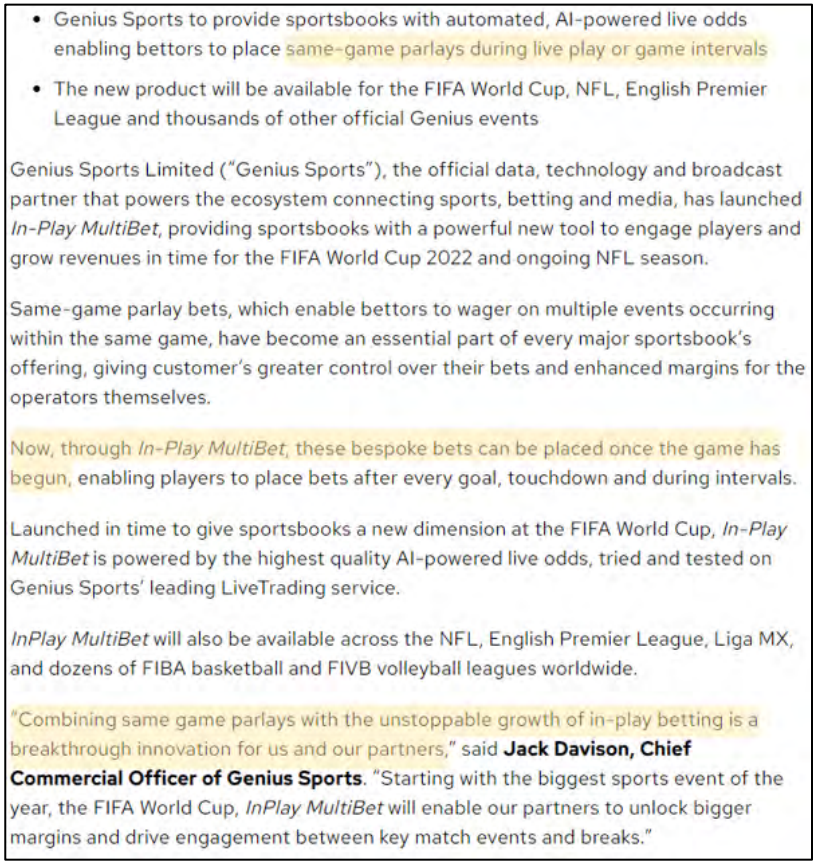
Key Features	Accused Product
24. The method of claim 23, further comprising: D) transmitting and receiving first chat information regarding the first live sporting event via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device, wherein the at least one first chat/system event socket corresponds to the first chat information.	*See* discussion of Claim Element [21A], *supra*.

16. Dependent Claim 25

Key Features	Accused Product
[25.P] The method of claim 23, wherein B) comprises:	*See* Claim 23, *supra*.
[25A] B1) periodically updating the first event information; and	The Accused Products practice a method that comprises "*periodically updating the first event information*." For example, Genius Sports' platform updates live streaming event information, such as predicted scores and odds, in real-time.  (*See* https://geniussports.com/publishers-broadcasters/)

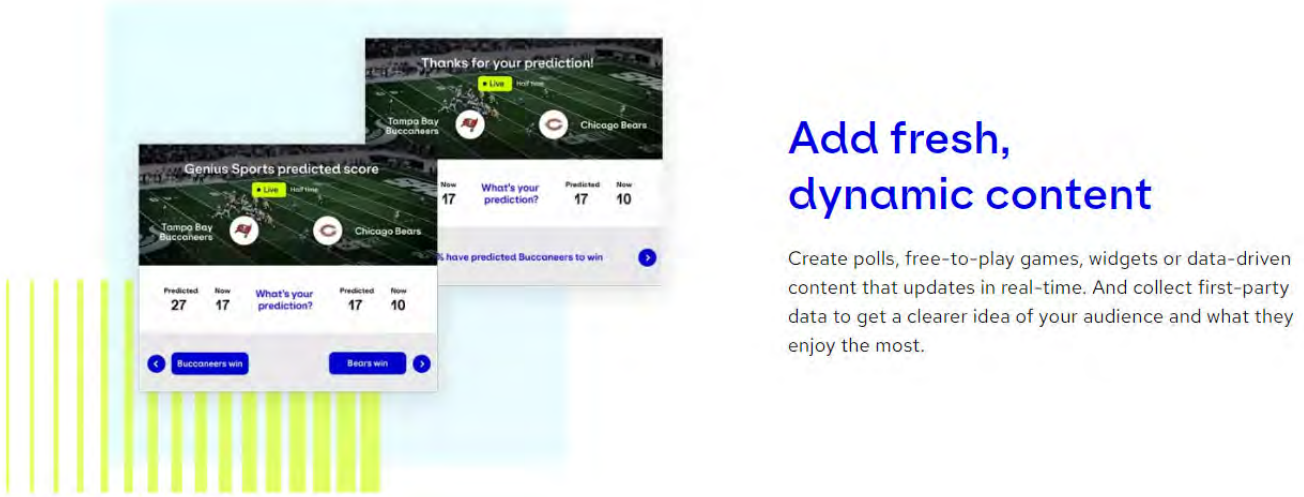
Key Features	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

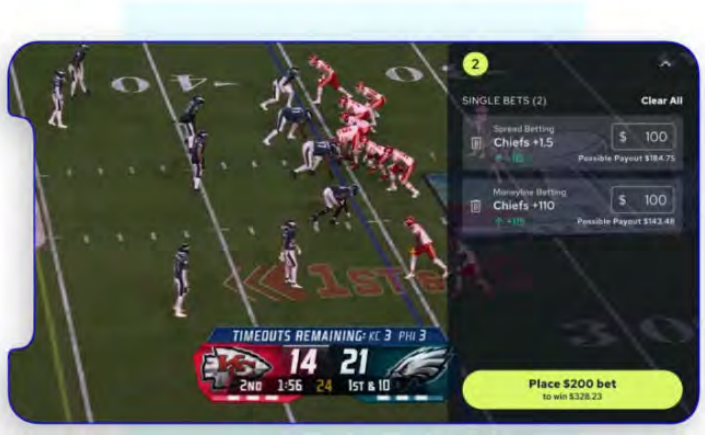
Key Features	Accused Product
	(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.   (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

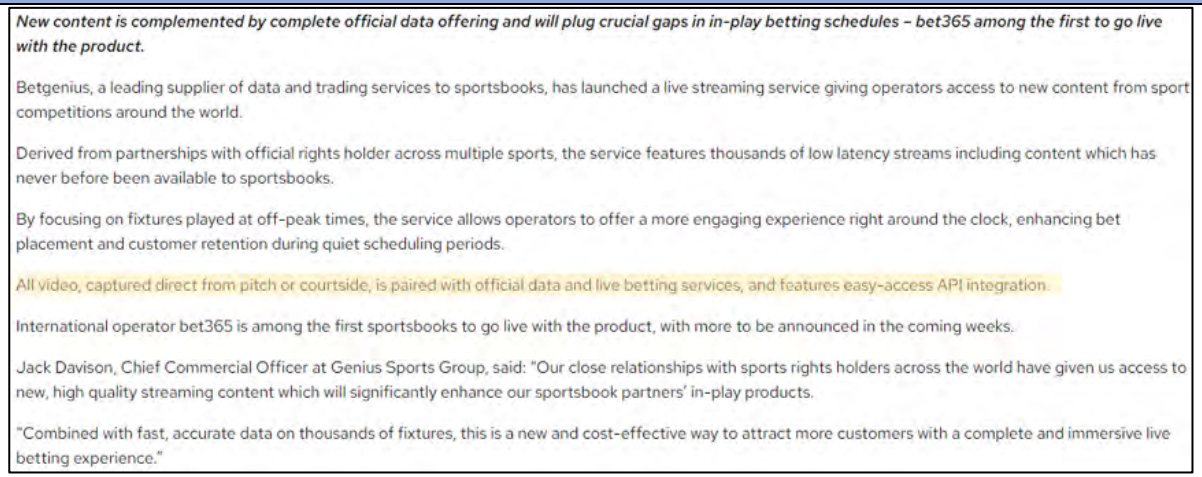
Key Features	Accused Product
	 • Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)
[25B] B2) for each updating of the first event information, queueing an	The Accused Products practice a method that comprises "*for each updating of the first event information, queueing an asynchronous message including the updated first event information for transmission to the at least one first event socket of the at least one socket server*."

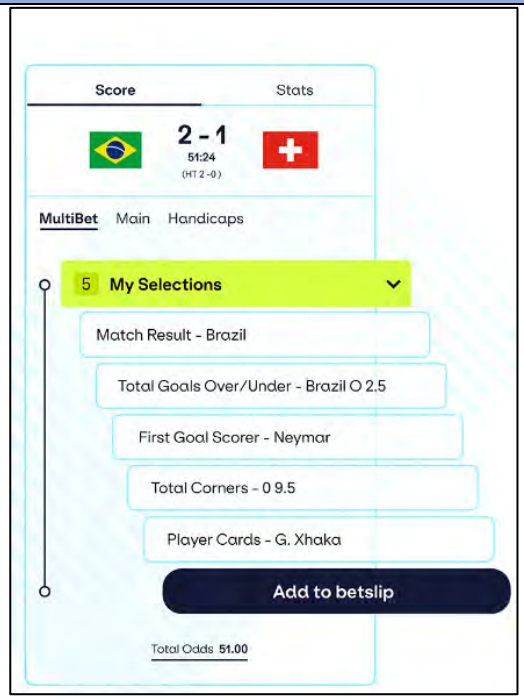
Key Features	Accused Product
asynchronous message including the updated first event information for transmission to the at least one first event socket of the at least one socket server.	For example, Genius Sports' platform uses Fixtures Push API v2, a message queue mechanism, for distributing updates in real time. On information and belief, the message queue mechanism queues an asynchronous message including the updated first event information for transmission to the at least one first event socket of the at least one socket server.

Key Features	Accused Product
	# Fixtures Push v2 RP Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read ## Table of Contents • Description • Architecture ○ Pub/Sub ○ Firehose Message queue ○ How to choose between both options • Channels ## Description Fixtures Push API v2 is a pub/sub or message queue mechanism for distributing updates in real time. The produced contracts are described in the Read Data Points section of each document under the Domain Entities document. Fixture push v2 uses the same contracts as Fixtures API v2, thus the API Swagger is also relevant for the push users to get a good understanding of the models they need. If going for the swagger take the `/GET` methods and see all "{Entity}ResponseModel" - e.g. FixtureResponseModel, CompetitionResponseModel etc. ## Architecture The Fixtures Push API v2 has a simple architecture that listens for updates made in the Fixtures platform and then publishes them to a third-party real-time provider called **Ably** for consumption from the subscribers/consumers of the specific channels/queue.

Key Features	Accused Product
	Ably basically provide 2 options for the consumption of the messages. **Pub/Sub** Read more about it here: Key concepts **Firehose Message queue** Read more about it here: Firehose (*See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/4447502491/Fixtures+Push+v2#Firehose-Message-queue) Genius Sports' platform updates live streaming event information, such as predicted scores and odds, in real-time.  (*See* https://geniussports.com/publishers-broadcasters/)

Key Features	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

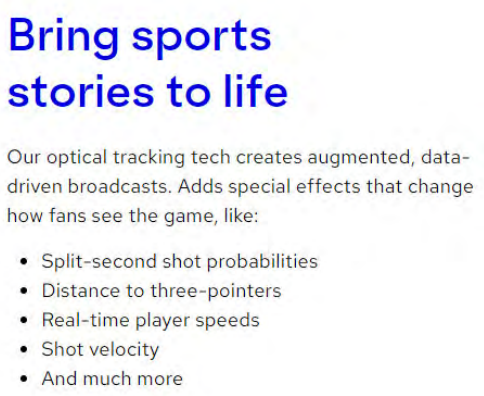
Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

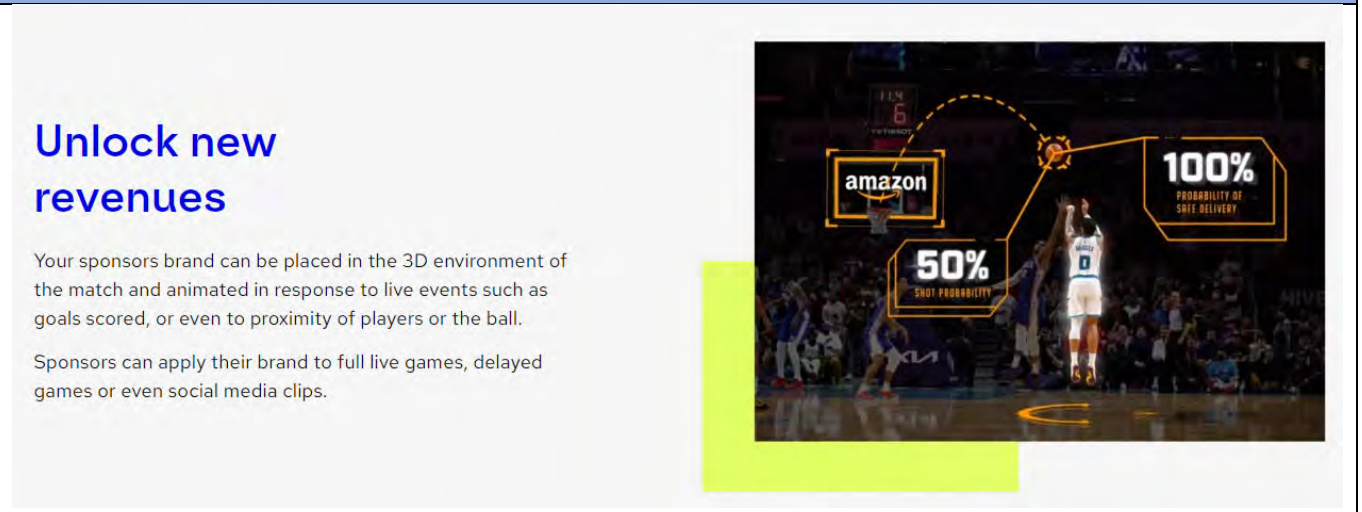
Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

17. Independent Claim 27

Key Features	Accused Product
[27.P] A system for providing, to a first viewer client device, a first copy of a first live stream of digital content relating to a first live sporting event, the system comprising:	*See* discussion of Claim Element [19.P], *supra*.
[27A] means for providing the first copy to the first viewer client device via a first video communication channel;	*See* discussion of Claim Element [19A.2], *supra*.
[27B] means for retrieving, via the Internet, first event information germane to a first live sporting event; and	*See* discussion of Claim Element [19B], *supra*.
[27C] means for transmitting the first event information to at least the first viewer client device via a first event information communication channel that is different from the first video communication channel.	*See* discussion of Claim Element [19C.2], *supra*.

18. Dependent Claim 28

Key Features	Accused Product
28. The system of claim 27, further comprising: means for transmitting and receiving first chat information regarding the first live sporting event via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel.	On information and belief, the Accused Products comprise "*means for transmitting and receiving first chat information regarding the first live sporting event via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel.*" For example, Genius Sports' platform transmits and receives chat information regarding the live sporting event, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via chat/system event Internet communication channel that is different from the video communication channel and the event information communication channel.  

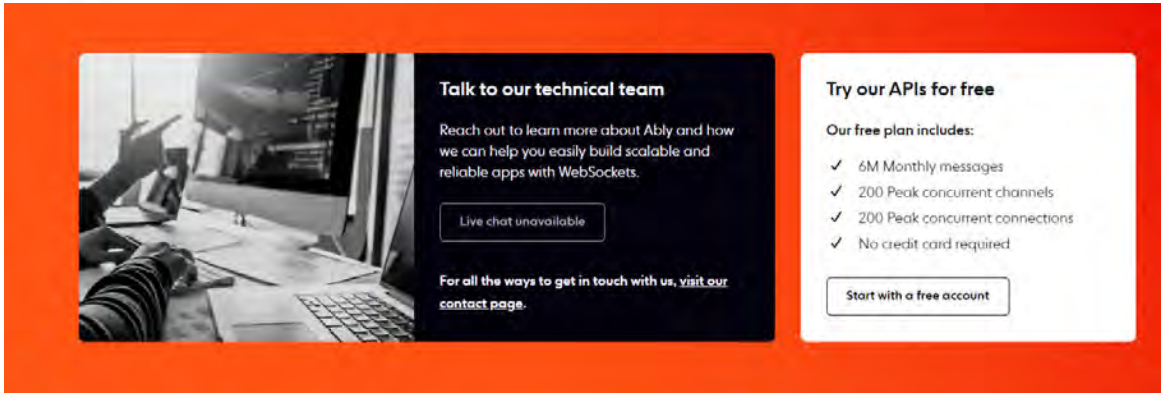
Key Features	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) For example, Genius Sports' platform sends "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." On information and belief, Genius Sports' platform creates different Internet communication channels to transmit information regarding the live sporting events to user devices. Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

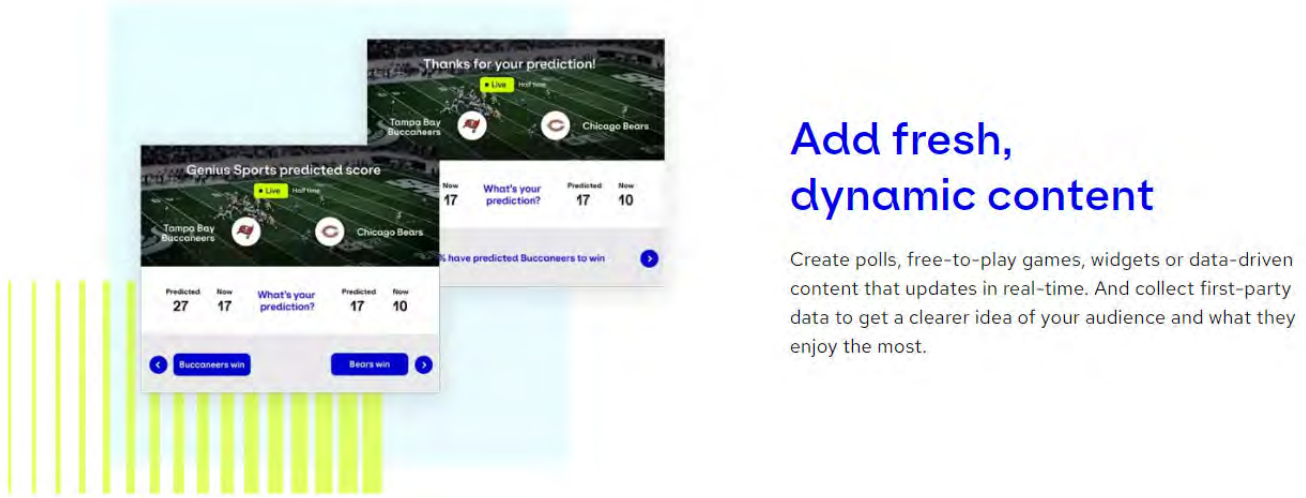
Key Features	Accused Product

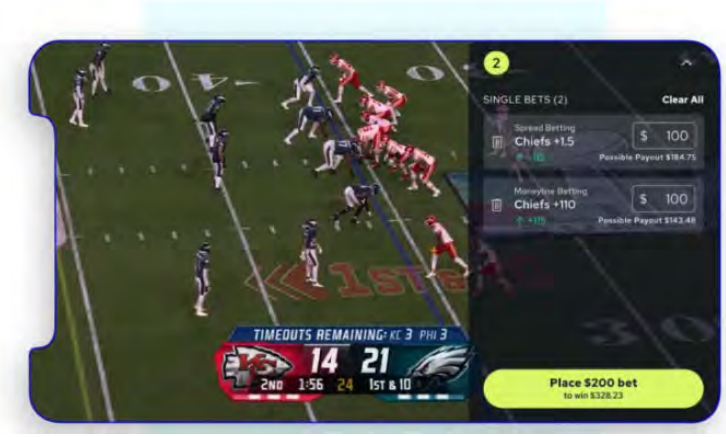
	RAW
	
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	
	`/v2/{sport}/publish`
	
	Example - HTTP
	
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online.
	
	Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook.
	
	Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed.
	
	Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

Key Features	Accused Product
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

Key Features	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.  (*See* https://ably.com/case-studies/genius-sports)

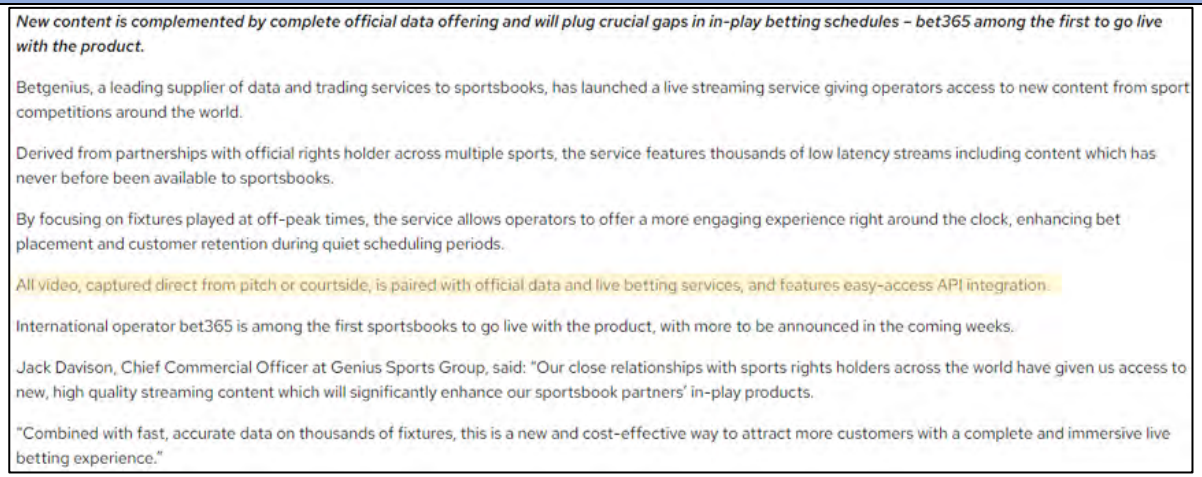
19. Dependent Claim 29

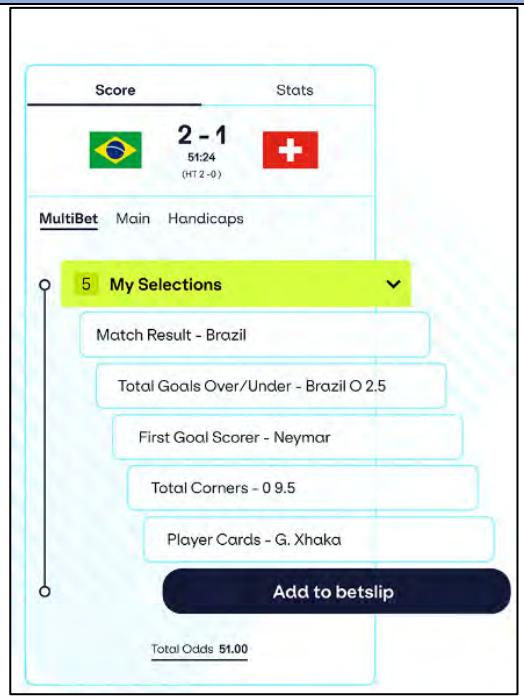
Key Features	Accused Product
29. The system of claim 27, wherein the means for retrieving includes means for updating the first event information and queueing an asynchronous message including the updated first event information for transmission on the first event information communication channel.	The Accused Products comprise "*means for updating the first event information and queueing an asynchronous message including the updated first event information for transmission on the first event information communication channel.*" For example, Genius Sports' platform updates live streaming event information, such as predicted scores and odds, in real-time.  (*See* https://geniussports.com/publishers-broadcasters/)

Key Features	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/) Genius Sports' platform uses Fixtures Push API v2, a message queue mechanism, for distributing updates in real time. On information and belief, the message queue mechanism queues an asynchronous message including the updated first event information for transmission on the first event information communication channel.

Key Features	Accused Product
	# Fixtures Push v2 RP Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read ## Table of Contents • Description • Architecture ○ Pub/Sub ○ Firehose Message queue ○ How to choose between both options • Channels ## Description Fixtures Push API v2 is a pub/sub or message queue mechanism for distributing updates in real time. The produced contracts are described in the Read Data Points section of each document under the Domain Entities document. Fixture push v2 uses the same contracts as Fixtures API v2, thus the API Swagger is also relevant for the push users to get a good understanding of the models they need. If going for the swagger take the `/GET` methods and see all "{Entity}ResponseModel" - e.g. FixtureResponseModel, CompetitionResponseModel etc. ## Architecture The Fixtures Push API v2 has a simple architecture that listens for updates made in the Fixtures platform and then publishes them to a third-party real-time provider called **Ably** for consumption from the subscribers/consumers of the specific channels/queue.

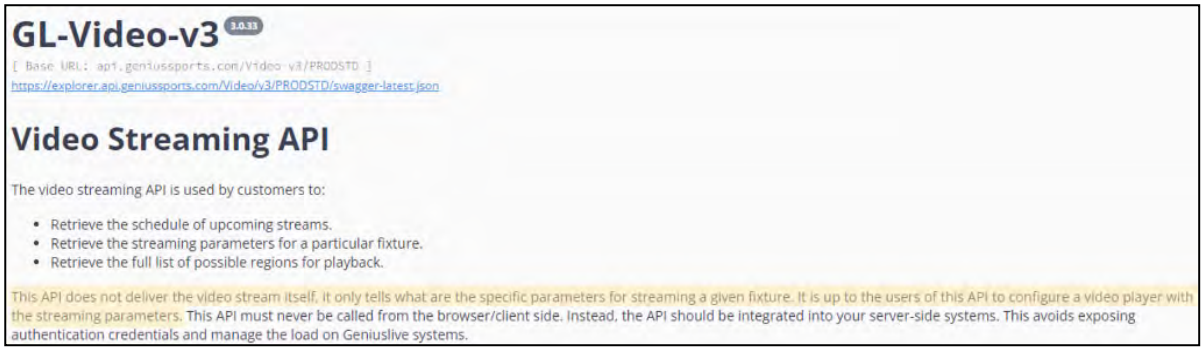
Key Features	Accused Product
	Ably basically provide 2 options for the consumption of the messages. **Pub/Sub** Read more about it here: Key concepts **Firehose Message queue** Read more about it here: Firehose (*See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/4447502491/Fixtures+Push+v2#Firehose-Message-queue) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

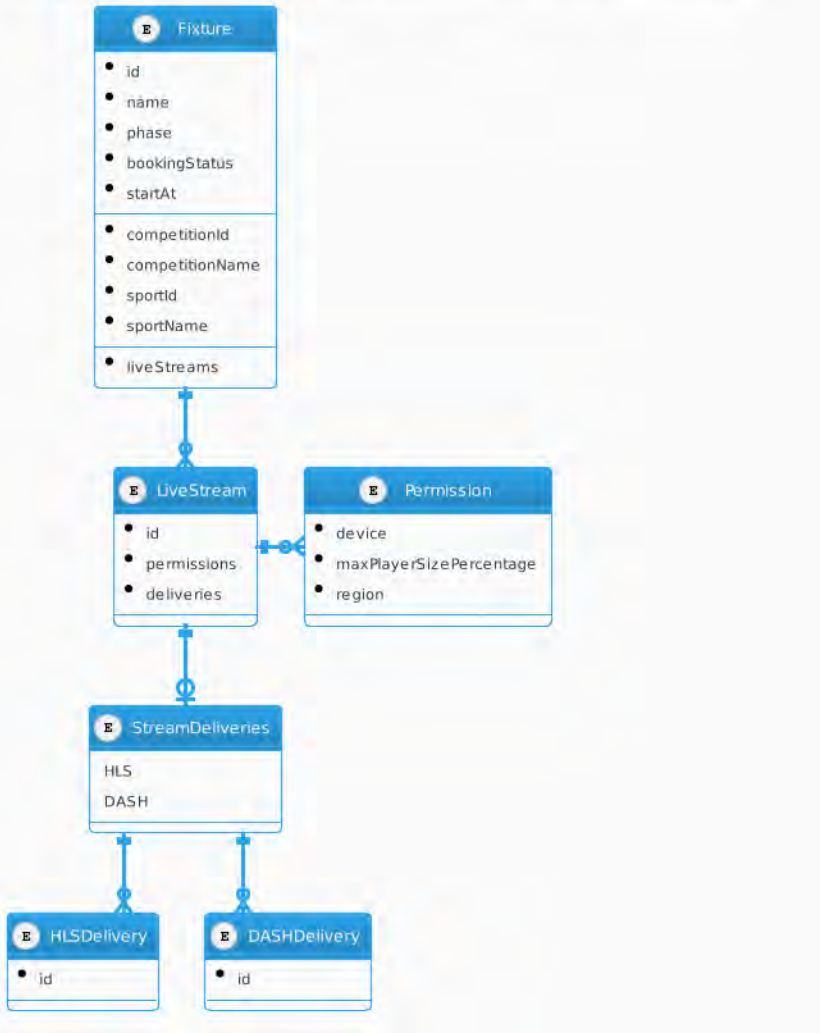
Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

20. Dependent Claim 30

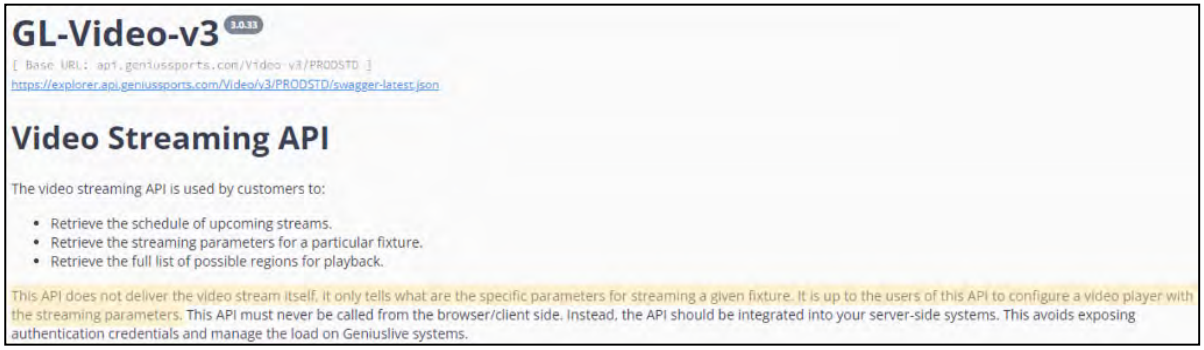
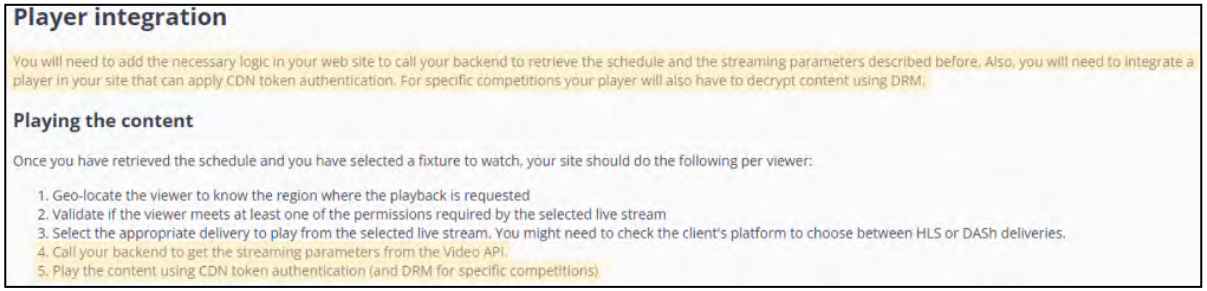
Key Features	Accused Product
[30.P] The system of claim 27, wherein the means for providing the first copy to the first viewer client device via a first video communication channel comprises:	*See* Claim 27, *supra*.
[30A] an HTTP live streaming (HLS) mother server to receive a first HLS file suite representing the first live stream of digital content; and	The Accused Products comprise "*an HTTP live streaming (HLS) mother server to receive a first HLS file suite representing the first live stream of digital content*." For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. For video API option, Genius Sports uses HTTP live streaming (HLS) protocol to deliver live stream of digital content. On information and belief, Genius Sports platform comprises an HLS mother server to receive the HLS file suite representing the live stream of digital content, such as the HLSStreamResponse. 

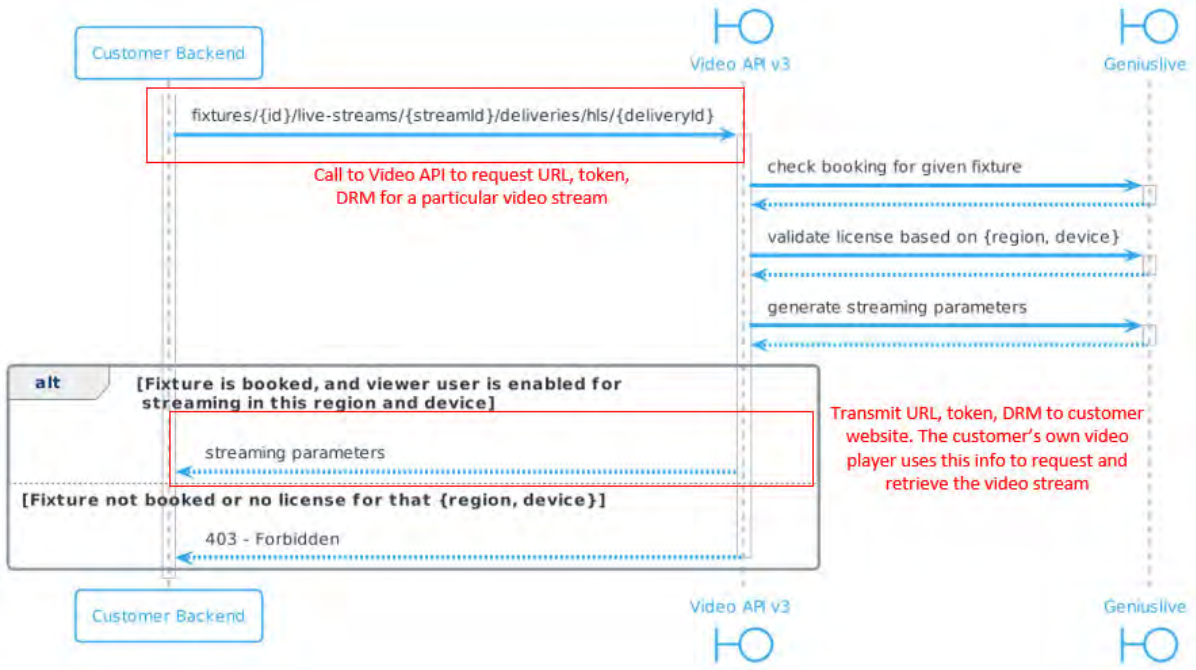
Key Features	Accused Product
	Domain model The diagram below illustrates the main objects exposed in the API and their relationships: 

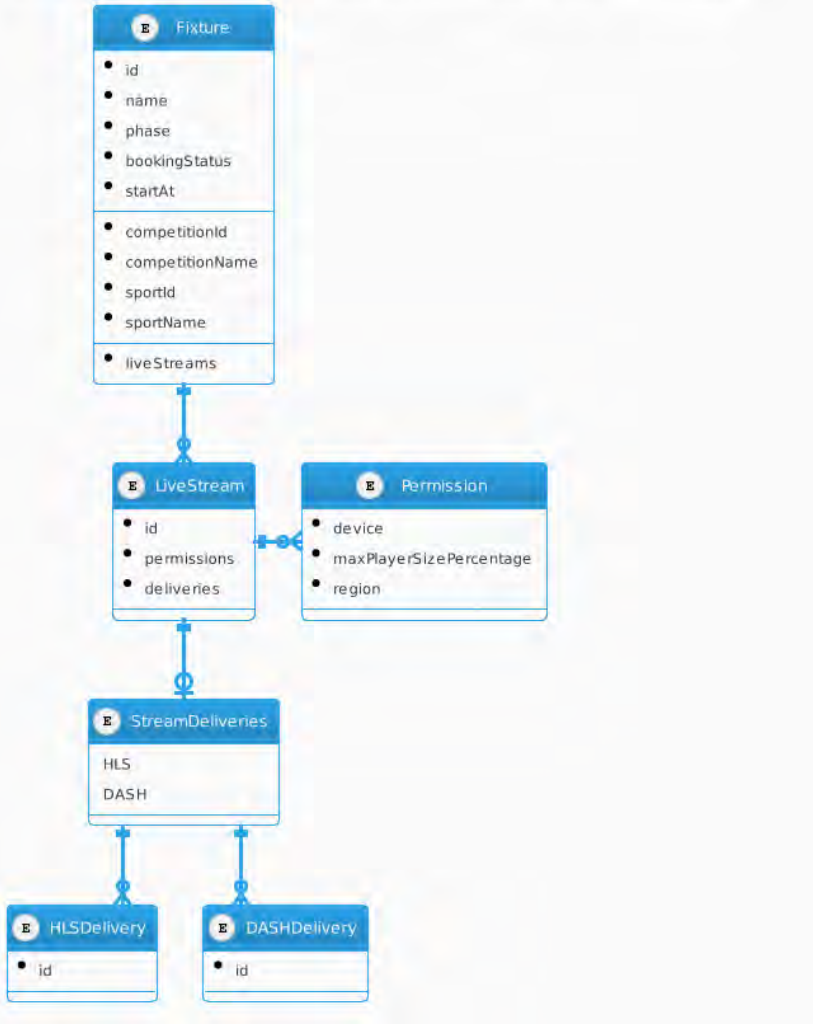
Key Features	Accused Product

	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A **LiveStream** represents one video feed for a given fixture. Tipically, a fixture will only have one stream available, however the API is designed to support several streams for the same fixture. Within each live stream, video can be delivered on several transport protocols (HLS, DASH, etc), described by the **StreamDeliveries** object.
	The **StreamDeliveries** object defines the sources for delivering the stream on a given transport protocol. Currently, HLS and DASH are supported. For each protocol, there can be several sources serving the video content (e.g., primary and backup CDN).
	Each transport protocol defines its own `{Protocol}Delivery` object containing protocol-specific information.
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested
	2. Validate if the viewer meets at least one of the permissions required by the selected live stream
	3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.
	4. Call your backend to get the streaming parameters from the Video API.
	5. Play the content using CDN token authentication (and DRM for specific competitions)
	Using the CDN access token
	The access token you get from the streaming parameters endpoint of the Video API should be attached as a query string parameter to the URL for the manifest/index file for your target content, using the following format:
	`<URL>?<token>`
	The final url might look like the following:
	`https://[domain]/[path]/index.m3u8?hdnts=st=1370627194~exp=1370627409~acl=*~hmac=6a10b3f602ffdd88c02cd1b89665bfdfdc0fc84c3cf7049752931ad7`
	Using the CDN session token
	Session tokens are created by the CDN and are exchanged with the player during the streaming. For HLS, this session token comes embedded in the master manifest. For DASH, the session token comes in a cookie, therefore the player must be configured to send cookies in the request. However, some devices and browsers might not be configured to support cookies, so it is important for you to validate this before selecting the stream delivery to play.
	Using DRM
	DRM (Digital Rights Management) is a method for adding security to digital content and prevent unauthorized use and piracy. Some competitions require DRM for playback. For those cases, we will encrypt the content from the origin and your player will need to decrypt every chunk of data received from the CDN in order to play these fixtures.
	When you call the streaming parameters endpoint of the API, the response might include a DRM object. If this object is null or is not present, then DRM is not required for that delivery. Otherwise the DRM object contains a list of urls to decryption keys, one url for each supported technology. The player needs to select the technology that bets suites the client platform, then get the key using the url, and finally use that key to decrypt the content during the session.

Key Features	Accused Product
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)  (*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[30B] a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network (HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel between the HLS CDN and the first viewer client device, wherein the first copy is based on the first HLS file suite received by the HLS mother server.	The Accused Products comprise "*a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network (HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel between the HLS CDN and the first viewer client device, wherein the first copy is based on the first HLS file suite received by the HLS mother server*." For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. As illustrated in the process below, a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network

Key Features	Accused Product
	(HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel through HLSStreamRequest and HLSStreamResponse.  

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Key Features	Accused Product
	Domain model The diagram below illustrates the main objects exposed in the API and their relationships: 

Key Features	Accused Product

	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A **LiveStream** represents one video feed for a given fixture. Tipically, a fixture will only have one stream available, however the API is designed to support several streams for the same fixture. Within each live stream, video can be delivered on several transport protocols (HLS, DASH, etc), described by the **StreamDeliveries** object.
	The **StreamDeliveries** object defines the sources for delivering the stream on a given transport protocol. Currently, HLS and DASH are supported. For each protocol, there can be several sources serving the video content (e.g., primary and backup CDN).
	Each transport protocol defines its own `{Protocol}Delivery` object containing protocol-specific information.
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested
	2. Validate if the viewer meets at least one of the permissions required by the selected live stream
	3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.
	4. Call your backend to get the streaming parameters from the Video API.
	5. Play the content using CDN token authentication (and DRM for specific competitions)
	Using the CDN access token
	The access token you get from the streaming parameters endpoint of the Video API should be attached as a query string parameter to the URL for the manifest/index file for your target content, using the following format:
	`<URL>?<token>`
	The final url might look like the following:
	`https://[domain]/[path]/index.m3u8?hdnts=st=1370627194~exp=1370627409~acl=*~hmac=6a10b3f602ffdd88c02cd1b89665bfdfdc0fc84c3cf7049752931ad7`
	Using the CDN session token
	Session tokens are created by the CDN and are exchanged with the player during the streaming. For HLS, this session token comes embedded in the master manifest. For DASH, the session token comes in a cookie, therefore the player must be configured to send cookies in the request. However, some devices and browsers might not be configured to support cookies, so it is important for you to validate this before selecting the stream delivery to play.
	Using DRM
	DRM (Digital Rights Management) is a method for adding security to digital content and prevent unauthorized use and piracy. Some competitions require DRM for playback. For those cases, we will encrypt the content from the origin and your player will need to decrypt every chunk of data received from the CDN in order to play these fixtures.
	When you call the streaming parameters endpoint of the API, the response might include a DRM object. If this object is null or is not present, then DRM is not required for that delivery. Otherwise the DRM object contains a list of urls to decryption keys, one url for each supported technology. The player needs to select the technology that bets suites the client platform, then get the key using the url, and finally use that key to decrypt the content during the session.

Key Features	Accused Product

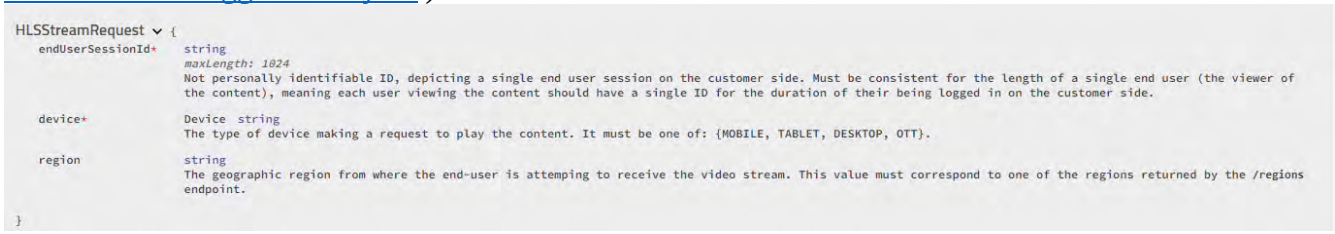
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	 
	HLSStreamResponse {
	expiresAt string($date-time) The expiration date of this token, expressed in UTC.
	url* string The live stream playback URL.
	token string Token data to add to the user's session.
	drm DRM > {...}
	}
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	 
	HLSStreamRequest {
	endUserSessionId* string maxLength: 1024 Not personally identifiable ID, depicting a single end user session on the customer side. Must be consistent for the length of a single end user (the viewer of the content), meaning each user viewing the content should have a single ID for the duration of their being logged in on the customer side.
	device* Device string The type of device making a request to play the content. It must be one of: {MOBILE, TABLET, DESKTOP, OTT}.
	region string The geographic region from where the end-user is attemping to receive the video stream. This value must correspond to one of the regions returned by the /regions endpoint.
	}
	(*See*, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Exhibit 2

U.S. PATENT NO. 10,425,697 V/S Genius Sports Ltd.

I. INTRODUCTION

The chart below demonstrates how Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") as well as Defendant's partners, customers, and end users of the products and features discussed below, directly infringe, either literally or under the doctrine of equivalents, at least claims 1-9, 19-25, and 27-30 of U.S. Patent No. 10,425,697 ("the '697 Patent"). Defendant and Defendant's partners, customers, and end users directly infringe the identified claims at least by making, using, selling, installing, configuring to operate, importing, testing, and/or offering to sell at least Genius Sports' Sportsbook Platform and live streaming services, as well as other offerings and services that integrate with Genius Sports' Sportsbook Platform and live streaming services, including but not limited to the product marketed under the trade names Multibet, BetVision, GeniusLive, and GeniusLive+, including any equivalent or substantially similar products (collectively, "the Accused Products") either alone, and/or when installed and operated as designed and intended on a computer system or network, as detailed below.

Each element of each asserted claim is presently alleged to be literally present. Because discovery is still ongoing and the Asserted Claims have not yet been construed, SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA") reserves the right to supplement its contentions, including with respect to the Doctrine of Equivalents as appropriate. In addition, any of Defendant's products that perform similar functions and/or incorporate or rely on the same or similar functionality (for example, without limitation, any predecessor or successor products performing the same functions in the same ways or products which use the same software, plugins, or libraries or call the functions underlying the operations identified below) as the Accused Products also infringe in the manner set out below.

Defendant directly infringes at least claims 1-9, 19-25, and 27-30 of the '697 Patent, either literally or under the doctrine of equivalents, by making, using, offering to sell and selling the systems described below. Defendant's partners, customers, and end users of its Accused Products and corresponding systems and services directly infringe at least claims 1-9, 19-25, and 27-30 of the '697 Patent, literally or under the doctrine of equivalents, at least by using the Accused Products and corresponding systems and services, as described below. For example, Defendant publicizes and markets that it works with partners worldwide in connection with using its Accused Products and corresponding systems and services:

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See https://geniussports.com/sportsbook/.

Defendant has actively induced and are actively inducing infringement of at least claims 1-9, 19-25, and 27-30 of the ’697 Patent with specific intent to induce infringement, and/or willful blindness to the possibility that its acts induce infringement, in violation of 35 U.S.C. § 271(b). For example, Defendants encourages and induces customers to use the Genius Sports Platform in a manner that infringes claims 1-9, 19-25, and 27-30 of the ’697 Patent at least by offering and providing the software and by engaging in activities relating to selling, marketing, advertising, promotion, installation, support, and distribution of the Accused Products.

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe claims 1-9, 19-25, and 27-30 of the ’697 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video streaming software, and services in the United States. (*See* PANDA_000055-PANDA_000064, https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer’s use of the Accused Products in a manner that infringes the ’697 Patent.

Defendant also contributes to the infringement of its partners, customers, and end-users of the Accused Products by providing within the United States or importing into the United States the Accused Products, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. These functionalities are continually running when the system is in use and, on information and belief, cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice the ’697 Patent, that functionality could not be performed. Additionally, the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, itself has no substantial non-infringing uses because the components, modules and methods identified below are a necessary part of that functionality. For example, without the on-to-many socket architecture, the Accused Products could not effectively synchronize the event information across multiple viewers. These functionalities are continually running when the system is in use and cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice claimed in the ’697 Patent, that functionality could not be performed.

Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. For example, at least the functionalities and corresponding modules (whether software and/or hardware) described below have no suitable non-infringing use and form a material part of the Accused Products. In other words, when each of the Accused Products operates, the functions below are performed. Moreover, when the functionality and modules specifically described below are operated, they perform the steps described below. The Accused Products (and the specific modules and functionalities described herein) are designed and intended specifically to perform the inventions claimed in the Asserted Claims, and do not have any other purpose. For example, the Accused Products and accused functionalities (e.g., the one-to-many architecture) constitute a material part of the inventions claimed because such architecture is integral to the system as recited in the claims of the ’697 Patent. None of these products are staple goods—they are sophisticated and customized video streaming products, methods, and systems.

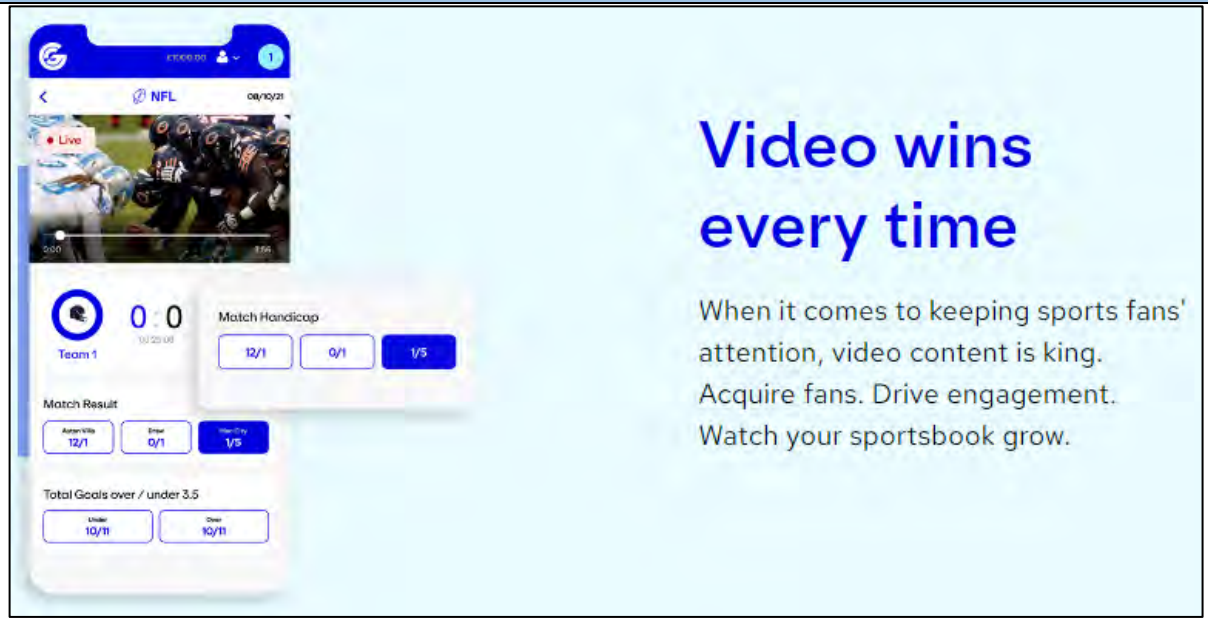
Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems, including through discovery, or should one or more claims be construed in a manner differently than interpreted herein.

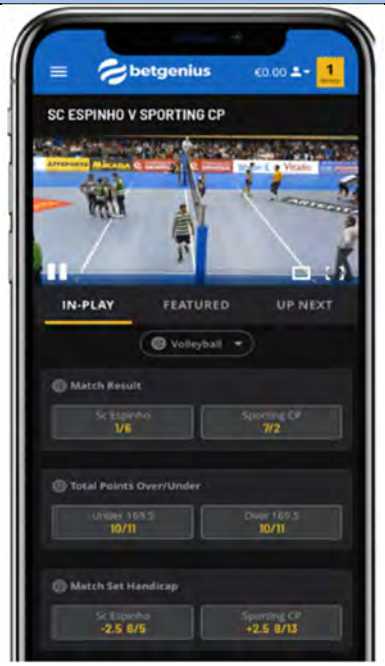
In addition to the specific claims charted below, Plaintiff intends to take discovery of the Accused Products related to claims 10-18 and 26, which require, *inter alia*, at least one real-time messaging protocol (RTMP) media server and at least one web real time communication (WebRTC) media server. Plaintiff believes that such discovery, including in particular relevant source code, will provide facts to show whether the Accused Products infringe one or more of these claims. Plaintiff therefore reserves the right to supplement its contentions, including by adding one or more of these claims, as this case progresses.

II. CLAIM CHARTS

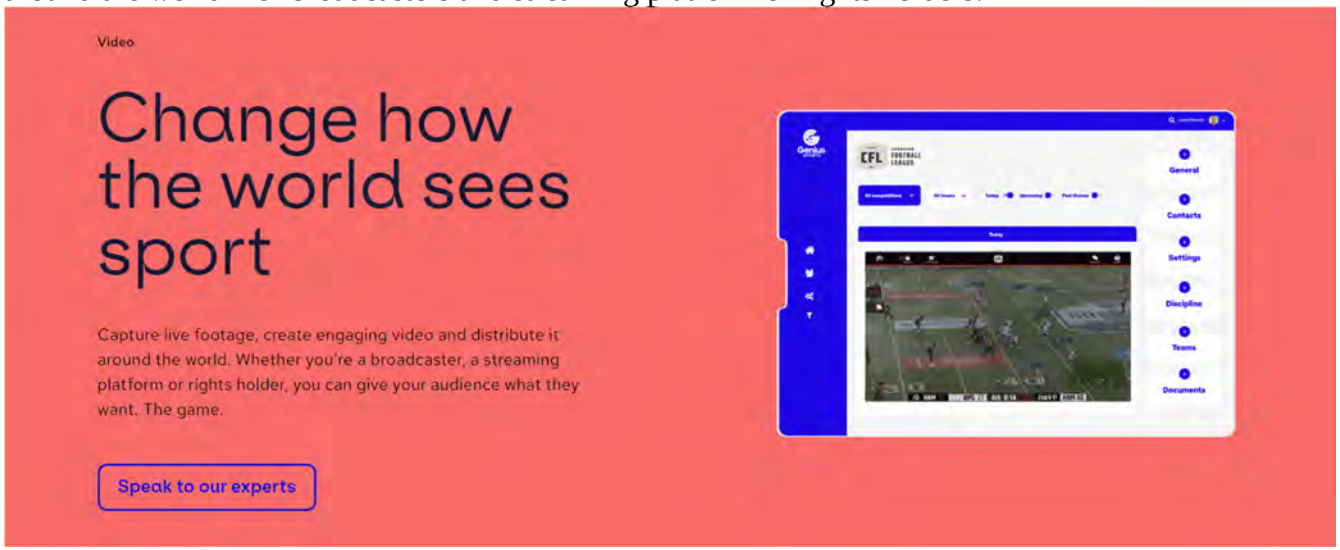
1. Independent Claim 1

Claim Element	Accused Product
[1P] A system for providing a first plurality of copies of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first plurality of viewer client devices, and for providing a second plurality of copies of a second broadcaster's live stream of digital content including second live sporting event video-based commentary from a second broadcaster client device to a second plurality of viewer client	The Accused Products practice a system for providing, "*a first plurality of copies of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first plurality of viewer client devices, and for providing a second plurality of copies of a second broadcaster's live stream of digital content including second live sporting event video-based commentary from a second broadcaster client device to a second plurality of viewer client devices.*" For example, the Accused Products include both a live stream of a sporting event and overlayed event information related to the sporting event.

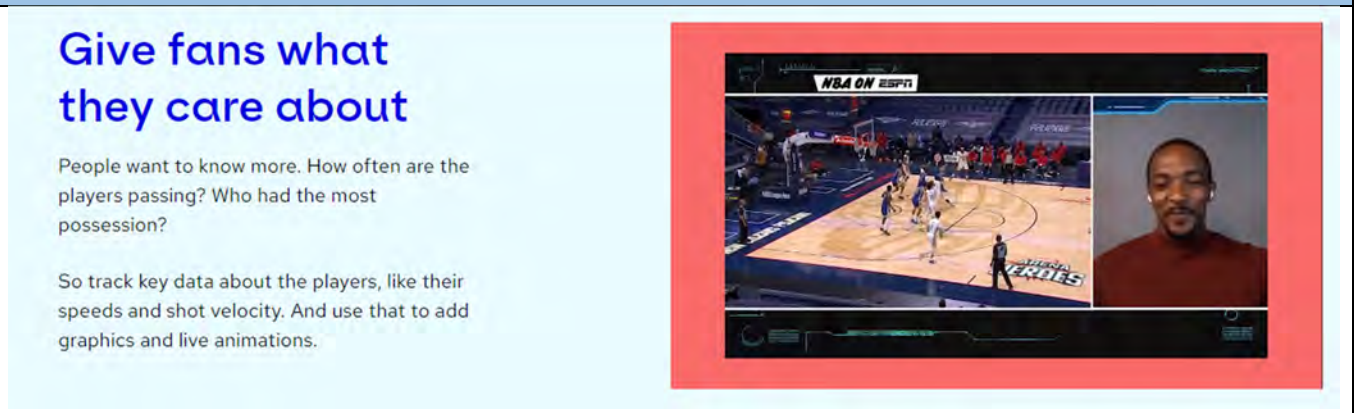
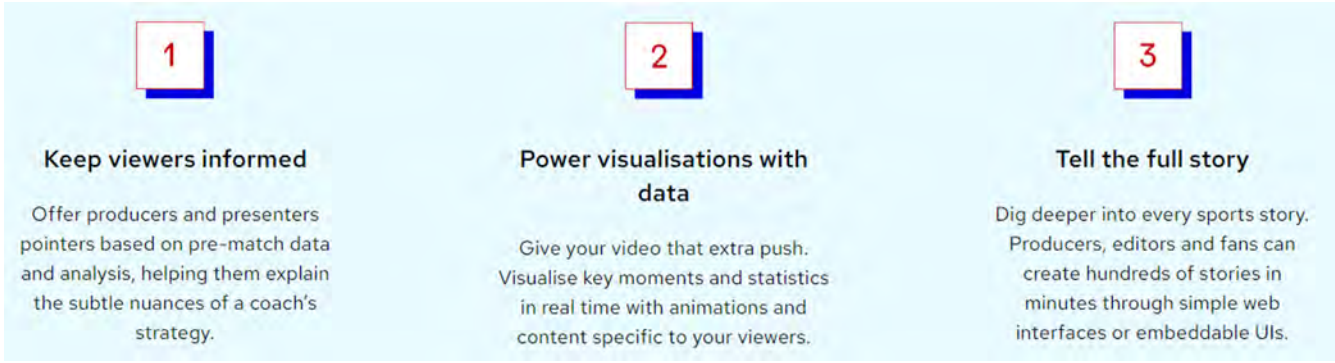
Claim Element	Accused Product
devices, the system comprising:	 (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).

Claim Element	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, The Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

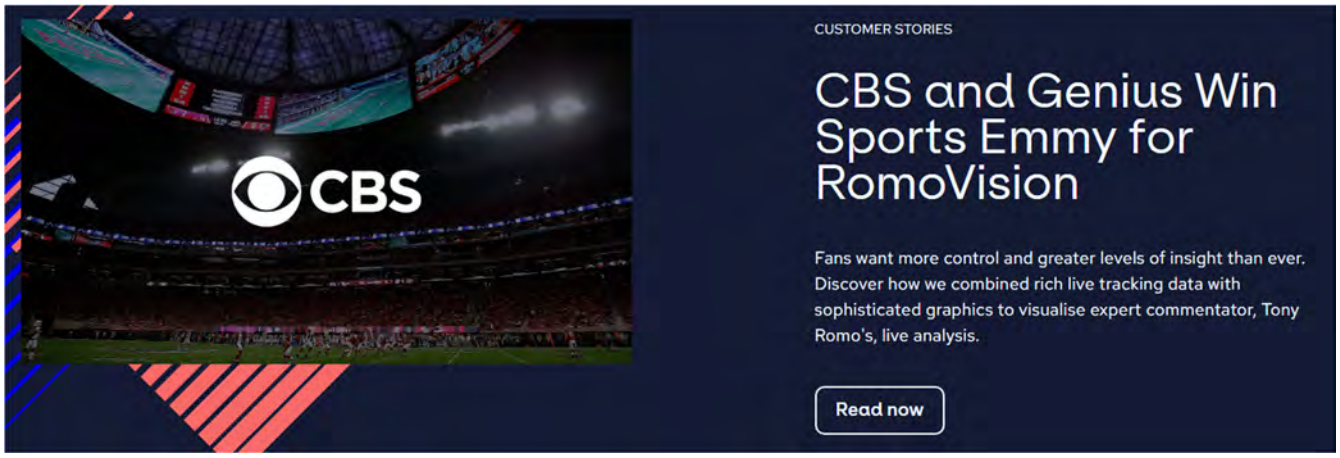
Claim Element	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-

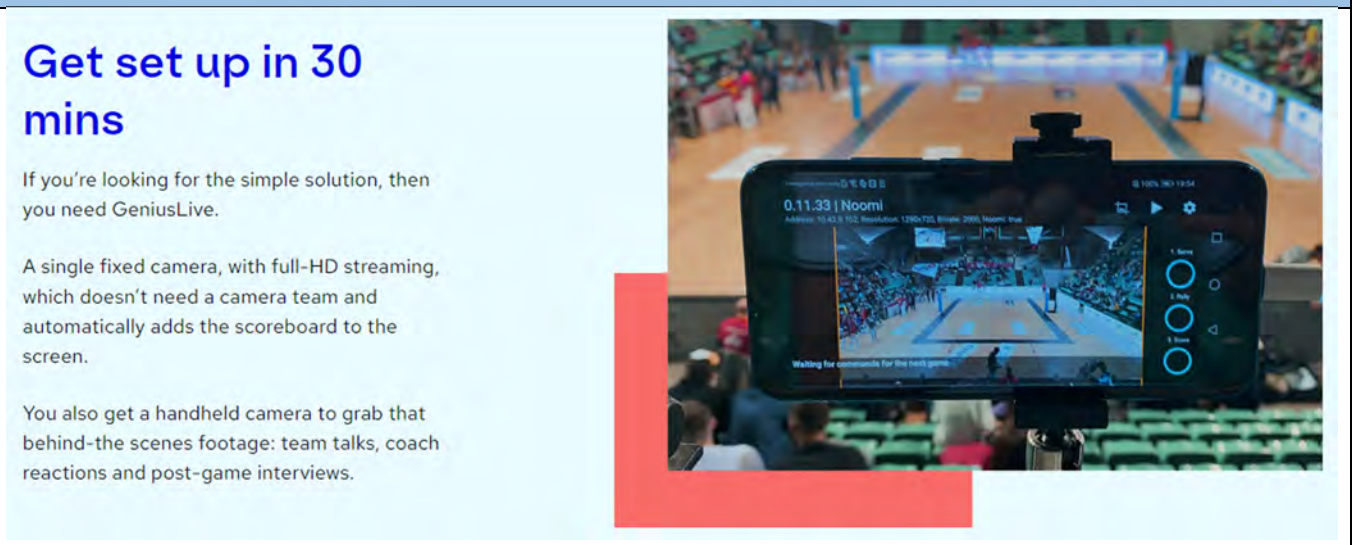
Claim Element	Accused Product
	official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders:  (*See*, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

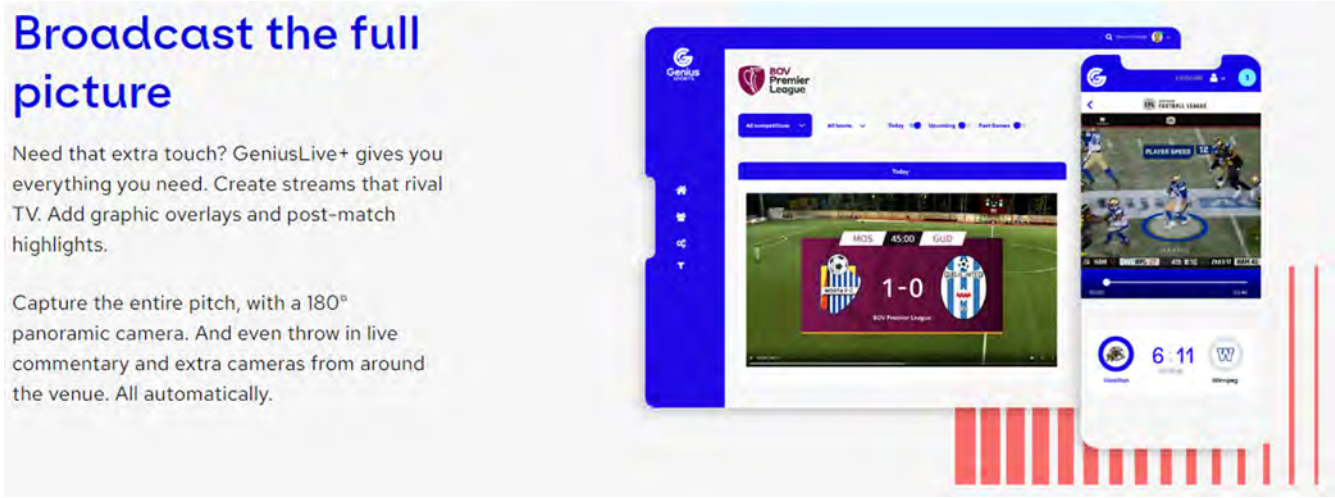
Claim Element	Accused Product
	We work with partners worldwide  (*See*, PANDA_000069 at PANDA_000074-75, https://geniussports.com/video/.) We work with the biggest media players in sport  (*See*, PANDA_000021 at PANDA_000025, https://geniussports.com/publishers-broadcasters/.) On information and belief, the Accused Products provide a first and second plurality of copies of a first and second broadcaster's live stream of digital content including first and second video-based commentary about a first and second live sporting event from a first and second broadcaster client device to a first and second plurality of viewer client devices.

Claim Element	Accused Product
	 (*See*, PANDA_000098 at PANDA_000101, https://geniussports.com/video/production/.)  (*See*, PANDA_000098 at PANDA_000101-102, https://geniussports.com/video/production/.)

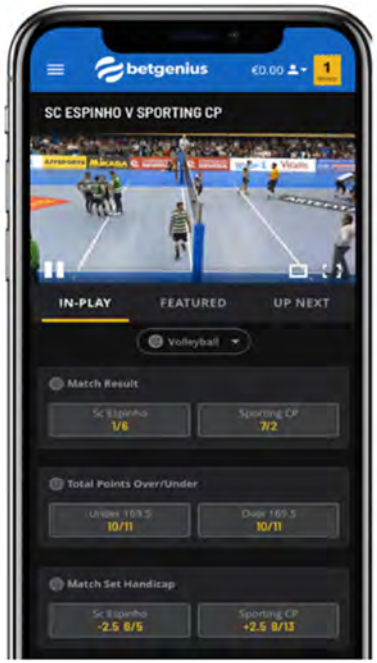
Claim Element	Accused Product
	BT Sport augments broadcasts with tracking data (*See*, PANDA_000004, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)  Team Talk Personalisation and rich data are pivotal to the future of sports broadcasting. With fans wanting more control and greater levels of insight than ever before, BT Sport set out to launch a new **Matchday Experience** tool to transform its coverage of the English Premier League (EPL) . The major UK broadcaster needed a solution that would be: - Immersive and informative fan experiences - Editorially relevant with insights that meet fans' demands to better understand games - Ready for the rollout of 5G and suitable for Premier League fans of all ages (*See*, PANDA_000004 at PANDA_000005, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)

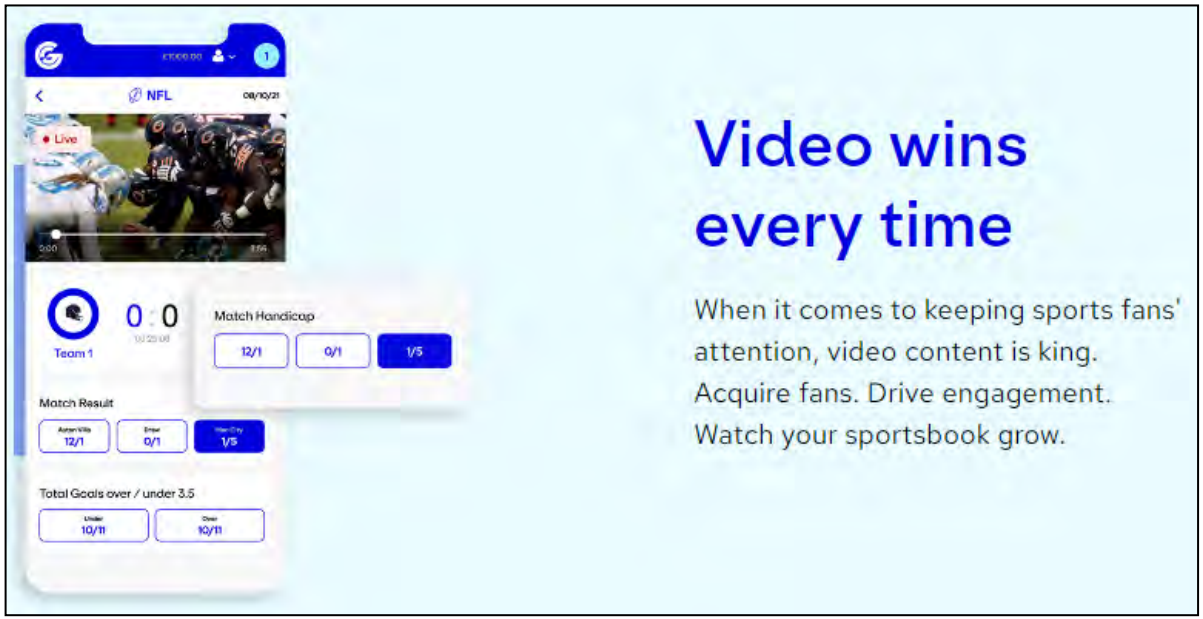
Claim Element	Accused Product
	 Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more (*See*, PANDA_000496, https://geniussports.com/publishers-broadcasters/.)  (*See*, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

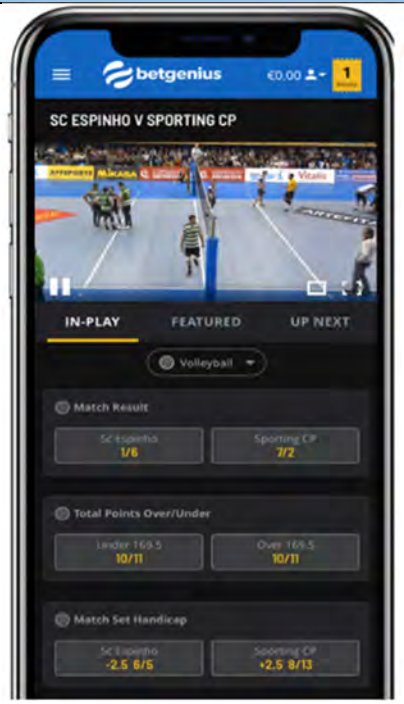
Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  **GeniusLive in action:** • 1 camera system, fixed in-venue • Up to full HD video streaming • Unmanned system films the entire court • Installation within 30 minutes • Graphic overlay (scoreboard) • Additional handheld camera to take over video and audio • Integrated with real-time fan engagement tools

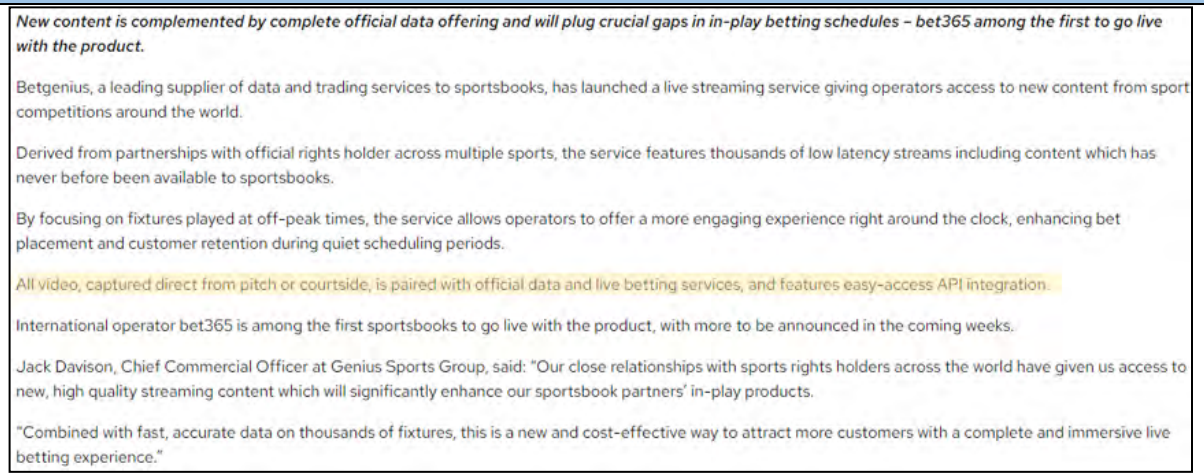
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.) The NFL appointed Genius Sports in April 2021 as its exclusive worldwide distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League's official sports betting data feed to media companies and sportsbooks in regulated markets. This partnership included the rights for Genius Sports to distribute low latency video feeds to sportsbooks in key international markets, which has now been expanded to include the U.S. As a first of its kind in the U.S., Caesars Sportsbook will offer official data-driven in-game betting opportunities and player props alongside live video streams of NFL games to give their customers access to the most compelling in-play NFL betting experience available for mobile and tablets. In addition, Caesars Sportsbook will utilize official NFL league and team marks and logos to help promote their live premium content through a fully immersive Watch & Bet live wagering experience. (*See*, PANDA_000066 at PANDA_000067, https://www.geniussports.com/newsroom/genius-sports-expands-partnership-with-nfl-to-provide-watch-bet-video-streams-for-the-2022-season-starting-with-caesars-entertainment/.)
[1A] a plurality of media sources to: [1A.1] receive the first broadcaster's live stream of digital content and the second broadcaster's live stream of digital content;	On information and belief, the Accused Products include "*a plurality of media sources to receive the first broadcaster's live stream of digital content and the second broadcaster's live stream of digital content*." For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally:

Claim Element	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) 

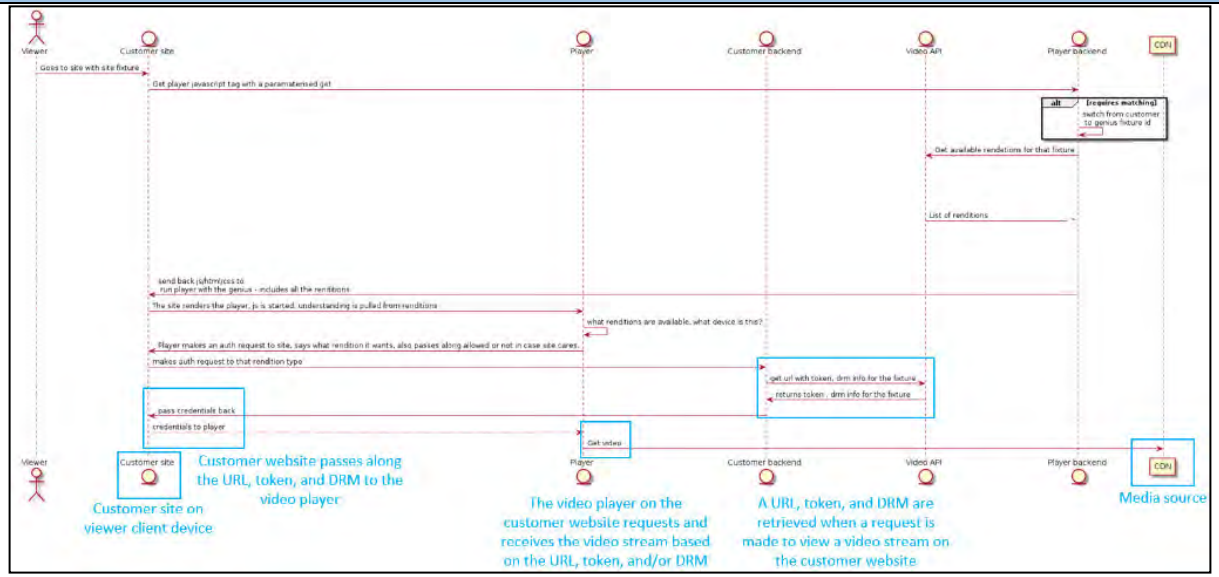
Claim Element	Accused Product
	(*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[1A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of	The Accused Products include a plurality of media sources to "*provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices.*" For example, the Accused Products combine live sports data and live sports video.

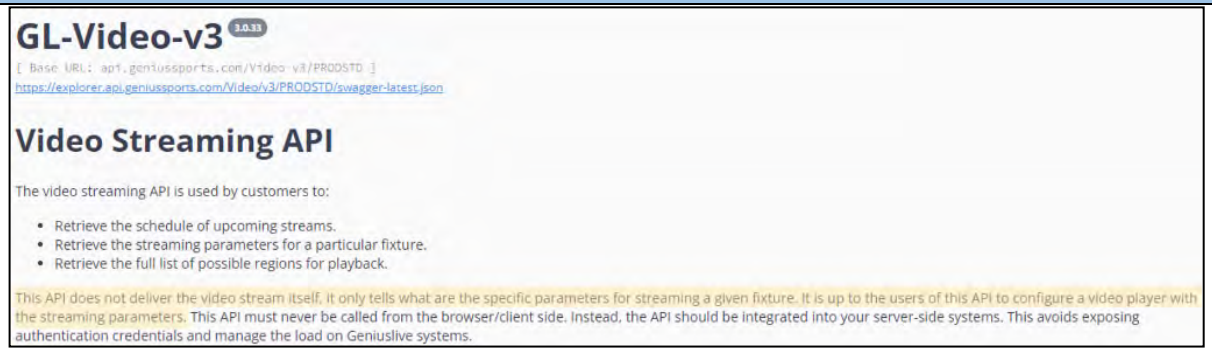
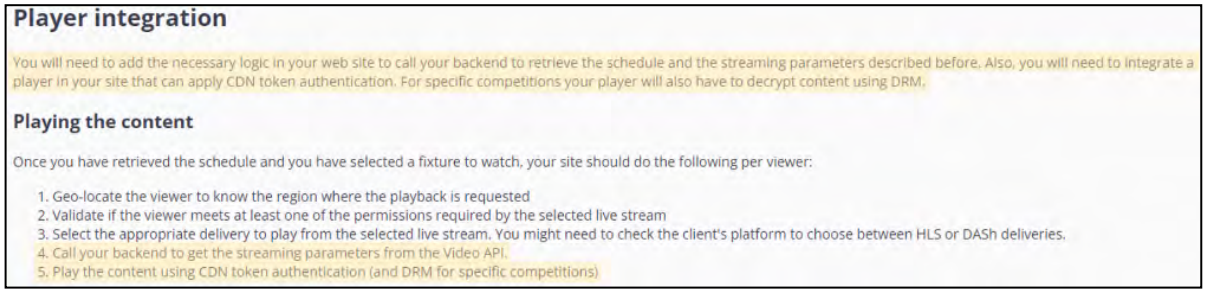
Claim Element	Accused Product
media sources and the first viewer client device of the first plurality of viewer client devices; and	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

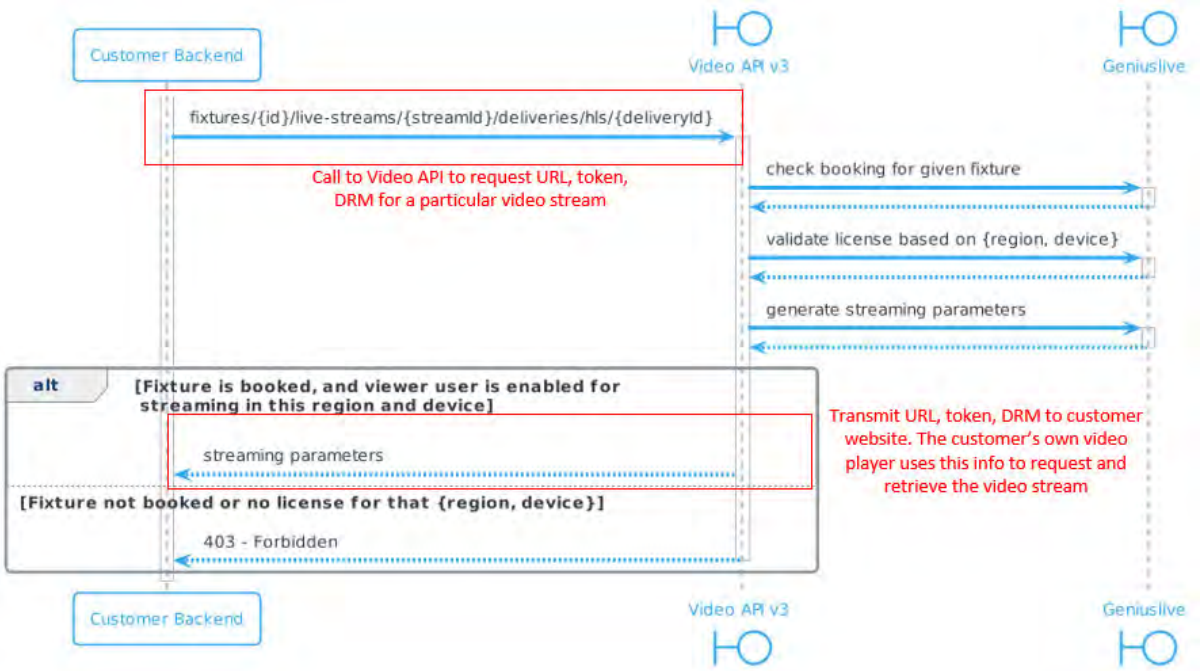
Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request

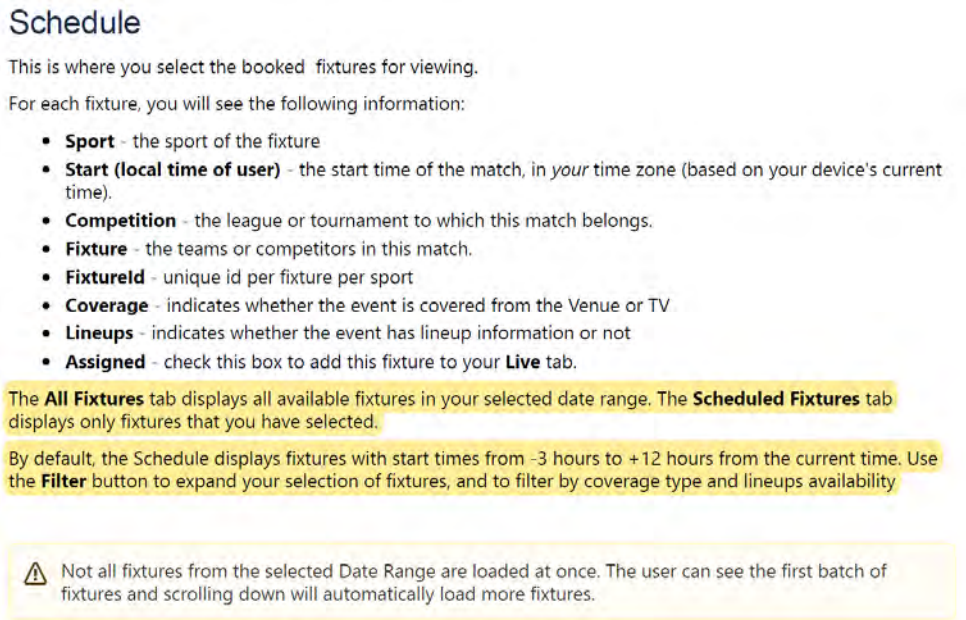
Claim Element	Accused Product

	from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

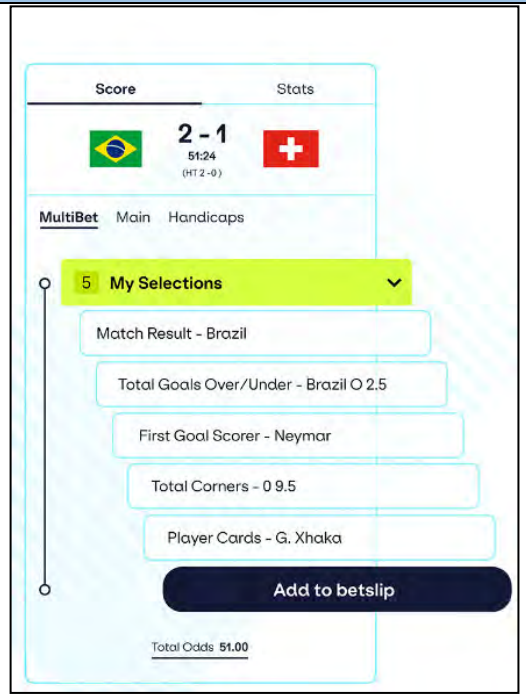
Claim Element	Accused Product
	 

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[1A.3] provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of media sources	The Accused Products include a plurality of media sources to "*provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of media sources and the first viewer client device of the second plurality of viewer client devices*." *See* discussion of Claim Element [19A.2], *supra*. For example, a second Internet communication channel is used in the same way described above to provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices.

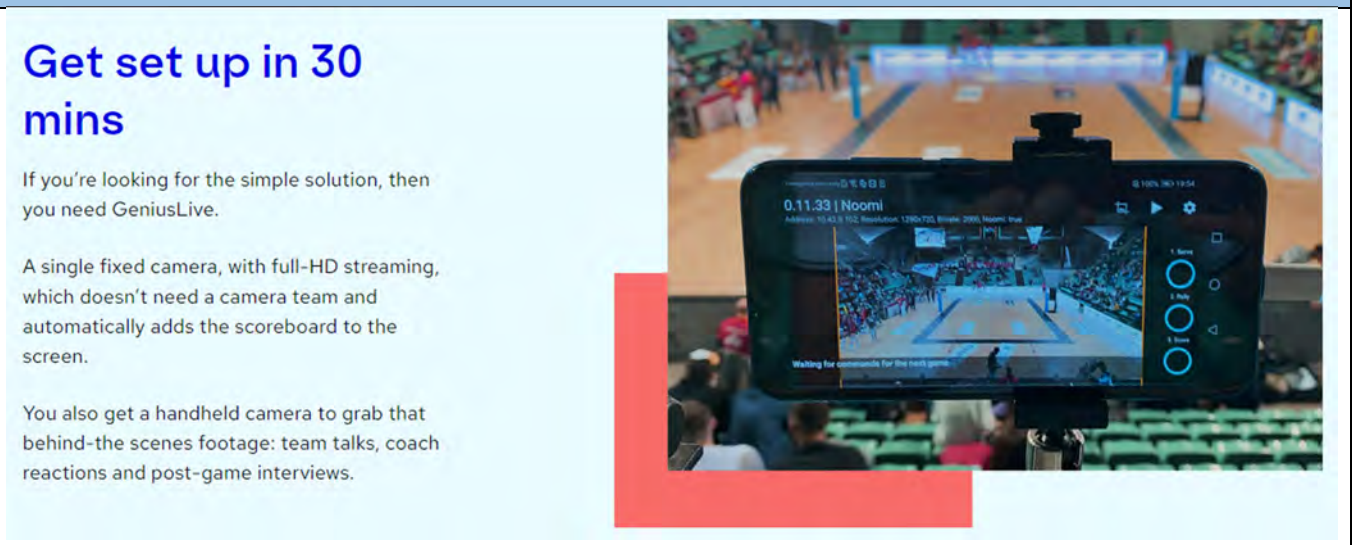
Claim Element	Accused Product
and the first viewer client device of the second plurality of viewer client devices;	
[1B] a control server to periodically retrieve, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event information includes first score information for the first live sporting event; and	The Accused Products include "*a control server to periodically retrieve, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event information includes first score information for the first live sporting event.*" For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."  Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

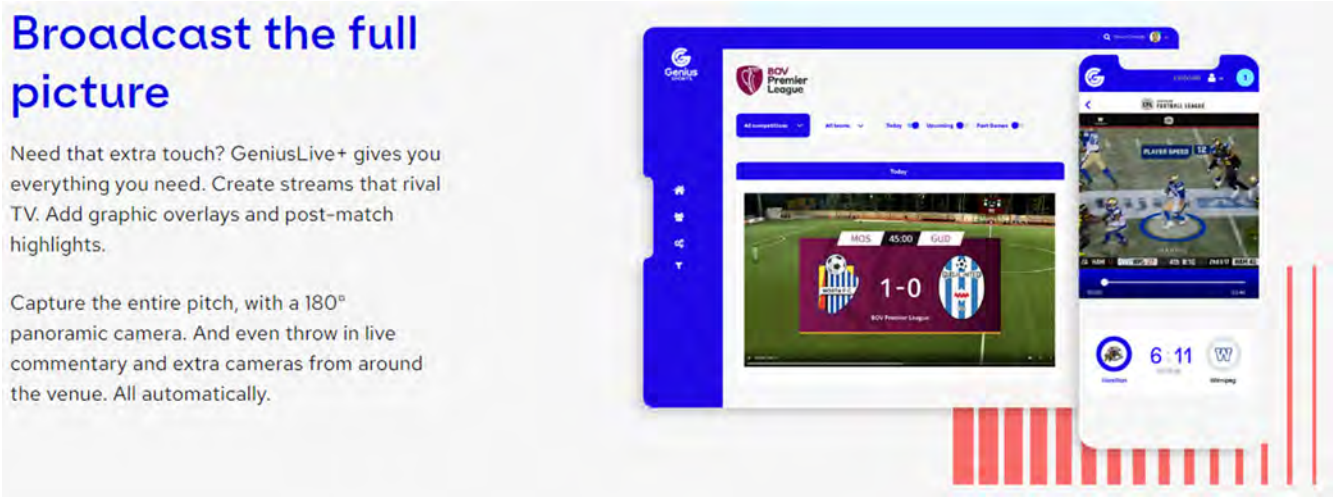
Claim Element	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

Claim Element	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) In addition, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

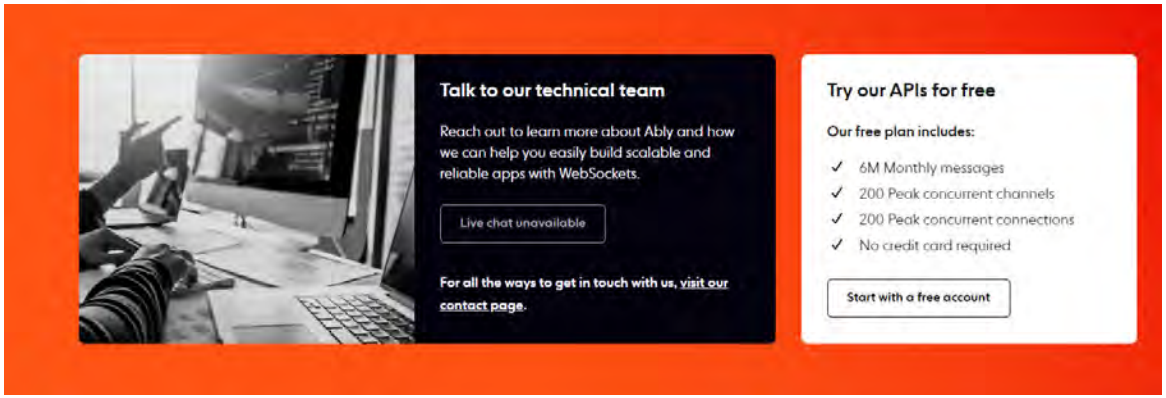
Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) 

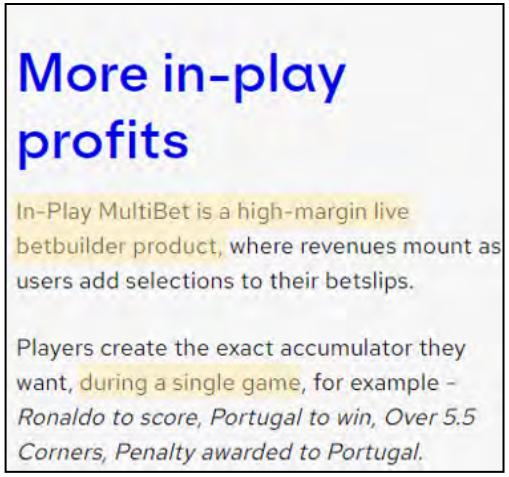
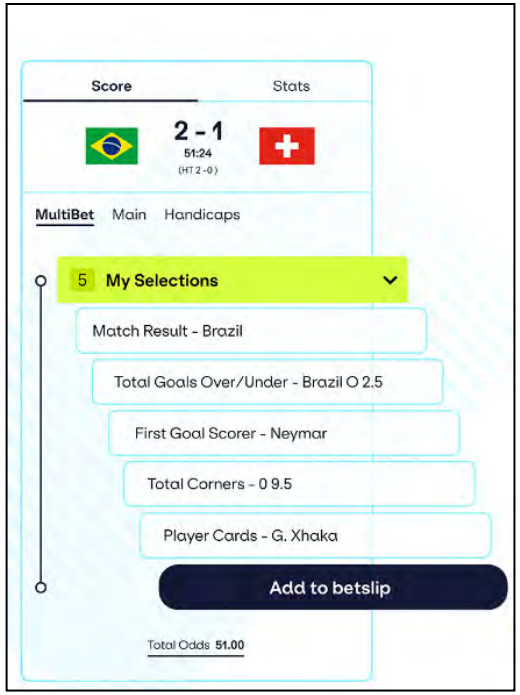
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

Claim Element	Accused Product
	(*See,* PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.)
[1C] at least one socket server communicatively coupled to the control server to: [1C.1] receive from the control server at least the first score information; and	The Accused Products include "*at least one socket server communicatively coupled to the control server to receive from the control server at least the first score information.*" For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. **RAW** In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string. `/v2/{sport}/publish`

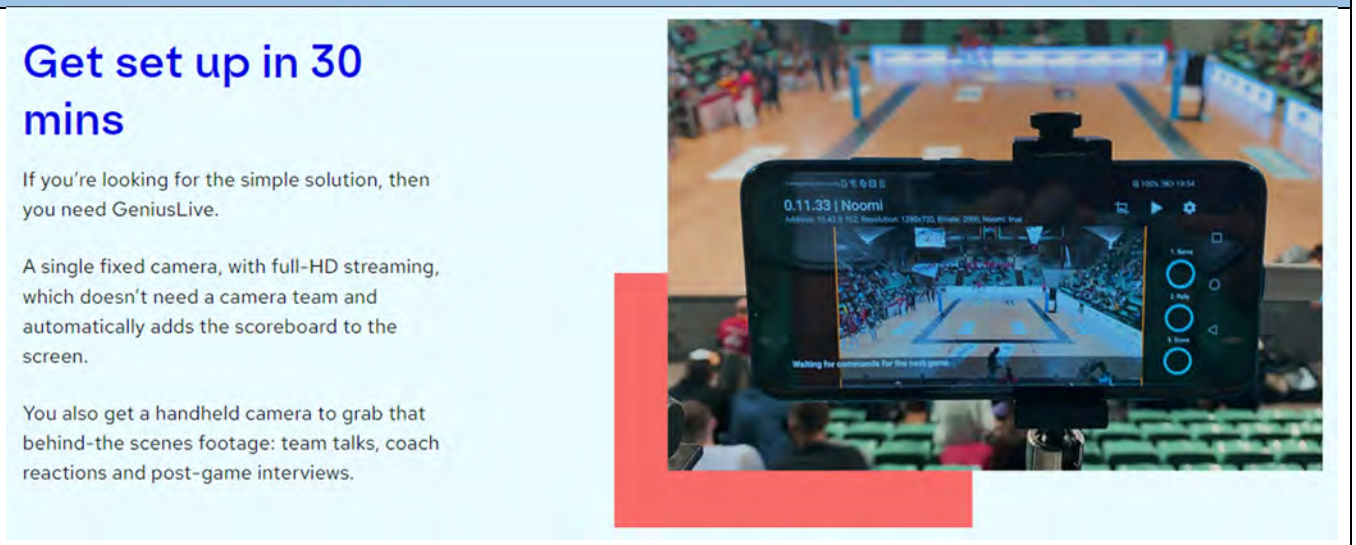
Claim Element	Accused Product

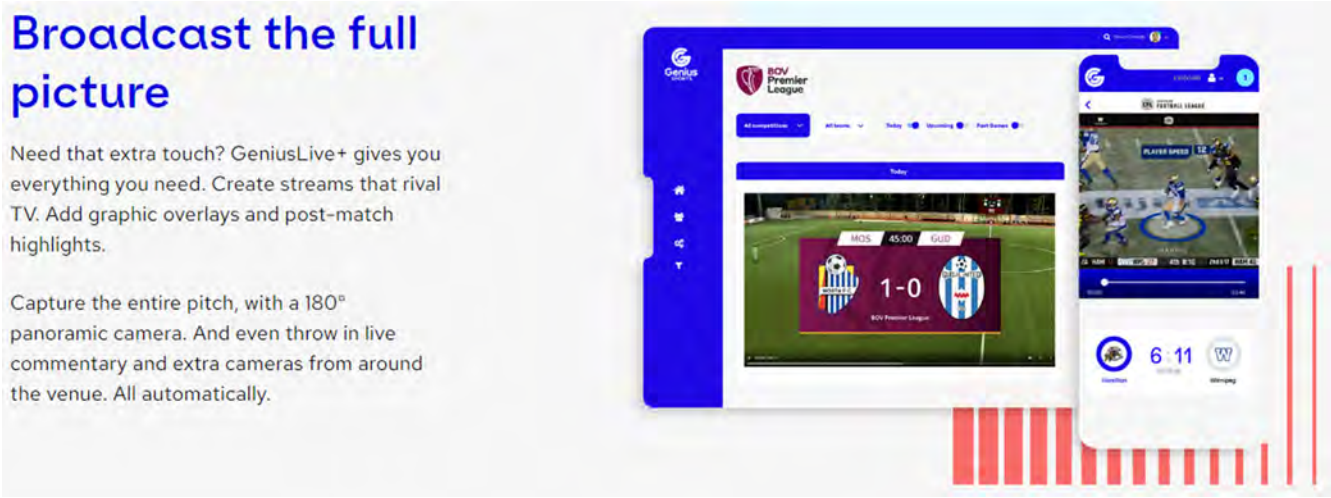
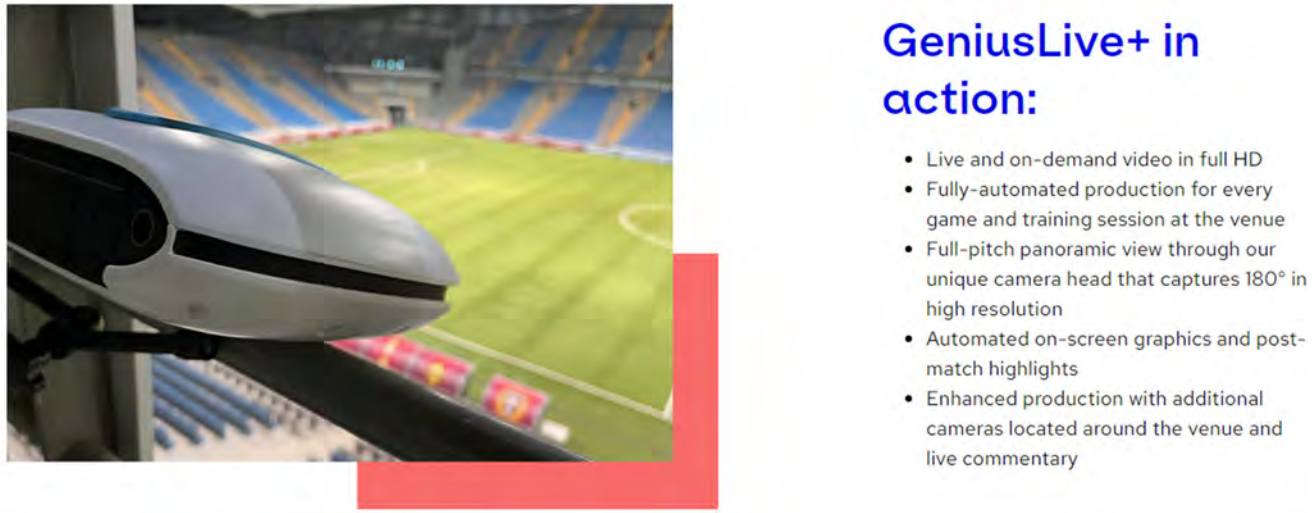
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

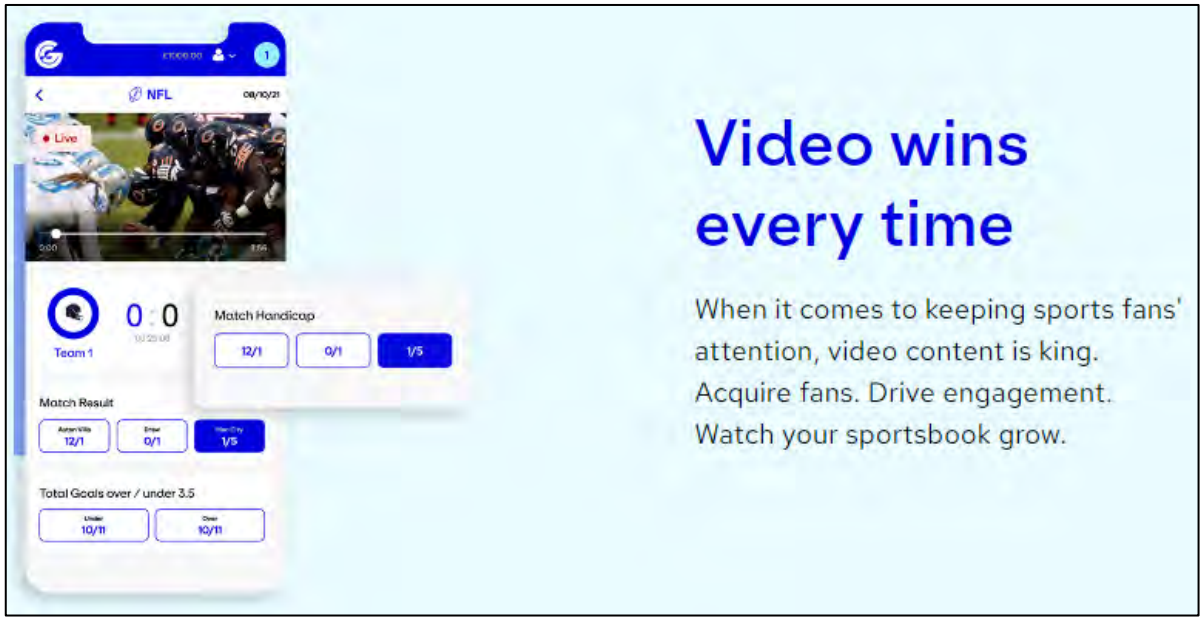
Claim Element	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.  (*See* https://ably.com/case-studies/genius-sports)

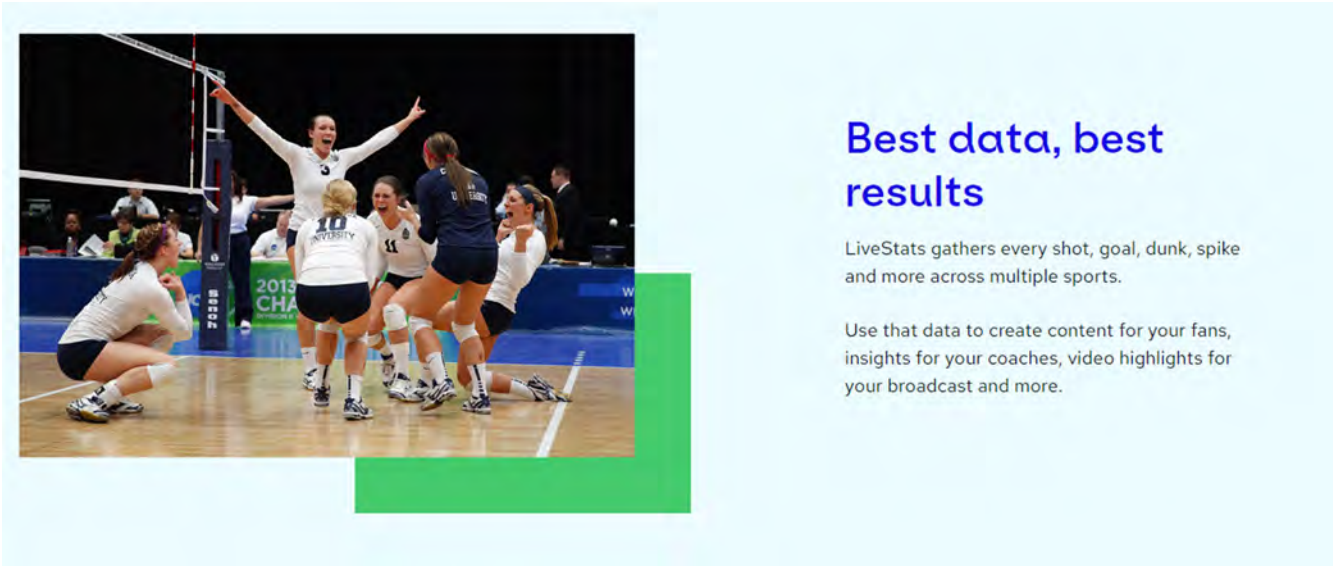
Claim Element	Accused Product
	For example, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.   (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

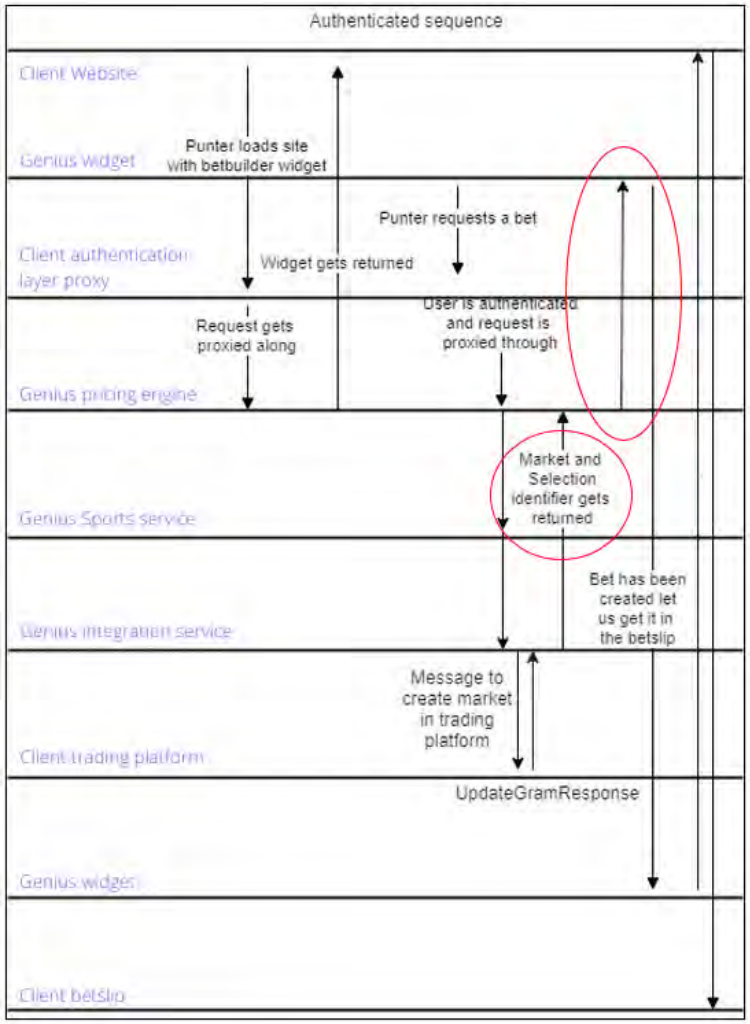
Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) 

Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

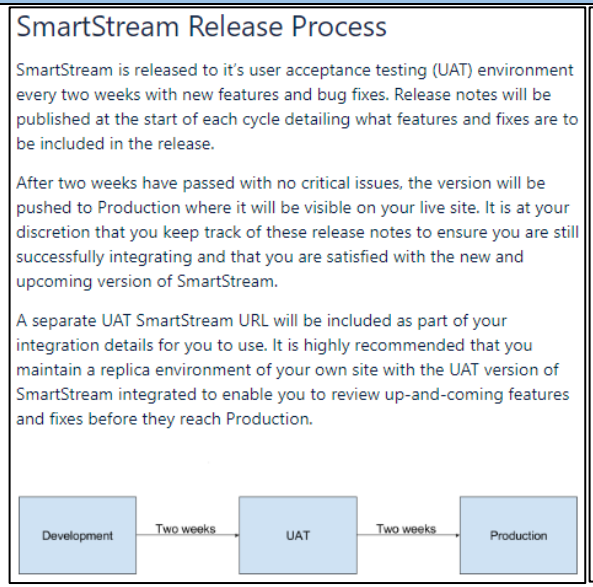
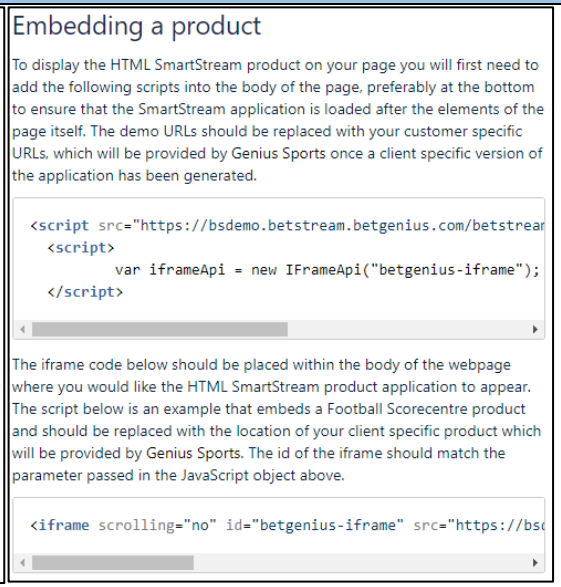
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.)  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

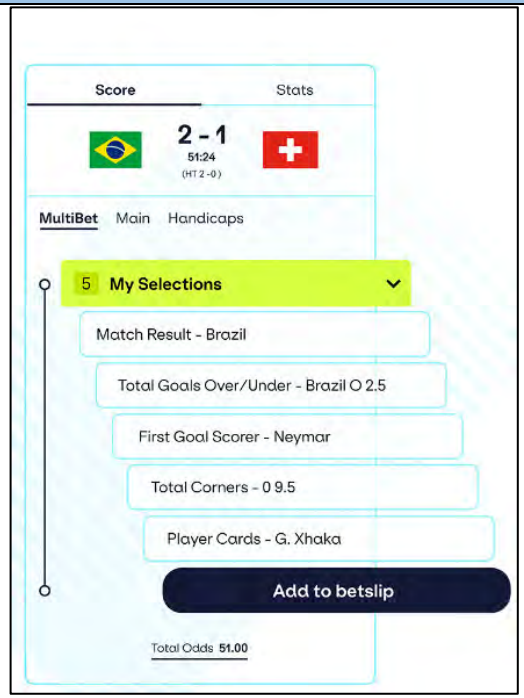
Claim Element	Accused Product
	 (S*ee*, PANDA_000500 at PANDA_000502, https://geniussports.com/sportstech/data/livestats/.)
[1C.2] transmit the first score information to at least the first viewer client device of the first plurality of viewer client devices via a first event information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of	The Accused Products include at least one socket server to "*transmit the first score information to at least the first viewer client device of the first plurality of viewer client devices via a first event information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.*" For example, Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Claim Element	Accused Product
viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

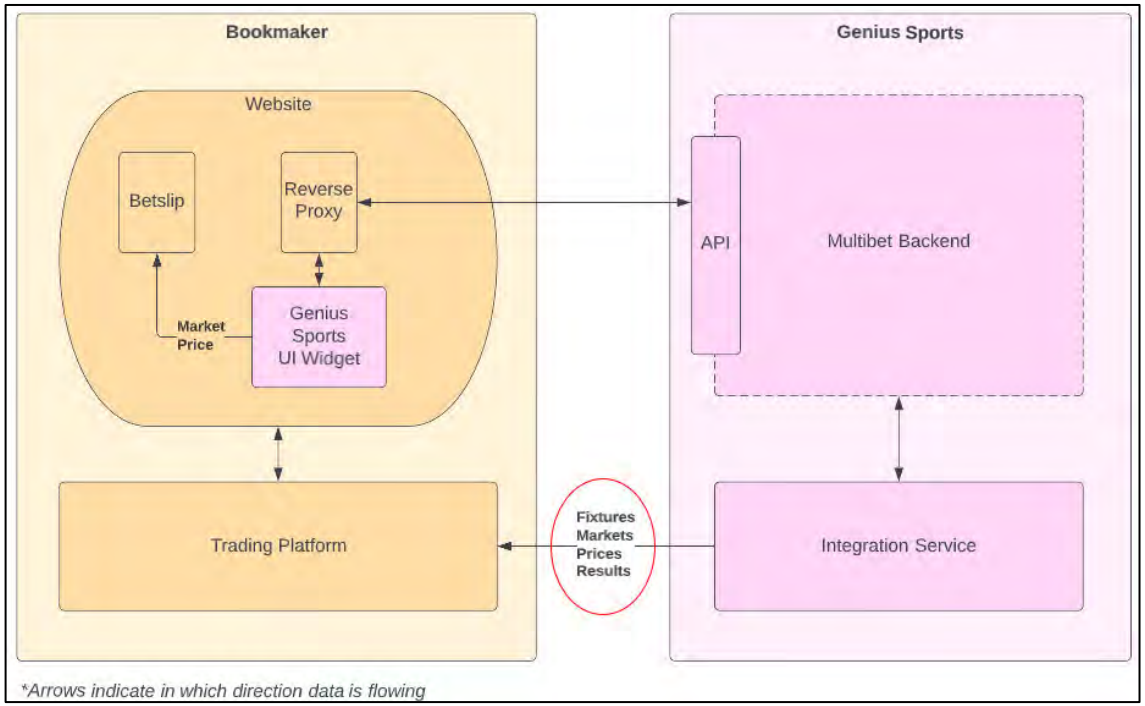
Claim Element	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

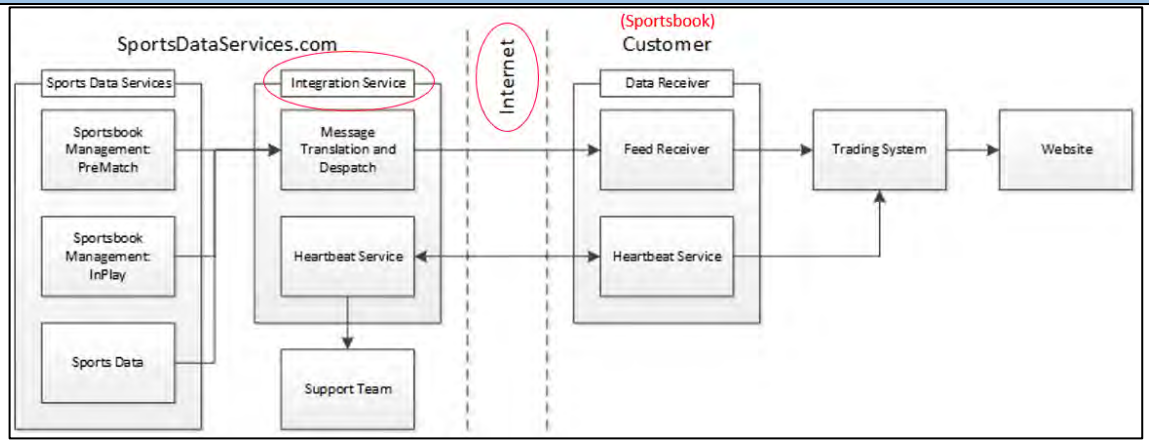
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

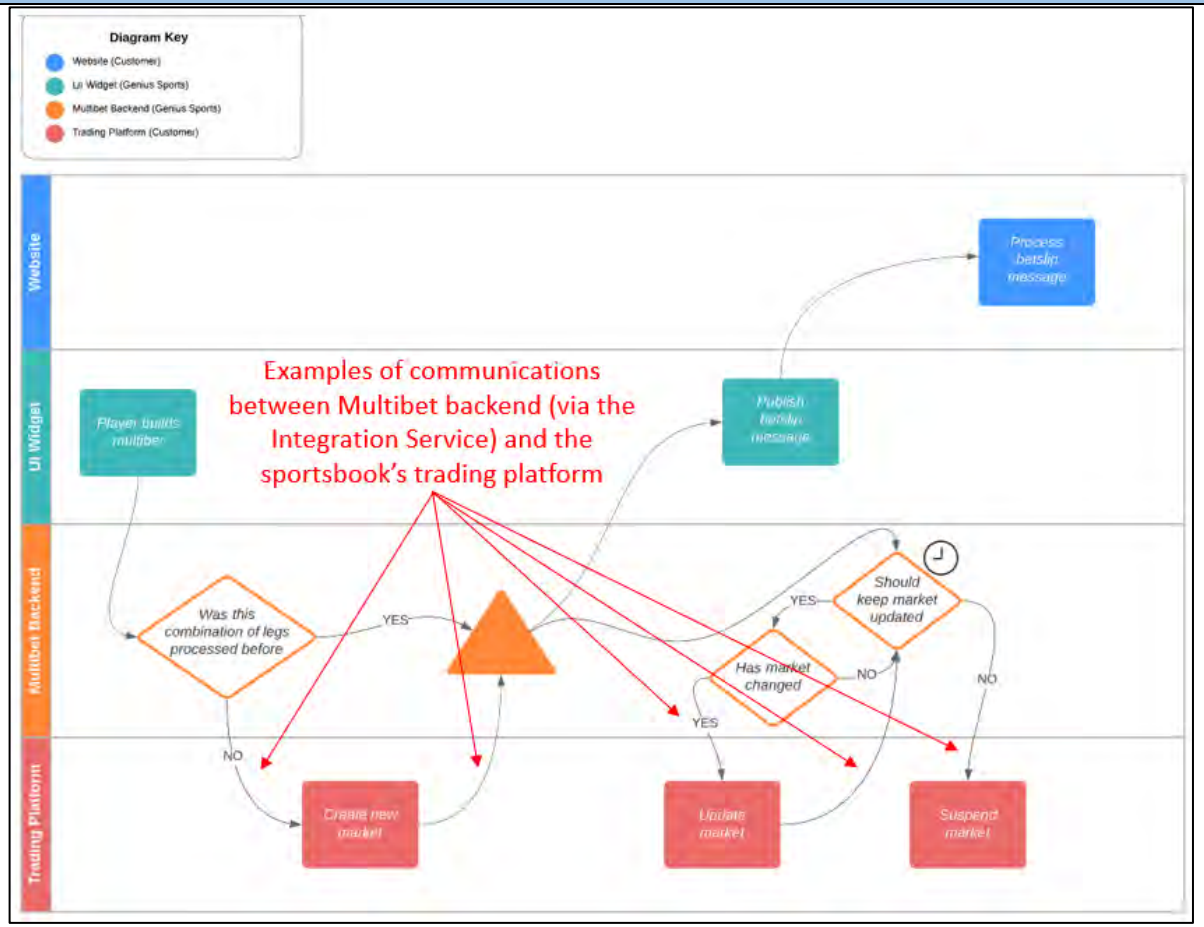
Claim Element	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

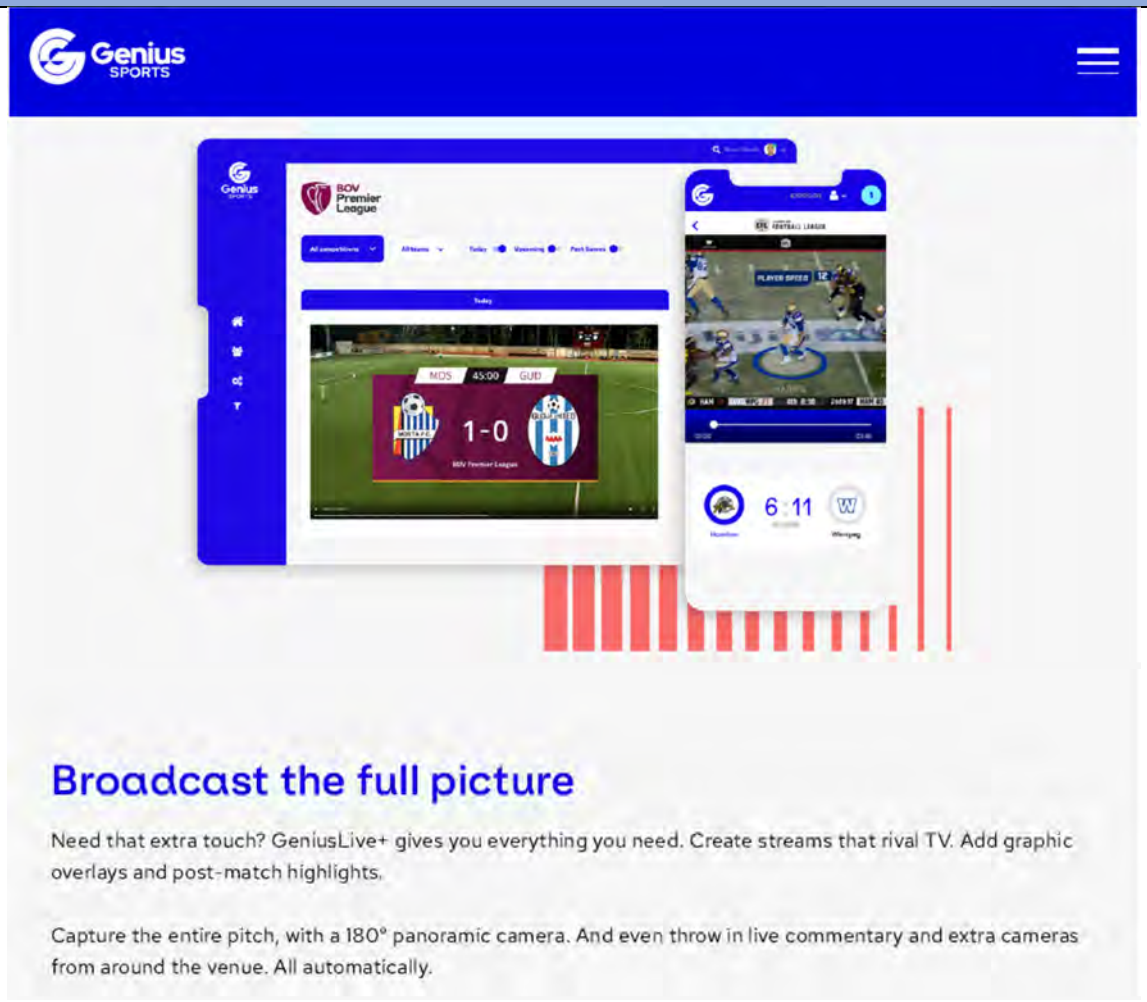
Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Claim Element	Accused Product
	 (S*ee*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

2. Dependent Claim 2

Claim Element	Accused Product
[2P] The system of claim 1, wherein: [2A] the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content from the first broadcaster client device, and the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content from the second broadcaster client device, both relate to the first live sporting event;	The Accused Products provide the system of claim 1 with a plurality of media sources. *See* Claim 1, *supra*. *See* [1P]-[1C2], *supra*. In addition, the Accused Products provides a system wherein "*the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content from the first broadcaster client device, and the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content from the second broadcaster client device, both relate to the first live sporting event*." For example, GeniusLive+ allows multiple broadcasters to "[c]reate streams that rival TV" and "throw in live commentary." Genius Sports' platform also allows "bespoke streaming, production and OTTinfrastructures is helping leagues distribute content more affordably, reach new audiences and attract the attention of broadcasters."

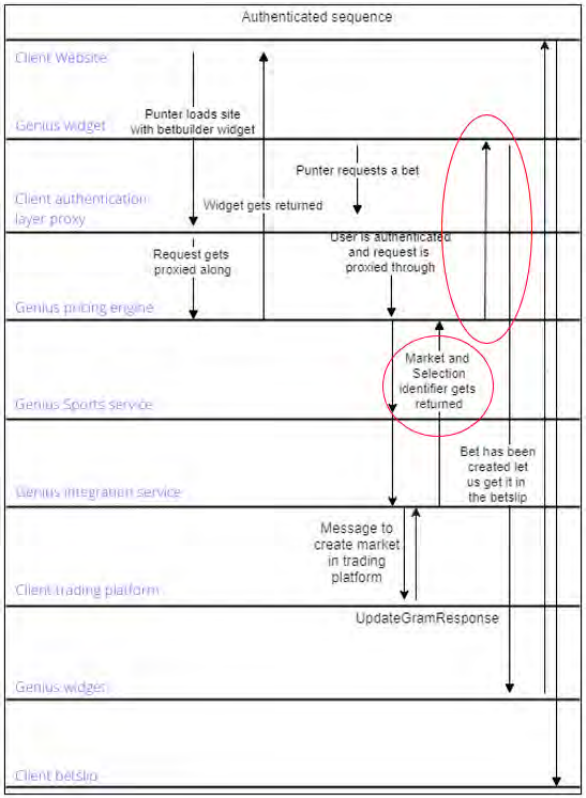
Claim Element	Accused Product
	 (*See* PANDA_000084, at PANDA_000090.)

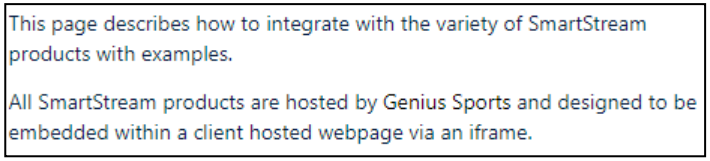
Claim Element	Accused Product
	To help create more opportunities for its clients, data and technology specialists **Genius Sports** announced in September the acquisition of Oppia Performance, a Belgium-based streaming service that will enhance the digital offering provided to many of the company's partner sports properties, including those within international volleyball, basketball, ice hockey and other indoor sports. The fruits of Genius Sports' new streaming capabilities are already showing in Europe, where the adoption of bespoke streaming, production and OTT infrastructures is helping leagues distribute content more affordably, reach new audiences and attract the attention of broadcasters.  (*See* https://www.sportspromedia.com/features/ott-streaming-genius-sports-geniuslive-oppia-fiba/)

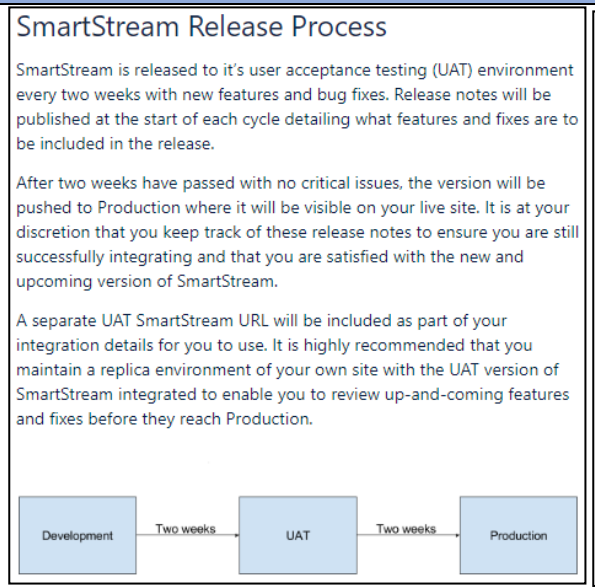
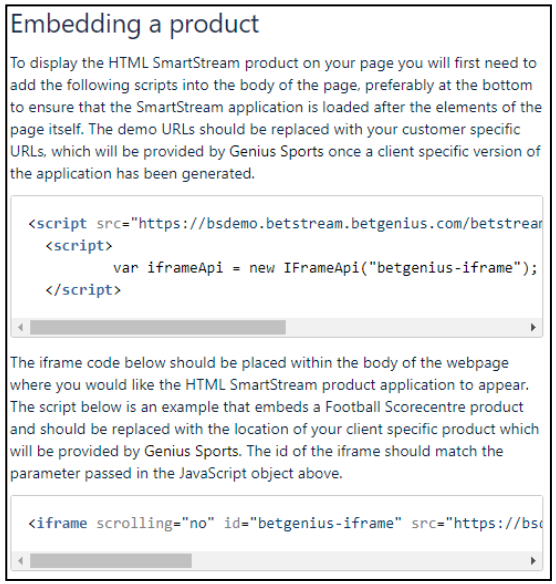
Claim Element	Accused Product
	The key, he says, is the makeup of GeniusLive's automated system, which, through unique AI capabilities, presents partner leagues and federations at all levels with a "cost-effective streaming solution" and mobile technology that can be rolled out across multiple indoor sports. The system is also flexible to the partner's needs, with the ability to upgrade the service to include highlights and commentary features, and is being adopted by teams for coaching purposes for the very same reason.  (*See* https://www.sportspromedia.com/features/ott-streaming-genius-sports-geniuslive-oppia-fiba/)
[2B] in C), the at least one socket server further transmits the first score	The Accused Products provides a system wherein "*the at least one socket server further transmits the first score information for the first live sporting event to at least the first viewer client device of the second plurality of viewer client devices via a second event information Internet communication*

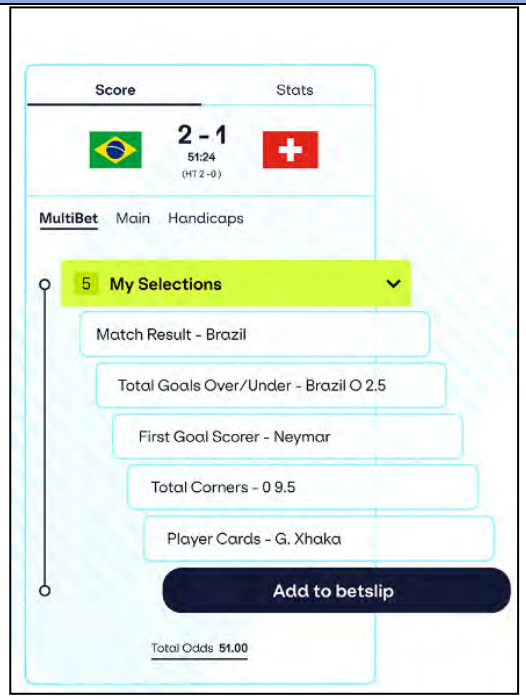
Claim Element	Accused Product
information for the first live sporting event to at least the first viewer client device of the second plurality of viewer client devices via a second event information Internet communication channel between the at least one first event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.	*channel between the at least one first event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices*." For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (S*ee*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Claim Element	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

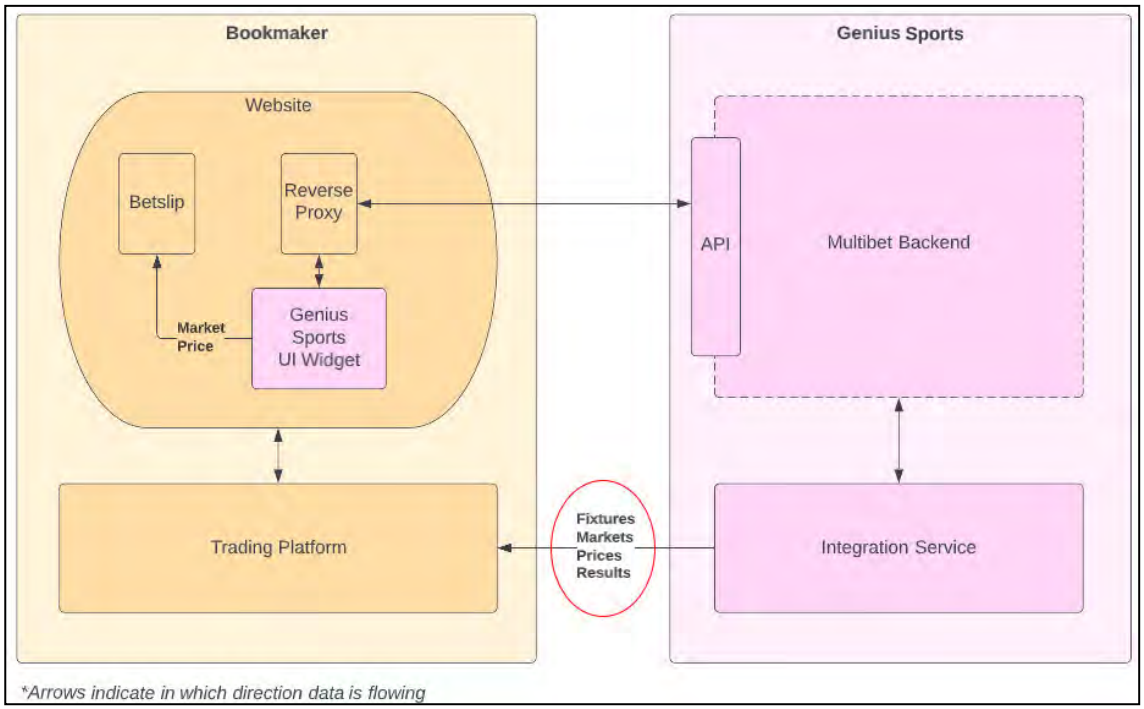
Claim Element	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

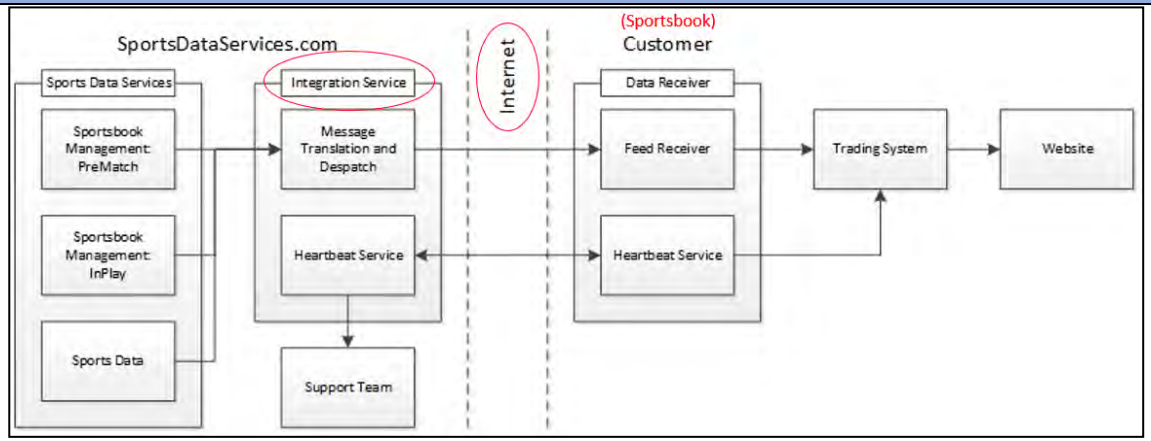
Claim Element	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

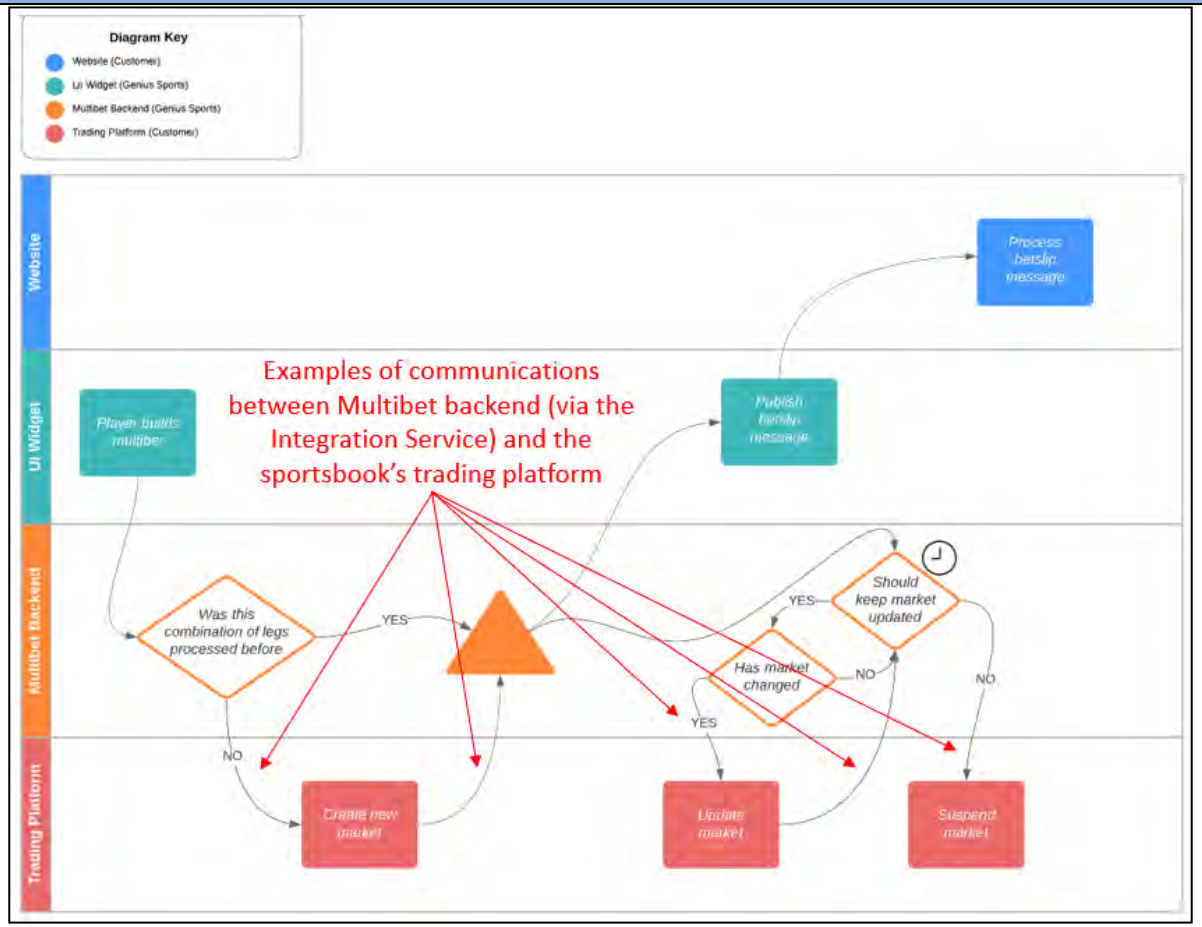
Claim Element	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits at least the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Claim Element	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

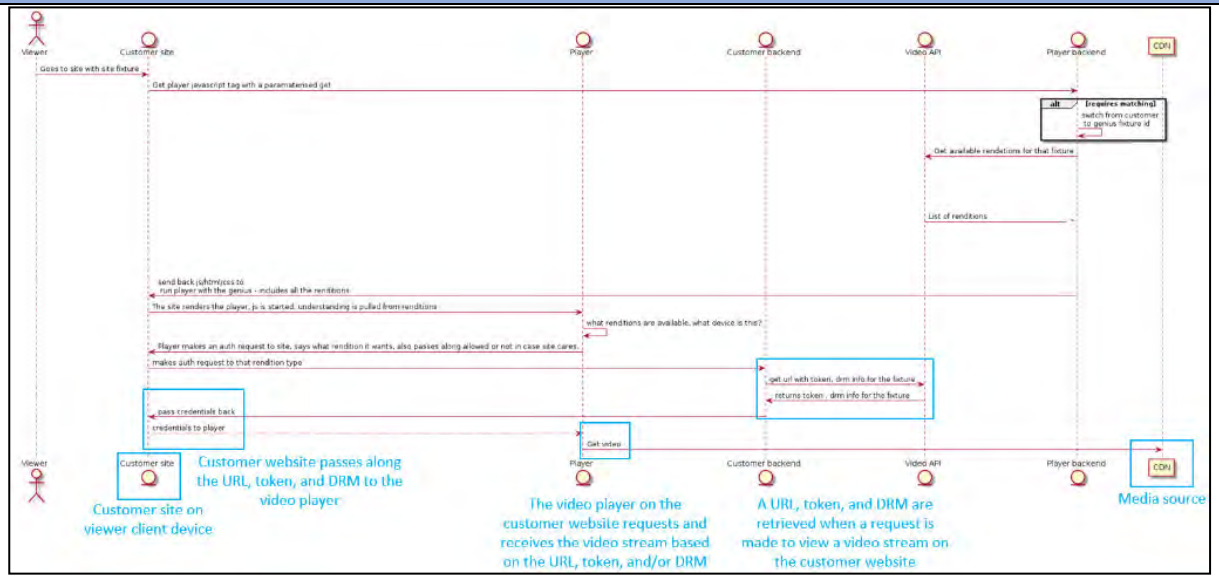
Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

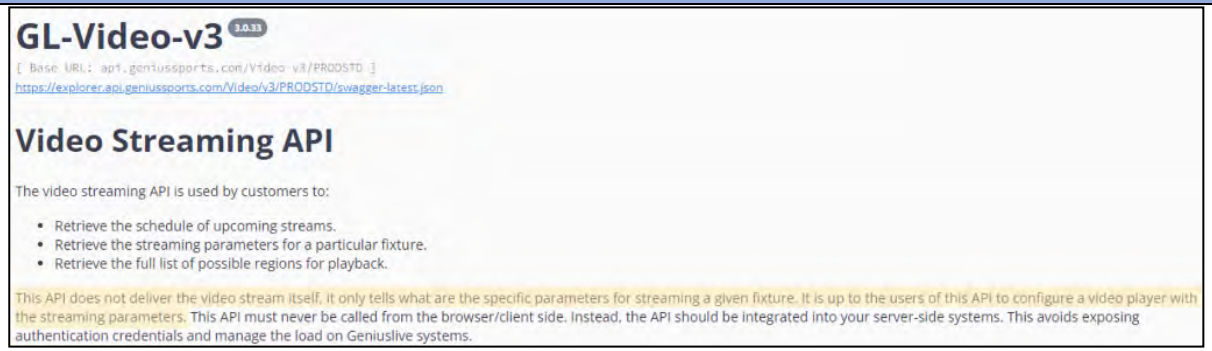
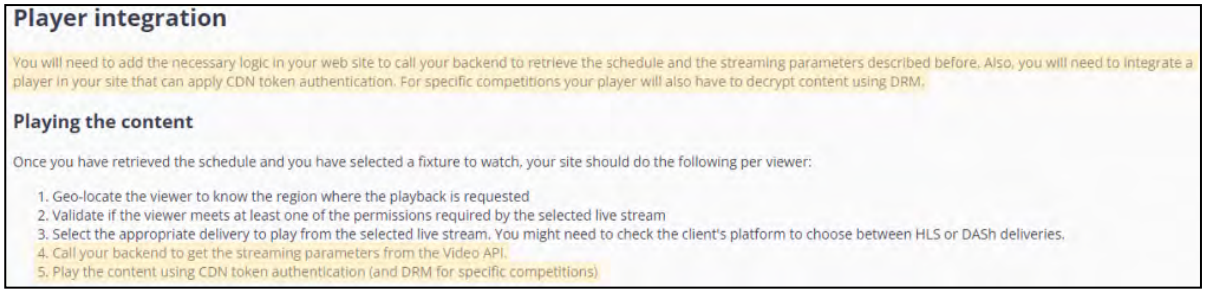
3. Dependent Claim 3

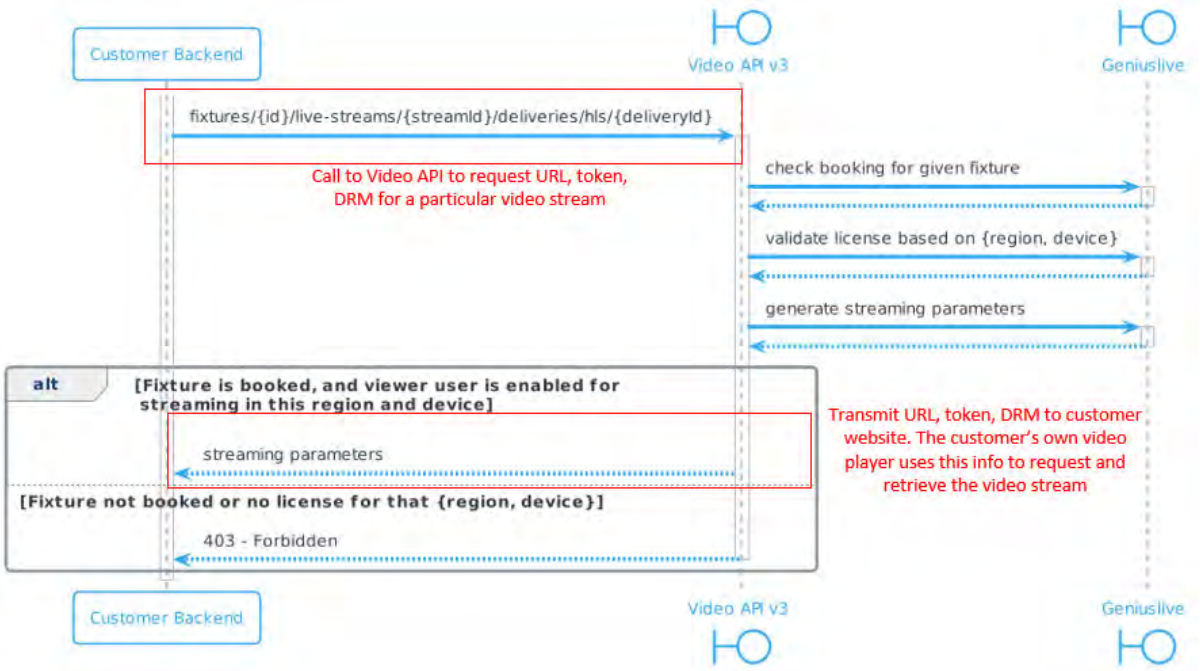
Claim Element	Accused Product
[3] The system of claim 2, wherein: none of the first score information of the first event information is included in the first copy of the first plurality of copies of the first broadcaster's live stream of digital content provided to the first viewer client device of the first plurality of viewer client devices via the first video Internet communication channel; and none of the first score information of the first event information is included in the first copy of the second plurality of copies of the second broadcaster's live stream of digital content provided to the first viewer client device of the second plurality of viewer client devices via the second video Internet communication channel.	The Accused Products provide the system of claim 2. *See* [2P]-[2B], *supra*. In addition, the Accused Products provide a system wherein "*none of the first score information of the first event information is included in the first copy of the first plurality of copies of the first broadcaster's live stream of digital content provided to the first viewer client device of the first plurality of viewer client devices via the first video Internet communication channel; and none of the first score information of the first event information is included in the first copy of the second plurality of copies of the second broadcaster's live stream of digital content provided to the first viewer client device of the second plurality of viewer client devices via the second video Internet communication channel*." For example, the Genius Sports platform uses separate channels to deliver video and event information. Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the

Claim Element	Accused Product

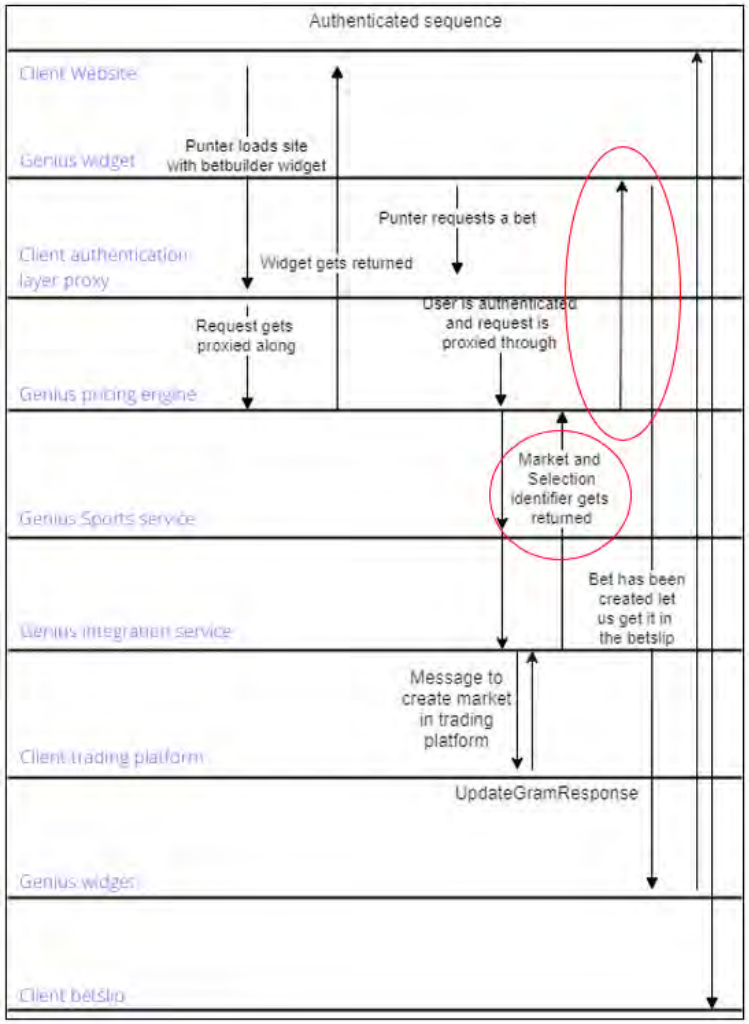
	video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

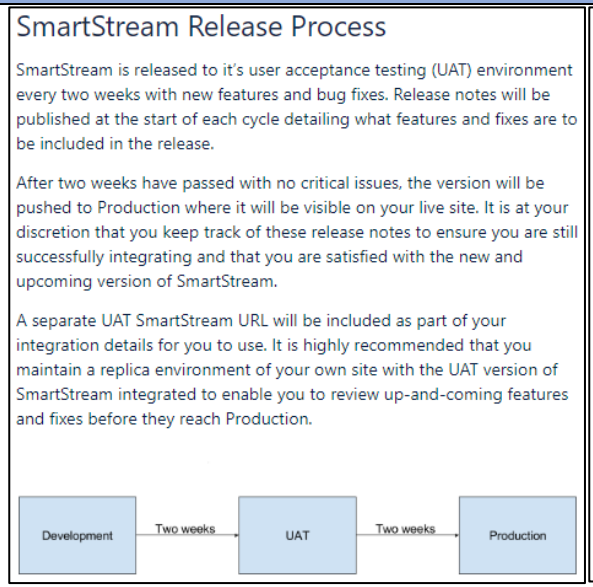
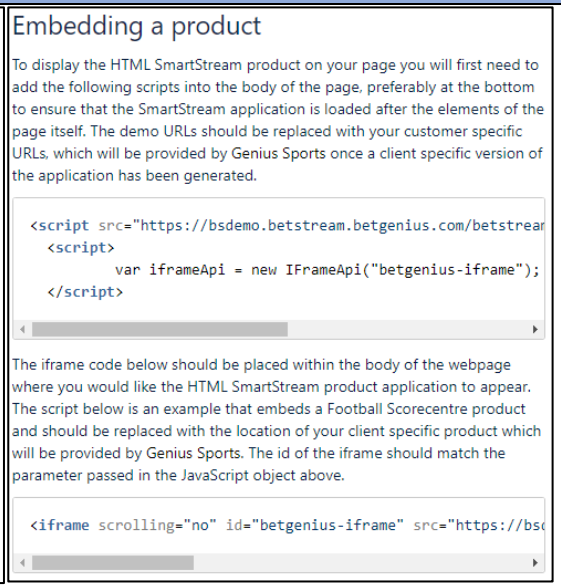
Claim Element	Accused Product
	 

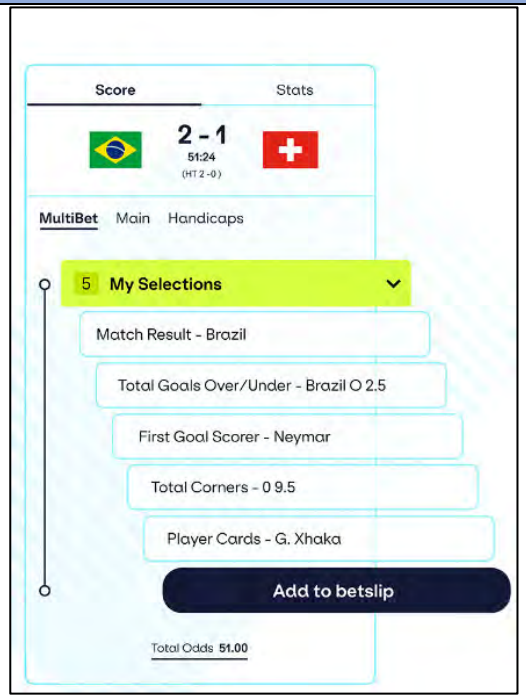
Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Claim Element	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

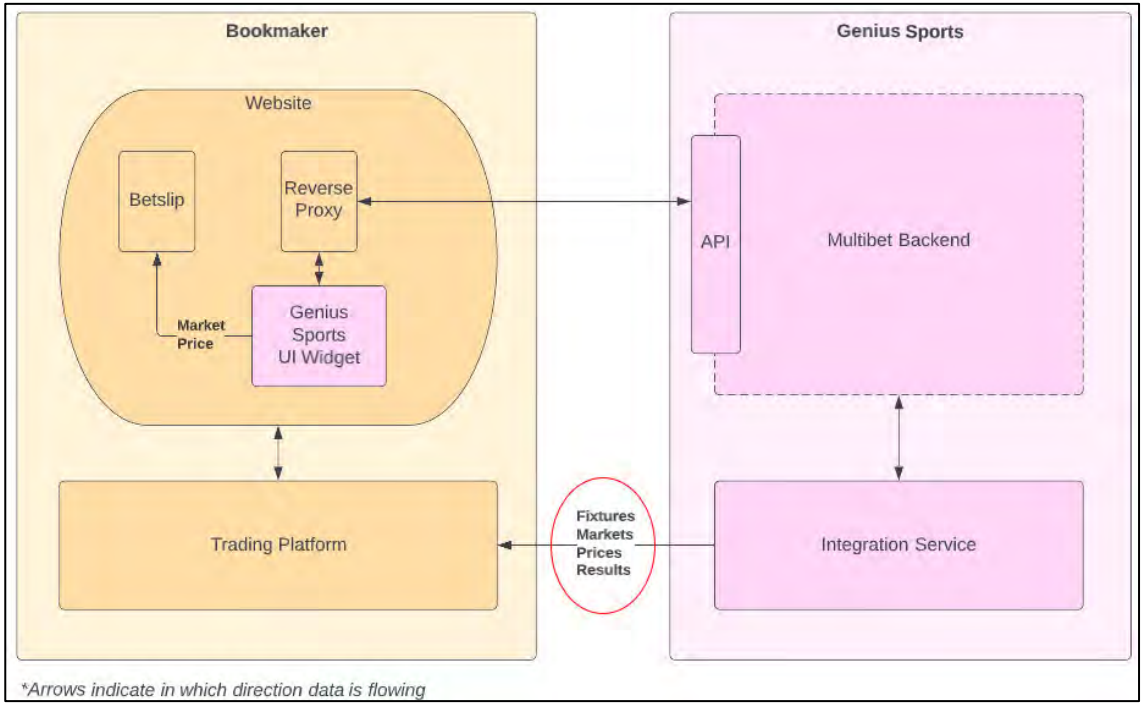
Claim Element	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

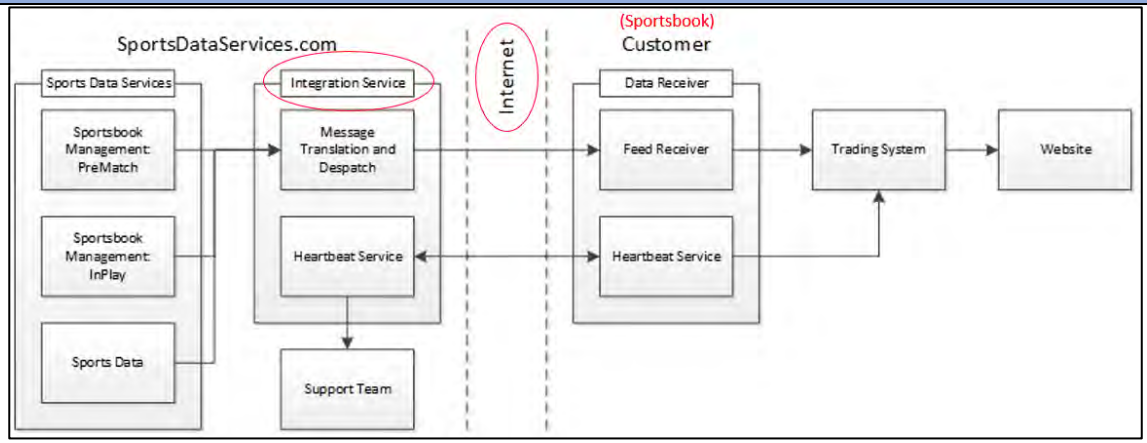
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

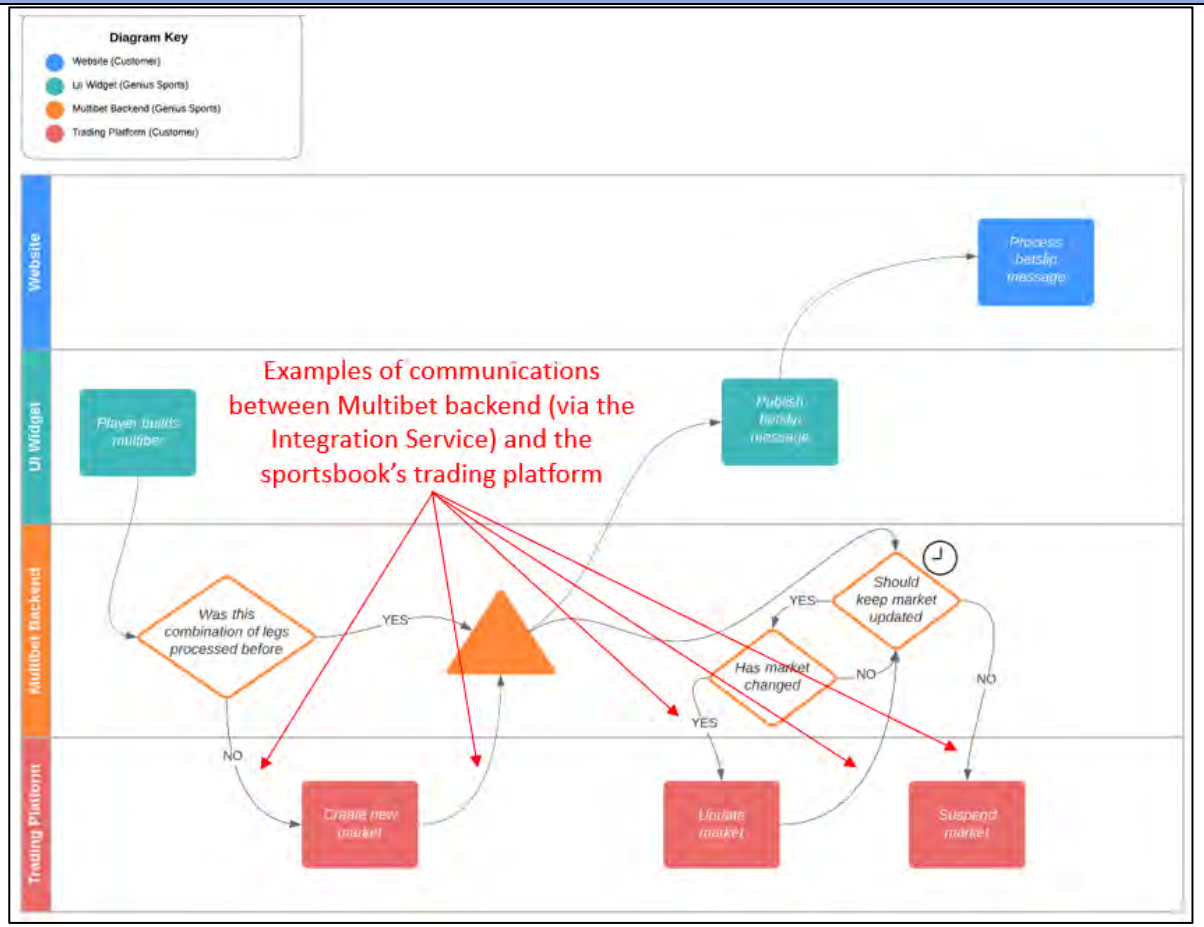
Claim Element	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

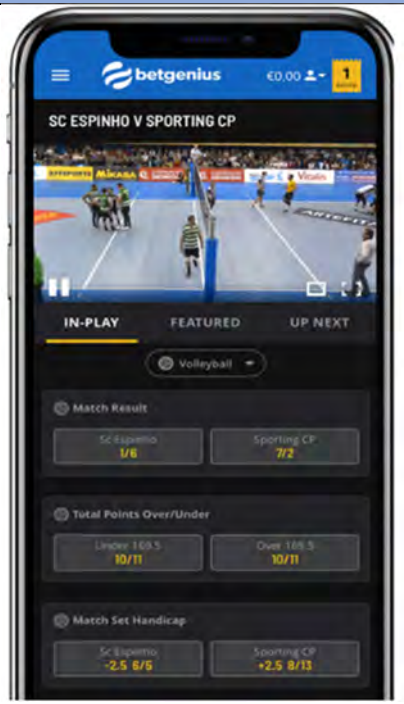
Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

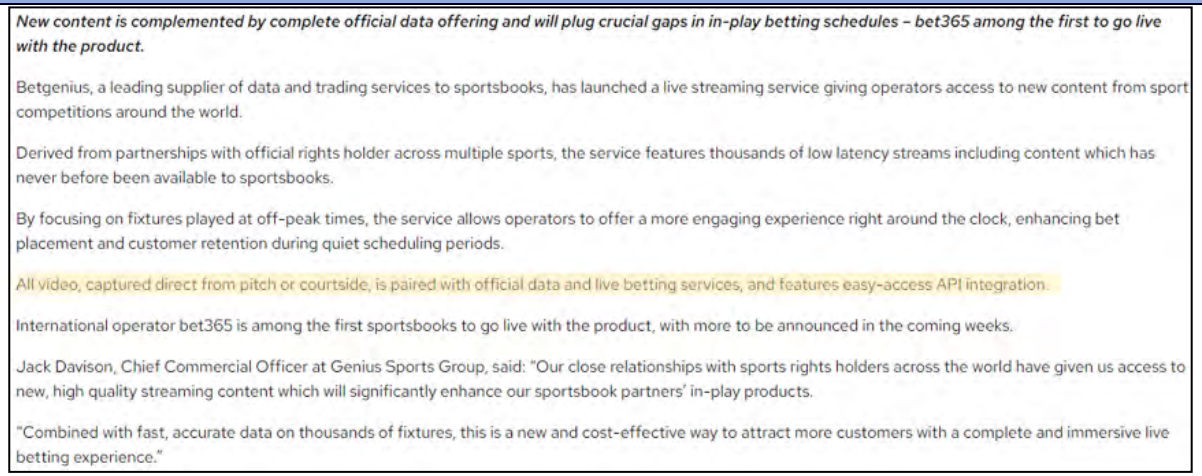
Claim Element	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

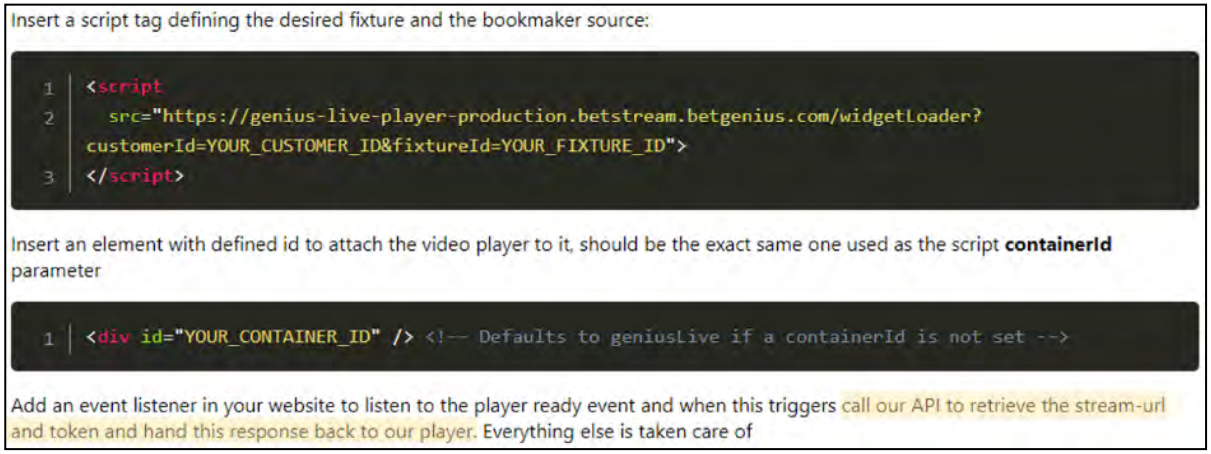
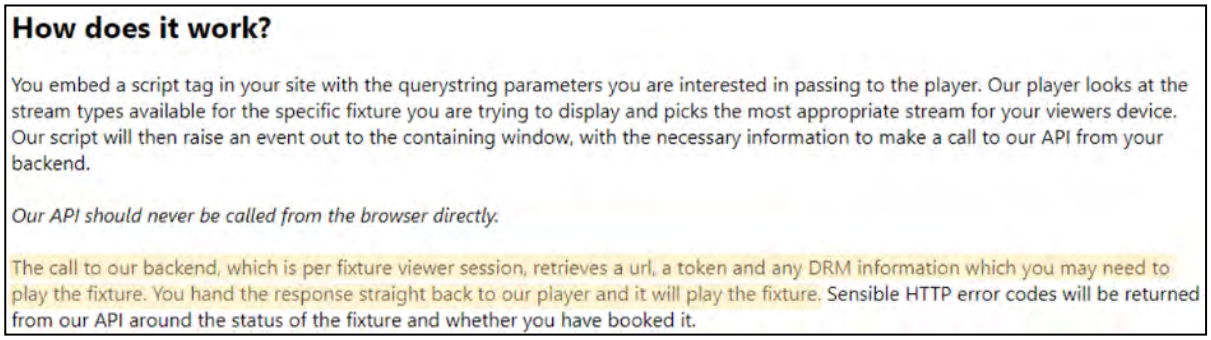
4. Dependent Claim 4

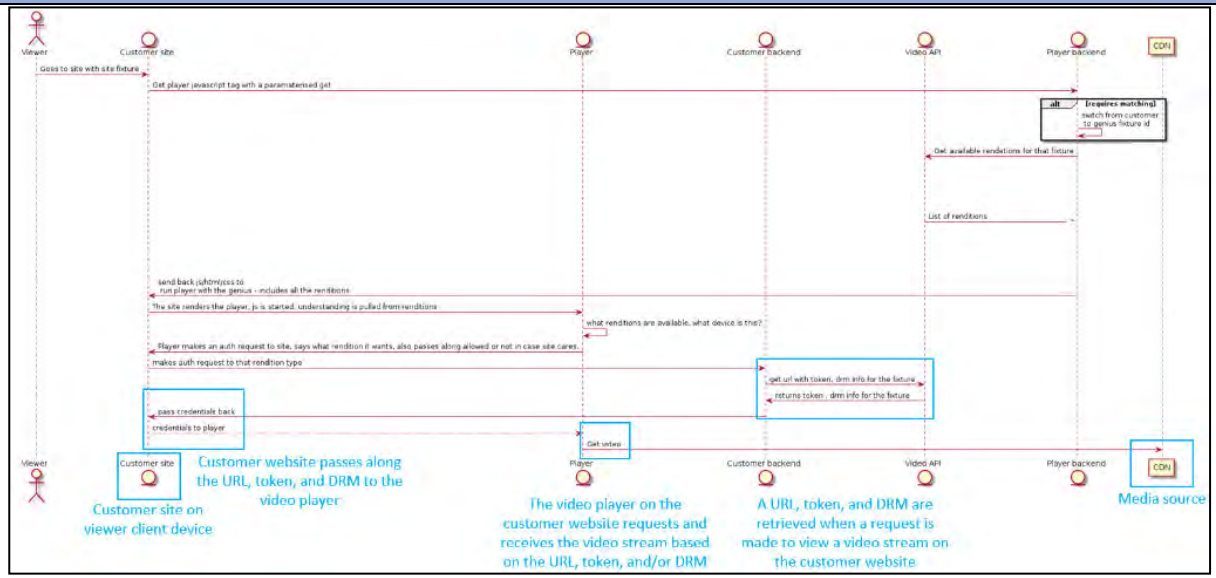
Claim Element	Accused Product
[4A] The system of claim 2, wherein: in A), the plurality of media sources: provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	The Accused Products provide the system of claim 2. *See* Claim 2, *supra*. *See* [2P]-[2B], *supra*. In addition, the Accused Products provide a system wherein "*the plurality of media sources provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices*." For example, the Accused Products combine live sports data and live sports video.

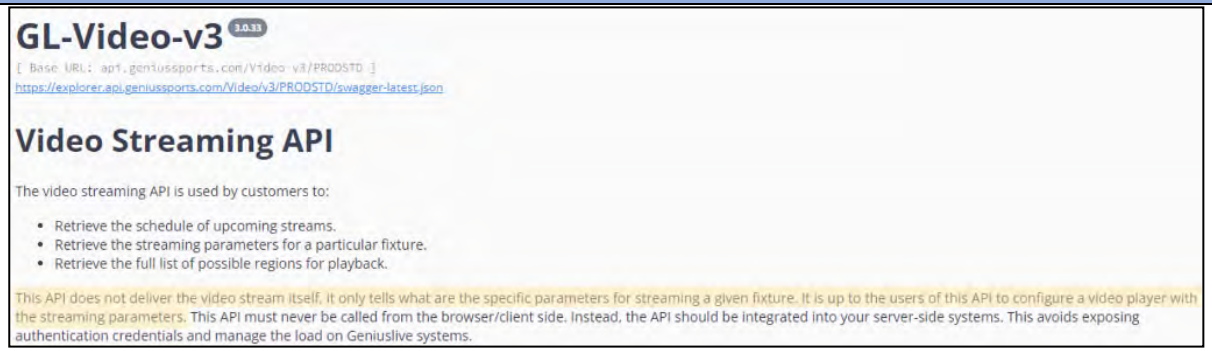
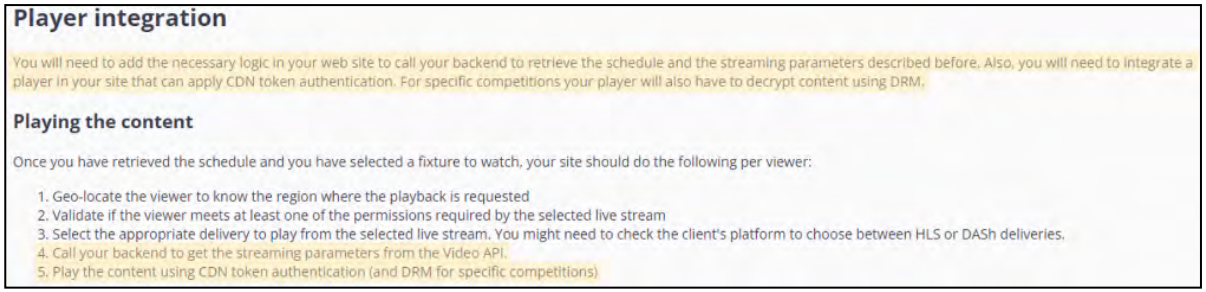
Claim Element	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

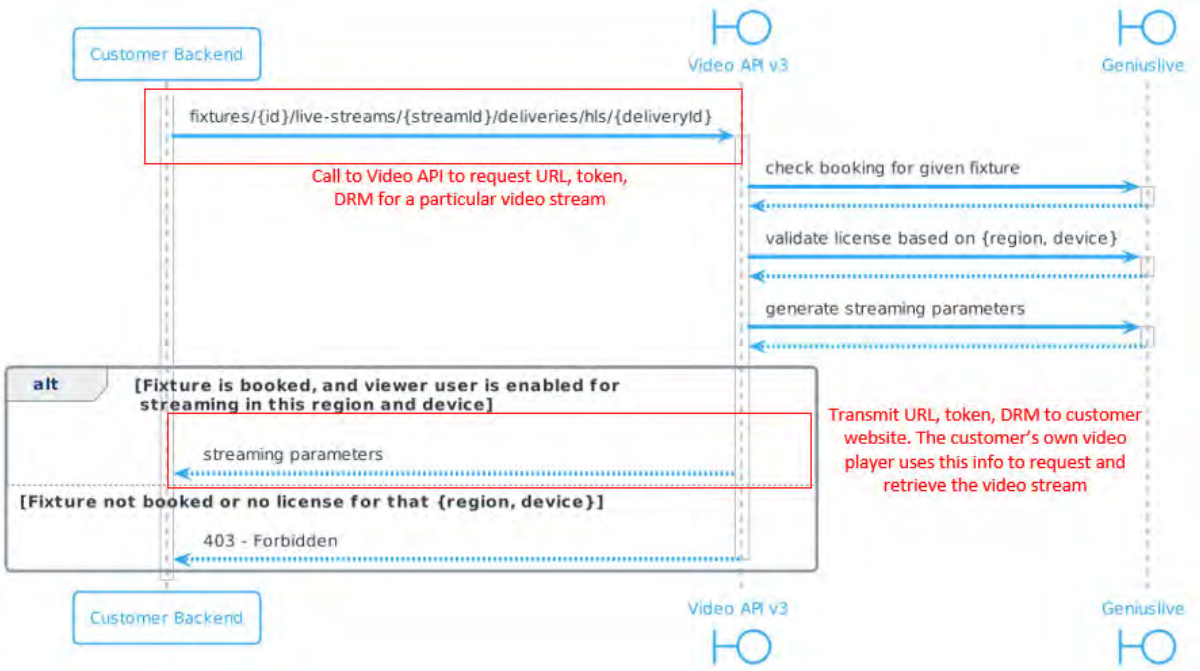
Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

Claim Element	Accused Product

	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	 
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	 
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

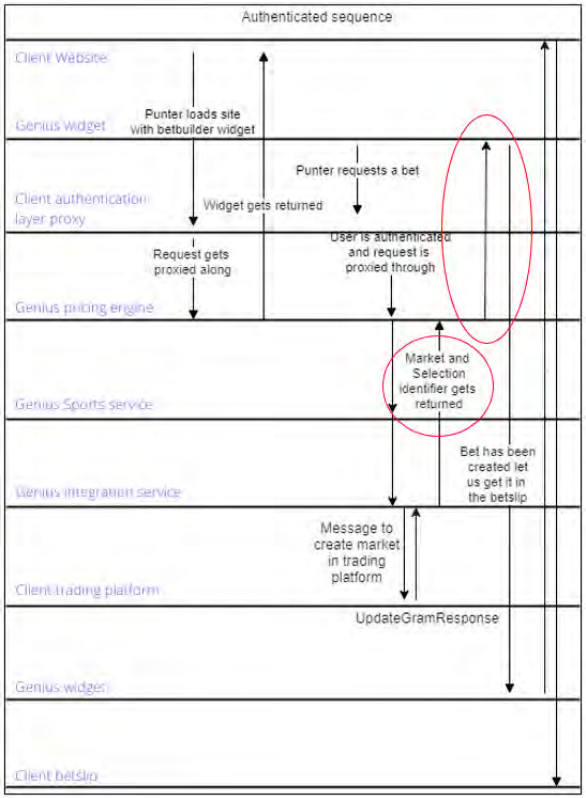
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

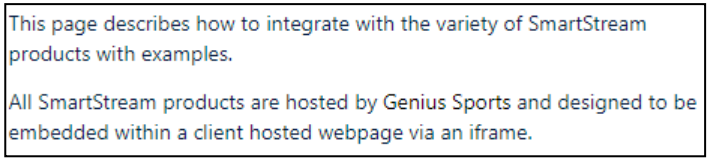
Claim Element	Accused Product
	 

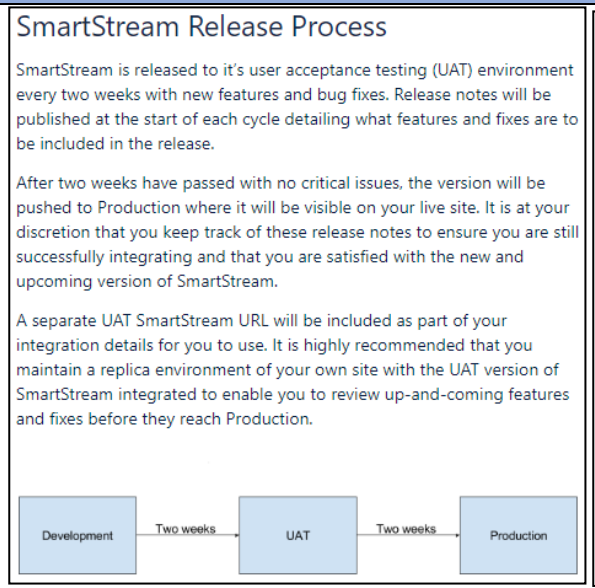
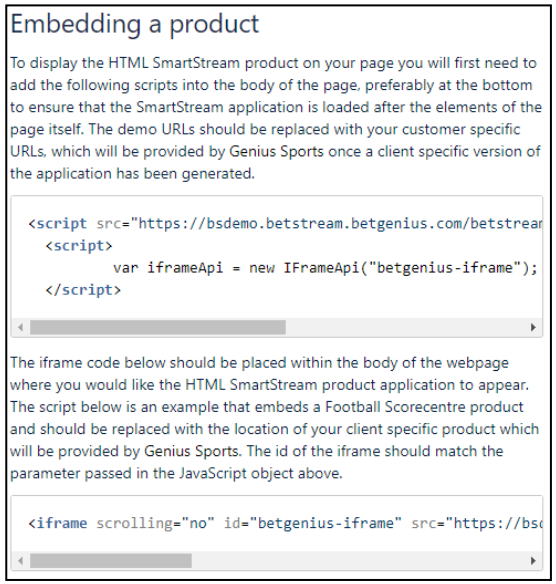
Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[4B] in C), the at least one socket server: transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices	In addition, the Accused Products provide a system wherein "*the at least one socket server transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; and transmits at least the first score information of the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event*

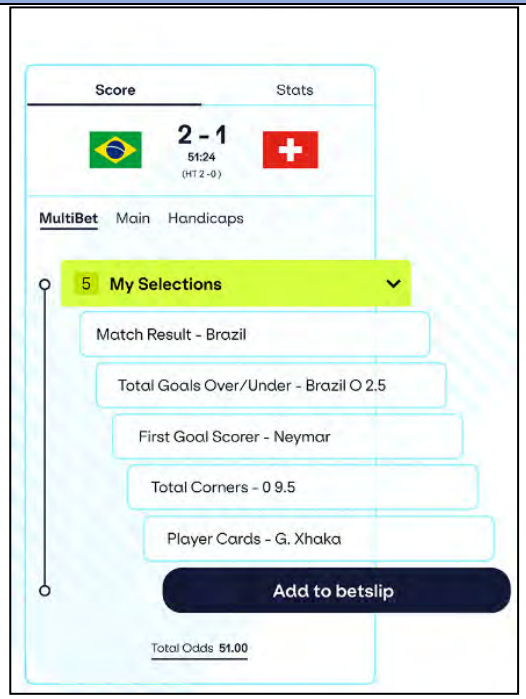
Claim Element	Accused Product
via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; and transmits at least the first score information of the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices.	*socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (S*ee*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Claim Element	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

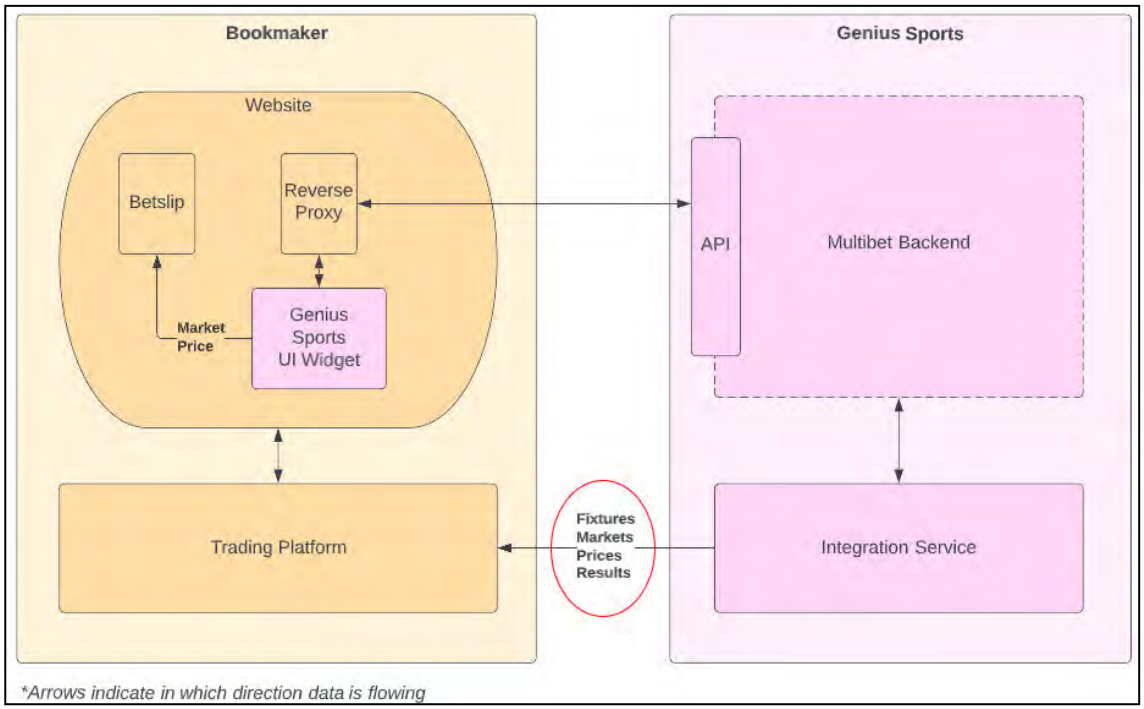
Claim Element	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

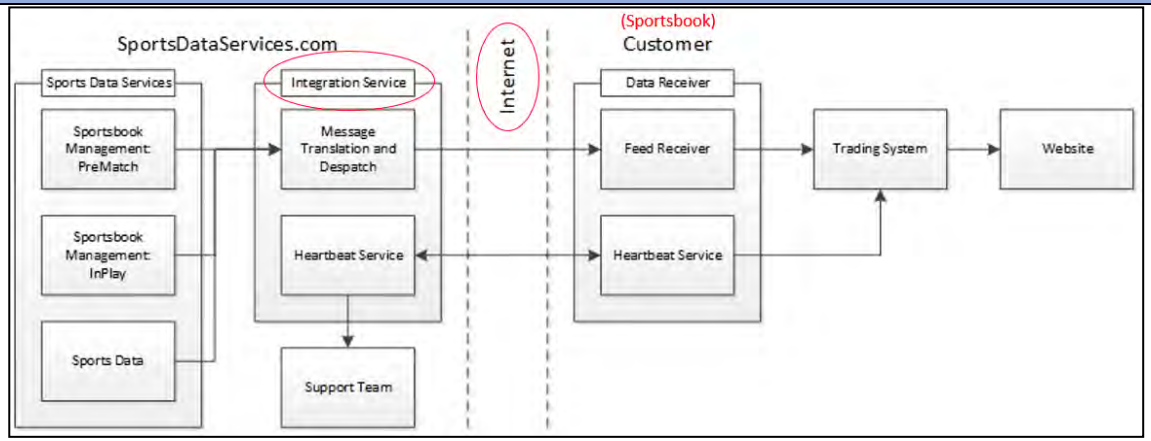
Claim Element	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

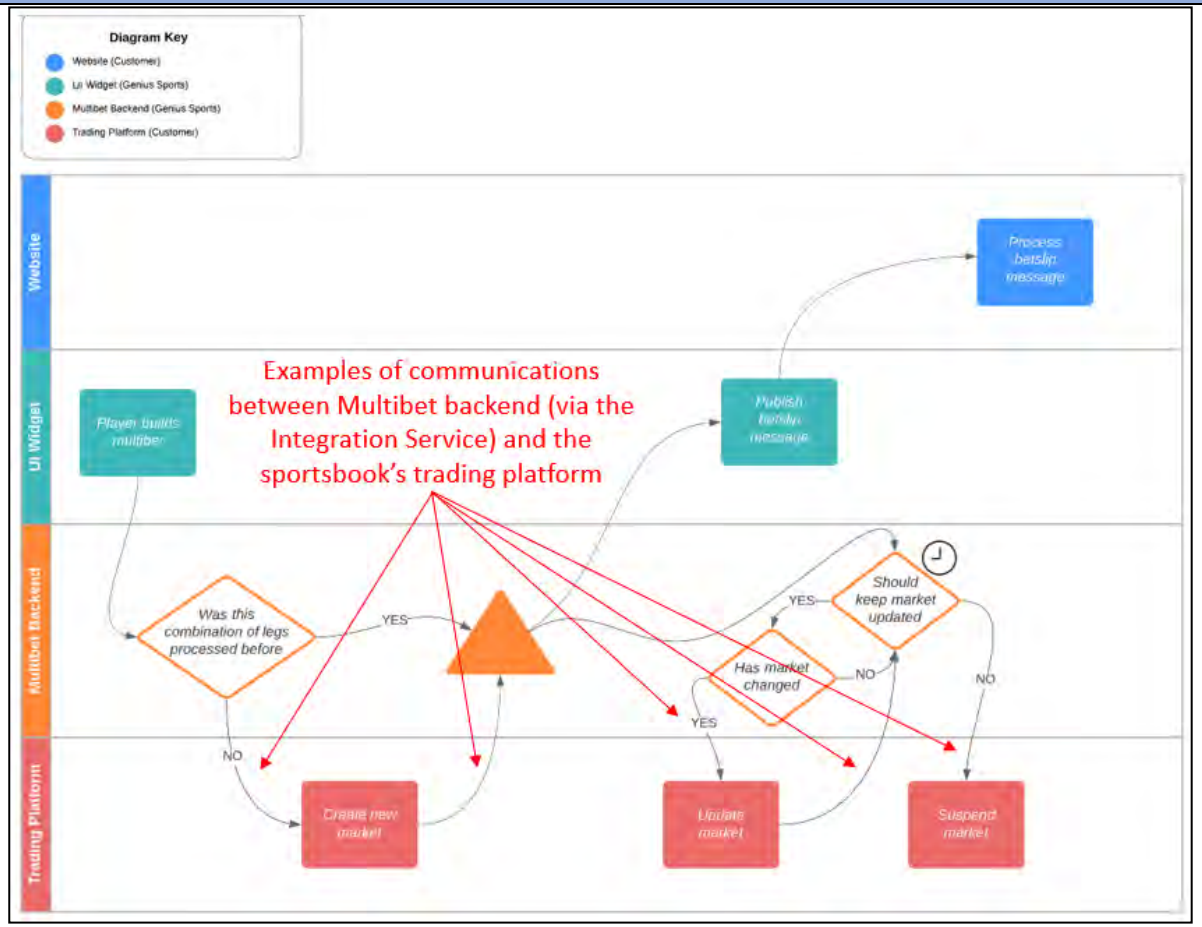
Claim Element	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits at least the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

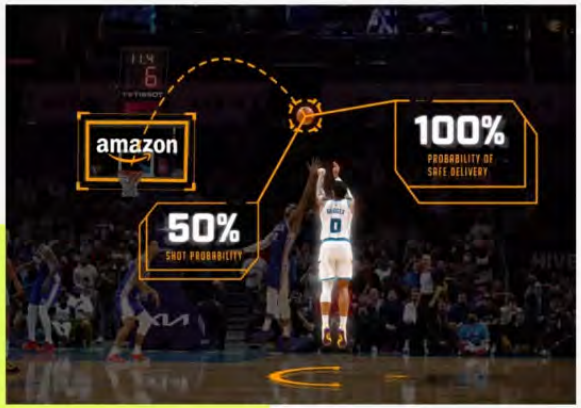
Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

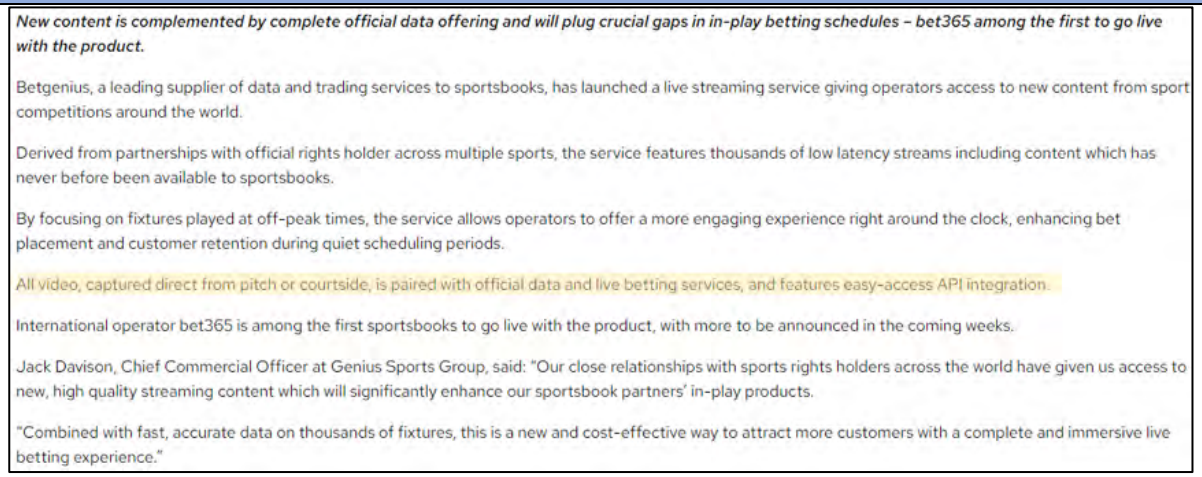
Claim Element	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

5. Dependent Claim 5

Claim Element	Accused Product
[5] The system of claim 2, wherein in C), the at least one socket server further: transmits and receives first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary; and	The Accused Products provide the system of claim 2. *See* Claim 2, *supra*. *See* [2P]-[2B], *supra*. In addition, the Accused Products provides a system wherein "*the at least one socket server further transmits and receives first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary; and transmits and receives second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information regarding the second live sporting event video-based commentary*." For example, the Accused Products transmit and receive chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.

Claim Element	Accused Product
transmits and receives second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information regarding the second live sporting event video-based commentary.	 **Bring sports stories to life** Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more **Unlock new revenues** Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

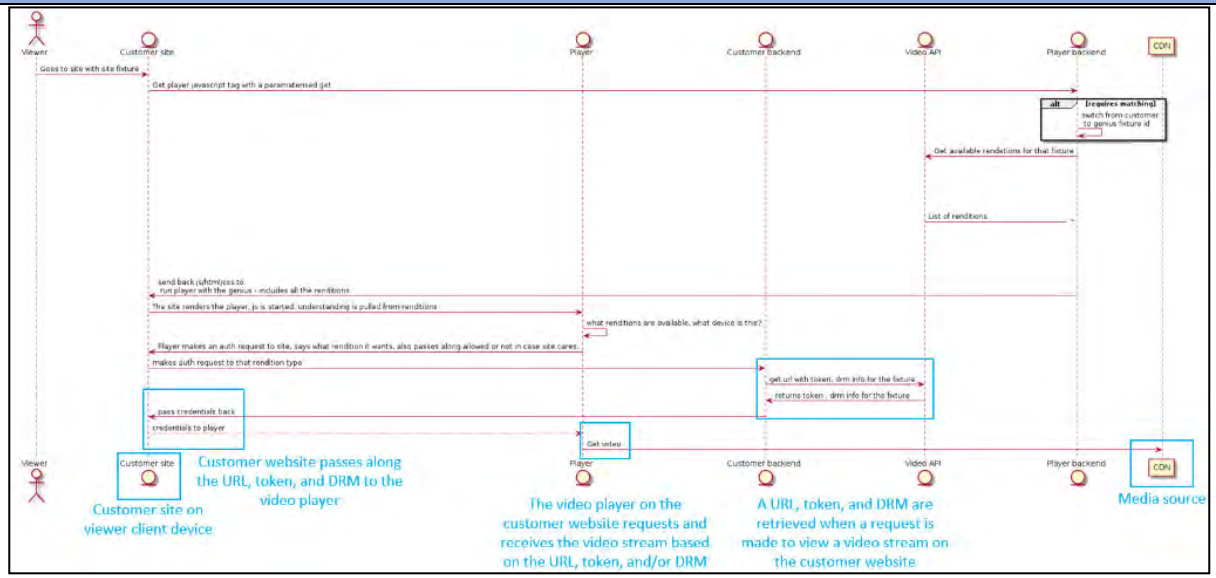
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

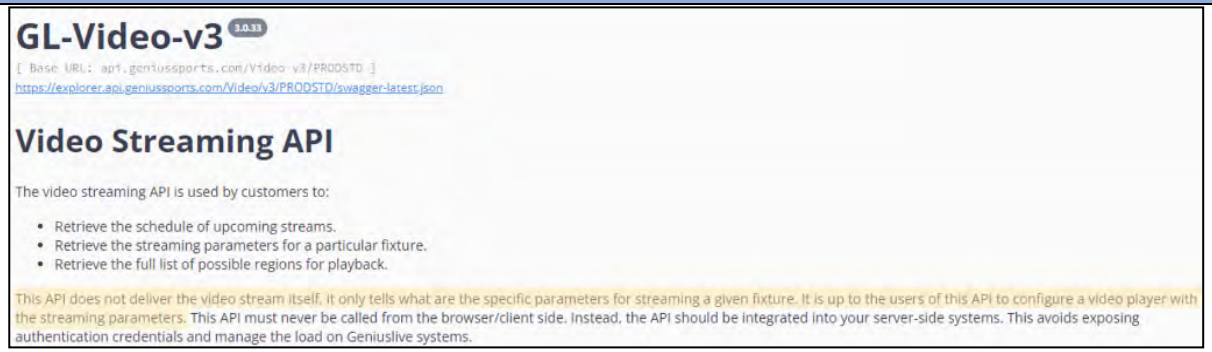
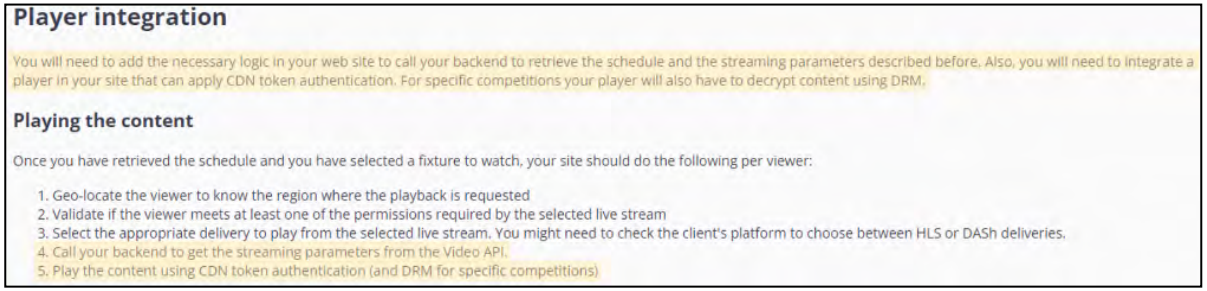
How does it work?

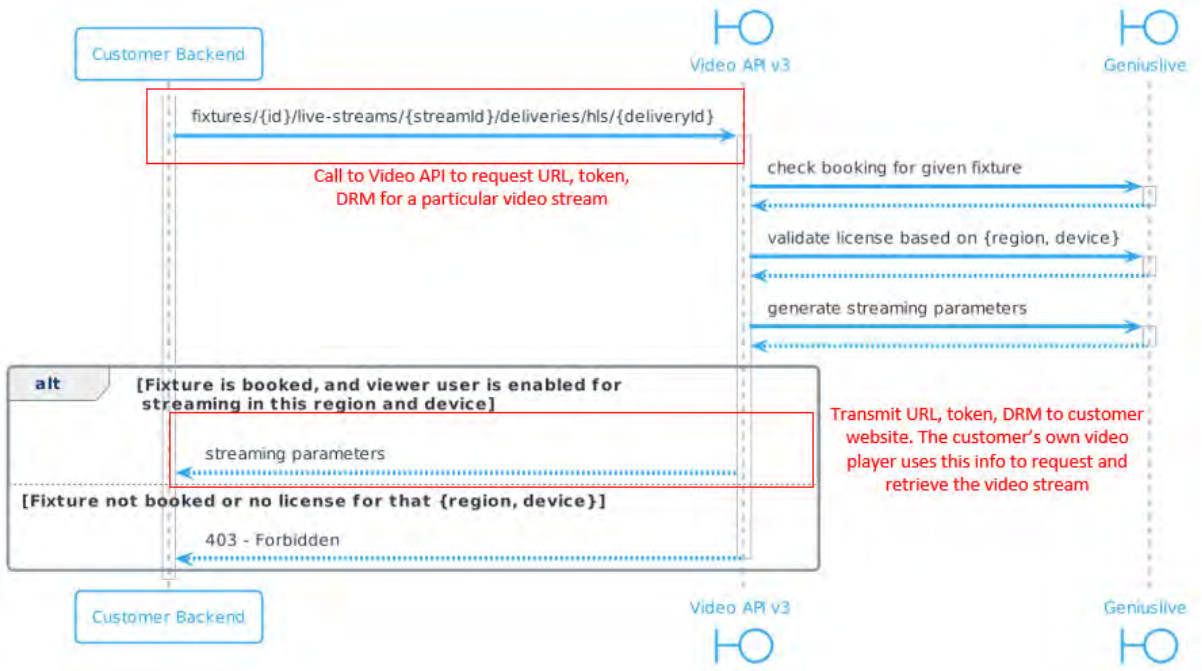
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

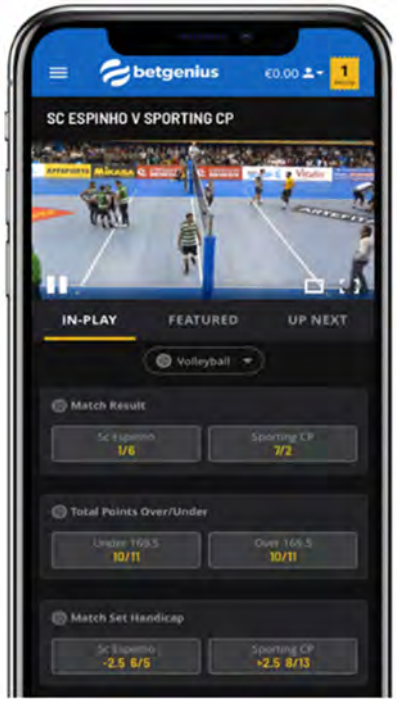
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Claim Element	Accused Product
	 

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

6. Dependent Claim 6

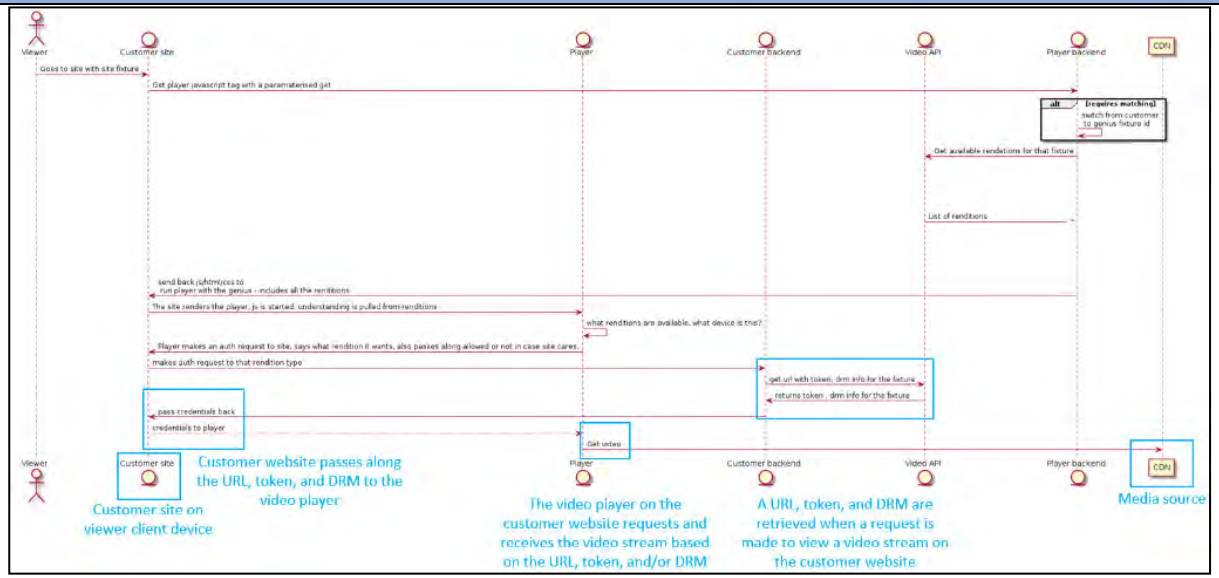
Claim Element	Accused Product
[6A] The system of claim 5, wherein: in A), the plurality of media sources:	The Accused Products provide the system of claim 5. *See* Claim 2, *supra*. In addition, the Accused Products provide a system wherein "*the plurality of media sources provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second*

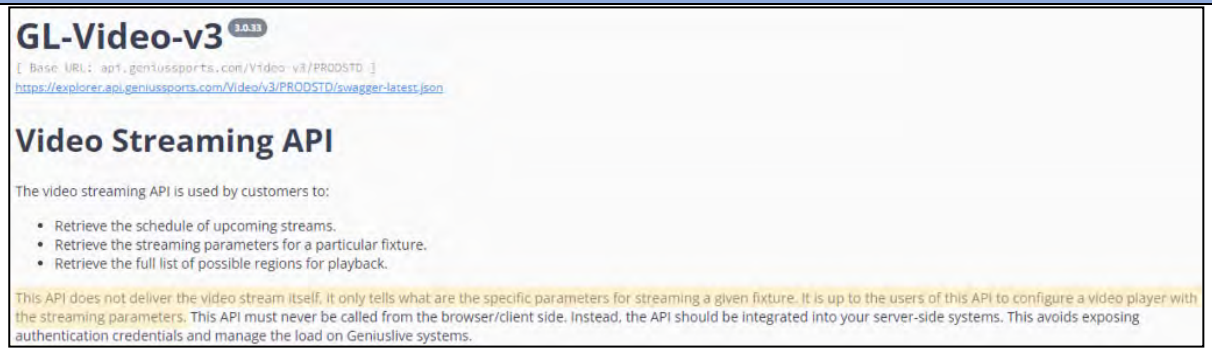
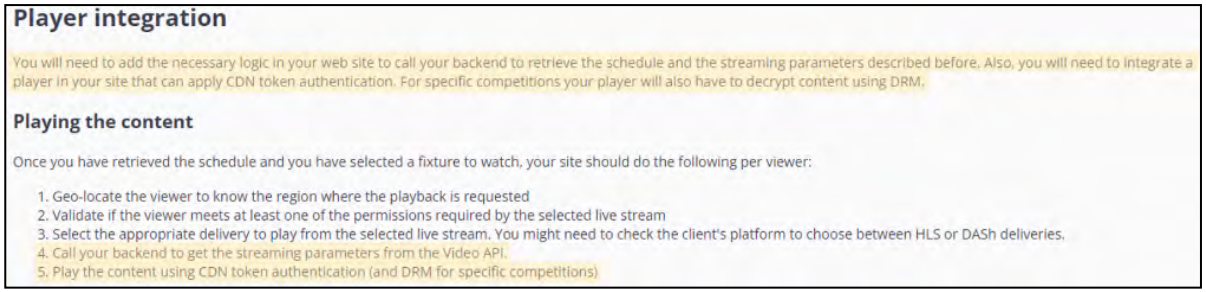
Claim Element	Accused Product
provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	*viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices.*" For example, the Accused Products combine live sports data and live sports video.  (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

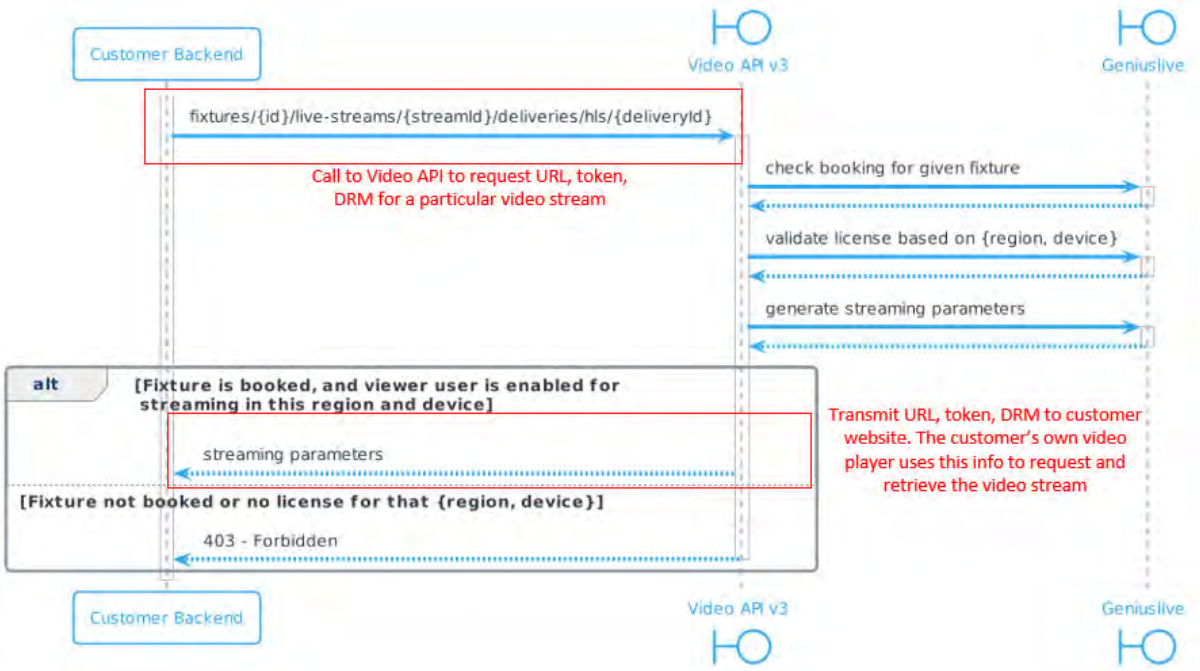
Claim Element	Accused Product
	As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the

Claim Element	Accused Product

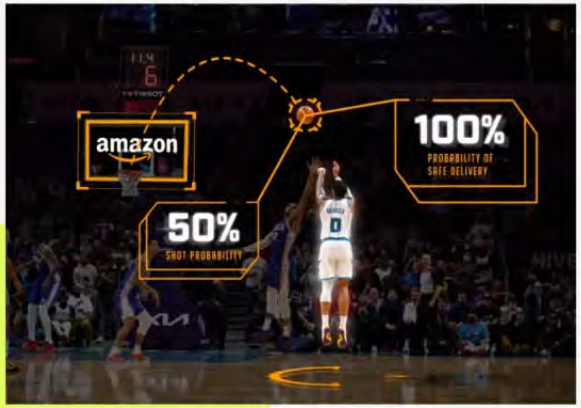
	back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

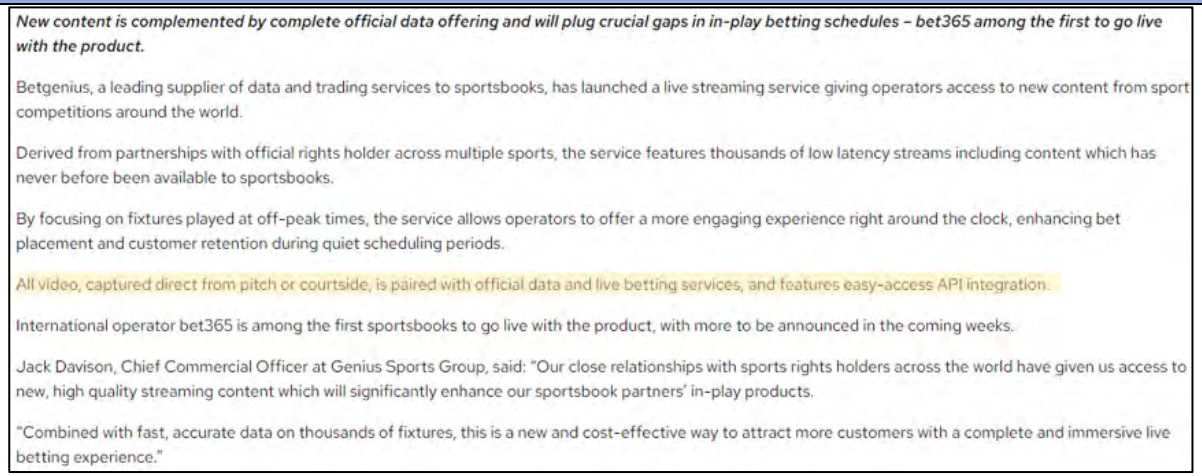
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

Claim Element	Accused Product
	 

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[6B] in C), the at least one socket server: transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices	The Accused Products provide a system wherein "*the at least one socket server transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; transmits and receives the first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device*

Claim Element	Accused Product
via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; transmits and receives the first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices; transmits at least the first score information of the first event information to the second viewer client device of the second	*of the first plurality of viewer client devices; transmits at least the first score information of the first event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices; and transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.*" For example, the Accused Products transmit event information, such as augmented, data-driven broadcasts (e.g., real-time player speeds, shot velocity). On information and belief, the event information is communicated via an event information Internet communication channel between an event socket and a viewer client device. In addition, the Accused Products transmit and receive chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.

Claim Element	Accused Product
plurality of viewer client devices via a fourth event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices; and transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.	 **Bring sports stories to life** Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more **Unlock new revenues** Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

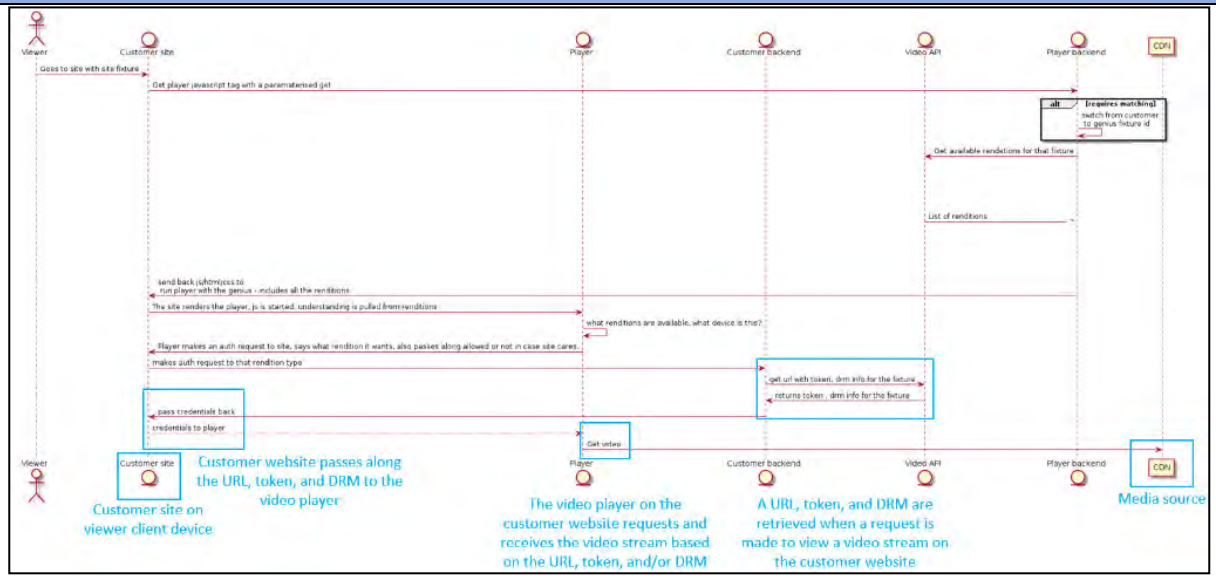
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

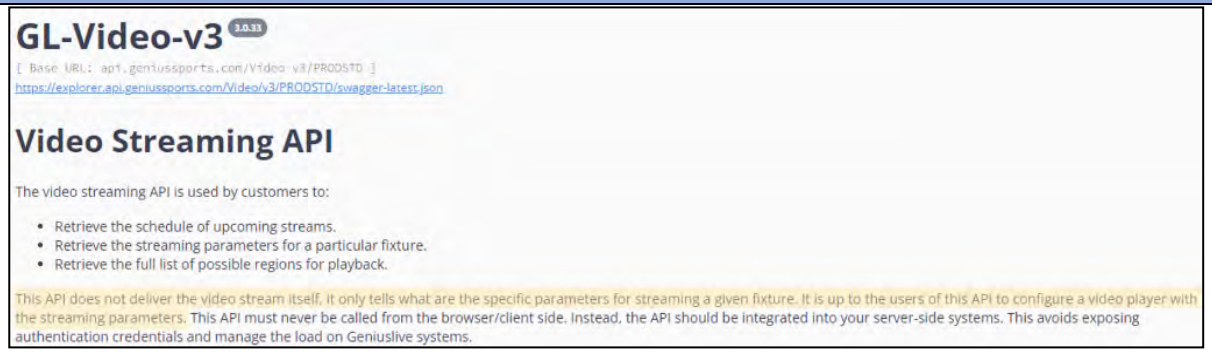
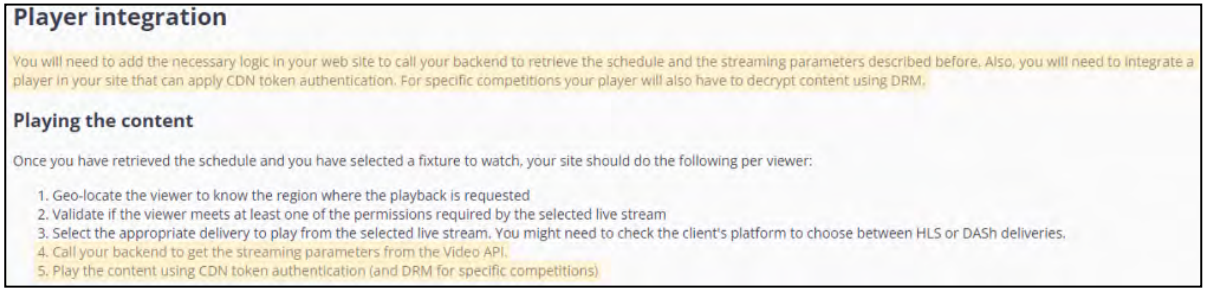
How does it work?

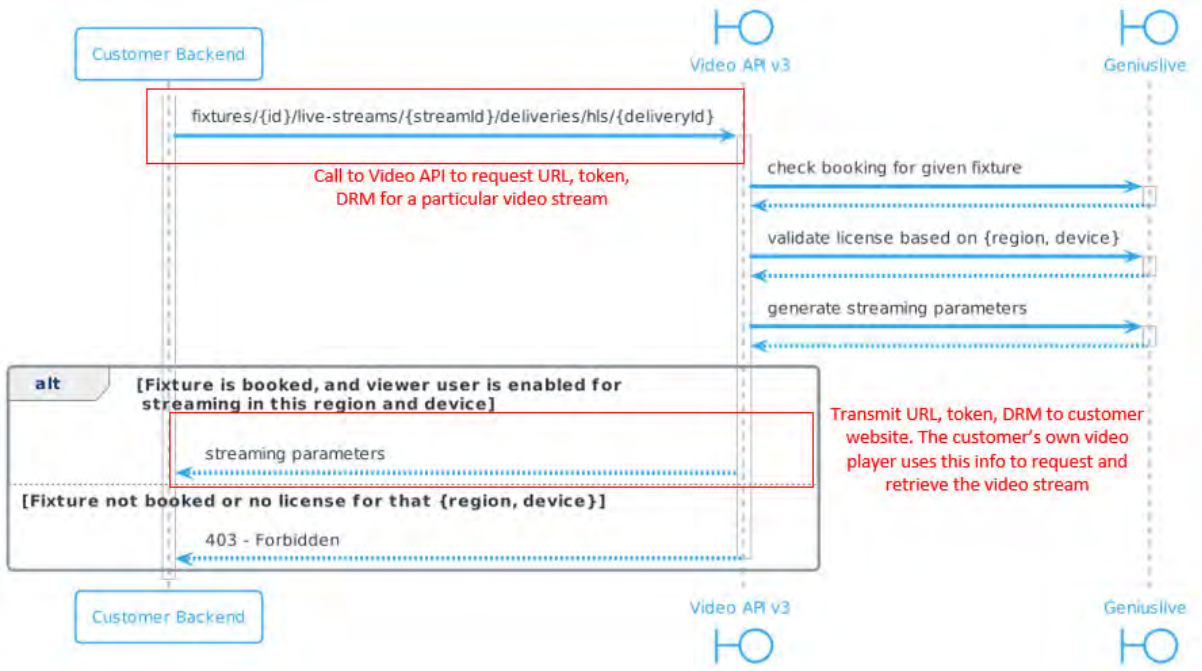
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Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

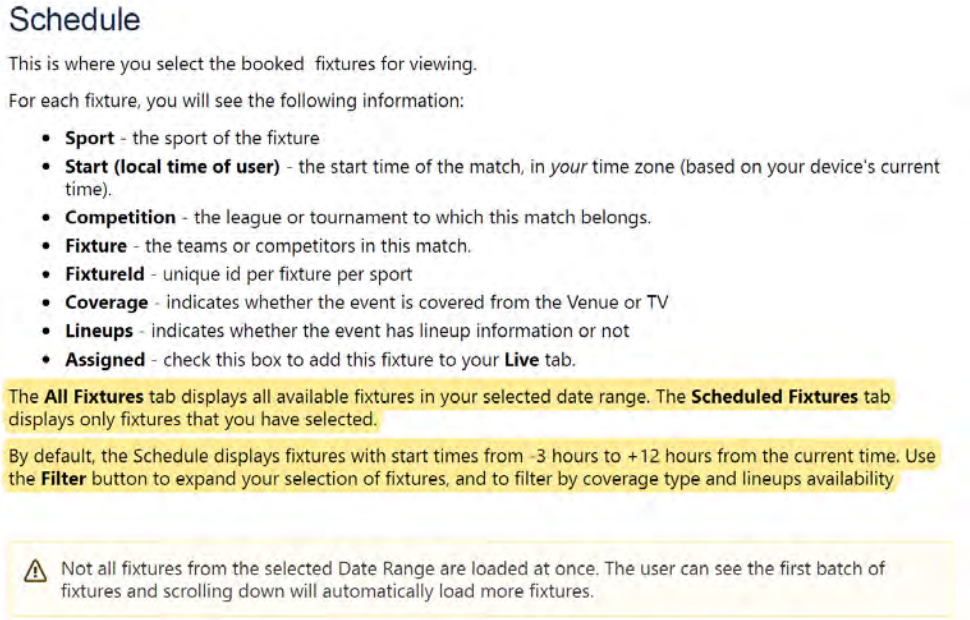
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Claim Element	Accused Product
	 

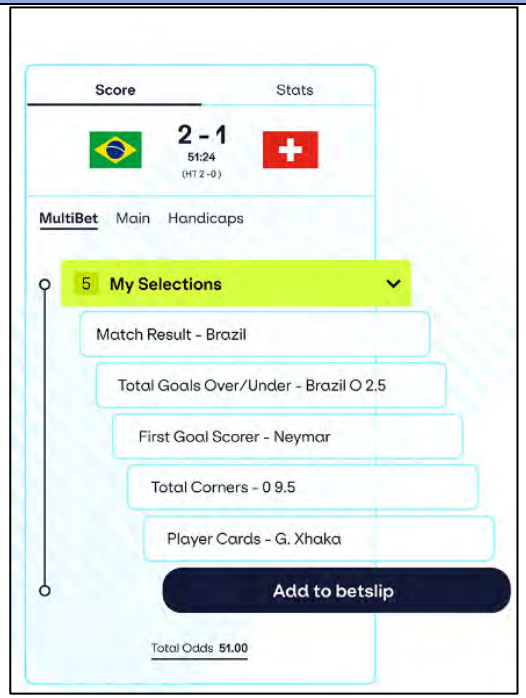
Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

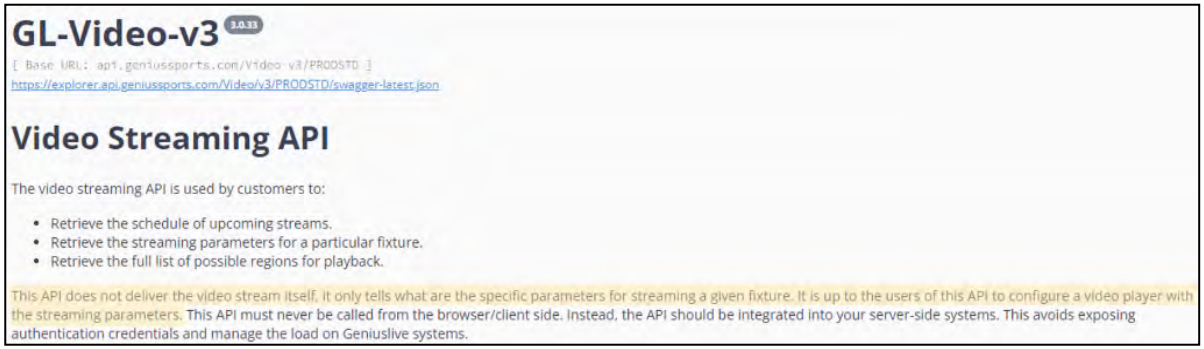
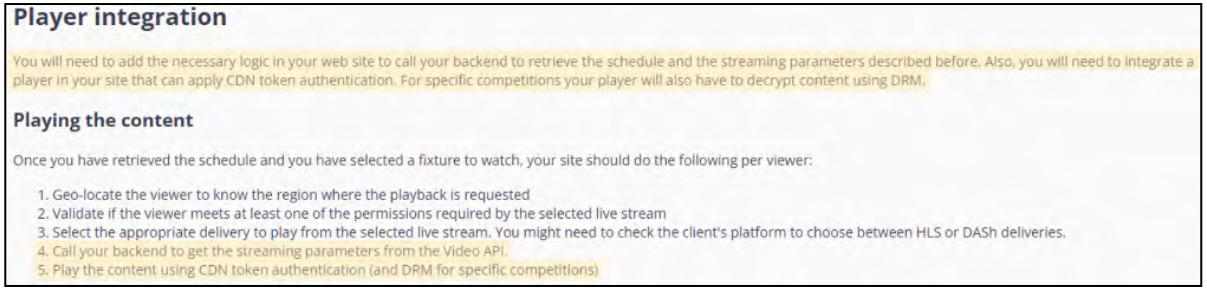
7. Dependent Claim 7

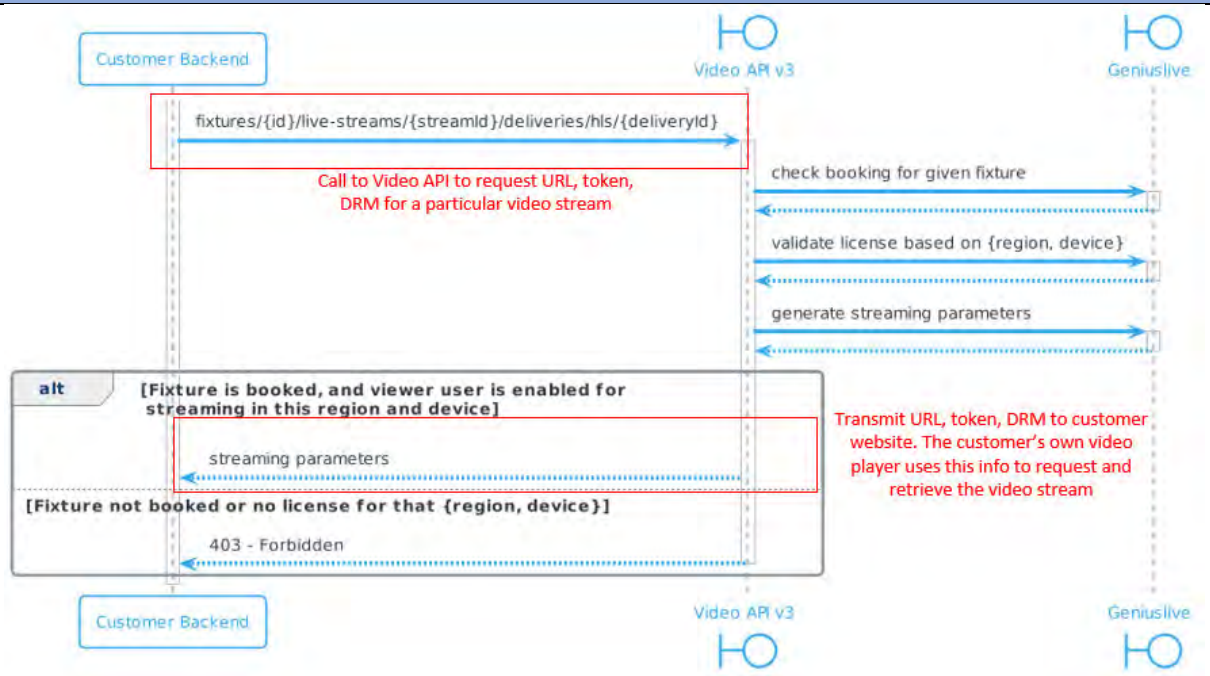
Claim Element	Accused Product
[7] The system of claim 1, further comprising a memory system communicatively coupled	The Accused Products provides the system of claim 1. *See* Claim 1, *supra*. *See* [1P]-[1C.2], *supra*. In addition, the Accused Products provide a system that includes "*a memory system communicatively coupled to the control server, the memory system including a database, wherein in B) the control server:*

Claim Element	Accused Product
to the control server, the memory system including a database, wherein in B) the control server: retrieves from the event information provider first event data for the first live sporting event, the first event data including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event; normalizes at least the date and/or time of the first live sporting event to a reference standard time	*retrieves from the event information provider first event data for the first live sporting event, the first event data including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event; normalizes at least the date and/or time of the first live sporting event to a reference standard time to provide a normalized date and/or time; and stores the first event data and the normalized date and/or time in the database*." For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."  Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

Claim Element	Accused Product
to provide a normalized date and/or time; and stores the first event data and the normalized date and/or time in the database.	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

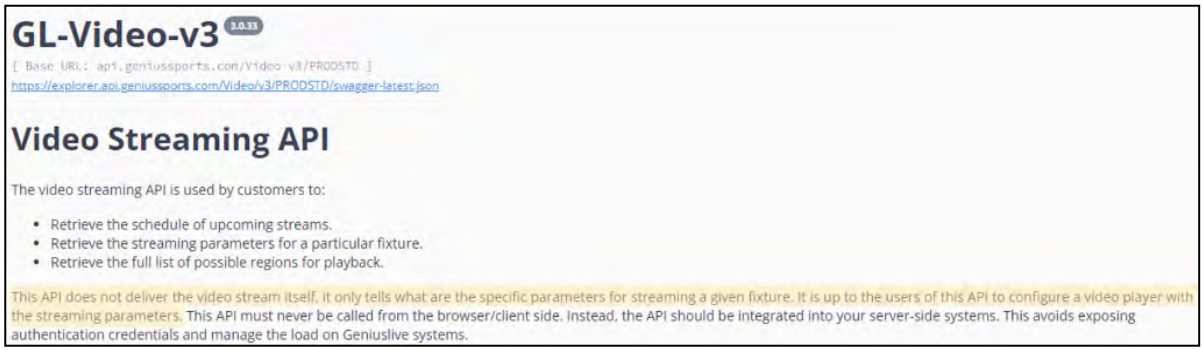
Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.) In addition, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Furthermore, Genius Sports stores the normalized data and/or time in JSON format within a database provided by Akamai. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this

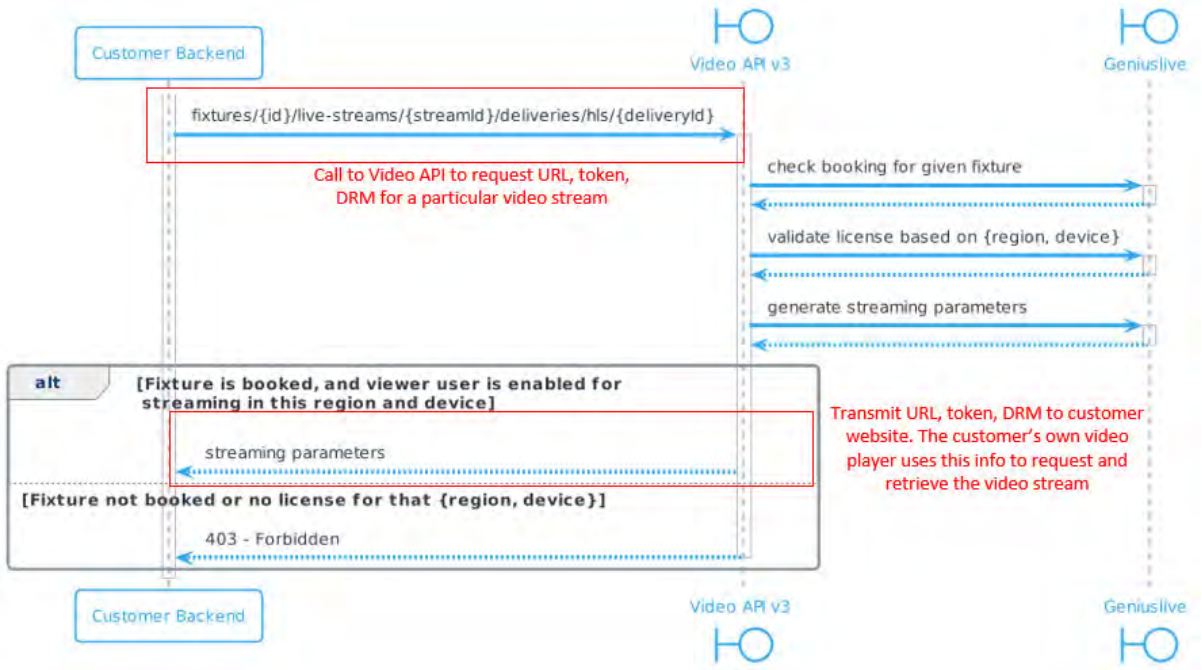
Claim Element	Accused Product
	information along to a video player to request and retrieve the video stream. The Accused Products then normalize the date and/or time of the received video stream to a reference standard time to provide a normalized date and/or time.  

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Claim Element	Accused Product
	The following is a sample JSON result for the `/fixtures/` endpoint. It contains the details of the fixture 1300290721, which has one livestream avaliable in HLS format through Akamai  (*See*, PANDA_00217, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

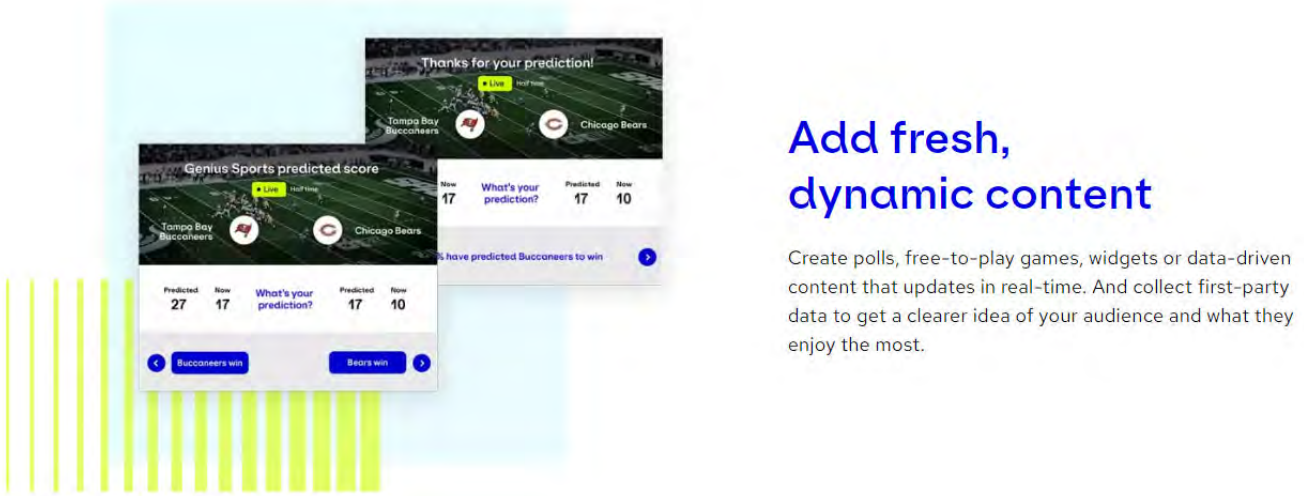
8. Dependent Claim 8

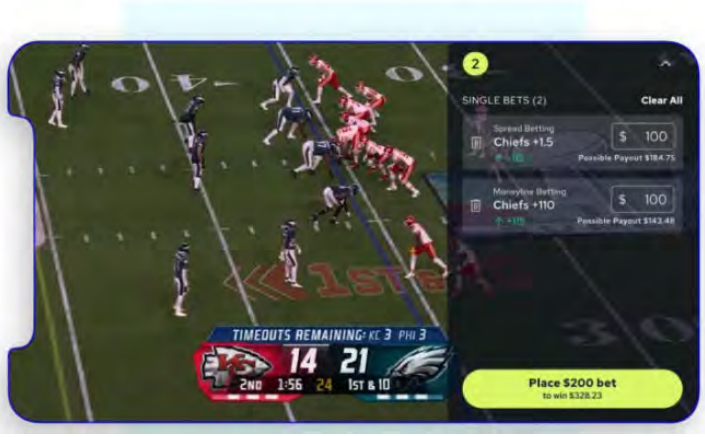
Claim Element	Accused Product
[8] The system of claim 7, wherein in B), the control server further: normalizes at least one of the progress details for the first live sporting event and the event participant data regarding participants in the first live sporting event; and stores the normalized at least one of the progress details and the event participant data in the database.	The Genius Sports platform provides the system of claim 7. *See* Claim 7, *supra*. In addition, the Accused Products provides a system wherein "*the control server further normalizes at least one of the progress details for the first live sporting event and the event participant data regarding participants in the first live sporting event; and stores the normalized at least one of the progress details and the event participant data in the database*." In addition, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Furthermore, Genius Sports stores the normalized data and/or time in JSON format within a database provided by Akamai. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The Accused Products then normalize and store the competition information (e.g., competition ID) and live stream information of the received video stream. 

Claim Element	Accused Product
	Player integration You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)  (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

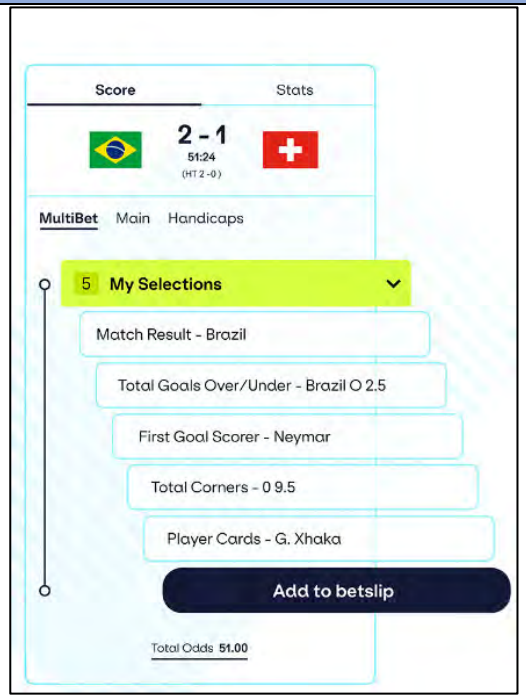
Claim Element	Accused Product
	The following is a sample JSON result for the `/fixtures/` endpoint. It contains the details of the fixture 1300290721, which has one livestream avaliable in HLS format through Akamai  (*See*, PANDA_00217, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

9. Dependent Claim 9

Claim Element	Accused Product
[9] The system of claim 7, wherein: the progress details include the first score information; the control server periodically retrieves the progress details from the event information provider and updates the first score information; and for each update of the first score information, the control server queues an asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server.	The Genius Sports platform provides the system of claim 7. *See* Claim 7, *supra*. In addition, the Accused Products provides a system wherein "*the progress details include the first score information; the control server periodically retrieves the progress details from the event information provider and updates the first score information; and for each update of the first score information, the control server queues an asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server*." For example, the Accused Products update live streaming event information, such as predicted scores and odds, in real-time.  (*See* https://geniussports.com/publishers-broadcasters/)

Claim Element	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Claim Element	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

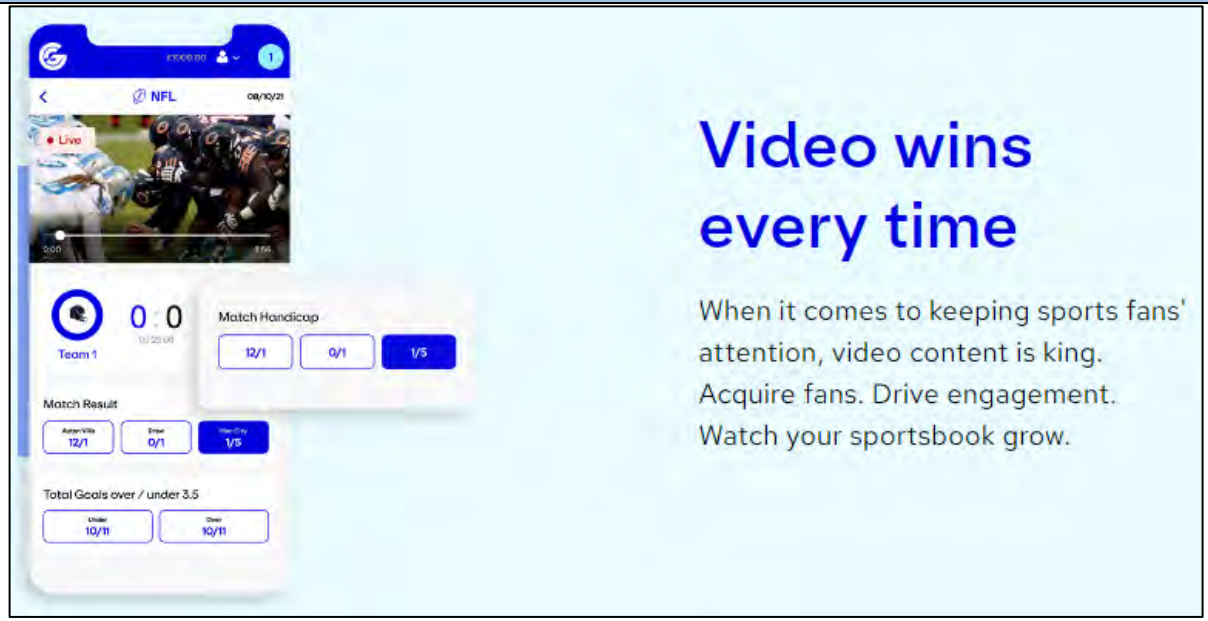
Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) In addition, the Accused Products use Fixtures Push API v2, a message queue mechanism, for distributing updates in real time. On information and belief, the message queue mechanism queues an asynchronous

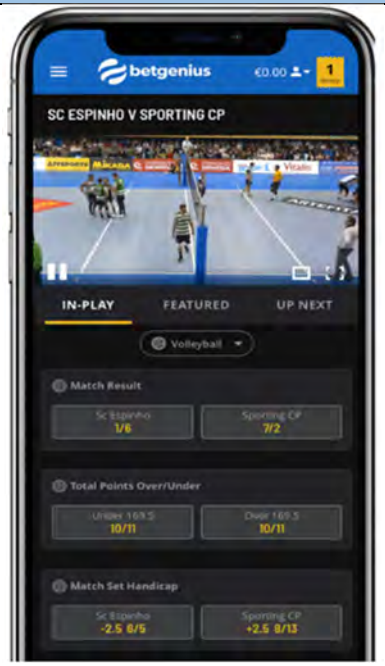
Claim Element	Accused Product
	message including the updated first event information for transmission to the at least one first event socket of the at least one socket server. Fixtures Push v2 RP Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read Table of Contents • Description • Architecture ○ Pub/Sub ○ Firehose Message queue ○ How to choose between both options • Channels Description Fixtures Push API v2 is a pub/sub or message queue mechanism for distributing updates in real time. The produced contracts are described in the Read Data Points section of each document under the Domain E ntities document. Fixture push v2 uses the same contracts as Fixtures API v2, thus the API Swagger is also relevant for the push users to get a good understanding of the models they need. If going for the swagger take the /GET methods and see all "{Entity}ResponseModel" - e.g. FixtureResponseModel, CompetitionResponseModel etc. Architecture The Fixtures Push API v2 has a simple architecture that listens for updates made in the Fixtures platform and then publishes them to a third-party real-time provider called **Ably** for consumption from the subscribers/consumers of the specific channels/queue.

Claim Element	Accused Product
	Ably basically provide 2 options for the consumption of the messages. **Pub/Sub** Read more about it here: Key concepts **Firehose Message queue** Read more about it here: Firehose (*See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/4447502491/Fixtures+Push+v2#Firehose-Message-queue)

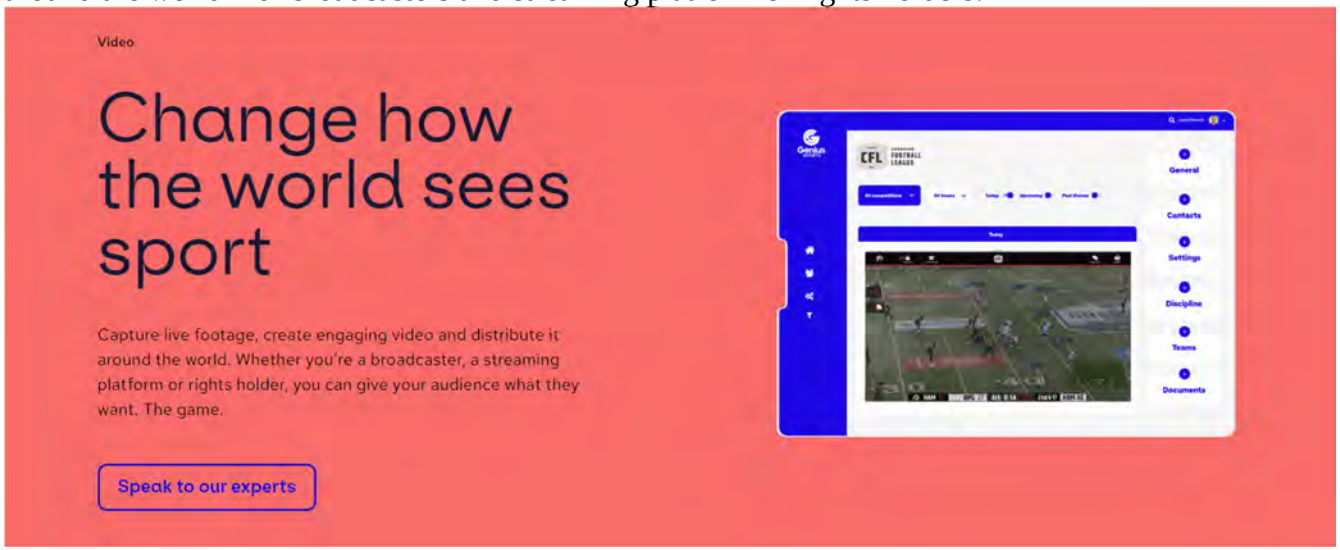
10. Independent Claim 19

Key Features	Accused Product
[19P] A system for providing a first plurality of copies of a first broadcaster's live stream of digital content including first video-based commentary about a first live sporting event from a first broadcaster client device to a first plurality of viewer client devices, and for providing	The Accused Products provides a system for providing, "*a first plurality of copies of a first broadcaster's live stream of digital content including first video-based commentary about a first live sporting event from a first broadcaster client device to a first plurality of viewer client devices, and for providing a second plurality of copies of a second broadcaster's live stream of digital content including second video-based commentary about a second live sporting event from a second broadcaster client device to a second plurality of viewer client devices*." For example, the Accused Products include both a live stream of a sporting event and overlayed event information related to the sporting event.

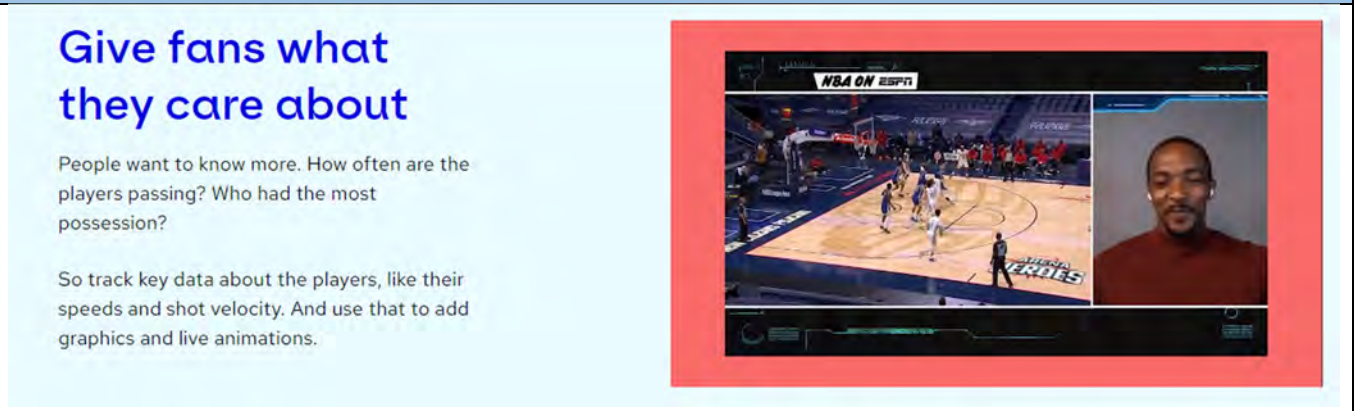
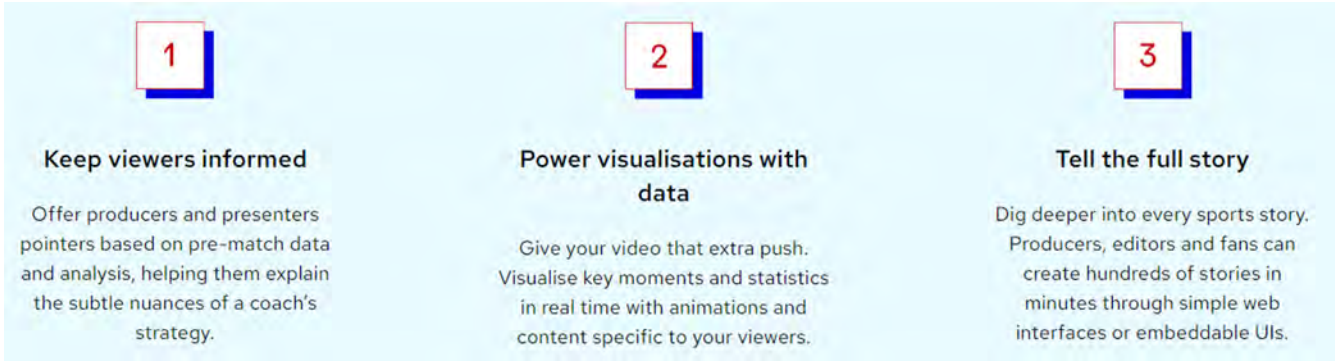
Key Features	Accused Product
a second plurality of copies of a second broadcaster's live stream of digital content including second video-based commentary about a second live sporting event from a second broadcaster client device to a second plurality of viewer client devices, the system comprising:	 (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

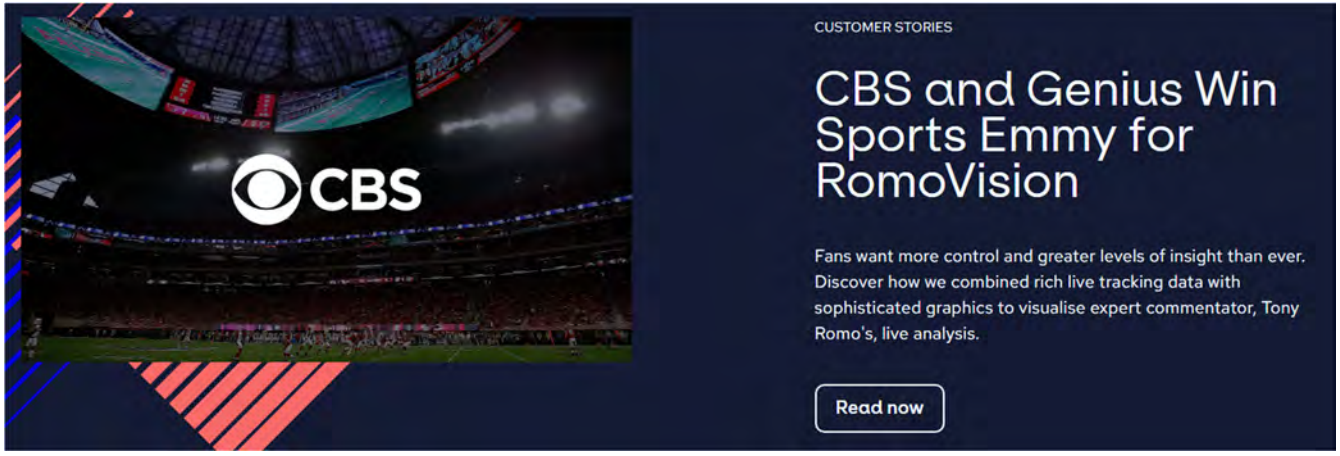
Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-

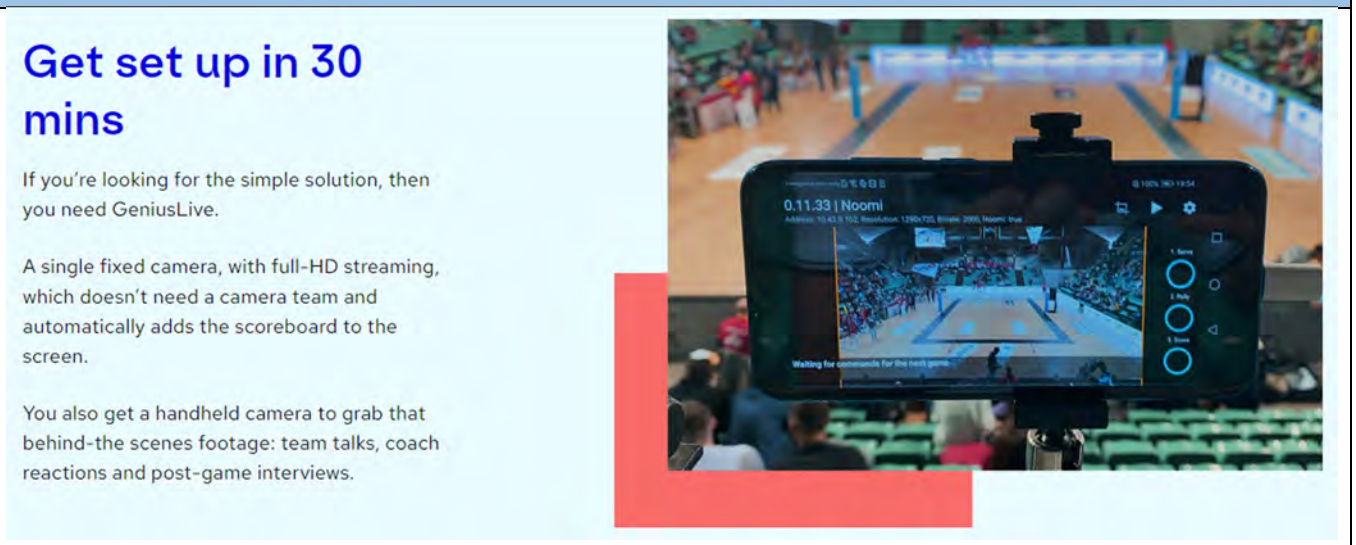
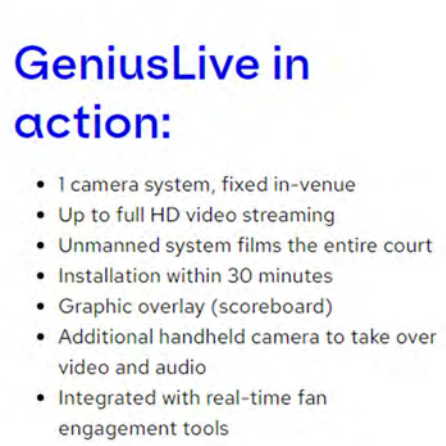
Key Features	Accused Product
	official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders:  (*See*, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

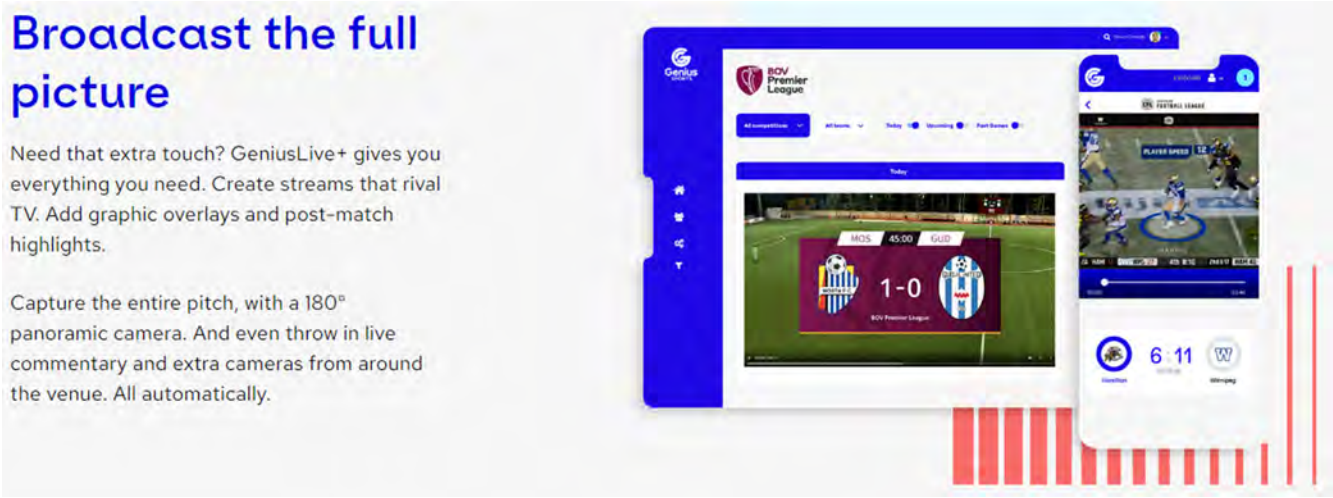
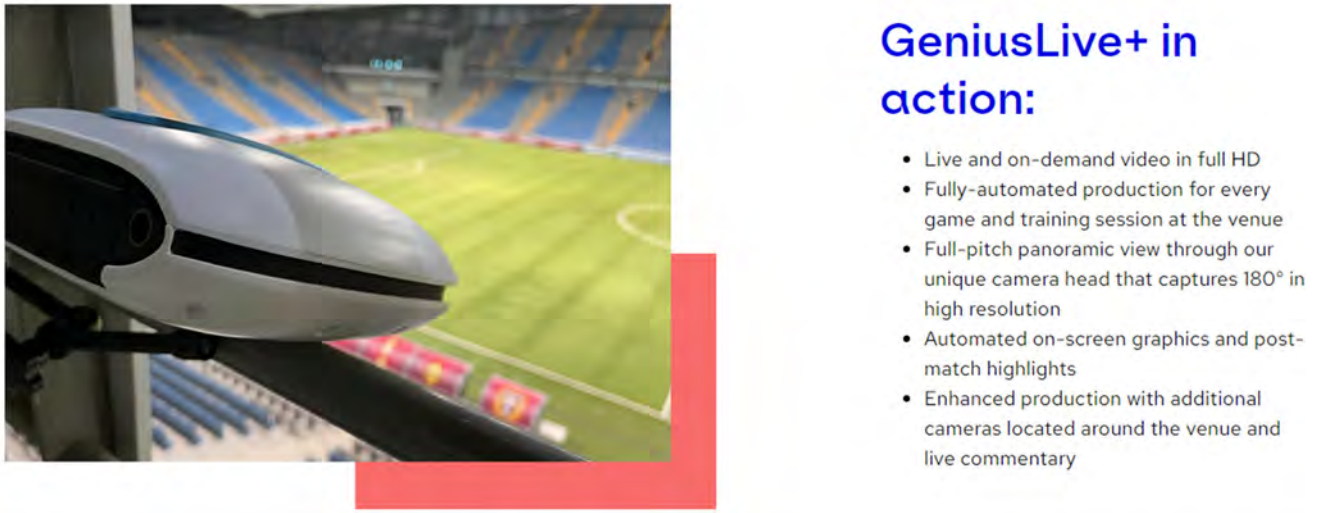
Key Features	Accused Product
	We work with partners worldwide  (*See*, PANDA_000069 at PANDA_000074-75, https://geniussports.com/video/.) We work with the biggest media players in sport  (*See*, PANDA_000021 at PANDA_000025, https://geniussports.com/publishers-broadcasters/.) On information and belief, the Accused Products provide a first and second plurality of copies of a first and second broadcaster's live stream of digital content including first and second video-based commentary about a first and second live sporting event from a first and second broadcaster client device to a first and second plurality of viewer client devices.

Key Features	Accused Product
	 (*See*, PANDA_000098 at PANDA_000101, https://geniussports.com/video/production/.)  (*See*, PANDA_000098 at PANDA_000101-102, https://geniussports.com/video/production/.)

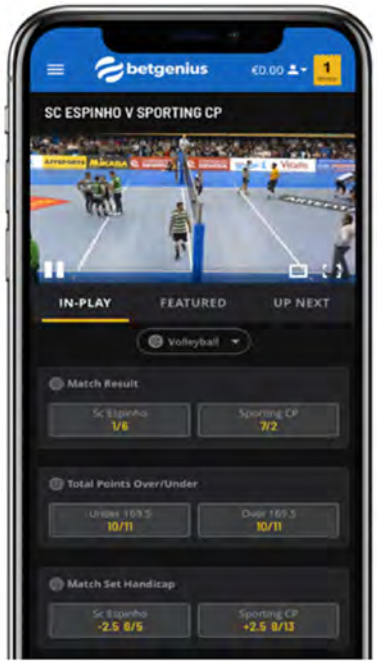
Key Features	Accused Product
	BT Sport augments broadcasts with tracking data (*See*, PANDA_000004, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)  Team Talk Personalisation and rich data are pivotal to the future of sports broadcasting. With fans wanting more control and greater levels of insight than ever before, BT Sport set out to launch a new **Matchday Experience** tool to transform its coverage of the English Premier League (EPL) . The major UK broadcaster needed a solution that would be: • Immersive and informative fan experiences • Editorially relevant with insights that meet fans' demands to better understand games • Ready for the rollout of 5G and suitable for Premier League fans of all ages (*See*, PANDA_000004 at PANDA_000005, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)

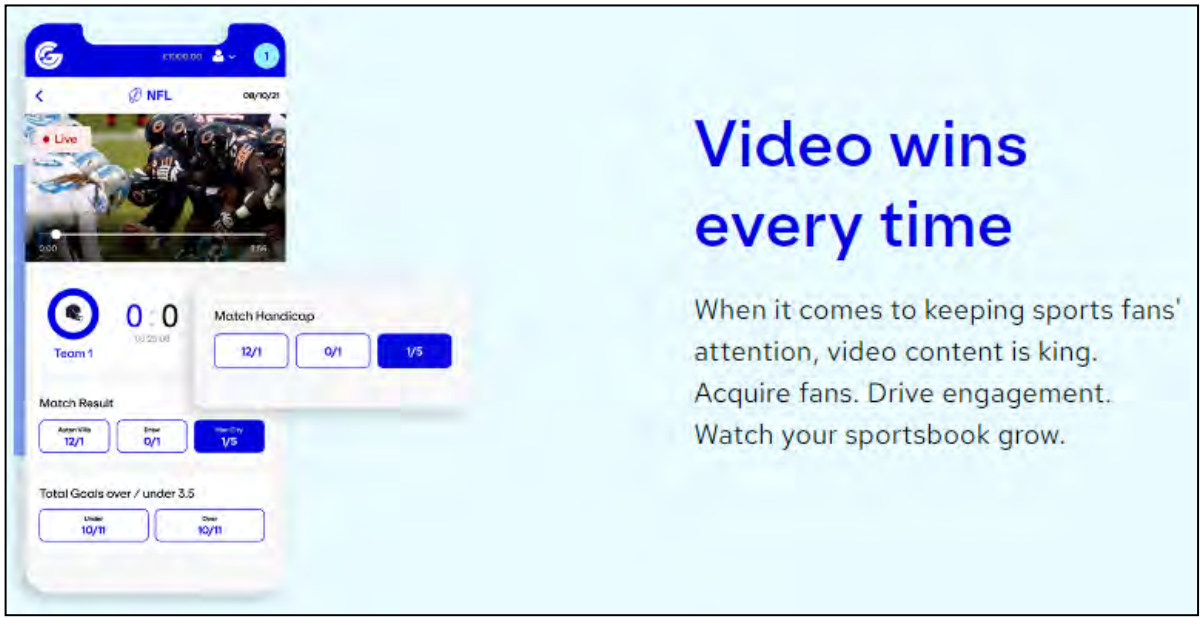
Key Features	Accused Product
	 Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more (*See*, PANDA_000496, https://geniussports.com/publishers-broadcasters/.)  (*See*, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

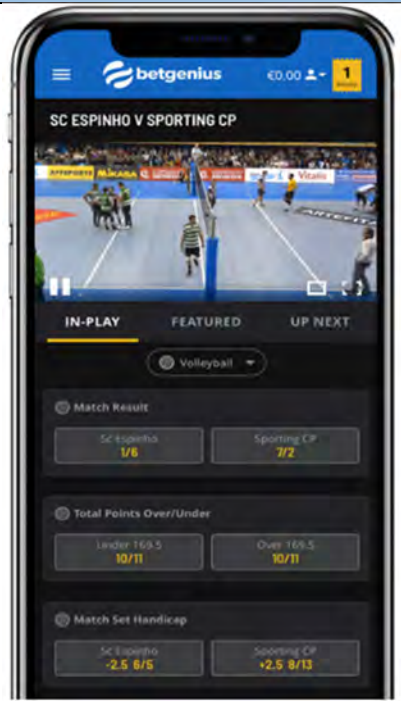
Key Features	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  

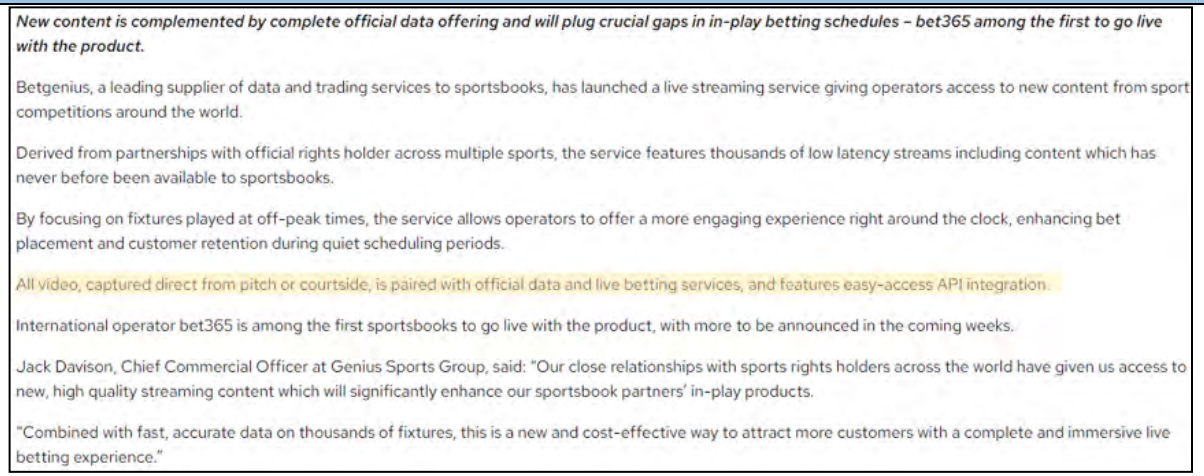
Key Features	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

Key Features	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.) The NFL appointed Genius Sports in April 2021 as its exclusive worldwide distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League's official sports betting data feed to media companies and sportsbooks in regulated markets. This partnership included the rights for Genius Sports to distribute low latency video feeds to sportsbooks in key international markets, which has now been expanded to include the U.S. As a first of its kind in the U.S., Caesars Sportsbook will offer official data-driven in-game betting opportunities and player props alongside live video streams of NFL games to give their customers access to the most compelling in-play NFL betting experience available for mobile and tablets. In addition, Caesars Sportsbook will utilize official NFL league and team marks and logos to help promote their live premium content through a fully immersive Watch & Bet live wagering experience. (*See*, PANDA_000066 at PANDA_000067, https://www.geniussports.com/newsroom/genius-sports-expands-partnership-with-nfl-to-provide-watch-bet-video-streams-for-the-2022-season-starting-with-caesars-entertainment/.)
[19A] a plurality of media sources to: [19A.1] receive the first broadcaster's live stream of digital content and the second broadcaster's live stream of digital content;	On information and belief, The Accused Products include "*a plurality of media sources to receive the first broadcaster's live stream of digital content and the second broadcaster's live stream of digital content*." For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally:

Key Features	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) 

Key Features	Accused Product
	(*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[19A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of	The Accused Products include a plurality of media sources to "*provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices.*" For example, the Accused Products combine live sports data and live sports video.

Key Features	Accused Product
media sources and the first viewer client device of the first plurality of viewer client devices; and	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request

Key Features	Accused Product
	from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

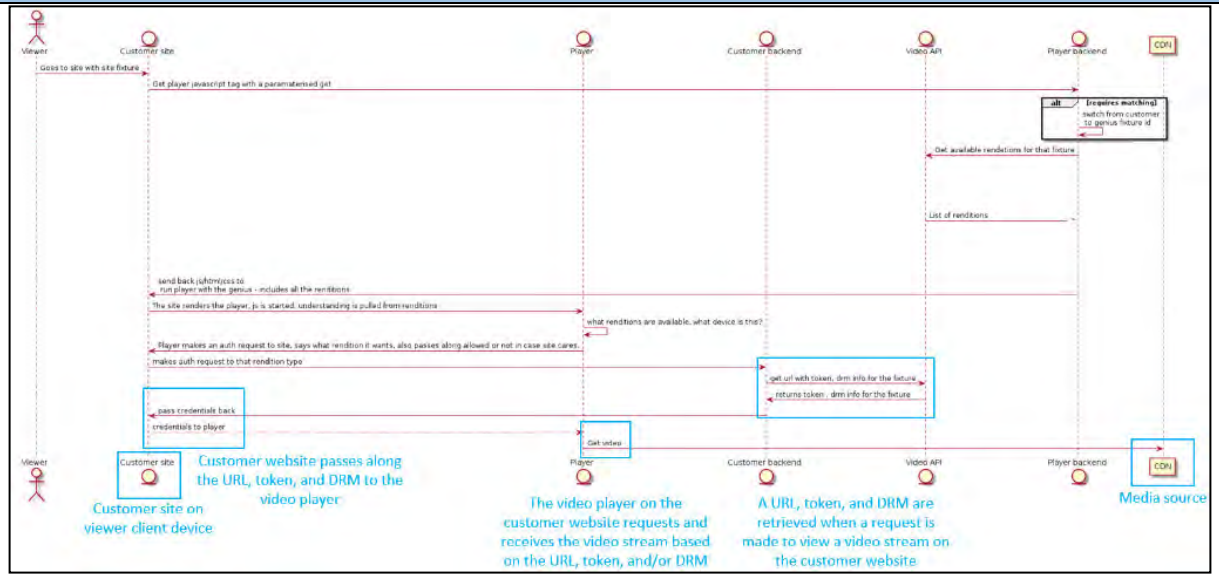
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

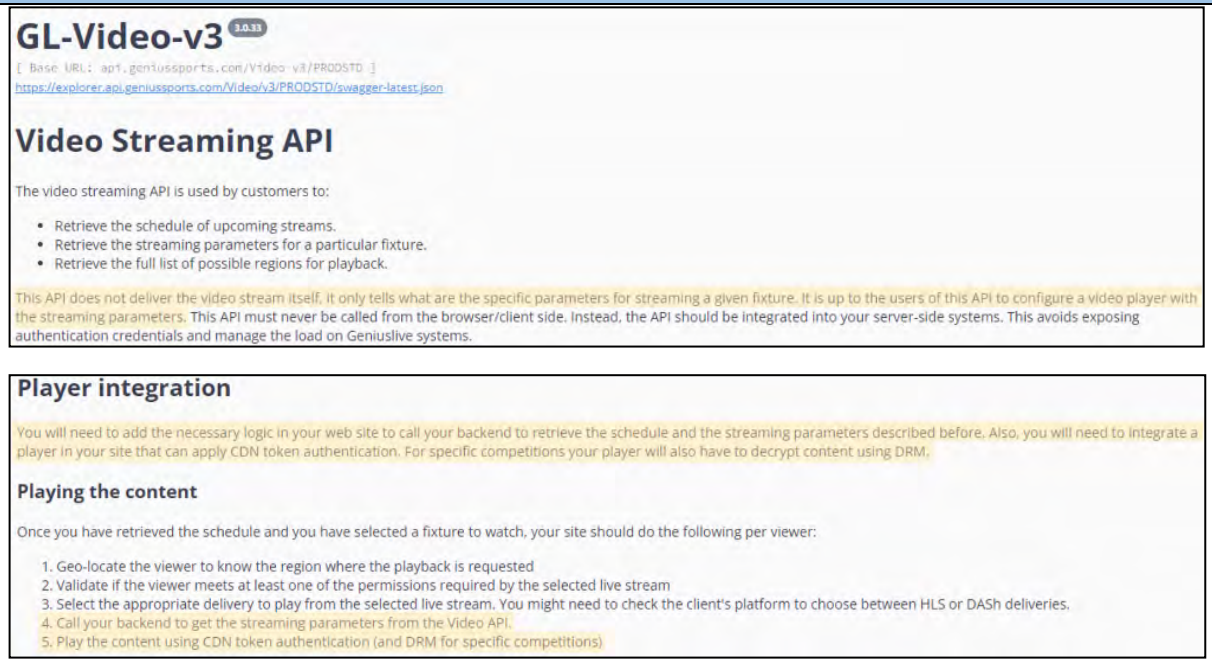
How does it work?

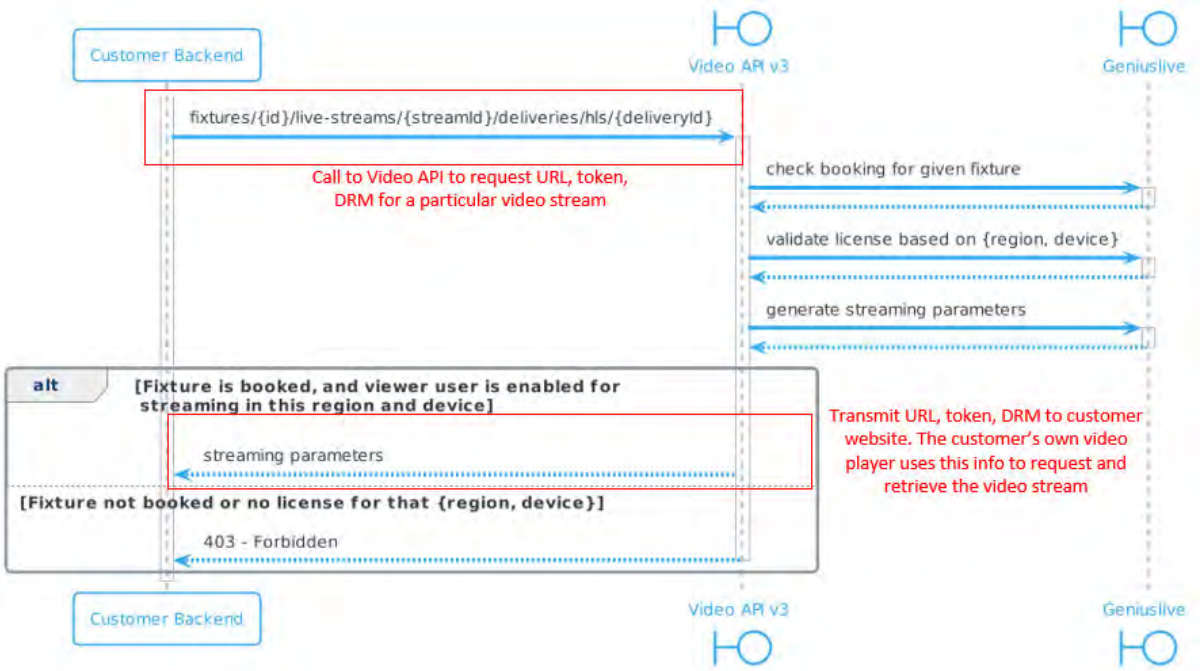
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

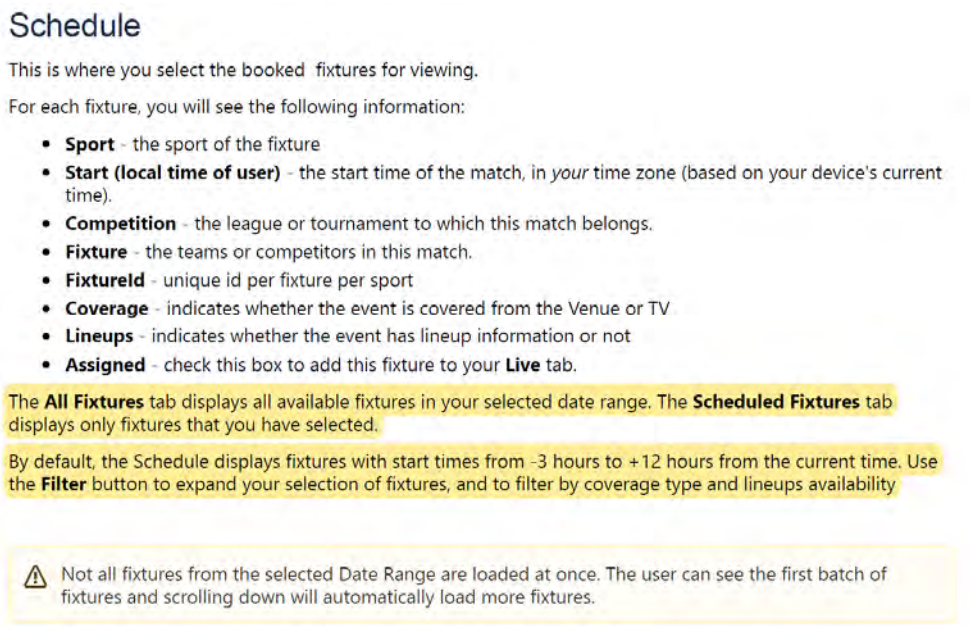
Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

Key Features	Accused Product
	

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[19A.3] provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of	The Accused Products include a plurality of media sources to "*provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of media sources and the first viewer client device of the second plurality of viewer client devices.*" *See* discussion of Claim Element [19A.2], *supra*. For example, a second Internet communication channel is used in the same way described above to provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices.

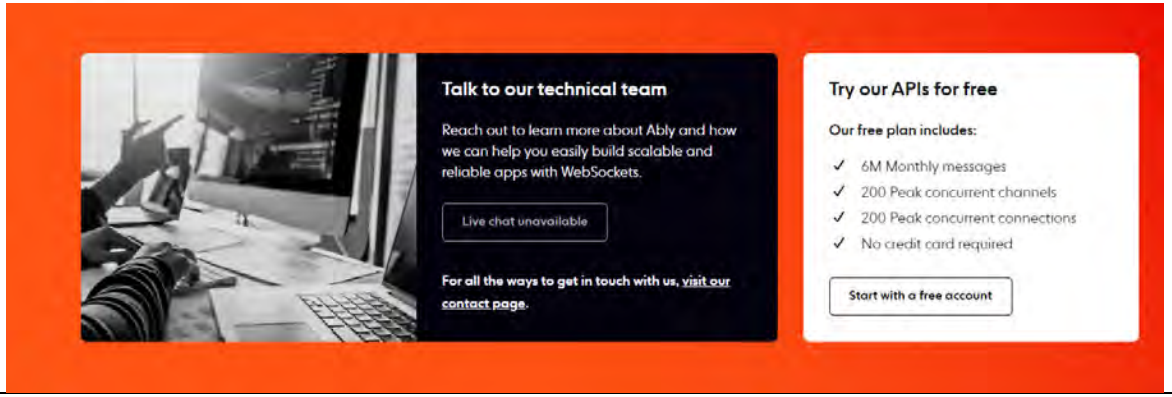
Key Features	Accused Product
media sources and the first viewer client device of the second plurality of viewer client devices;	
[19B] a control server to periodically retrieve, via the Internet and from an event information provider, first event information germane to the first live sporting event and second event information germane to the second live sporting event; and	The Accused Products include "*a control server to periodically retrieve, via the Internet and from an event information provider, first event information germane to the first live sporting event and second event information germane to the second live sporting event*." For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."  Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

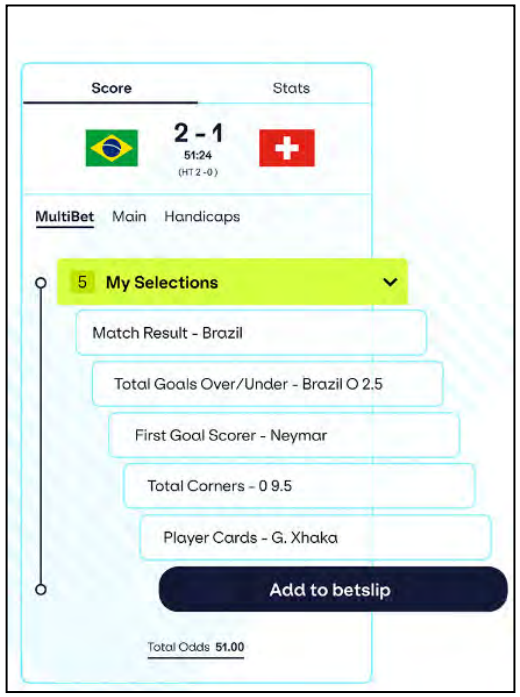
Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

Key Features	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)
[19C] at least one socket server communicatively coupled to the control server to: [19C.1] receive from the control server at least some of the first event information and at least some of the second event information wherein:	The Accused Products include "*at least one socket server communicatively coupled to the control server to receive from the control server at least some of the first event information and at least some of the second event information.*" For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

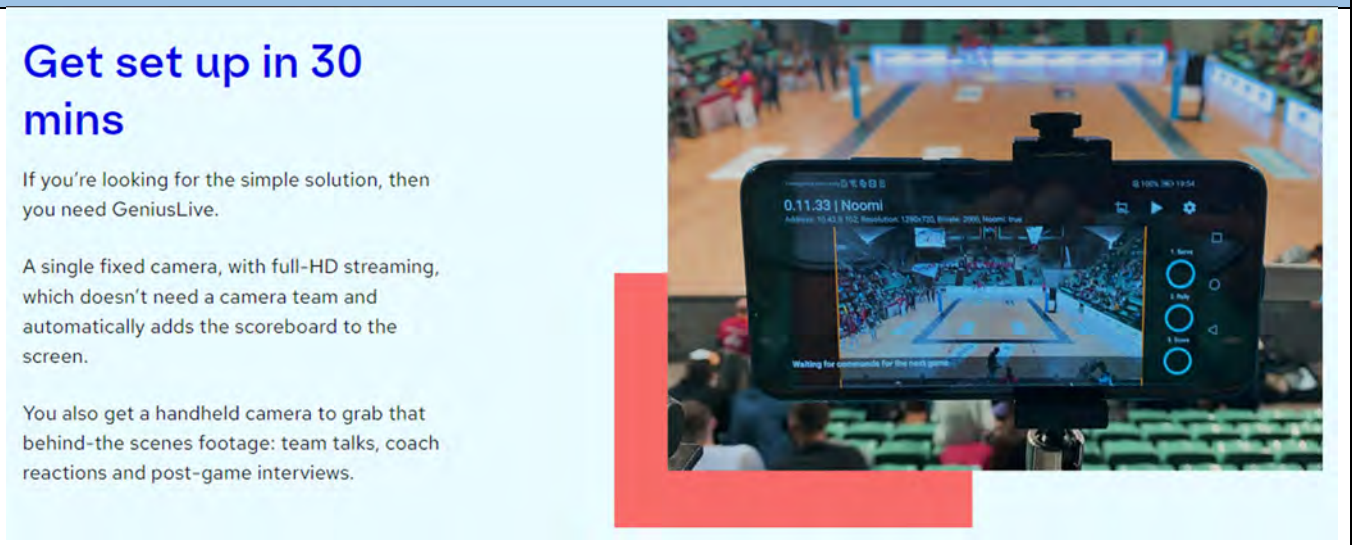
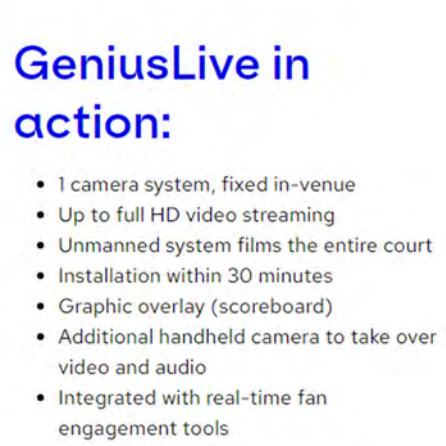
Key Features	Accused Product

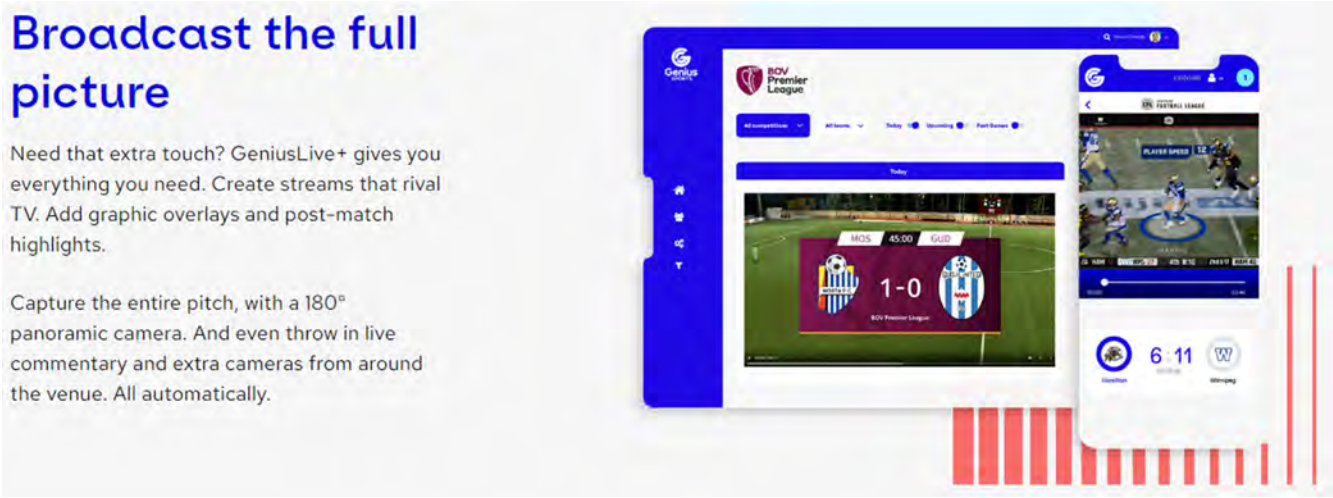
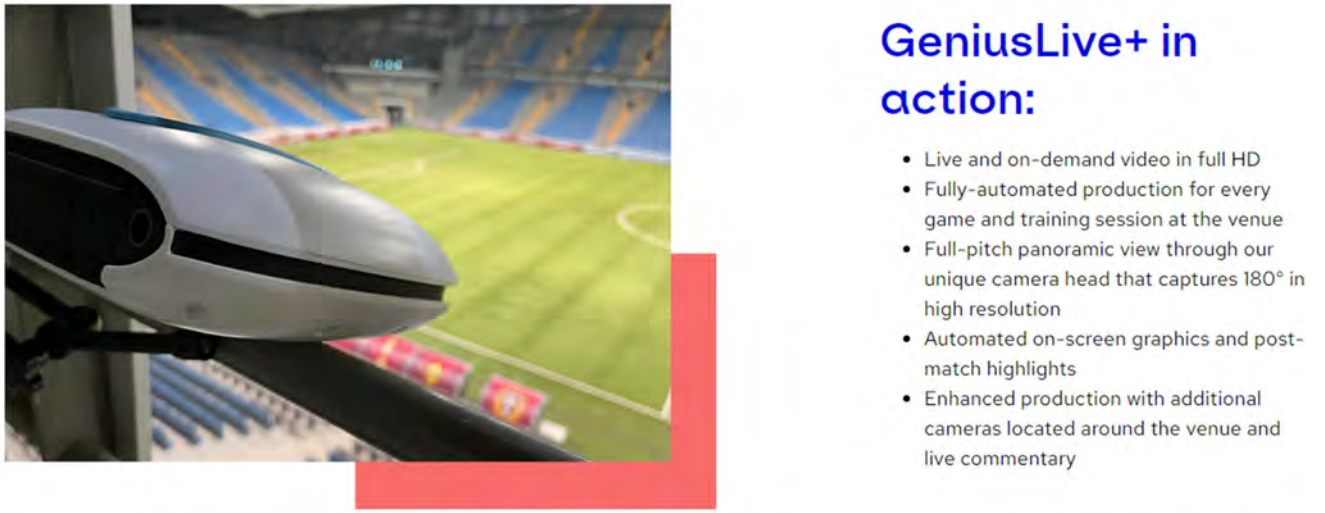
	RAW
	
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	
	`/v2/{sport}/publish`
	
	Example - HTTP
	
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

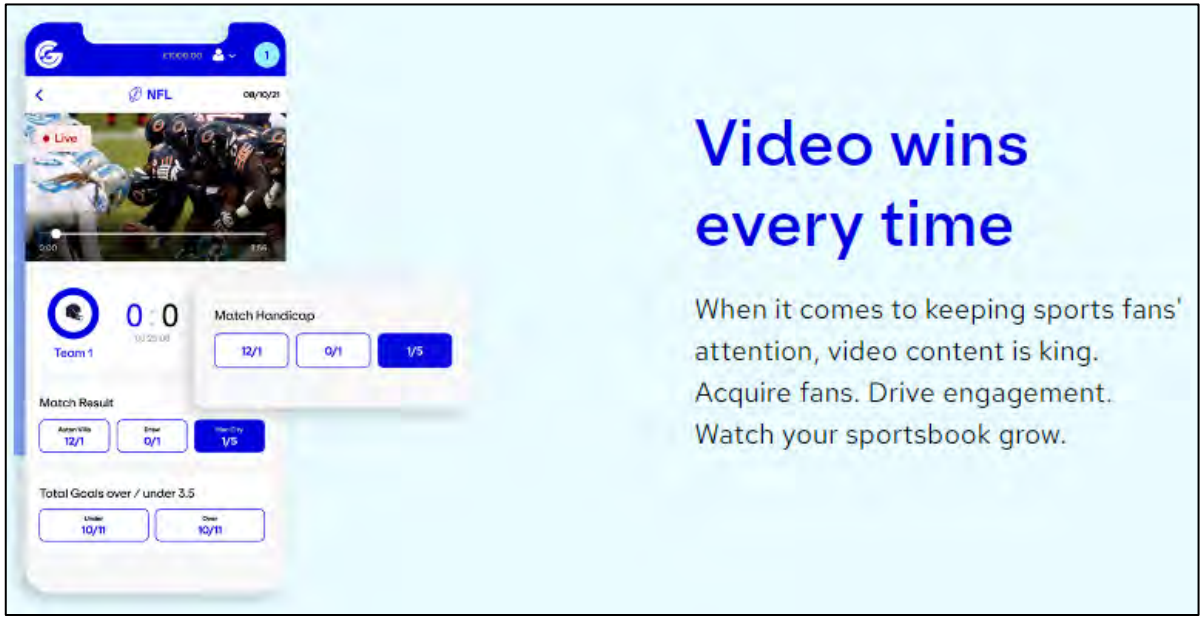
Key Features	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation. 

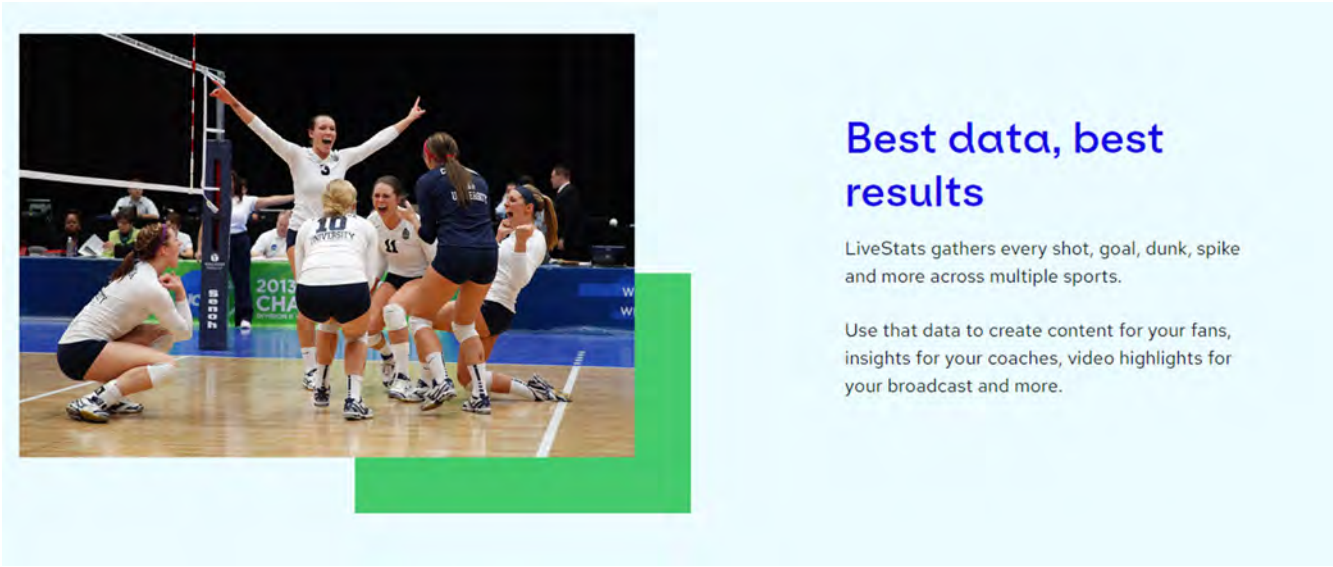
Key Features	Accused Product
	(*See* https://ably.com/case-studies/genius-sports)
[19C.2] the at least some of the first event information includes first score information for the first sporting event; and	On information and belief, the Accused Products includes a system wherein "*the at least some of the first event information includes first score information for the first sporting event*." For example, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.   (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

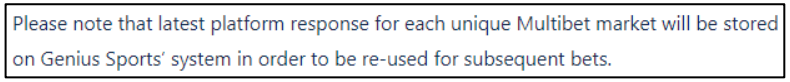
Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

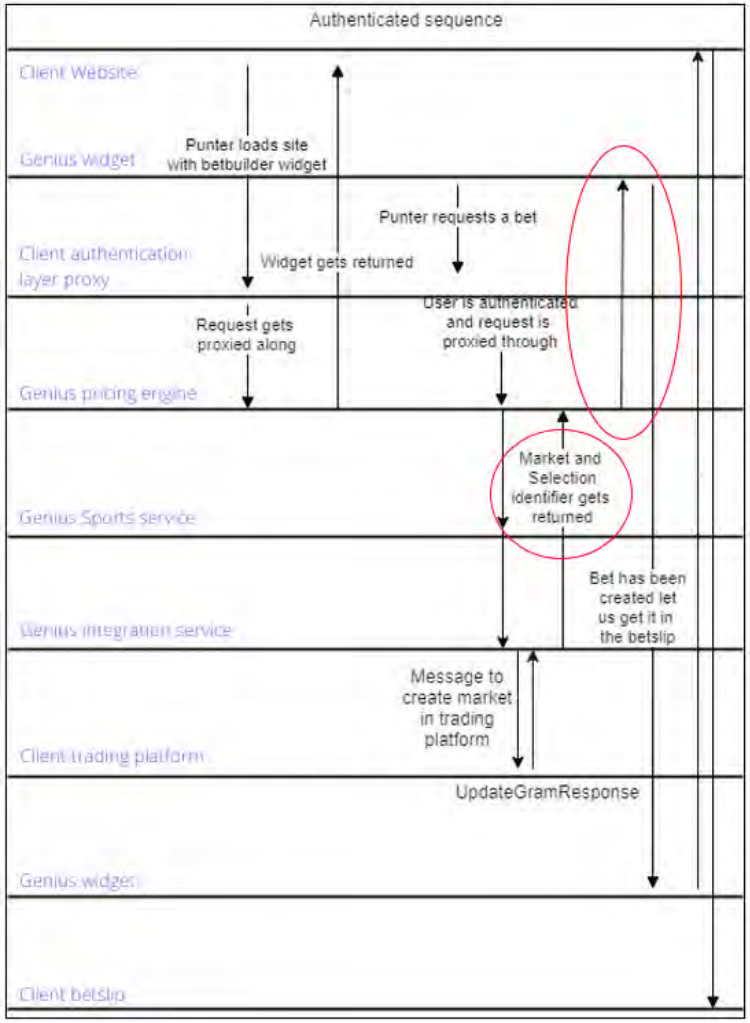
Key Features	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  

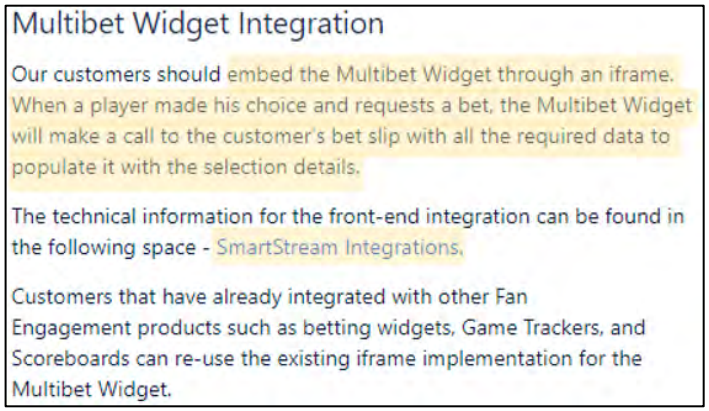
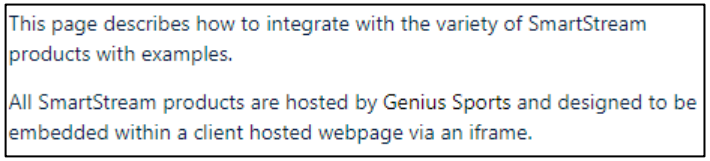
Key Features	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

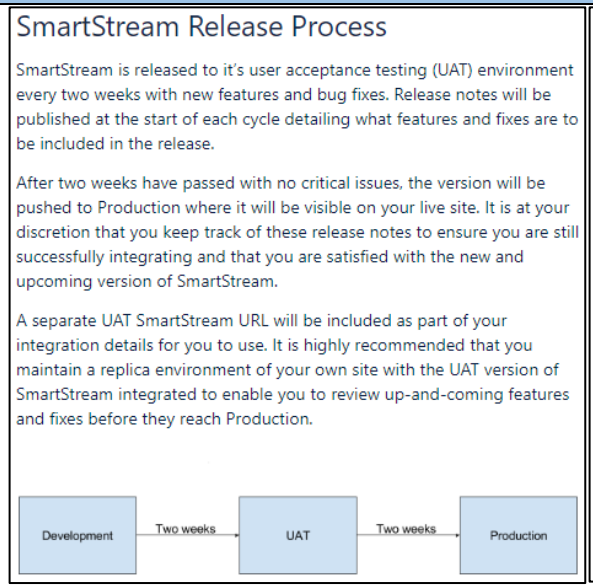
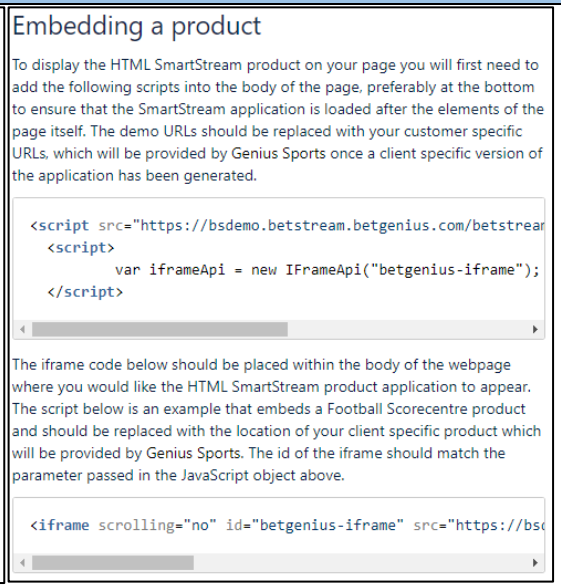
Key Features	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.)
[19C.3] the at least some of the second event information includes second score information for the second sporting event; and	The Accused Products include a system where "*the at least some of the second event information includes second score information for the second sporting event.*" *See* [19C.2], *supra*.In addition, the Genius Sports live streaming services provide multiple score and match details, which are updated live on the multibet widgets on a user device.  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

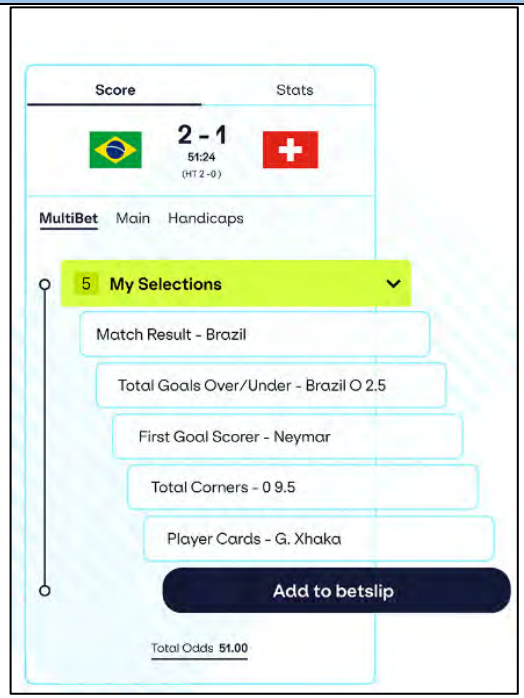
Key Features	Accused Product
	 (S*ee*, PANDA_000500 at PANDA_000502, https://geniussports.com/sportstech/data/livestats/.)
[19C.4] transmit at least the first score information the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device	The Accused Products include at least one socket server to "*transmit at least the first score information the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices.*" For example, Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Key Features	Accused Product
of the first plurality of viewer devices; and	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

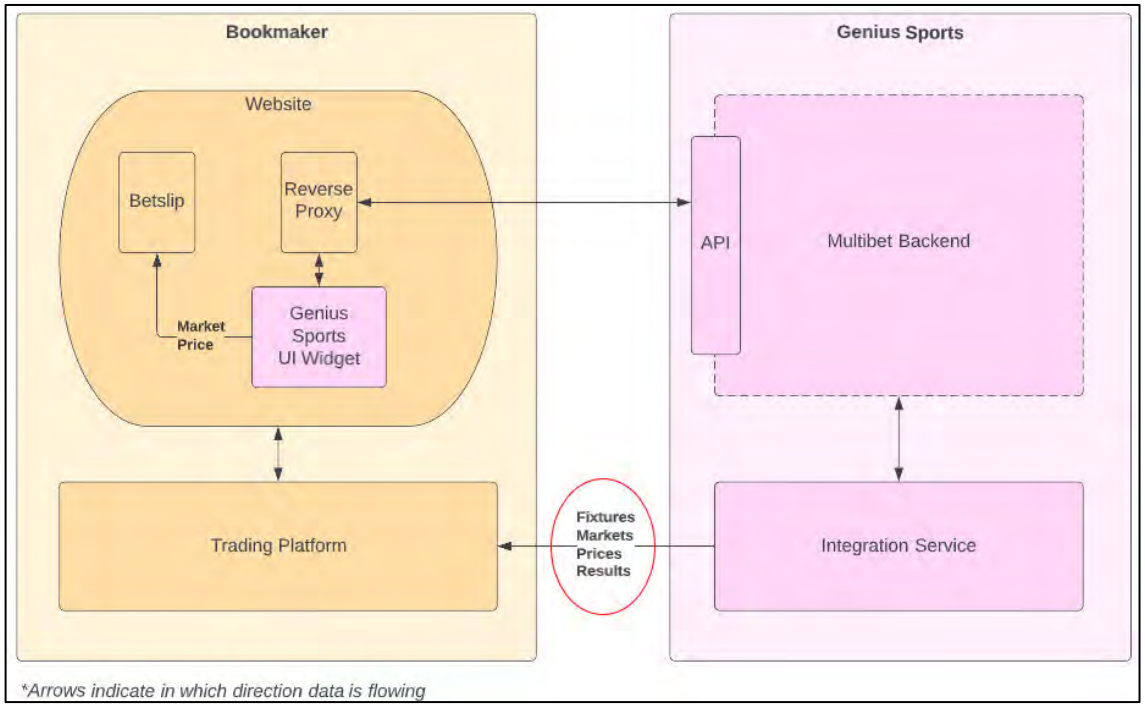
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

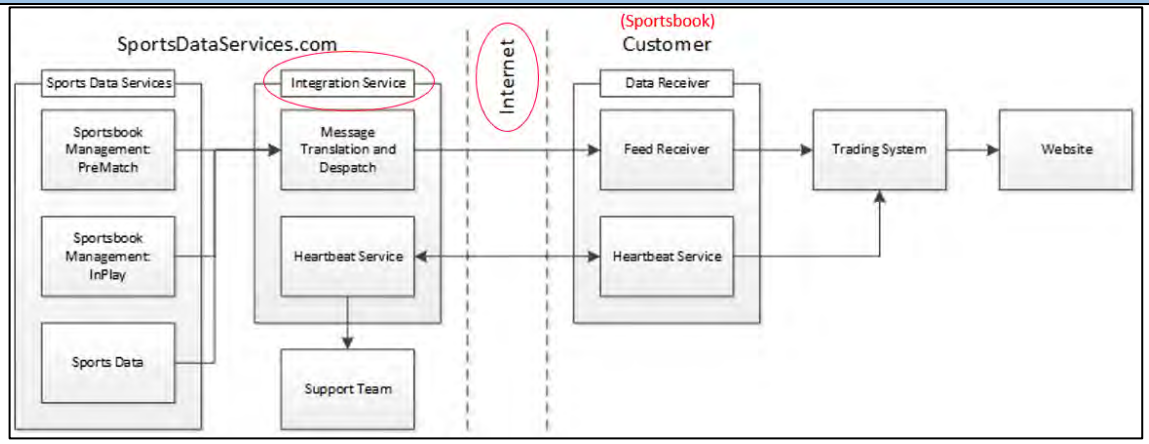
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.  Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

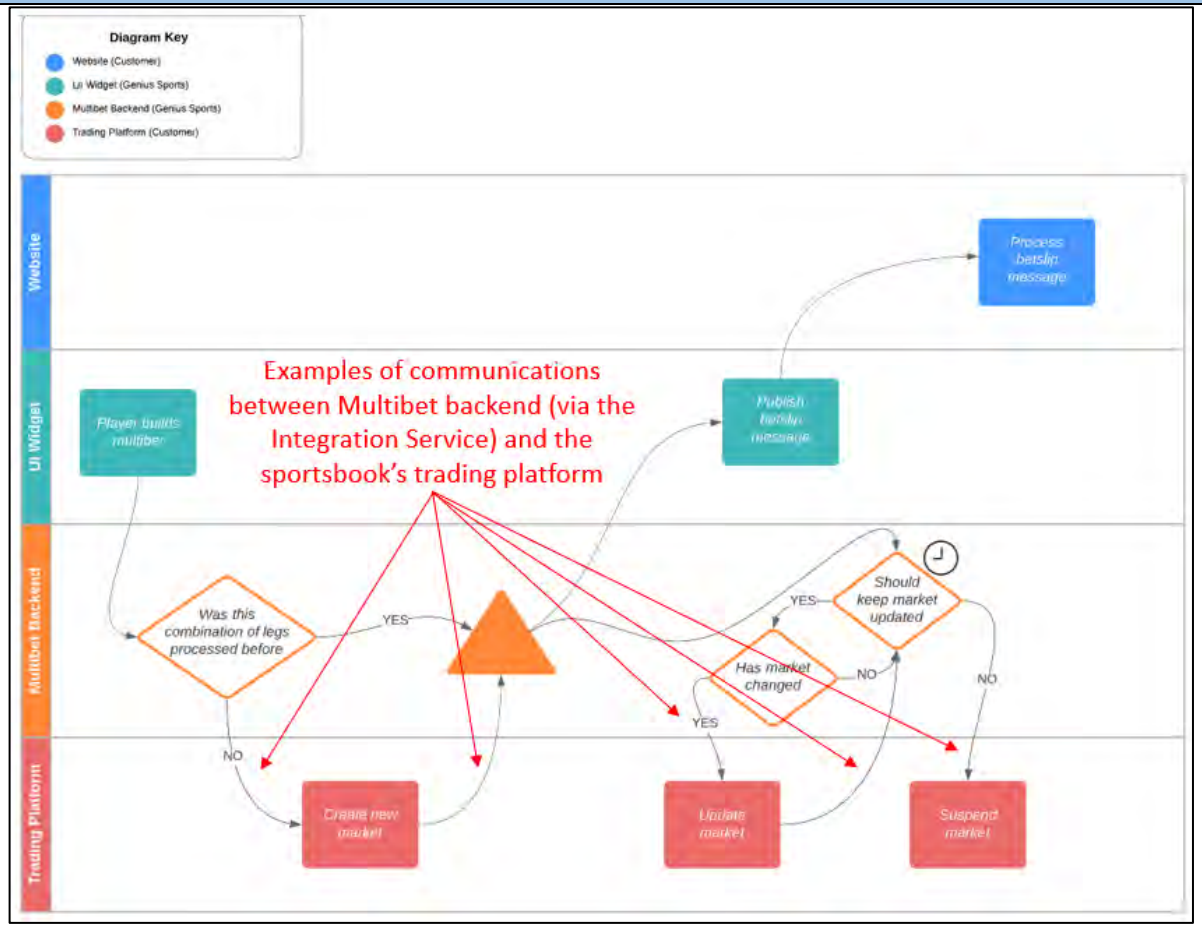
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (S*ee*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

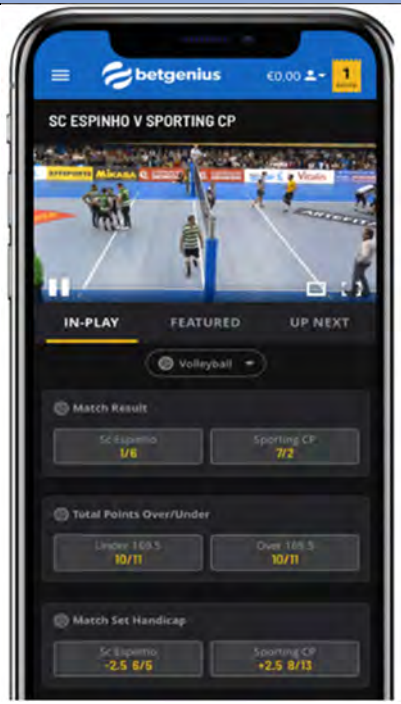
Key Features	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)
[19.C.5] transmit at least the second score	The Accused Products include at least one socket server to "*transmit at least the second score information of the at least some of the second event information to the first viewer client device of the second plurality*

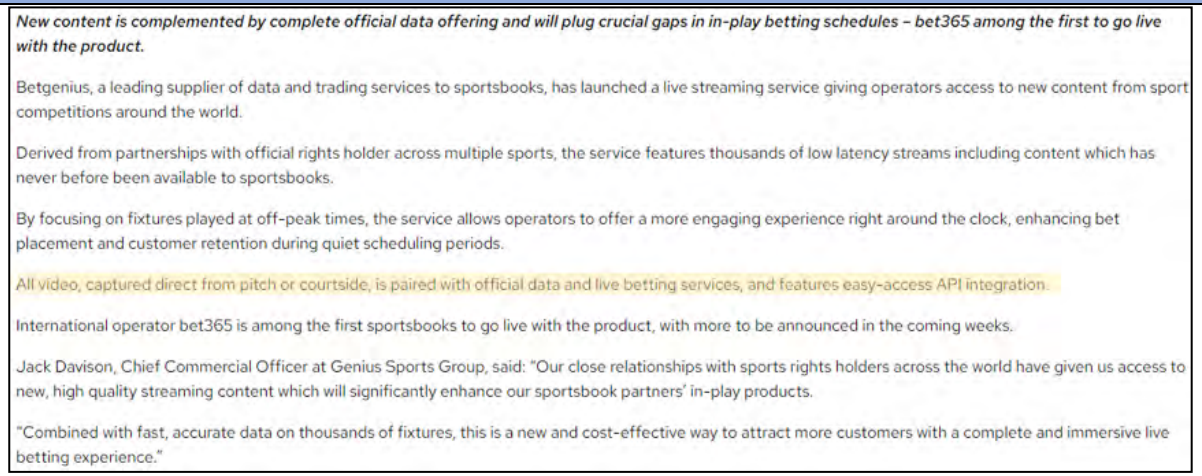
Key Features	Accused Product
information of the at least some of the second event information to the first viewer client device of the second plurality of viewer client devices via a fourth Internet communication channel between at least one second event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.	*of viewer client devices via a fourth Internet communication channel between at least one second event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.*" For example, a fourth event information Internet communication channel is used in the same way described above to transmit at least the second event information to the second viewer client device of the second plurality of viewer client devices.

11. <u>Dependent Claim 20</u>

Key Features	Accused Product
[20P] The system of claim 19, wherein: [20A] in A), the plurality of media sources:	The Accused Products provide the system of claim 19 with a plurality of media sources. *See* Claim 19, *supra*. *See* [19A], *supra*.
[20A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of	The Accused Products comprise a plurality of media sources that "*provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices.*"

Key Features	Accused Product
viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and	For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (S*ee*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video (i.e., "*the second copy*"), which is the exact focus of the claimed invention. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a viewer client device, as claimed. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

Key Features	Accused Product
	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the client device. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

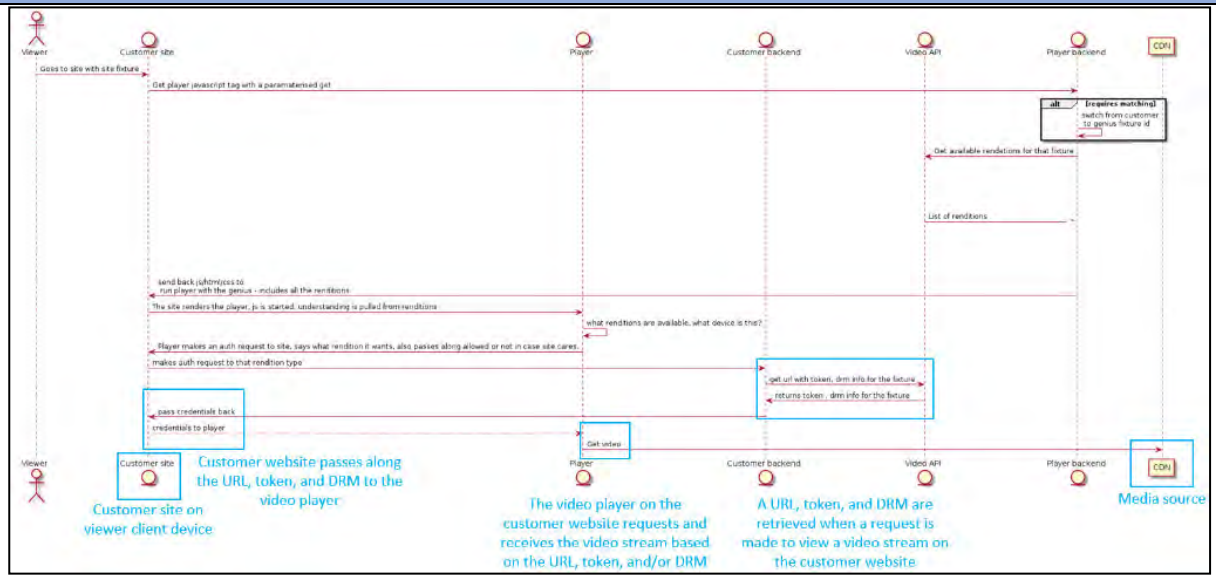
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

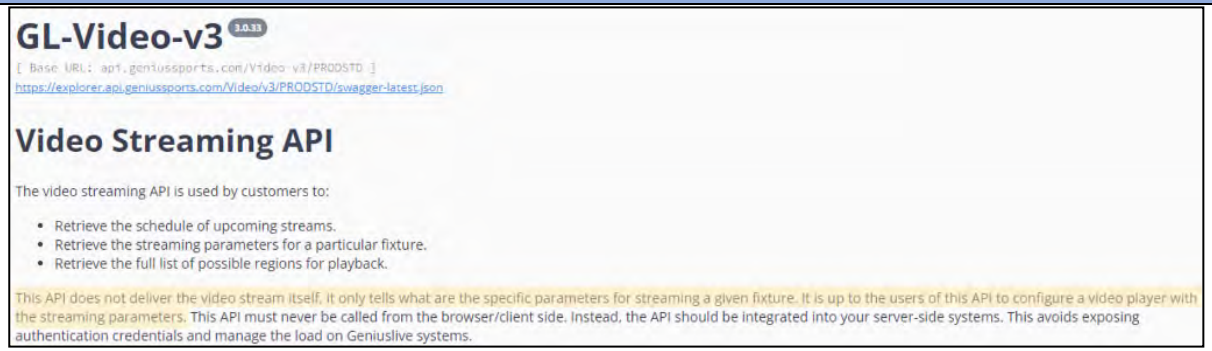
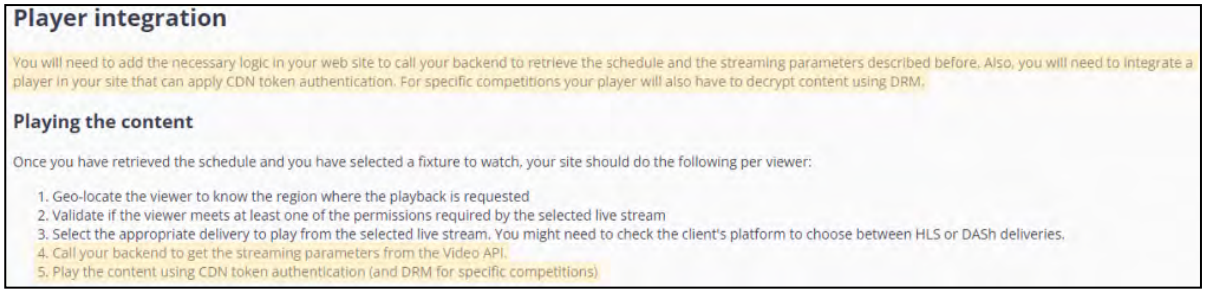
How does it work?

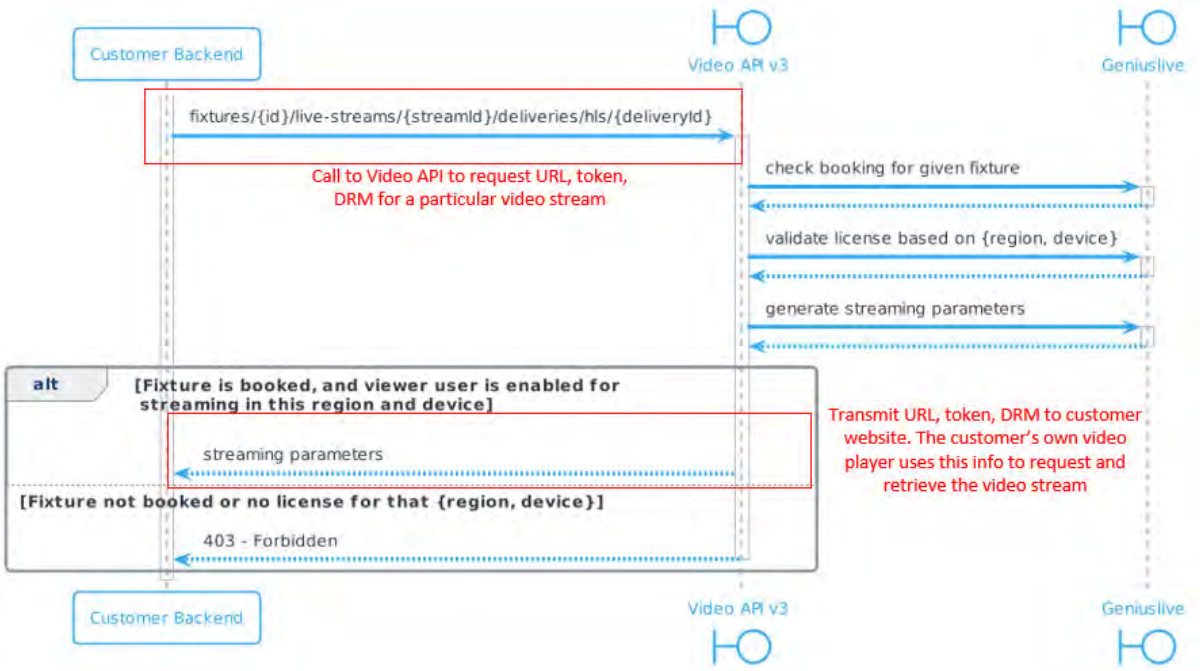
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

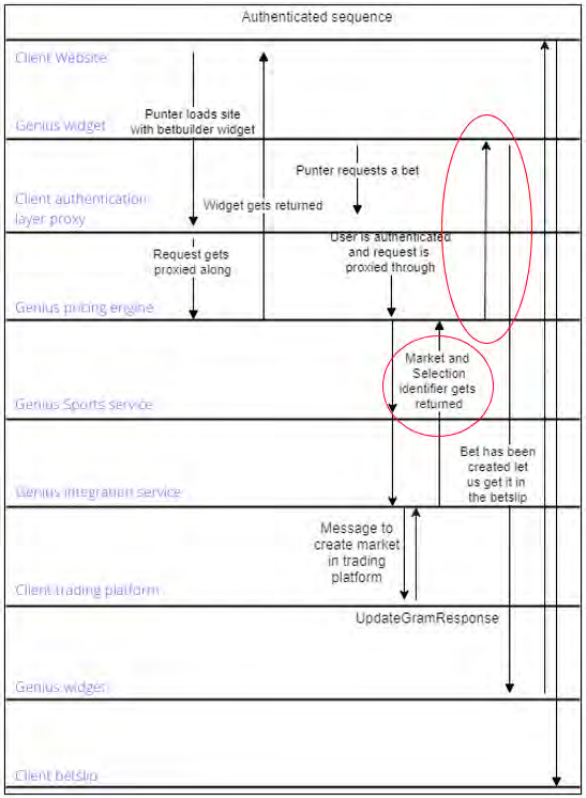
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

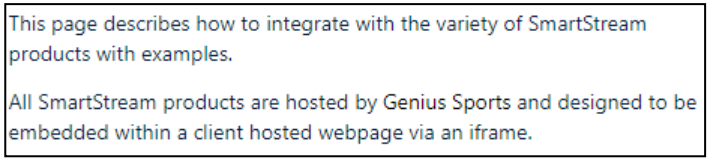
Key Features	Accused Product
	 

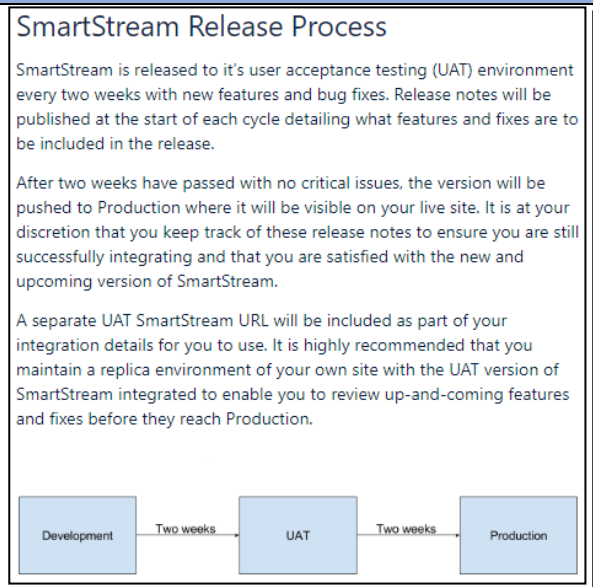
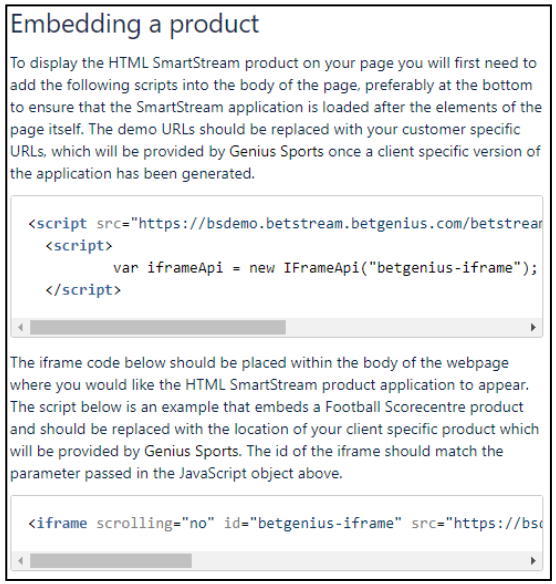
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[20A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the	The Accused Products include a plurality of media sources that "*provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices.*" *See* discussion of Claim Element [20A.1], *supra*.

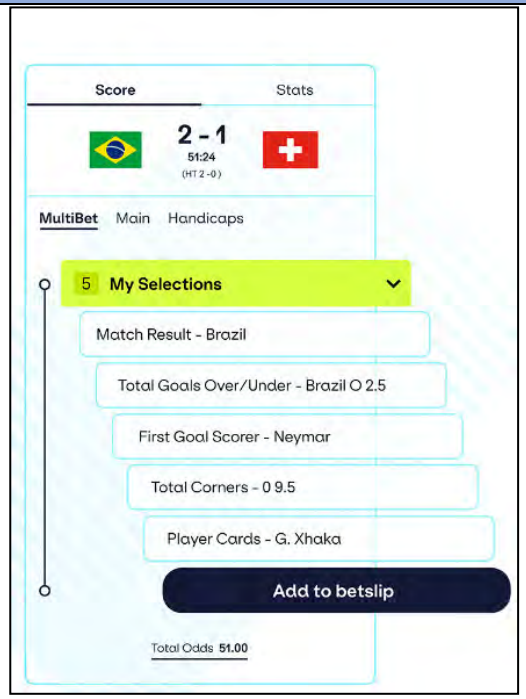
Key Features	Accused Product
plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	A fourth video Internet communication channel is used in the same way described above to provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices.
[20B] in C), the at least one socket server:	The Accused Products comprise at least one socket server. *See* discussion of Claim Element [19C], *supra*.
[20B.1] transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; and	On information and belief, the Accused Products include at least one socket server that "*transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices.*" *See* discussion of Claim Element [19C.2], *supra*. For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

Key Features	Accused Product
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

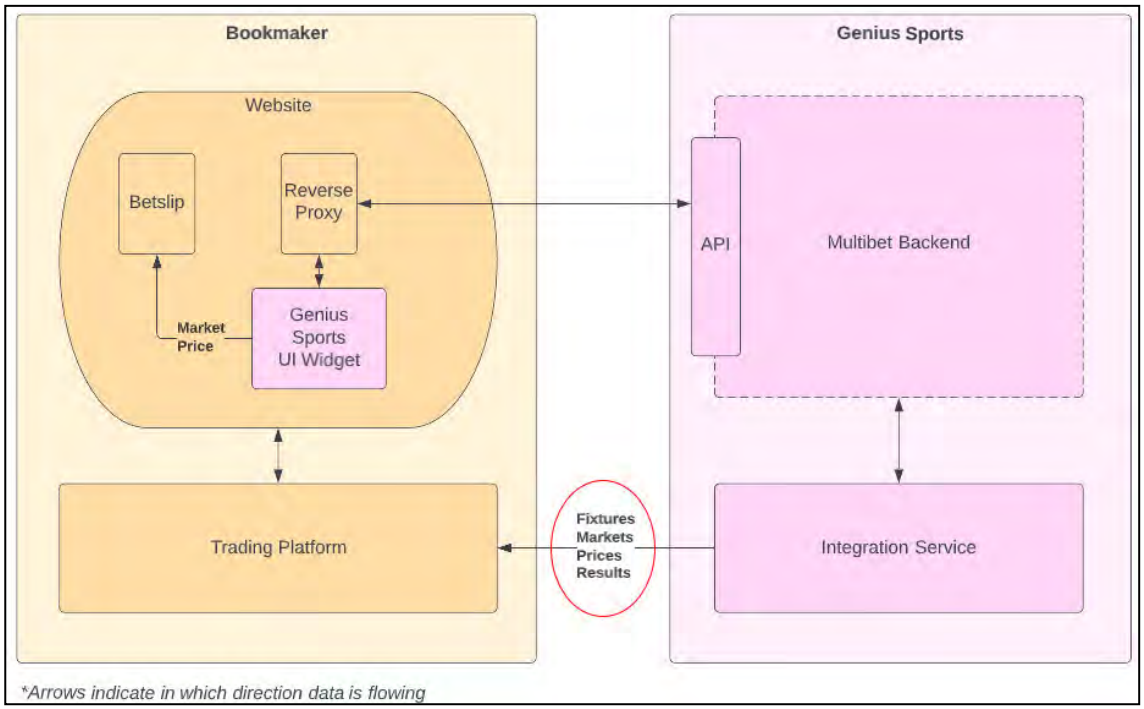
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

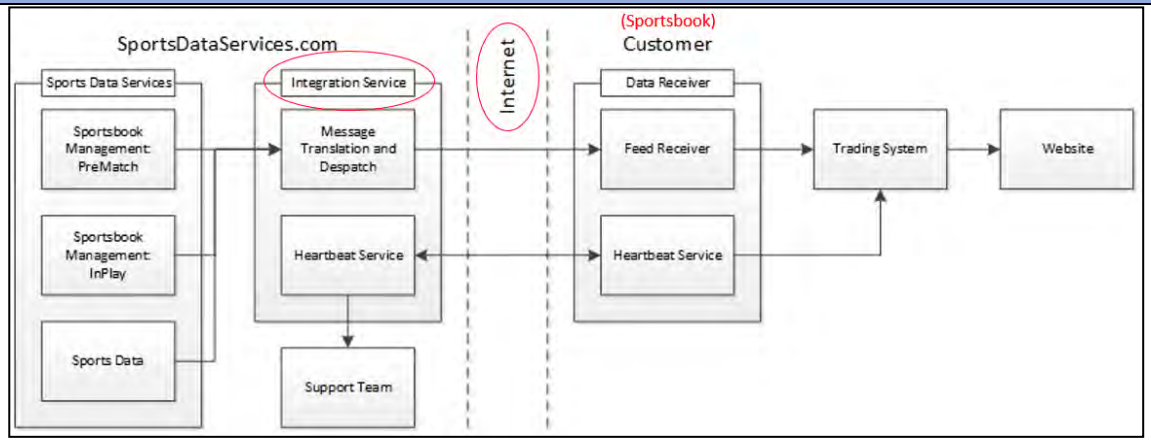
Key Features	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

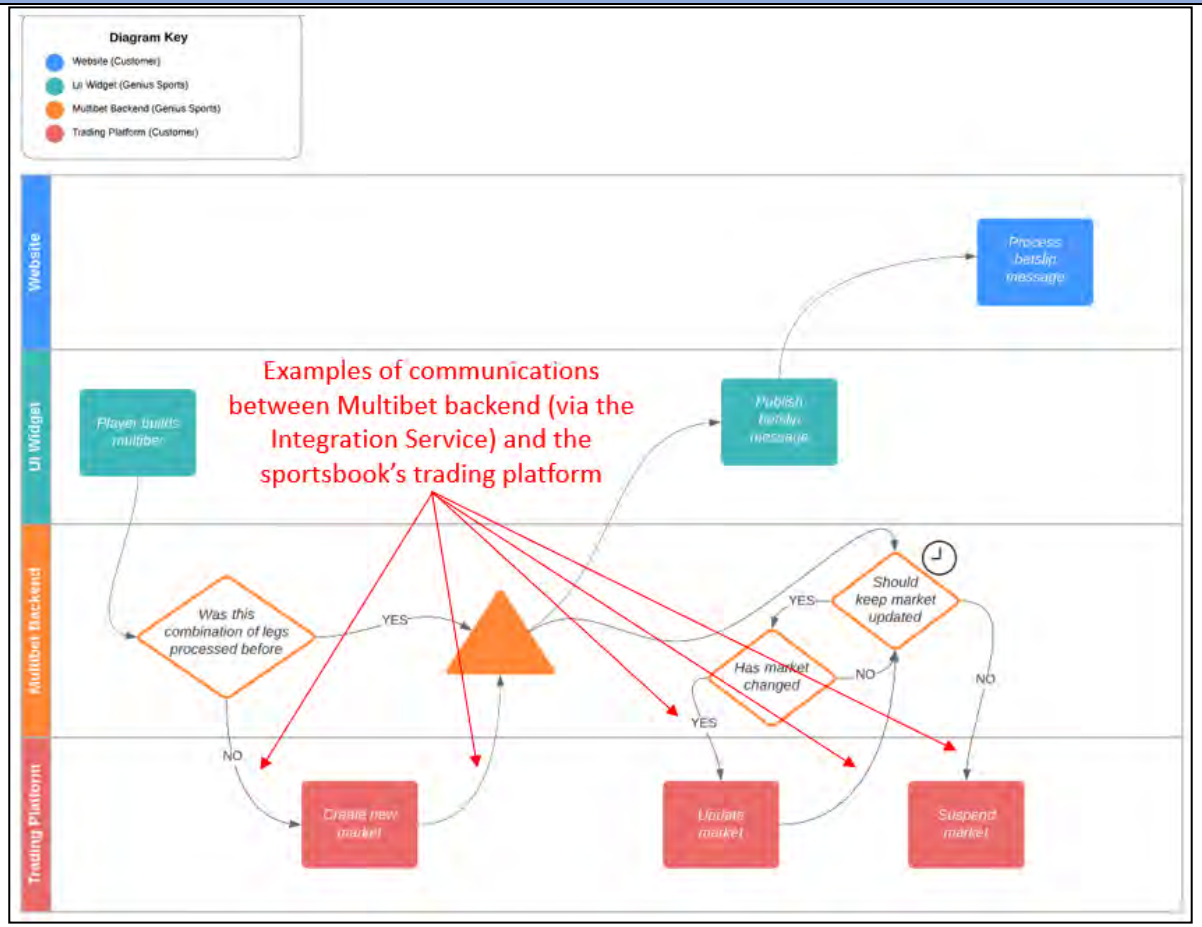
Key Features	Accused Product
	  (S*ee*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits at least the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)
[20B.2] transmits at least the second score	The Accused Products include at least a socket server that "*transmits at least the second score information of the second event information to the second viewer client device of the second plurality of*

Key Features	Accused Product
information of the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices.	*viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices." See* discussion of Claim Elements [19.C.3] and [20B.1], *supra*. A fourth event information Internet communication channel is used in the same way described above to transmit at least the second event information to the second viewer client device of the second plurality of viewer client devices.

12. <u>Dependent Claim 21</u>

Claim Element	Accused Product
[21] The system of claim 19, wherein in C), the at least one socket server further: transmits and receives first chat information regarding the first live sporting event video-based commentary included in the first	The Genius Sports platform provides the system of claim 19. *See* Claim 19, *supra*. *See* [19P]-[19C.4], *supra*. In addition, the Accused Products provide a system wherein "*the at least one socket server further: transmits and receives first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary; and transmits and receives second chat information regarding the second live sporting event video-based commentary included in the second*

Claim Element	Accused Product
broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary; and transmits and receives second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one	*broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information regarding the second live sporting event video-based commentary*." *See* Claim 5, *supra*.

Claim Element	Accused Product
second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information regarding the second live sporting event video-based commentary.	

13. <u>Dependent Claim 22</u>

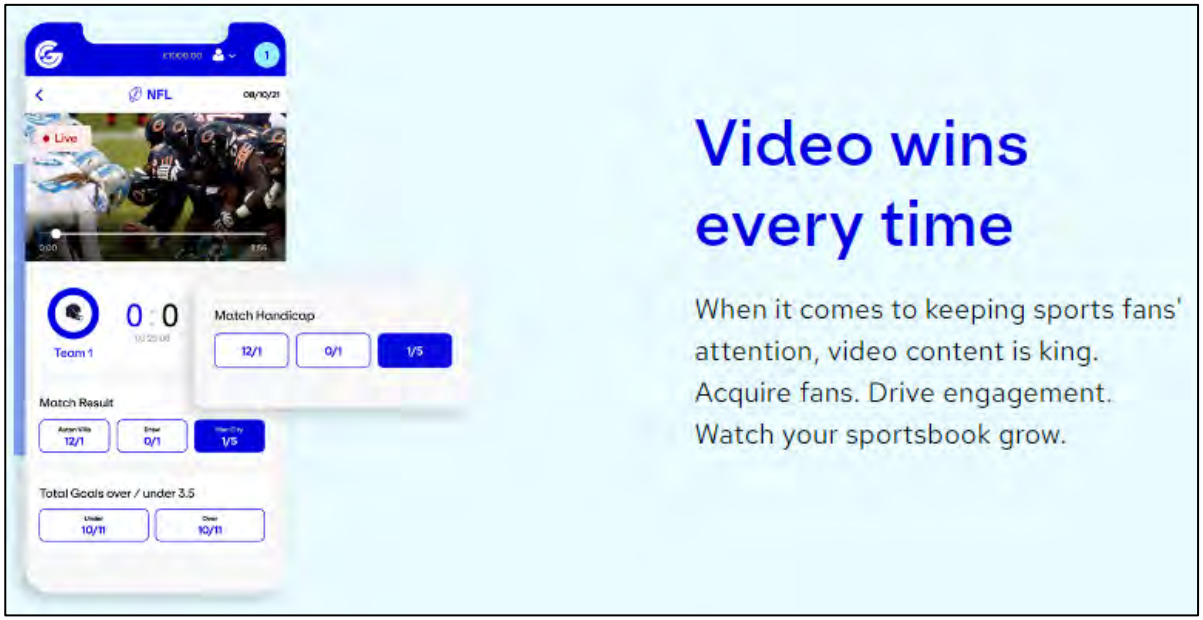
Claim Element	Accused Product
[22] The system of claim 21, wherein: in A), the plurality of media sources: provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the	The Accused Products provide the system of claim 21. *See* Claim 21, *supra*. In addition, the Accused Products provide a system wherein "*in A) the plurality of media sources provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and in C), the at least one socket server transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; transmits and receives the first chat information regarding the first live sporting event video-based commentary*

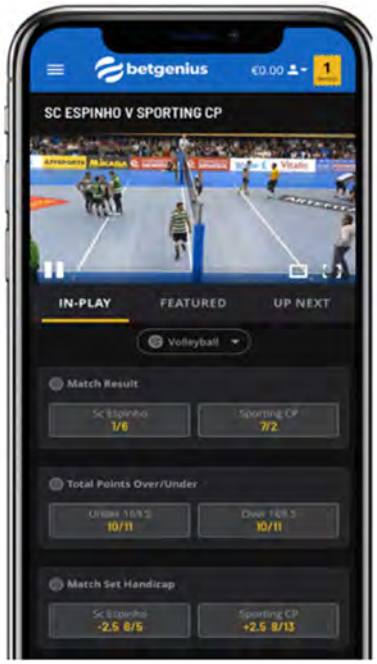
Claim Element	Accused Product
second viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and in C), the at least one socket server: transmits at least the first score information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and	*included in the first broadcaster's live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices; transmits at least the second score information of the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices; and transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.*" *See* Claim 6, *supra*.

Claim Element	Accused Product
the second viewer client device of the first plurality of viewer devices; transmits and receives the first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one third chat/system event Internet communication channel between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices; transmits at least the second score information of the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the	

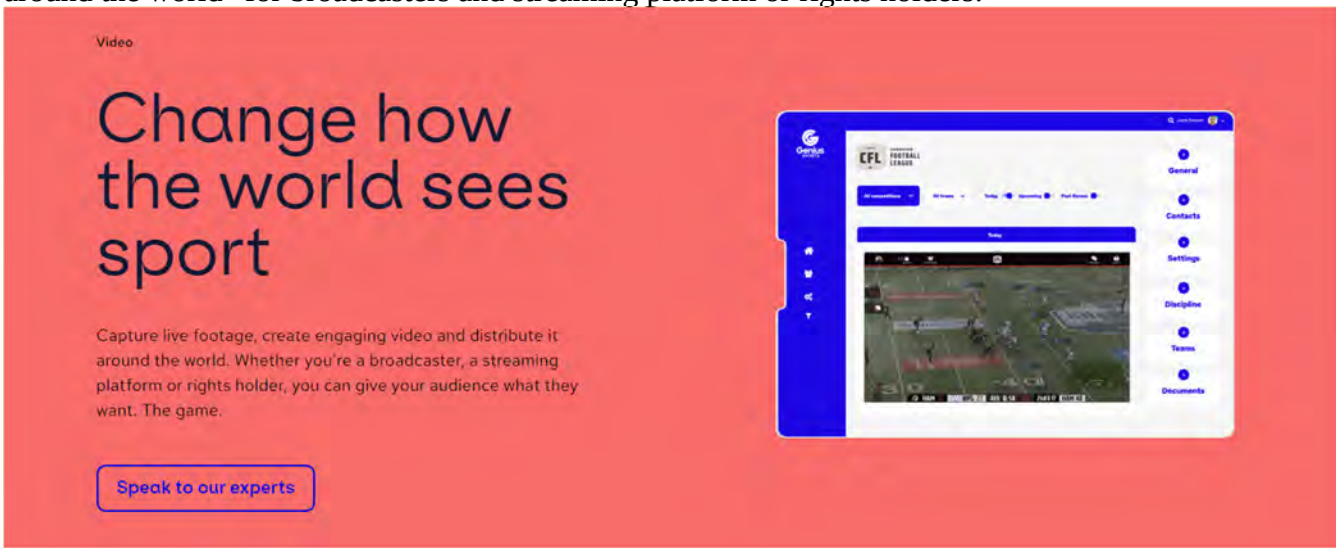
Claim Element	Accused Product
at least one socket server and the second viewer client device of the second plurality of viewer devices; and transmits and receives the second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one fourth chat/system event Internet communication channel between the at least one second chat/system event socket of the at least one socket server and the second viewer client device of the second plurality of viewer client devices.	

14. Independent Claim 23

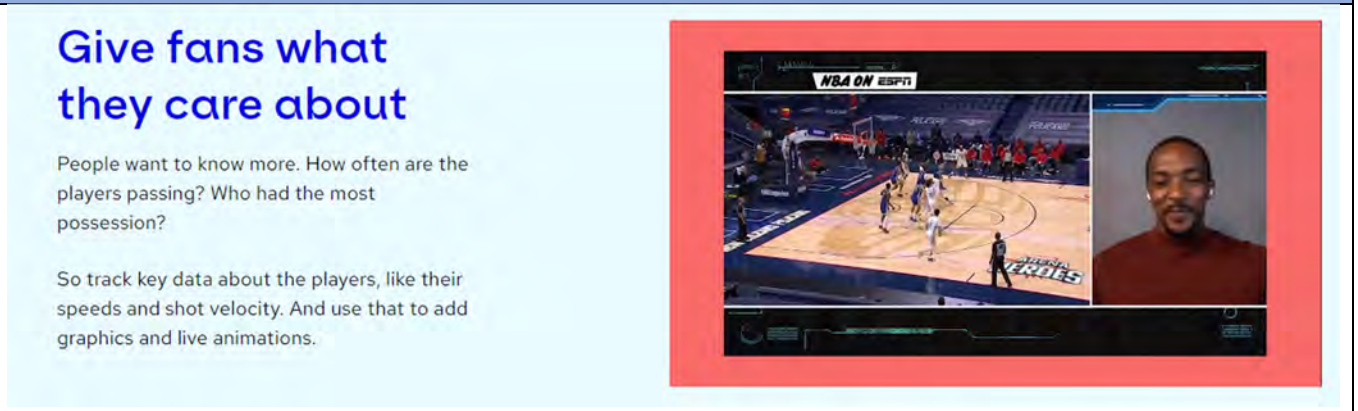
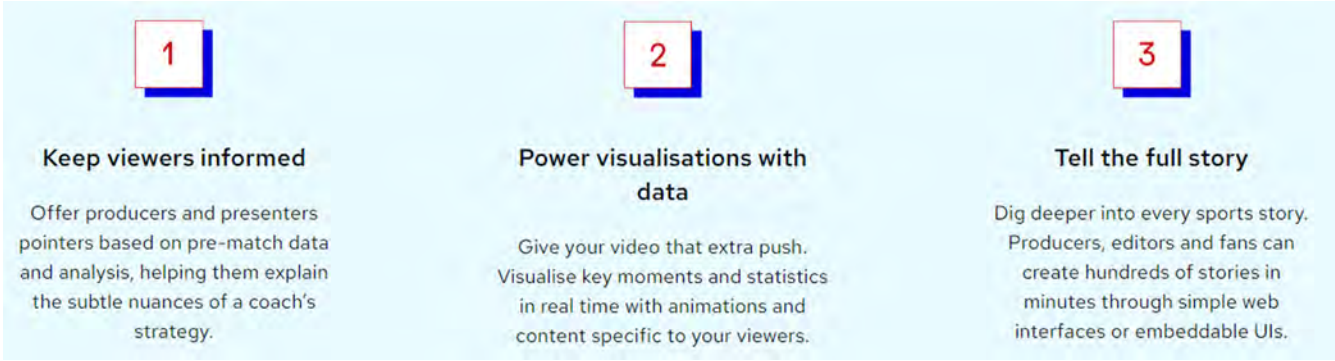
Claim Element	Accused Product
[23P] A method for providing a first copy of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first viewer client device, the method comprising:	The Accused Products practice a method "*for providing a first copy of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first viewer client device*." For example, the Accused Products include both a live stream of a sporting event and overlayed event information related to the sporting event.  (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue

Claim Element	Accused Product
	information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).  (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

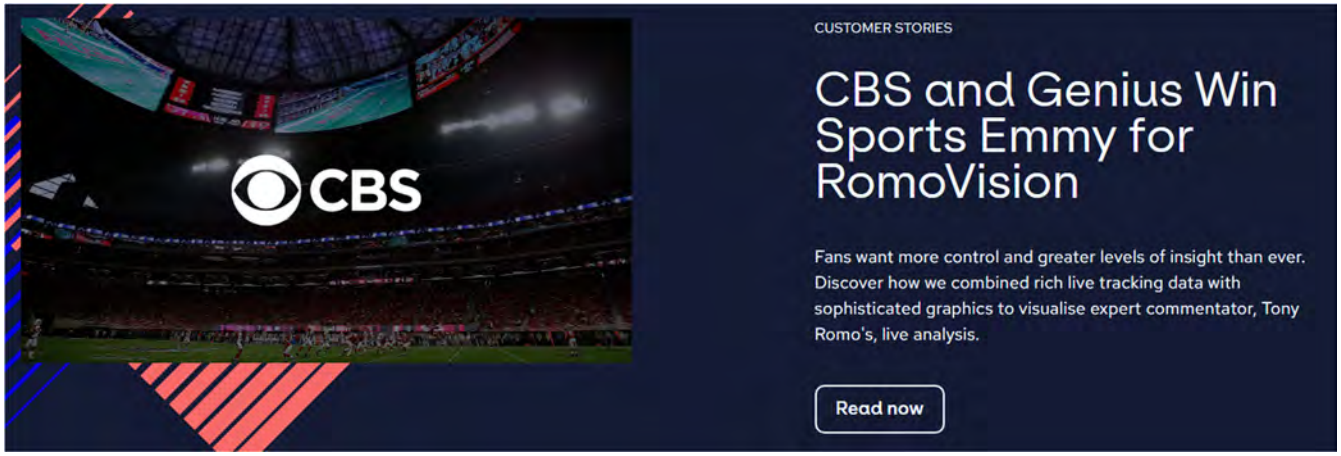
Claim Element	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

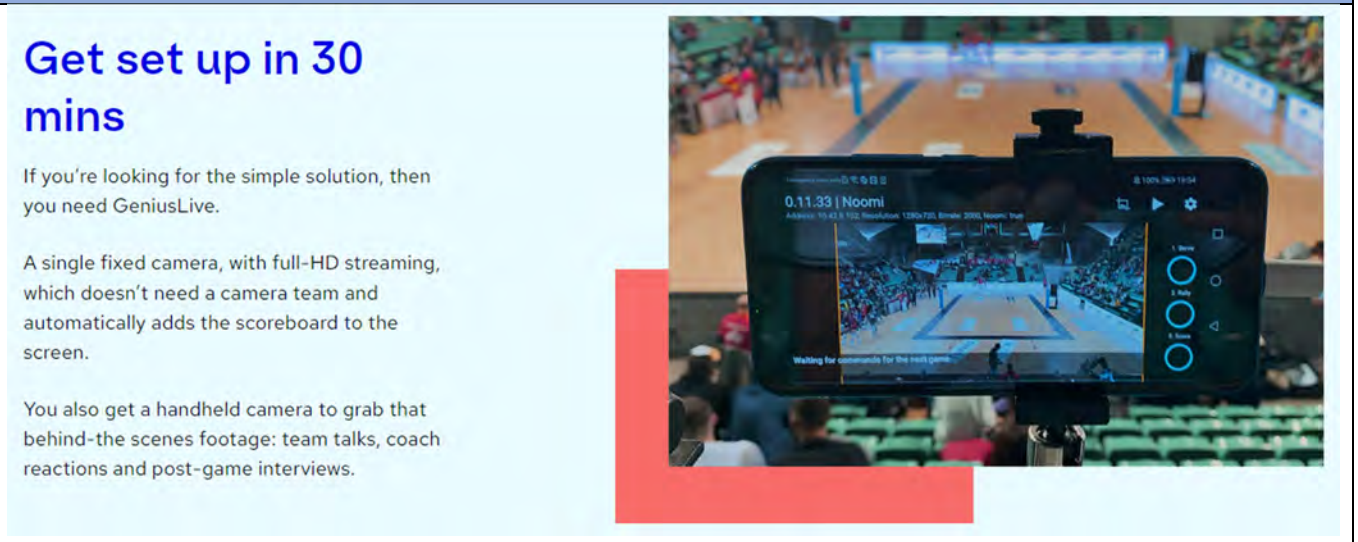
Claim Element	Accused Product
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders:  (*See*, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

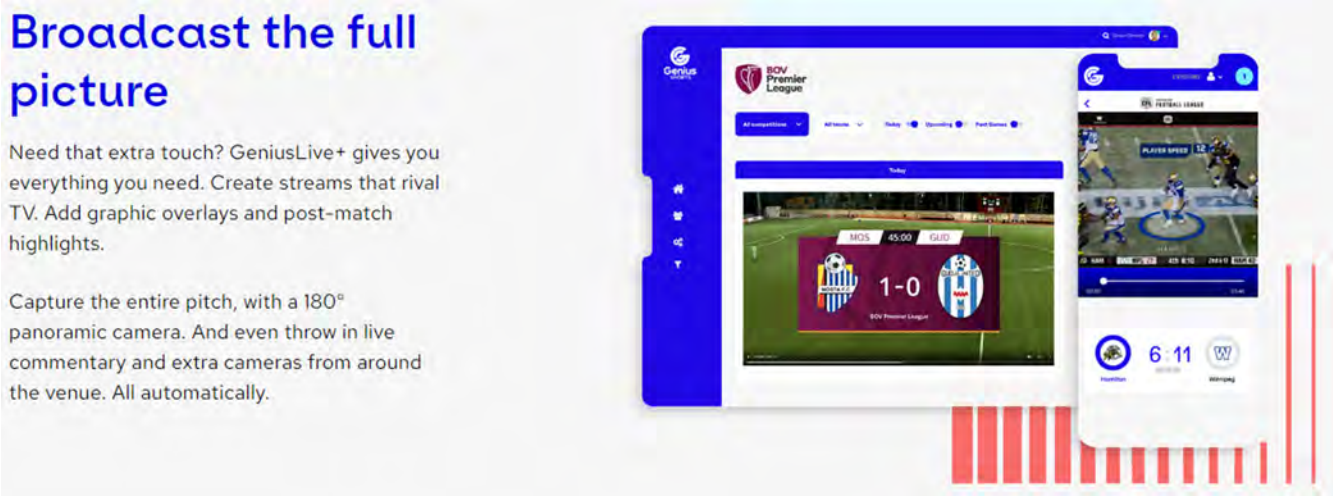
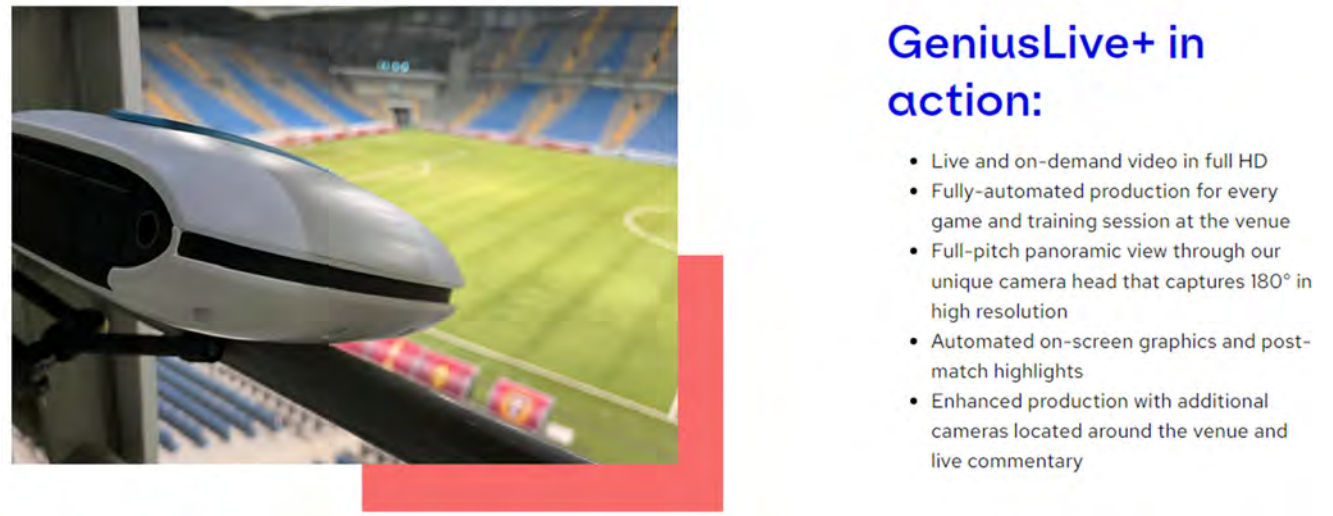
Claim Element	Accused Product
	We work with partners worldwide  (*See*, PANDA_000069 at PANDA_000074-75, https://geniussports.com/video/.) We work with the biggest media players in sport  (*See*, PANDA_000021 at PANDA_000025, https://geniussports.com/publishers-broadcasters/.) On information and belief, the Accused Products provide a first and second plurality of copies of a first and second broadcaster's live stream of digital content including first and second video-based commentary about a first and second live sporting event from a first and second broadcaster client device to a first and second plurality of viewer client devices.

Claim Element	Accused Product
	 (*See*, PANDA_000098 at PANDA_000101, https://geniussports.com/video/production/.)  (*See*, PANDA_000098 at PANDA_000101-102, https://geniussports.com/video/production/.)

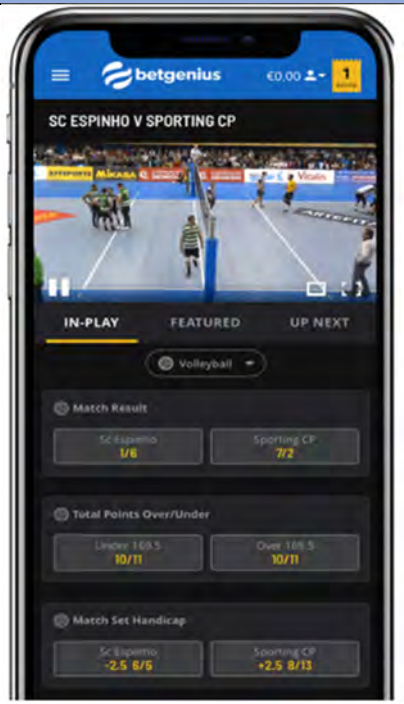
Claim Element	Accused Product
	BT Sport augments broadcasts with tracking data (*See*, PANDA_000004, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)  Team Talk Personalisation and rich data are pivotal to the future of sports broadcasting. With fans wanting more control and greater levels of insight than ever before, BT Sport set out to launch a new **Matchday Experience** tool to transform its coverage of the English Premier League (EPL) . The major UK broadcaster needed a solution that would be: - Immersive and informative fan experiences - Editorially relevant with insights that meet fans' demands to better understand games - Ready for the rollout of 5G and suitable for Premier League fans of all ages (*See*, PANDA_000004 at PANDA_000005, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)

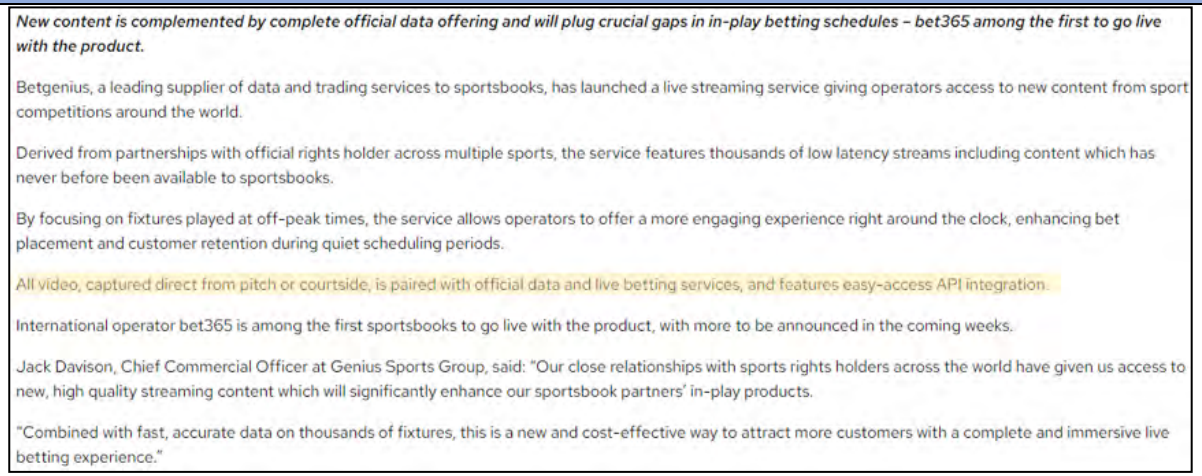
Claim Element	Accused Product
	 Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more (*See*, PANDA_000496, https://geniussports.com/publishers-broadcasters/.)  (*See*, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  **GeniusLive in action:** • 1 camera system, fixed in-venue • Up to full HD video streaming • Unmanned system films the entire court • Installation within 30 minutes • Graphic overlay (scoreboard) • Additional handheld camera to take over video and audio • Integrated with real-time fan engagement tools

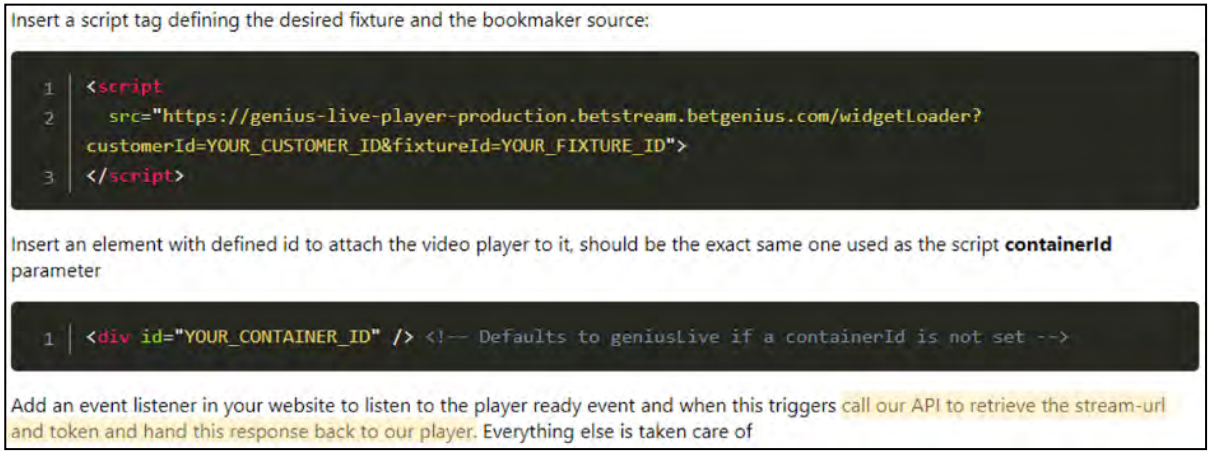
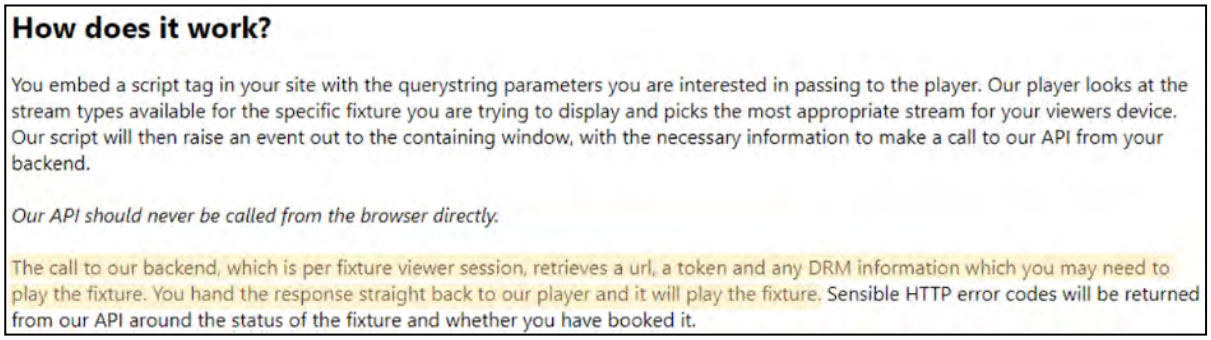
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

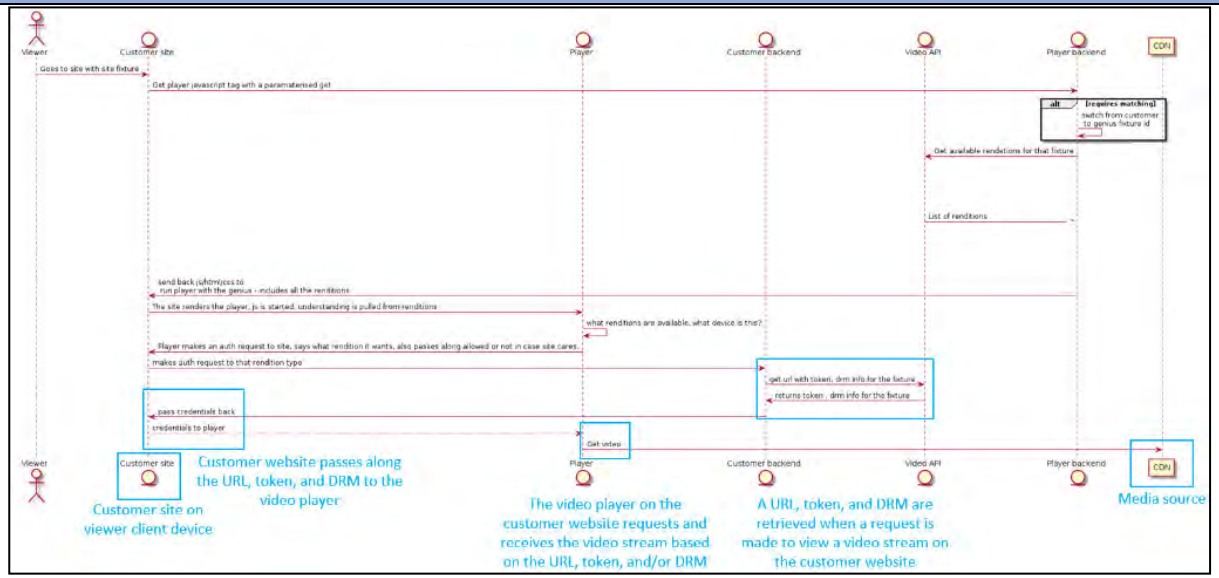
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.) The NFL appointed Genius Sports in April 2021 as its exclusive worldwide distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League's official sports betting data feed to media companies and sportsbooks in regulated markets. This partnership included the rights for Genius Sports to distribute low latency video feeds to sportsbooks in key international markets, which has now been expanded to include the U.S. As a first of its kind in the U.S., Caesars Sportsbook will offer official data-driven in-game betting opportunities and player props alongside live video streams of NFL games to give their customers access to the most compelling in-play NFL betting experience available for mobile and tablets. In addition, Caesars Sportsbook will utilize official NFL league and team marks and logos to help promote their live premium content through a fully immersive Watch & Bet live wagering experience. (*See*, PANDA_000066 at PANDA_000067, https://www.geniussports.com/newsroom/genius-sports-expands-partnership-with-nfl-to-provide-watch-bet-video-streams-for-the-2022-season-starting-with-caesars-entertainment/.)
[23A] A) providing the first copy to the first viewer client device via a first video communication channel between a plurality of media sources and the first viewer client device;	The Accused Products practice a method that includes "*providing the first copy to the first viewer client device via a first video communication channel between a plurality of media sources and the first viewer client device*." For example, the Accused Products combine live sports data and live sports video.

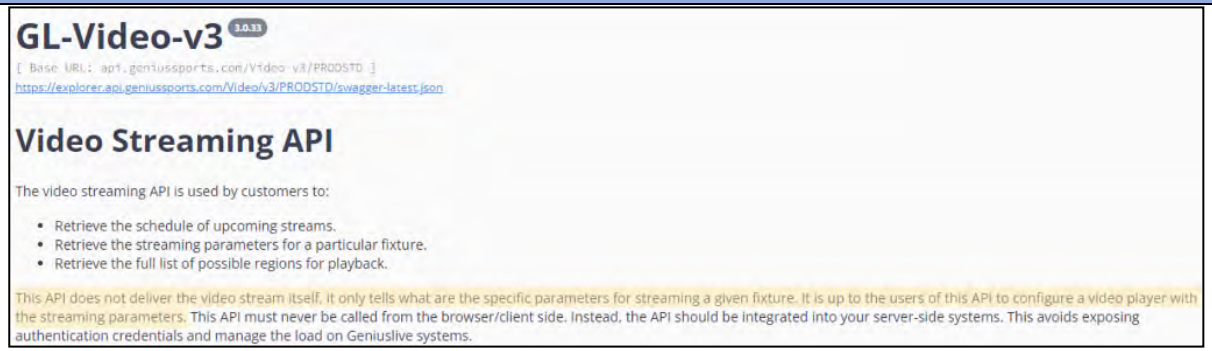
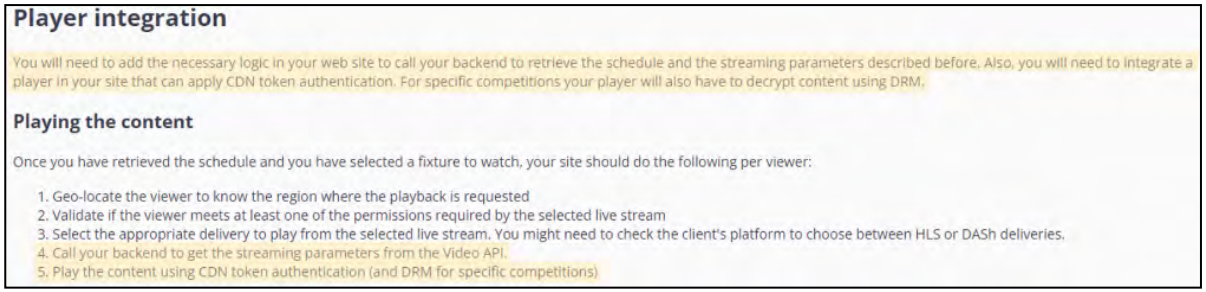
Claim Element	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

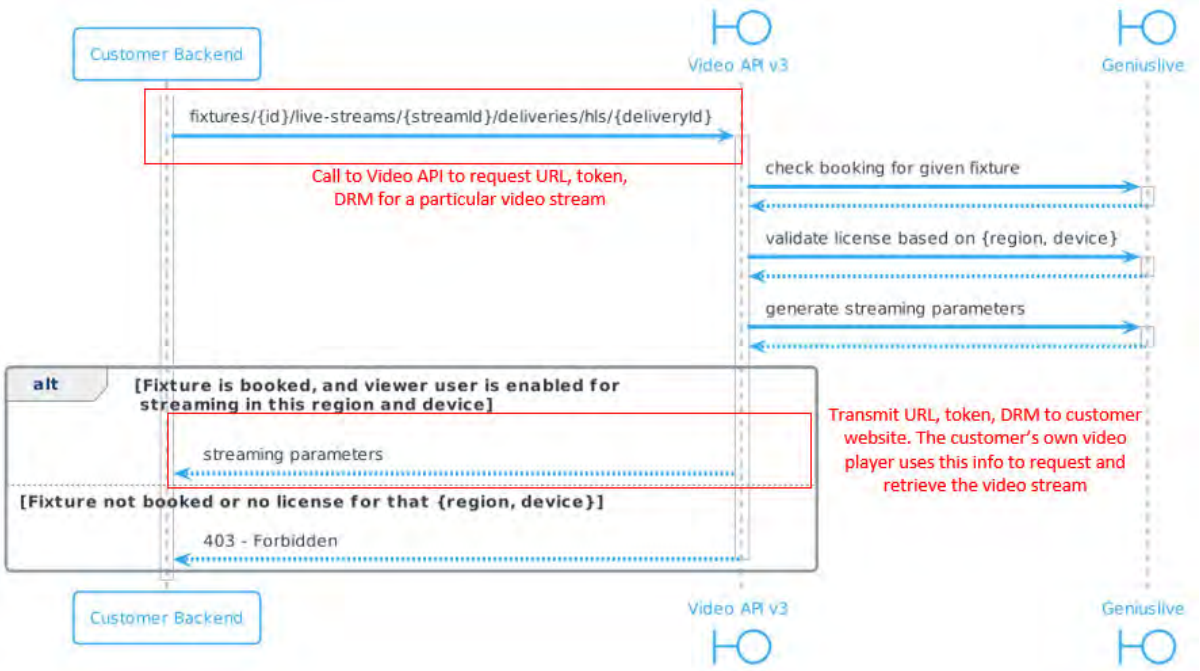
Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

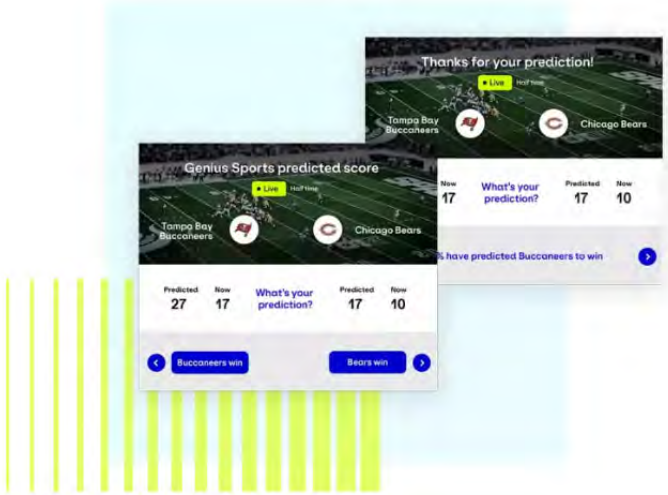
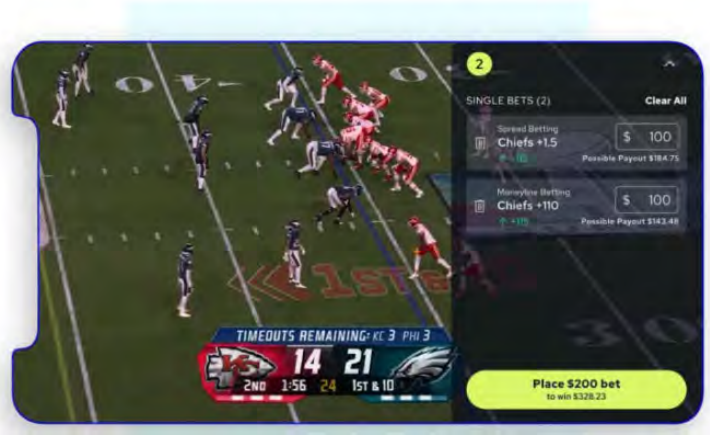
Claim Element	Accused Product

	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	 
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	 
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

Claim Element	Accused Product
	 

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[23B] B) periodically retrieving, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event information	The Accused Products practice a method that includes "*periodically retrieving, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event information includes first score information for the first live sporting event*." For example, the Accused Products update live streaming event information, such as predicted scores and odds, in real-time.

Claim Element	Accused Product
includes first score information for the first live sporting event; and	 (*See* https://geniussports.com/publishers-broadcasters/) **Add fresh, dynamic content** Create polls, free-to-play games, widgets or data-driven content that updates in real-time. And collect first-party data to get a clearer idea of your audience and what they enjoy the most.  (*See* https://geniussports.com/sportsbook/betvision/) **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting.

Claim Element	Accused Product
	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.

Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.

Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.

By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.

All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.

International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.

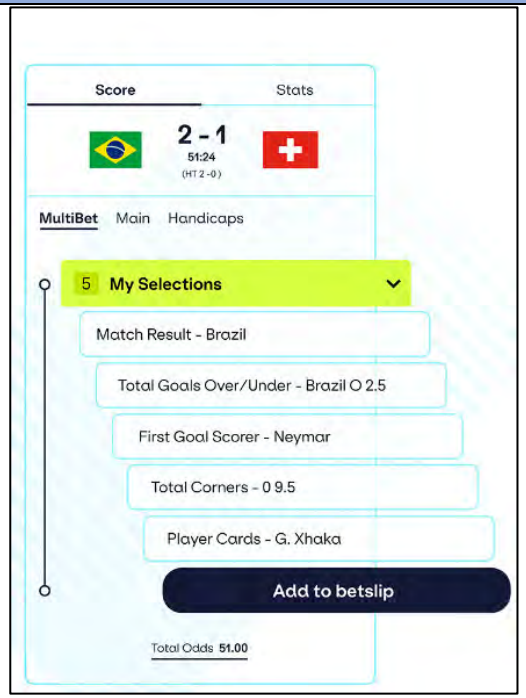
Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.

"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

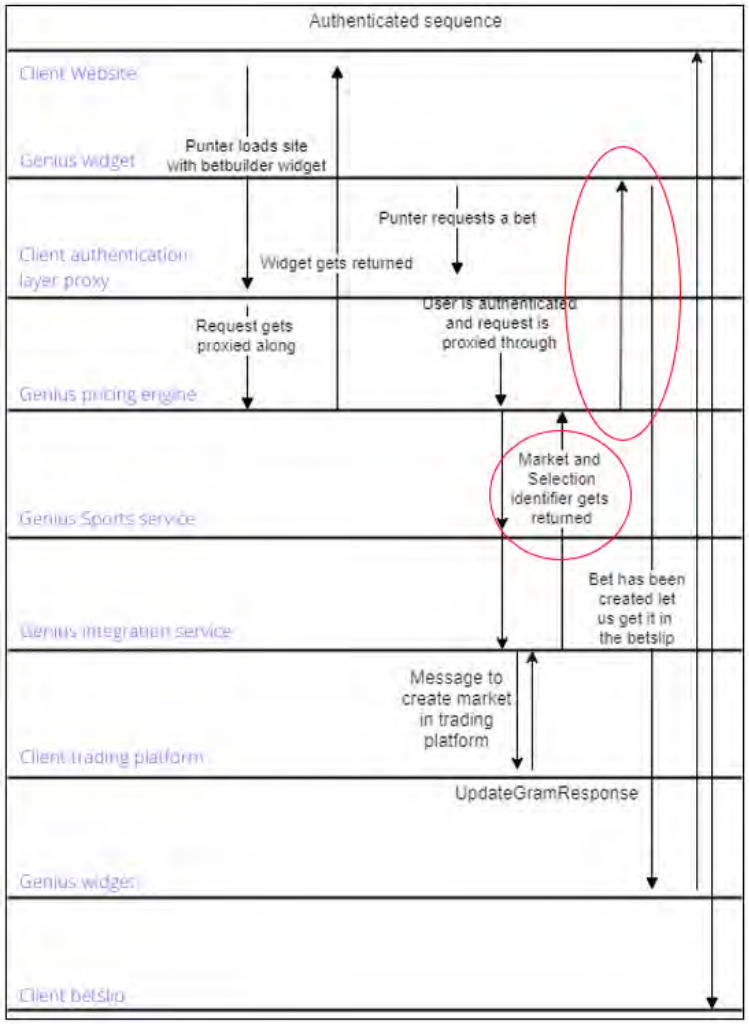
Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform.

As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

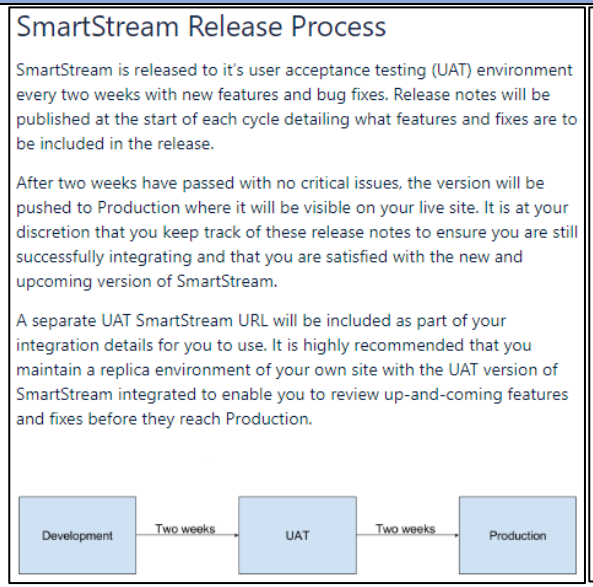
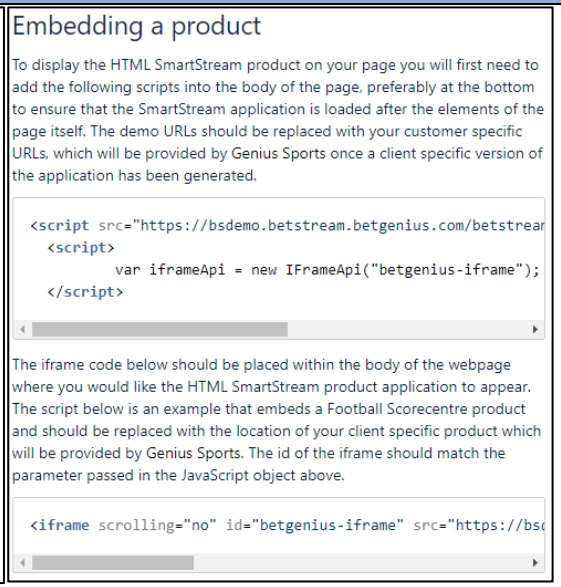
Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

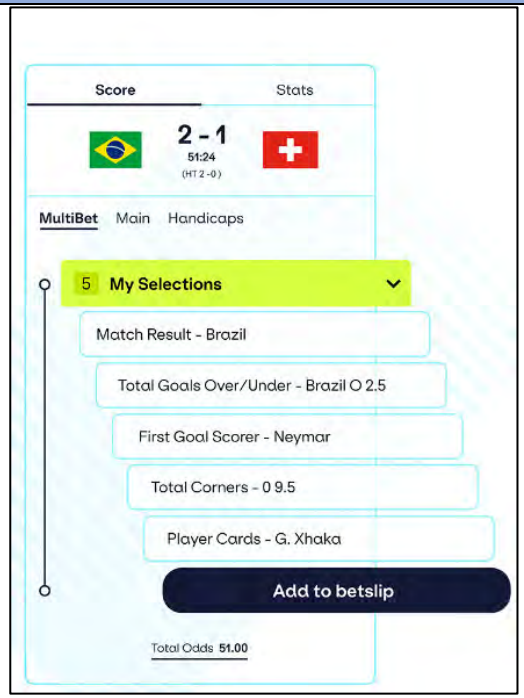
Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)
[23C] C) transmitting the first score information to at least the first viewer client device via a first	The Accused Products practice a method that includes "*transmitting the first score information to at least the first viewer client device via a first event information communication channel between at least one first event socket of at least one socket server and the first viewer client device of the first plurality*

Claim Element	Accused Product
event information communication channel between at least one first event socket of at least one socket server and the first viewer client device of the first plurality of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event.	*of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event*." For example, Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

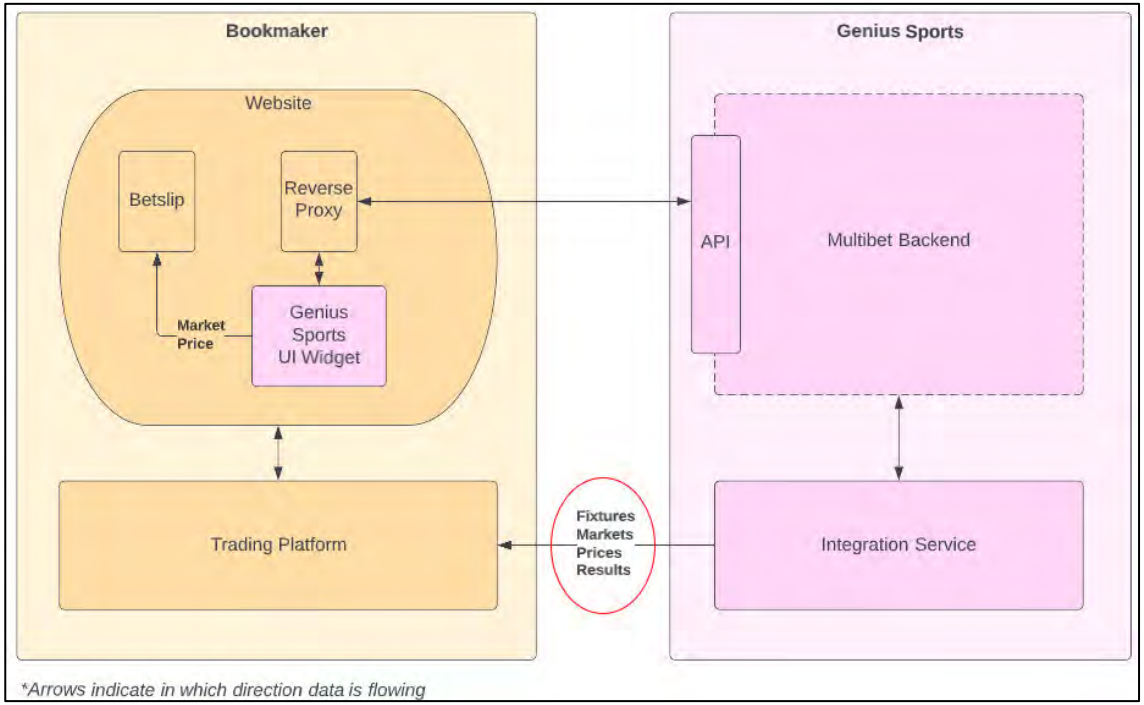
Claim Element	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

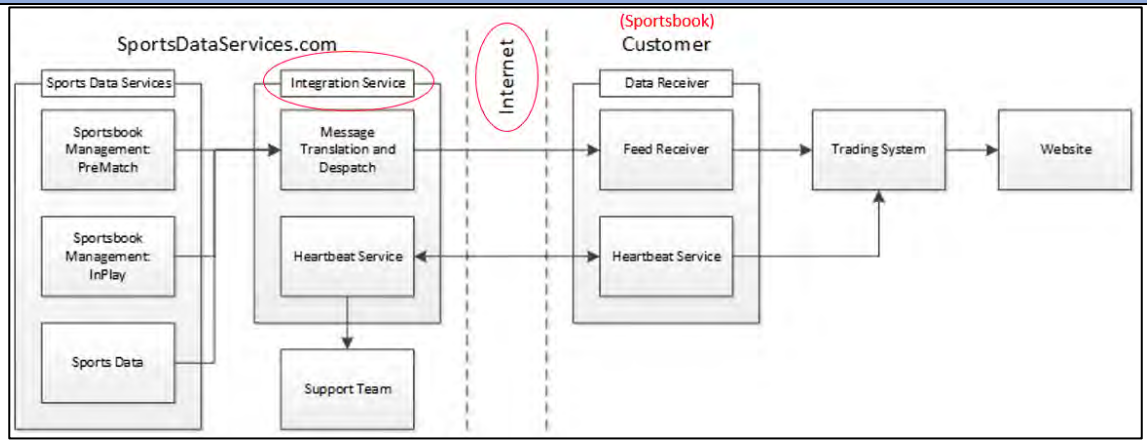
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

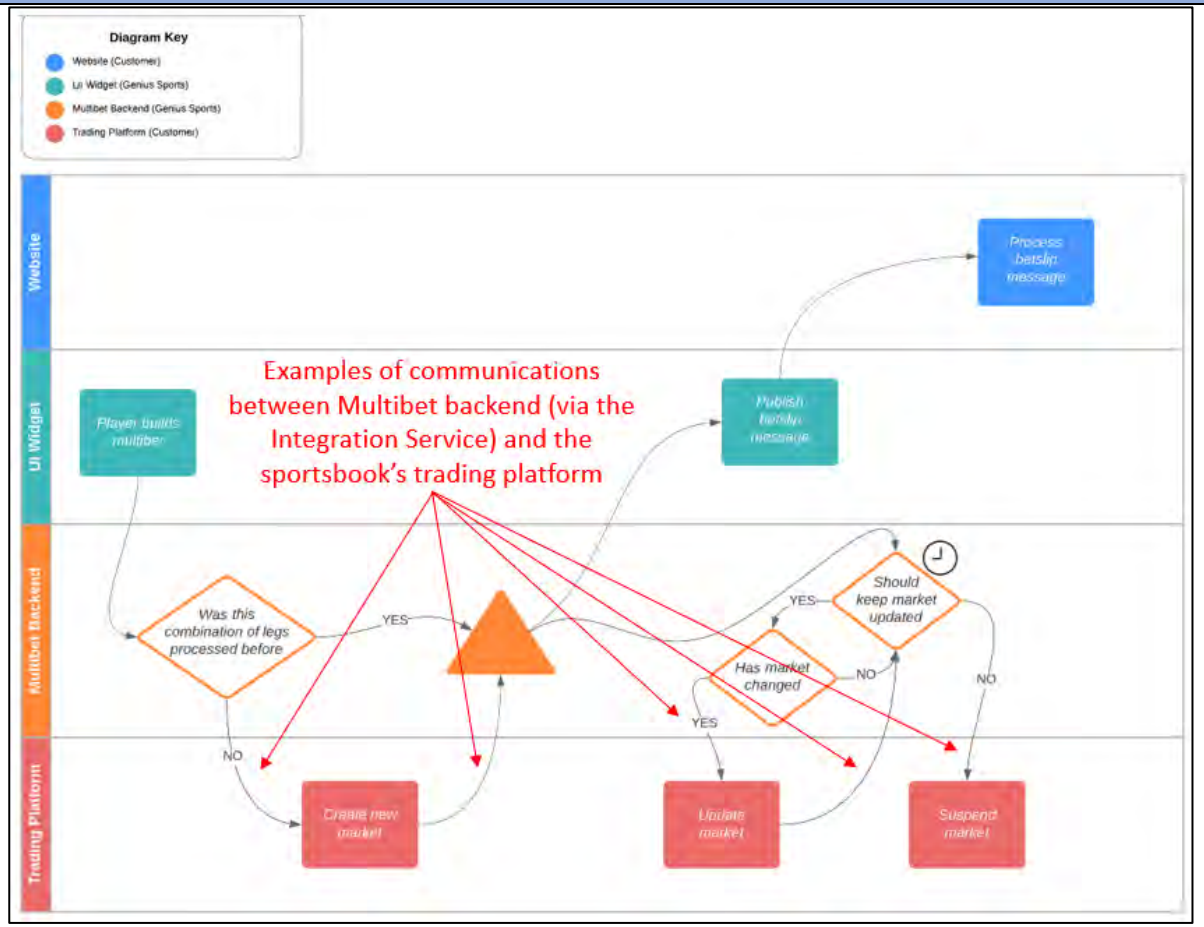
Claim Element	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

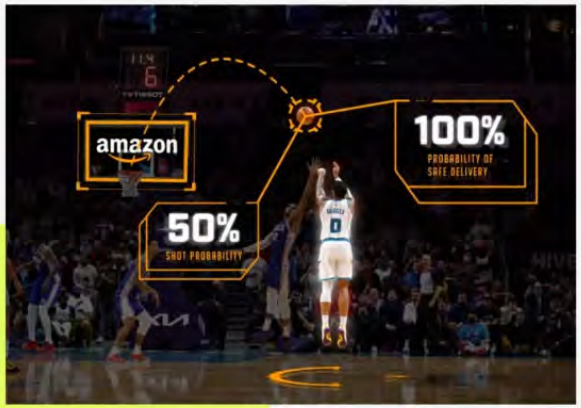
Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Claim Element	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

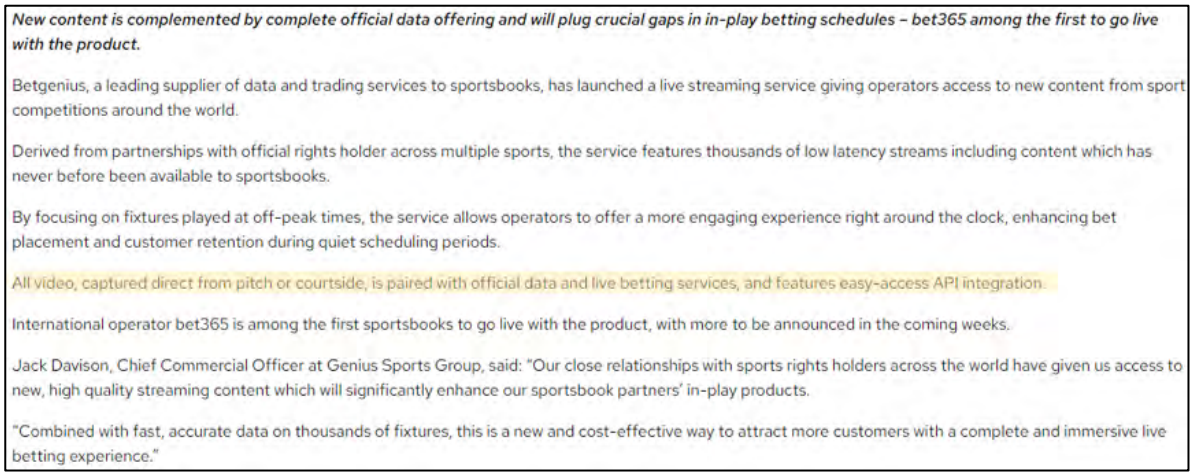
Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

15. Dependent Claim 24

Claim Element	Accused Product
[24] The method of claim 23, further comprising: D) transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary.	The Accused Products practice the method of claim 23. *See* Claim 23, *supra*. *See* [23P]-[23C], *supra*. In addition, the Accused Products practice a method that includes "*transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary*." The Accused Products provide the system of claim 2. *See* Claim 2, *supra*. *See* [2P]-[2B], *supra*. In addition, the Accused Products provides a system wherein "*the at least one socket server further transmits and receives first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel between at least one first chat/system event socket of the at least one socket server and the first viewer client device of the first plurality of viewer client devices, wherein the at least one first chat/system event socket corresponds to the first chat information regarding the first live sporting event video-based commentary; and transmits and receives second chat information regarding the second live sporting event video-based commentary included in the second broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second chat information regarding the second live sporting event video-based commentary*." For example, the Accused Products transmit and receive chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television

Claim Element	Accused Product
	commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.  Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.  (*See* https://geniussports.com/publishers-broadcasters/)

Claim Element	Accused Product
	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":



New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.

Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.

Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.

By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.

All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.

International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.

Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.

"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

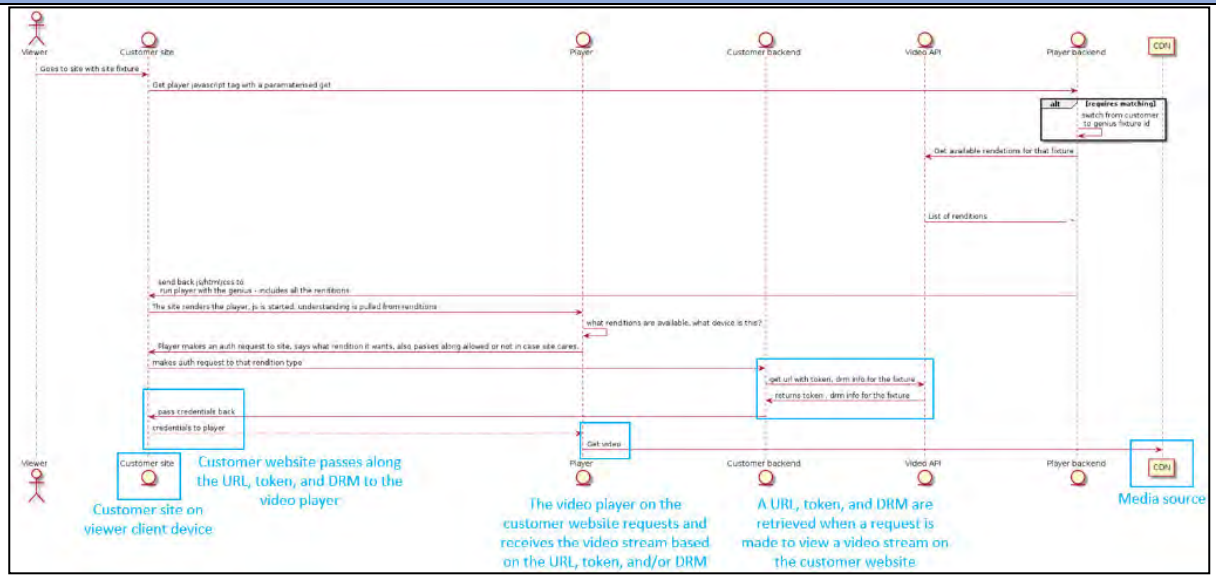
(S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

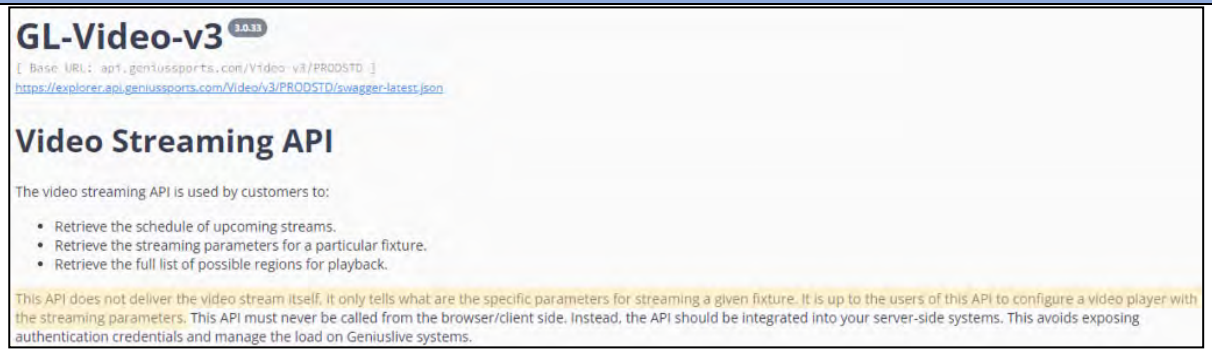
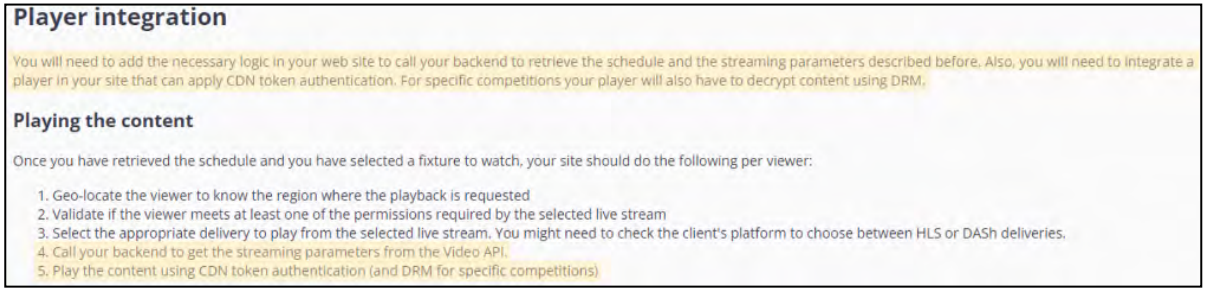
Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.

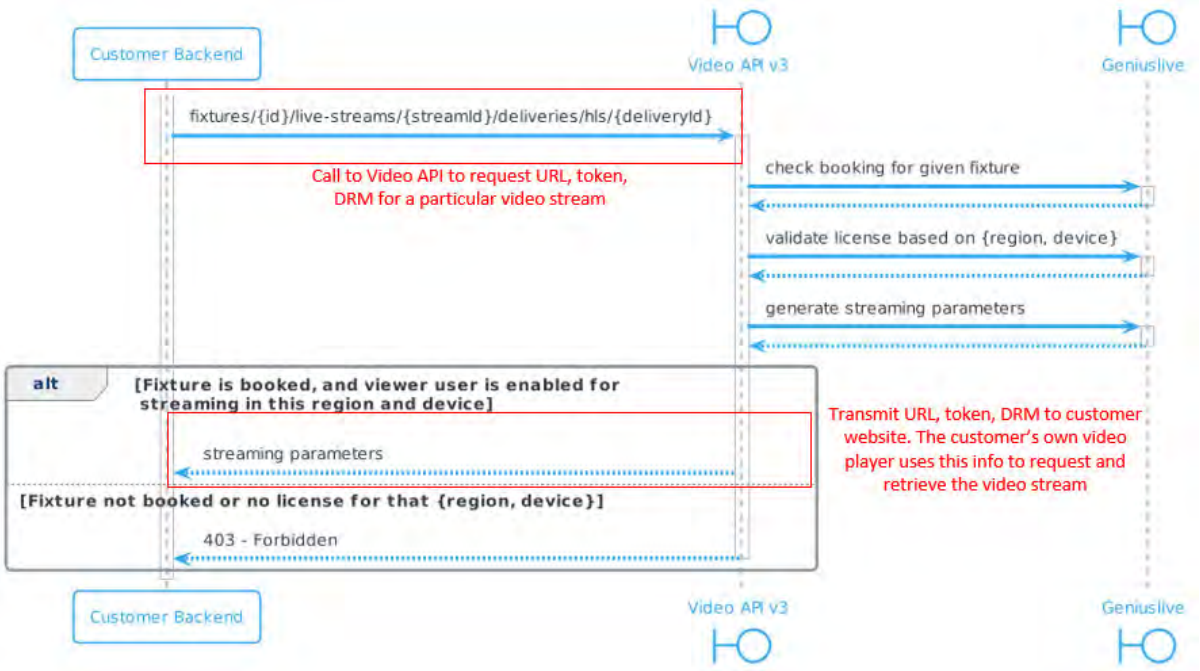
Option (1): Drop & Play

Claim Element	Accused Product

	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

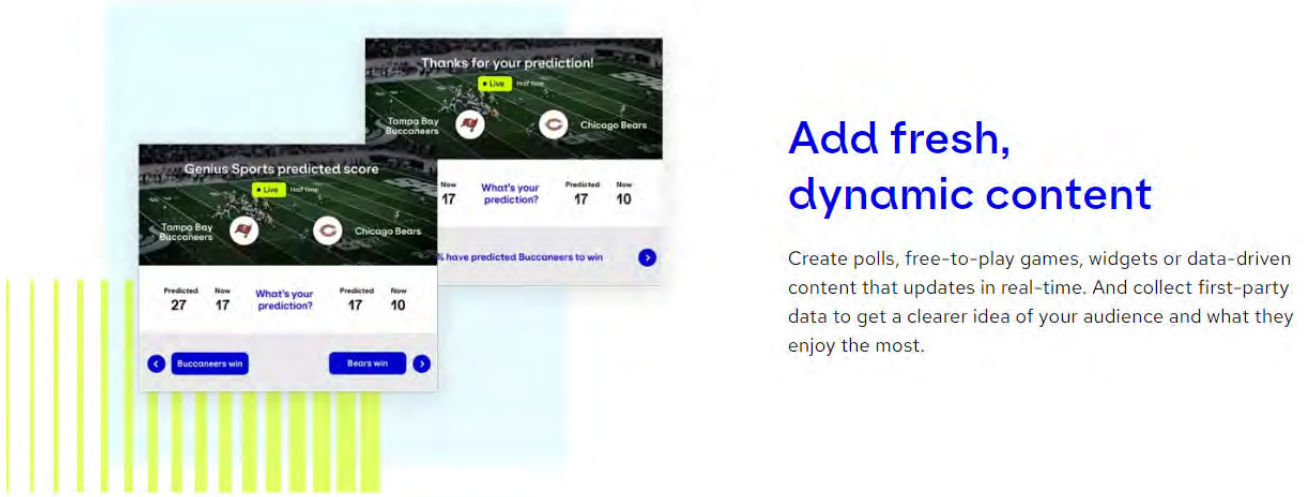
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

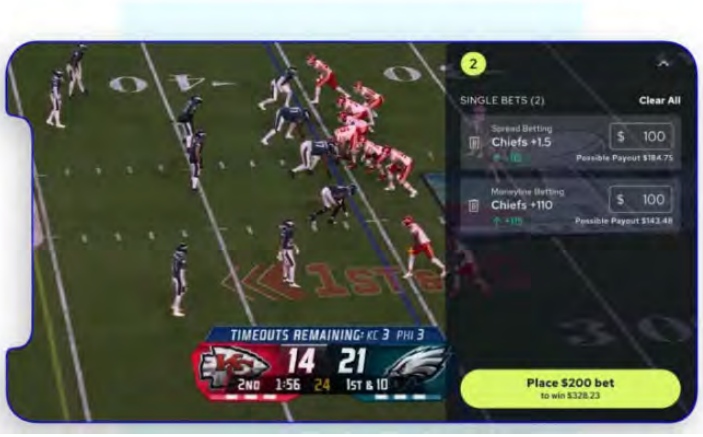
Claim Element	Accused Product
	 

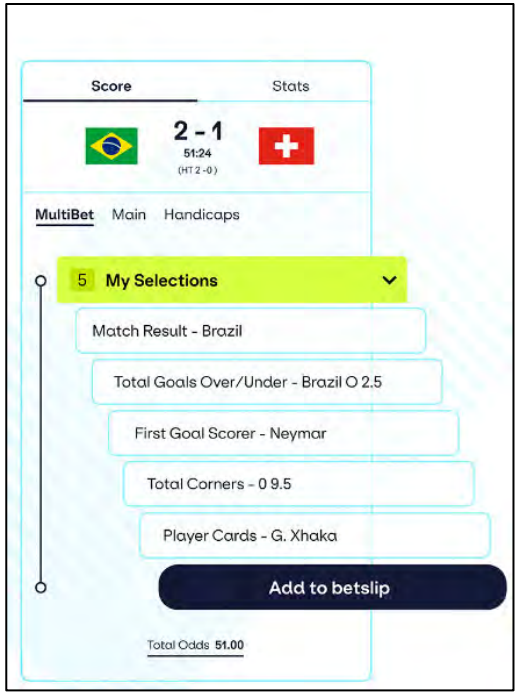
Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

16. Dependent Claim 25

Claim Element	Accused Product
[25] The method of claim 23, wherein B) comprises:	The Accused Products practice the method of claim 23. *See* Claim 23, *supra*. *See* [23P]-[23C], *supra*. In addition, the Accused Products pracice a method wherein "B) comprises: B1) periodically updating the first score information; and B2) for each updating of the first score information, queueing an

Claim Element	Accused Product
B1) periodically updating the first score information; and B2) for each updating of the first score information, queueing an asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server.	asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server." The Genius Sports platform provides the system of claim 7. *See* Claim 7, *supra*. In addition, the Accused Products provides a system wherein "*the progress details include the first score information; the control server periodically retrieves the progress details from the event information provider and updates the first score information; and for each update of the first score information, the control server queues an asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server*." For example, the Accused Products update live streaming event information, such as predicted scores and odds, in real-time.  (*See* https://geniussports.com/publishers-broadcasters/)

Claim Element	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

Claim Element	Accused Product
	(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.   (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

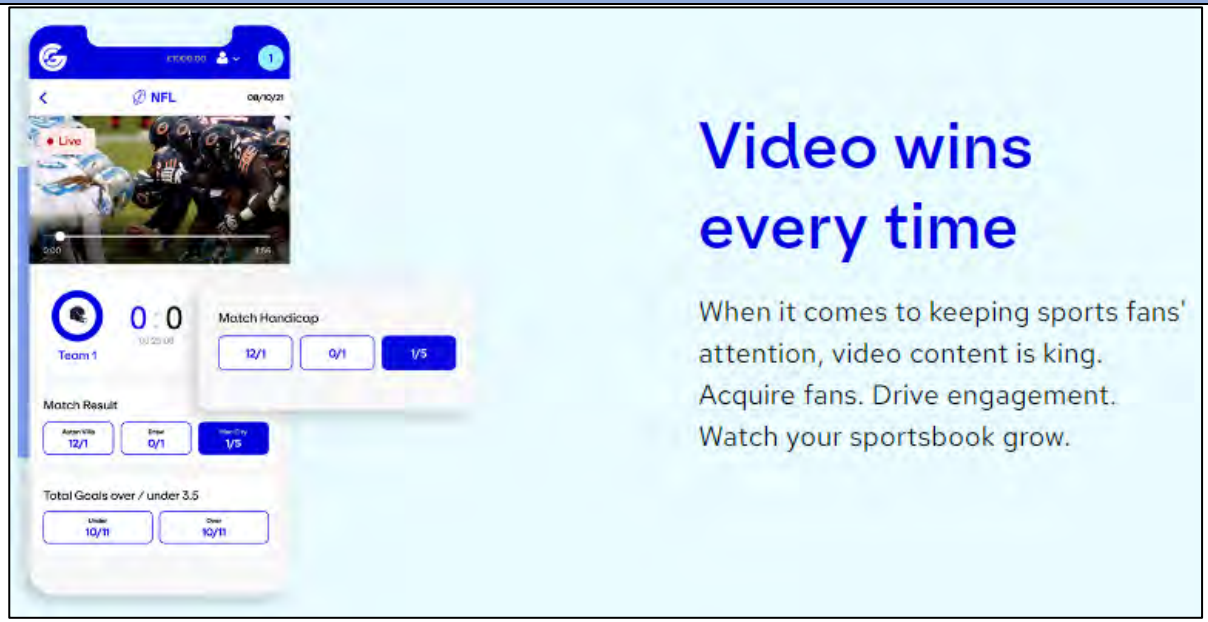
Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) In addition, the Accused Products use Fixtures Push API v2, a message queue mechanism, for distributing updates in real time. On information and belief, the message queue mechanism queues an asynchronous

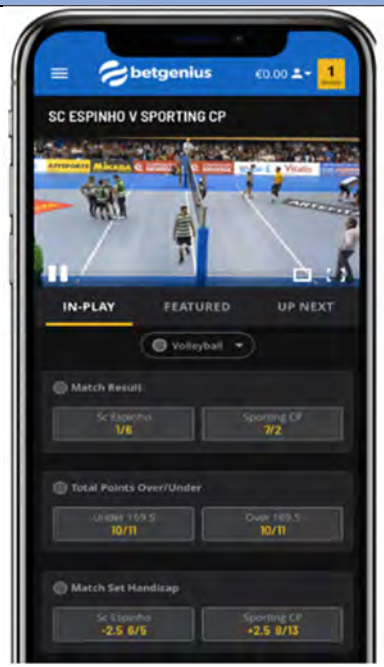
Claim Element	Accused Product
	message including the updated first event information for transmission to the at least one first event socket of the at least one socket server. Fixtures Push v2 RP Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read Table of Contents • Description • Architecture ◦ Pub/Sub ◦ Firehose Message queue ◦ How to choose between both options • Channels Description Fixtures Push API v2 is a pub/sub or message queue mechanism for distributing updates in real time. The produced contracts are described in the Read Data Points section of each document under the Domain E ntities document. Fixture push v2 uses the same contracts as Fixtures API v2, thus the API Swagger is also relevant for the push users to get a good understanding of the models they need. If going for the swagger take the /GET methods and see all "{Entity}ResponseModel" - e.g. FixtureResponseModel, CompetitionResponseModel etc. Architecture The Fixtures Push API v2 has a simple architecture that listens for updates made in the Fixtures platform and then publishes them to a third-party real-time provider called **Ably** for consumption from the subscribers/consumers of the specific channels/queue.

Claim Element	Accused Product
	Ably basically provide 2 options for the consumption of the messages. **Pub/Sub** Read more about it here: Key concepts **Firehose Message queue** Read more about it here: Firehose (*See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/4447502491/Fixtures+Push+v2#Firehose-Message-queue)

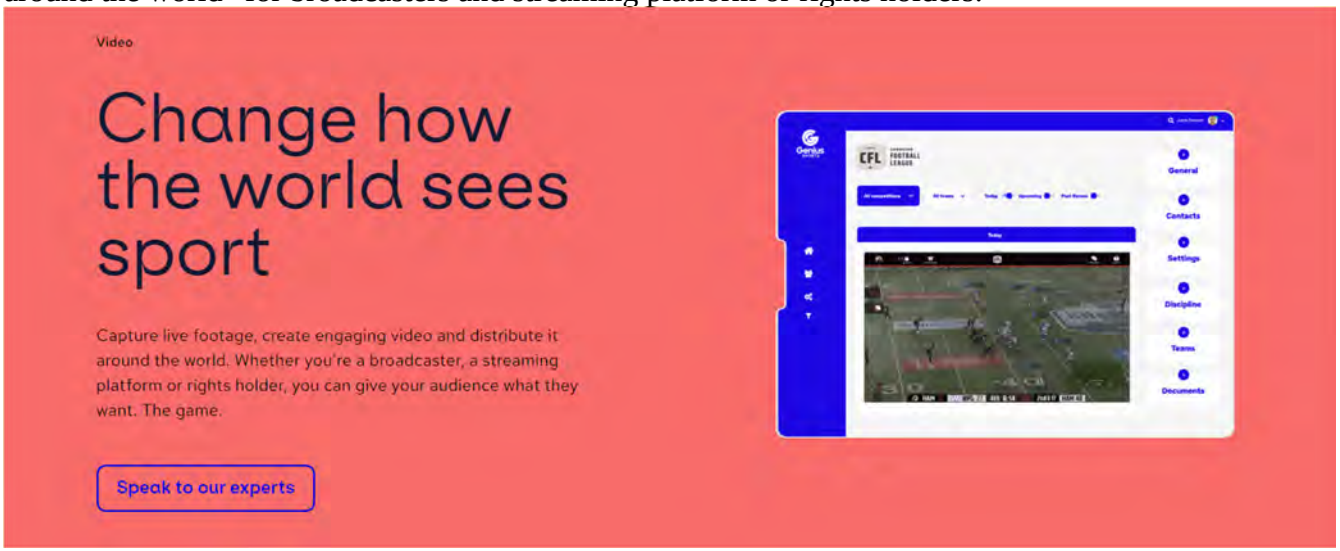
17. Independent Claim 27

Claim Element	Accused Product
[27P] A system for providing a first copy of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first viewer client device, the system comprising:	The Accused Products provides a system "*for providing a first copy of a first broadcaster's live stream of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first viewer client device*." For example, the Accused Products include both a live stream of a sporting event and overlayed event information related to the sporting event.

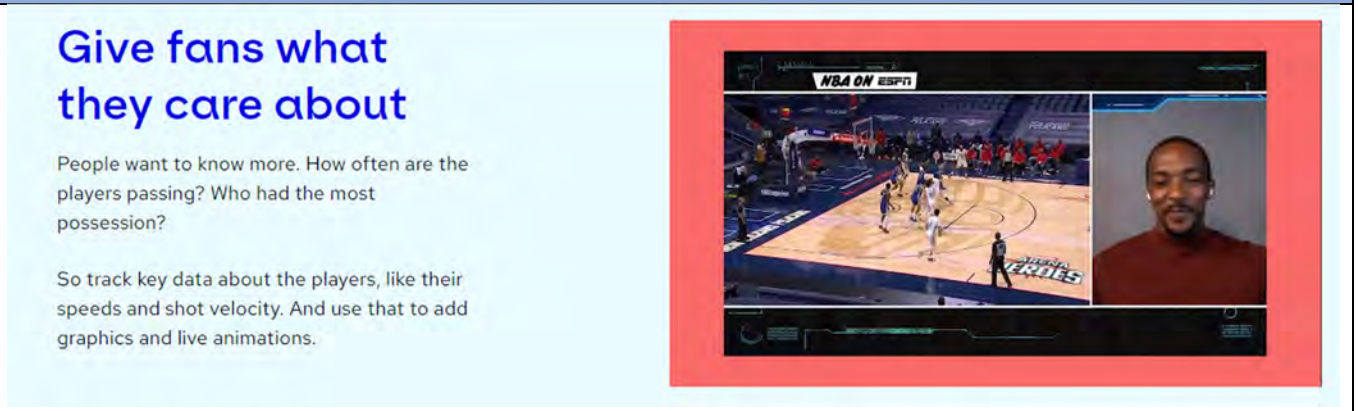
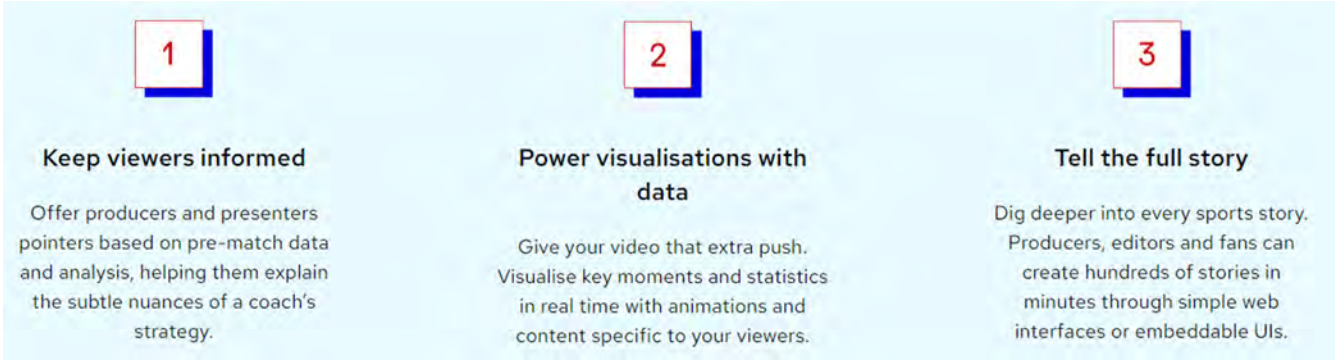
Claim Element	Accused Product
	 (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).

Claim Element	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

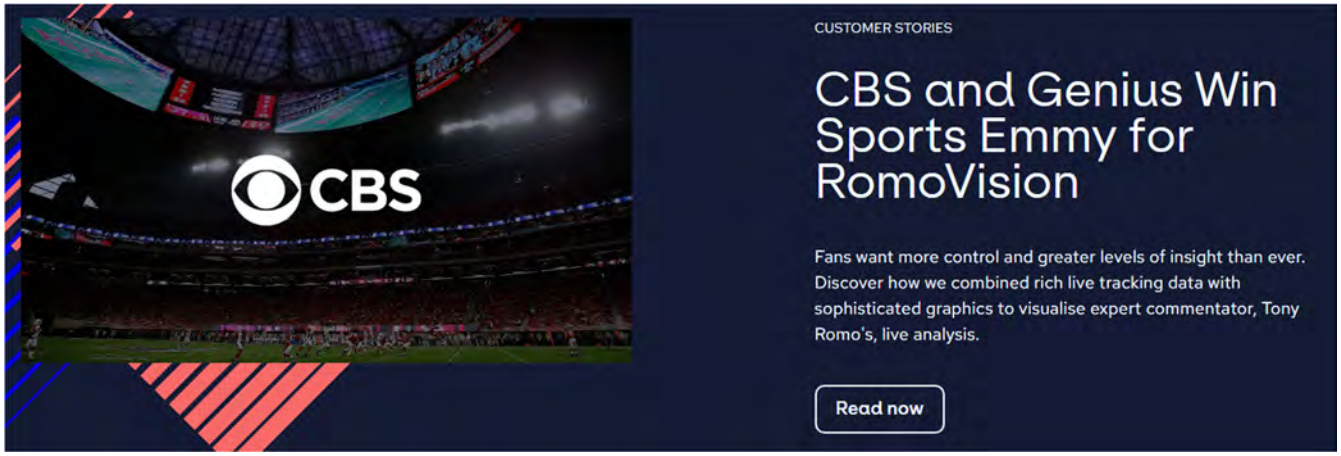
Claim Element	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

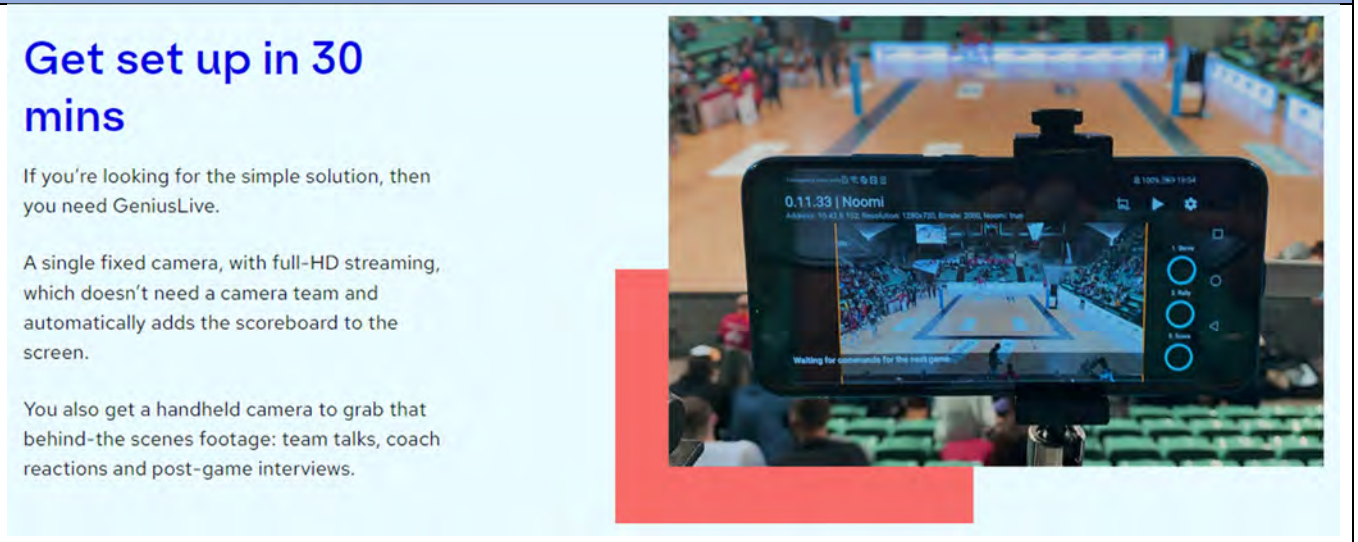
Claim Element	Accused Product
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders:  (*See*, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

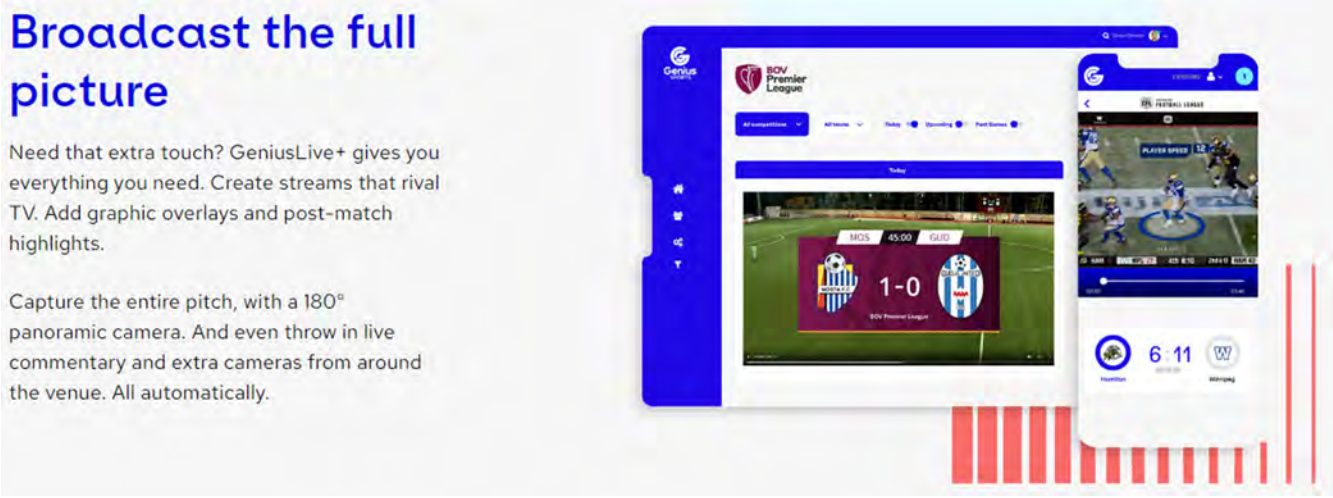
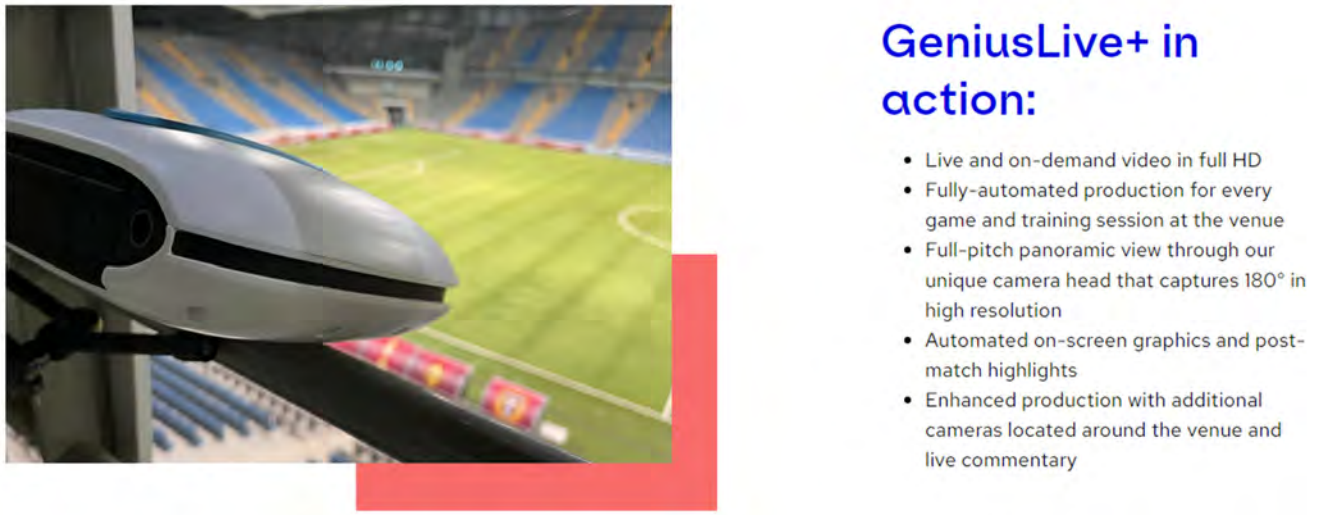
Claim Element	Accused Product
	We work with partners worldwide  (*See*, PANDA_000069 at PANDA_000074-75, https://geniussports.com/video/.) We work with the biggest media players in sport  (*See*, PANDA_000021 at PANDA_000025, https://geniussports.com/publishers-broadcasters/.) On information and belief, the Accused Products provide a first and second plurality of copies of a first and second broadcaster's live stream of digital content including first and second video-based commentary about a first and second live sporting event from a first and second broadcaster client device to a first and second plurality of viewer client devices.

Claim Element	Accused Product
	 (*See*, PANDA_000098 at PANDA_000101, https://geniussports.com/video/production/.)  (*See*, PANDA_000098 at PANDA_000101-102, https://geniussports.com/video/production/.)

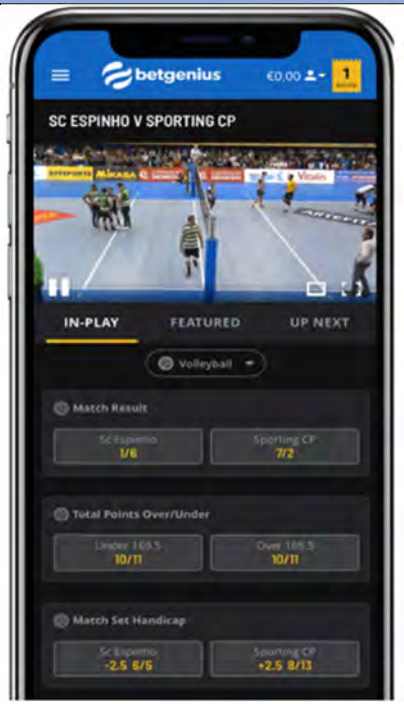
Claim Element	Accused Product
	BT Sport augments broadcasts with tracking data (*See*, PANDA_000004, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)  Team Talk Personalisation and rich data are pivotal to the future of sports broadcasting. With fans wanting more control and greater levels of insight than ever before, BT Sport set out to launch a new **Matchday Experience** tool to transform its coverage of the English Premier League (EPL) . The major UK broadcaster needed a solution that would be: - Immersive and informative fan experiences - Editorially relevant with insights that meet fans' demands to better understand games - Ready for the rollout of 5G and suitable for Premier League fans of all ages (*See*, PANDA_000004 at PANDA_000005, https://geniussports.com/customer-stories/bt-sport-augments-coverage-with-tracking-data/.)

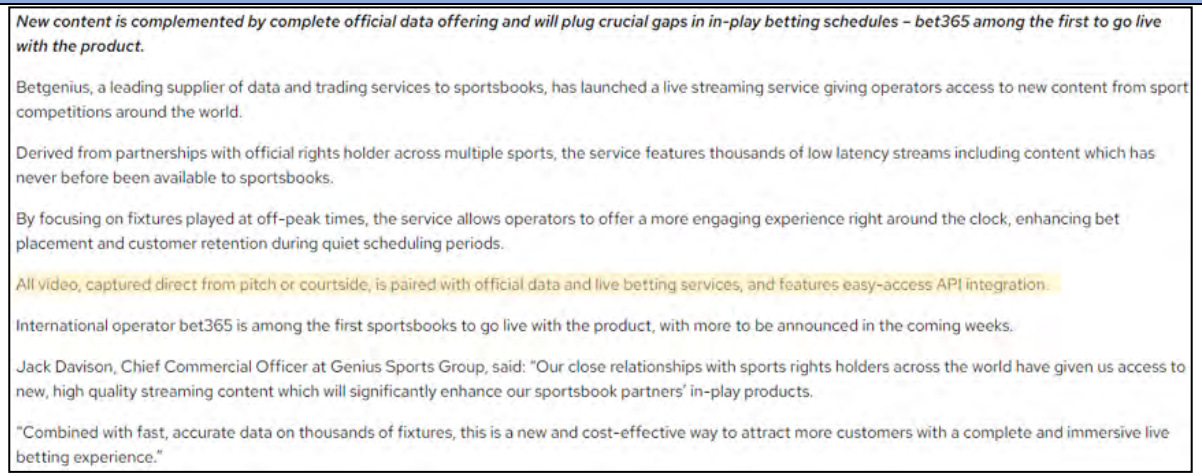
Claim Element	Accused Product
	 Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more (*See*, PANDA_000496, https://geniussports.com/publishers-broadcasters/.)  (*See*, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  **GeniusLive in action:** • 1 camera system, fixed in-venue • Up to full HD video streaming • Unmanned system films the entire court • Installation within 30 minutes • Graphic overlay (scoreboard) • Additional handheld camera to take over video and audio • Integrated with real-time fan engagement tools

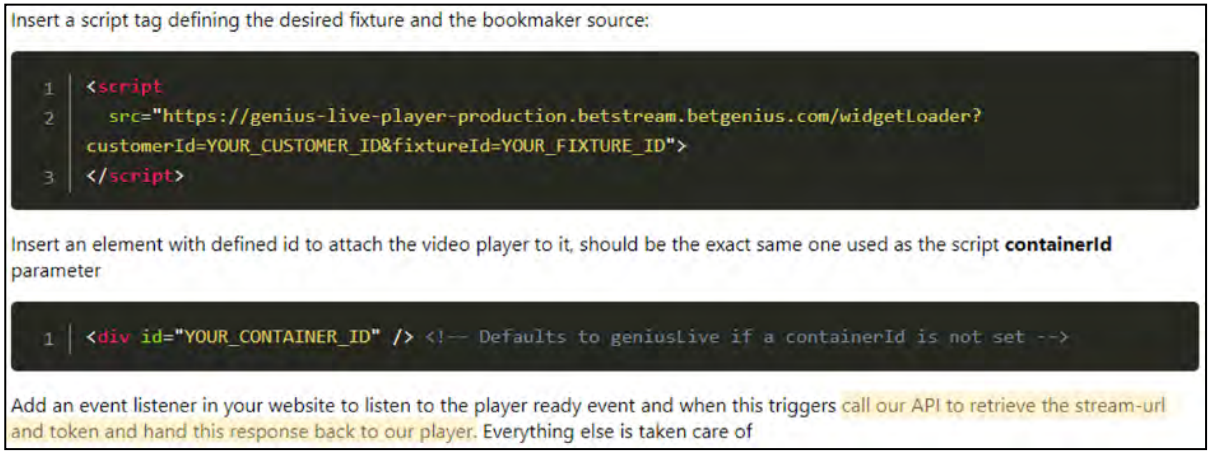
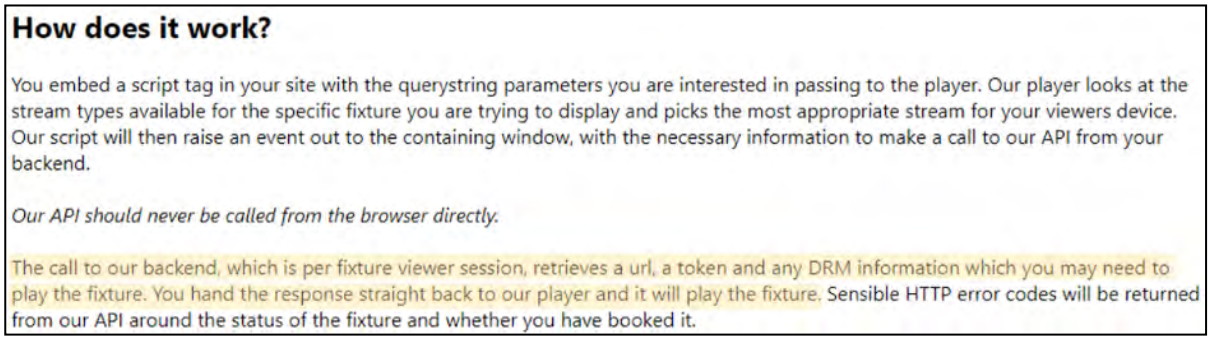
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

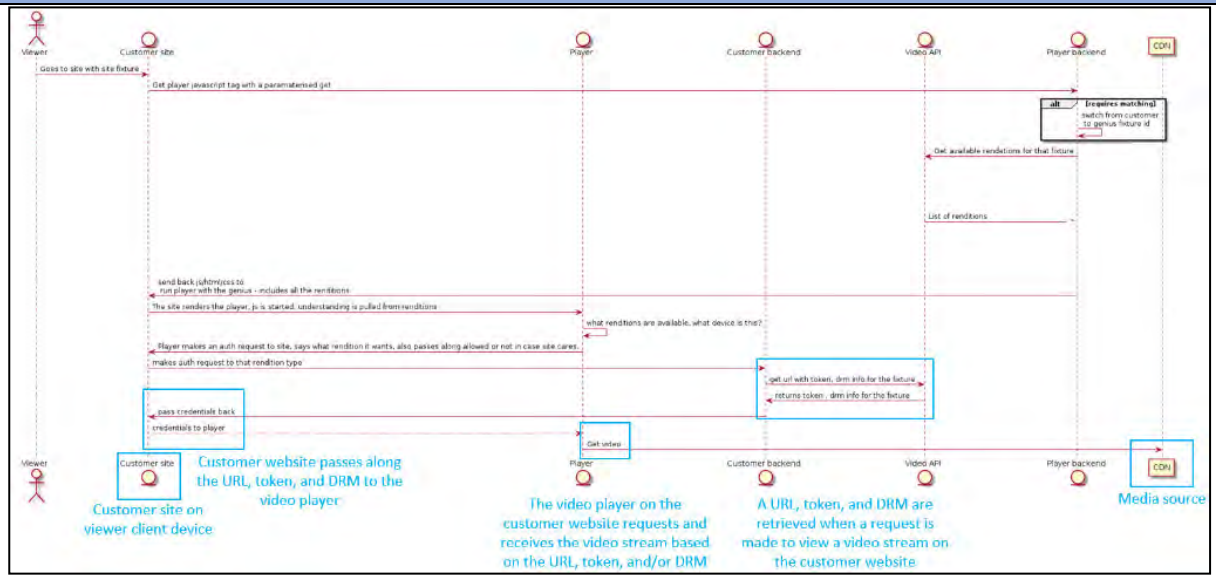
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.) The NFL appointed Genius Sports in April 2021 as its exclusive worldwide distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League's official sports betting data feed to media companies and sportsbooks in regulated markets. This partnership included the rights for Genius Sports to distribute low latency video feeds to sportsbooks in key international markets, which has now been expanded to include the U.S. As a first of its kind in the U.S., Caesars Sportsbook will offer official data-driven in-game betting opportunities and player props alongside live video streams of NFL games to give their customers access to the most compelling in-play NFL betting experience available for mobile and tablets. In addition, Caesars Sportsbook will utilize official NFL league and team marks and logos to help promote their live premium content through a fully immersive Watch & Bet live wagering experience. (*See*, PANDA_000066 at PANDA_000067, https://www.geniussports.com/newsroom/genius-sports-expands-partnership-with-nfl-to-provide-watch-bet-video-streams-for-the-2022-season-starting-with-caesars-entertainment/.)
[27A] means for providing the first copy to the first viewer client device via a first video communication channel;	The Accused Products provides a system including "*means for providing the first copy to the first viewer client device via a first video communication channel*." For example, the Accused Products combine live sports data and live sports video.

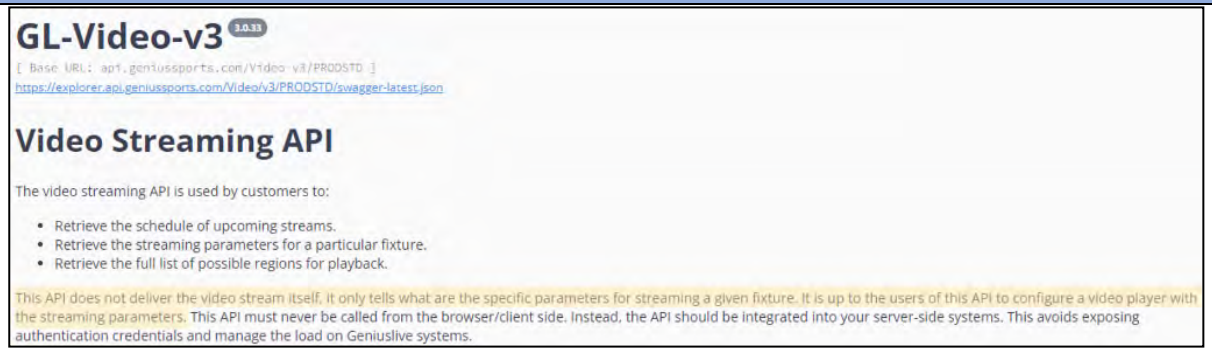
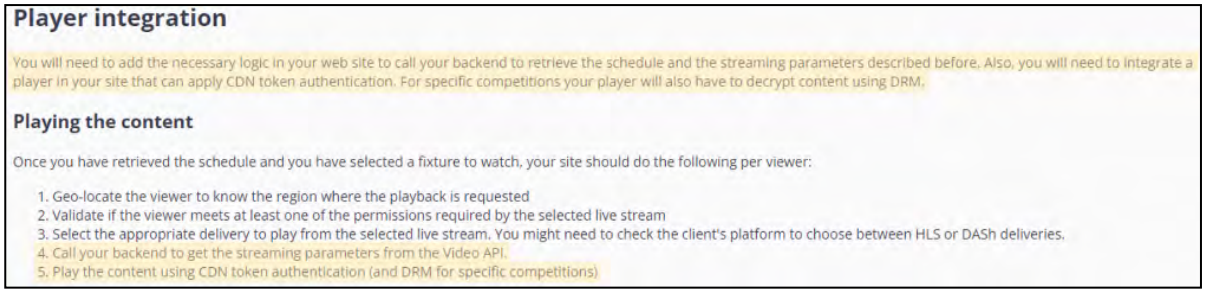
Claim Element	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

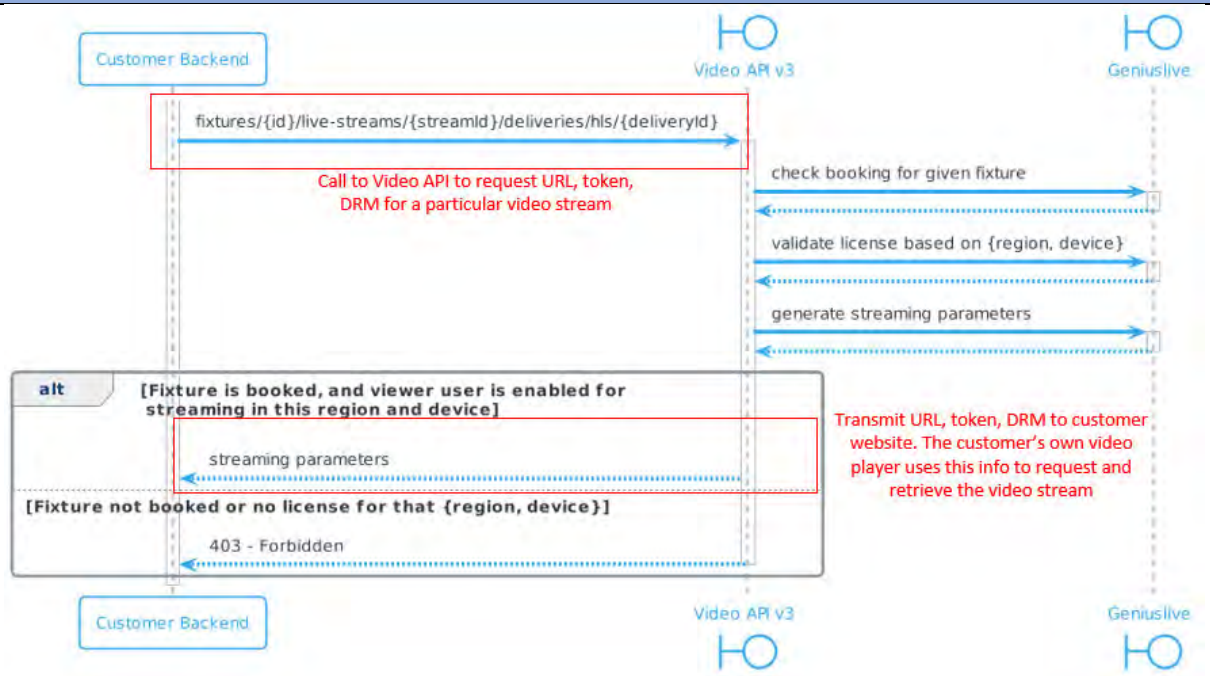
Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

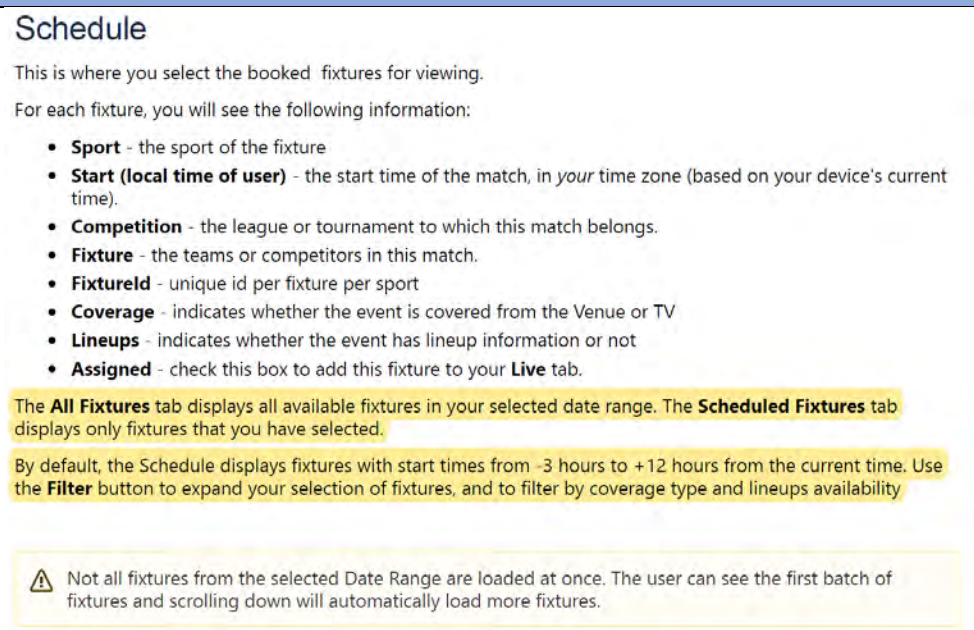
Claim Element	Accused Product

	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	 
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	 
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

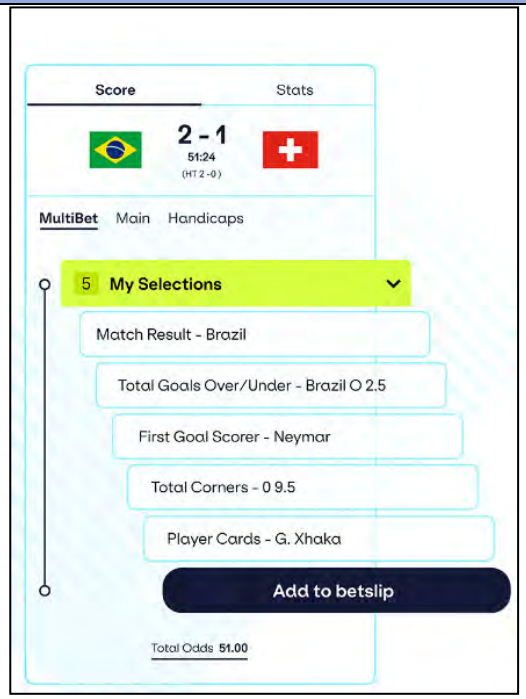
Claim Element	Accused Product
	 

Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[27B] means for periodically retrieving, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event	The Accused Products provides a system including "*means for periodically retrieving, via the Internet and from an event information provider, first event information germane to a first live sporting event, wherein the first event information includes first score information for the first live sporting event*." For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."

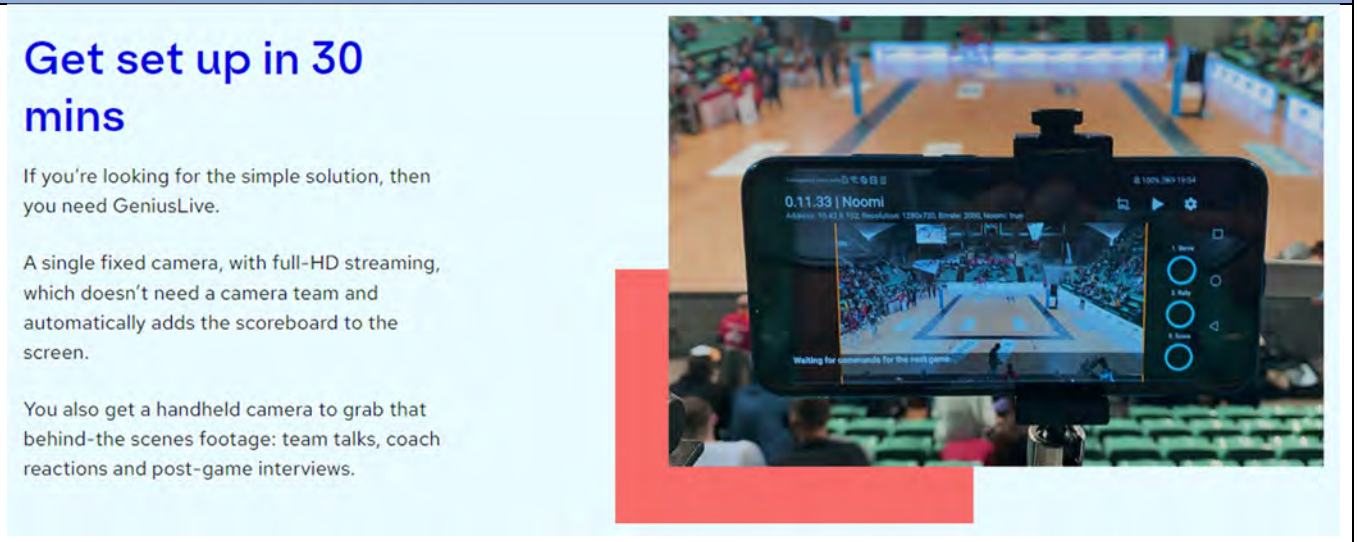
Claim Element	Accused Product
information includes first score information for the first live sporting event; and	 (*See*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

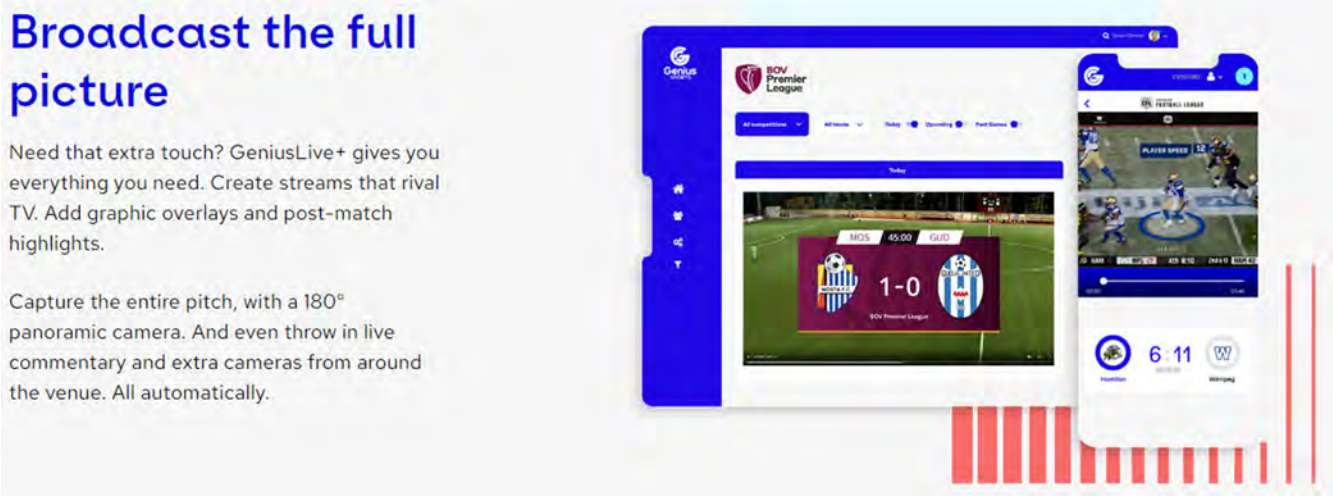
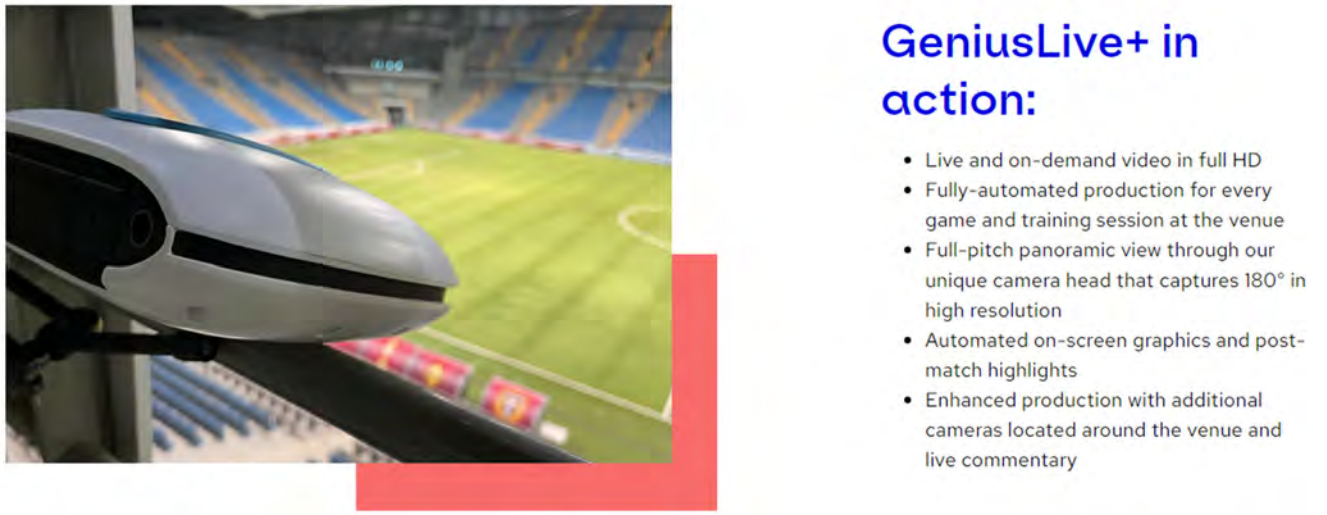
Claim Element	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (S*ee*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

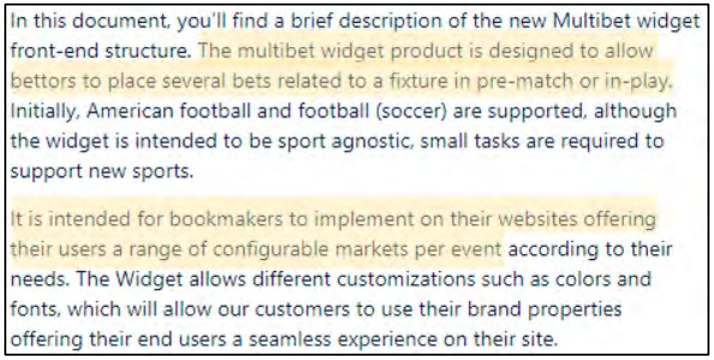
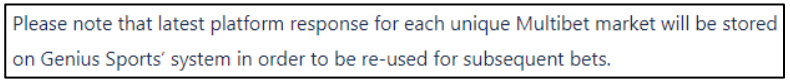
Claim Element	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (S*ee*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

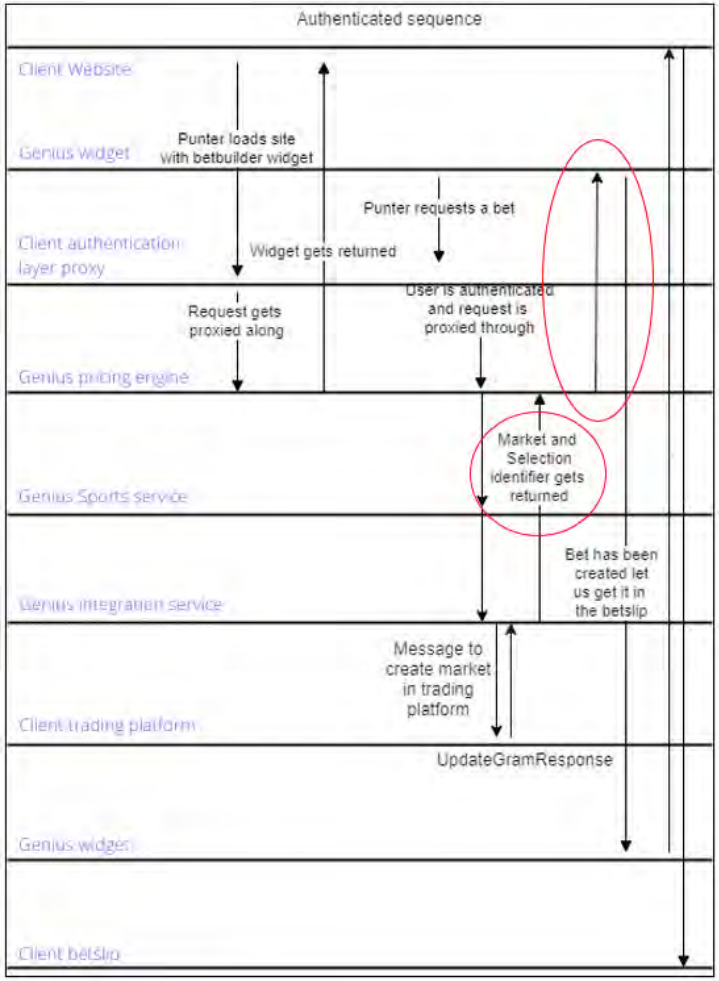
Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.)

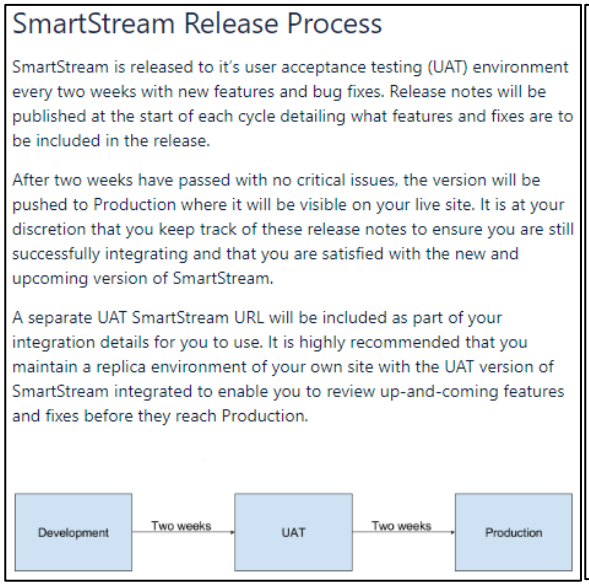
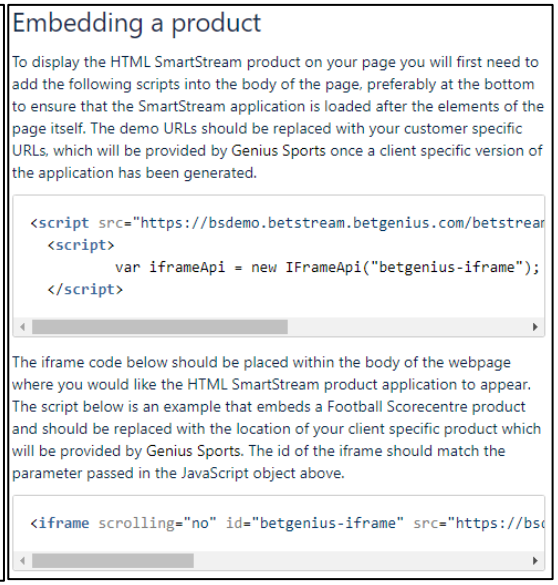
Claim Element	Accused Product
	 (*See*, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.)  **GeniusLive in action:** • 1 camera system, fixed in-venue • Up to full HD video streaming • Unmanned system films the entire court • Installation within 30 minutes • Graphic overlay (scoreboard) • Additional handheld camera to take over video and audio • Integrated with real-time fan engagement tools

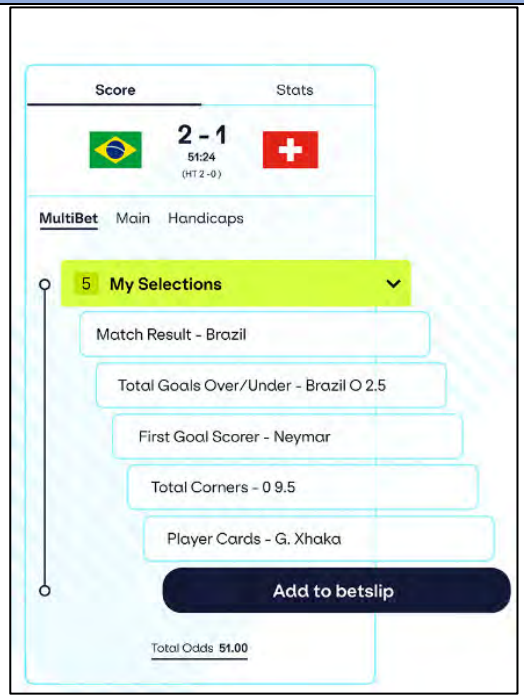
Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.)  (*See*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) 

Claim Element	Accused Product
	(*See*, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.)
[27C] means for transmitting the first score information to at least the first viewer client device via a first event information communication channel that is different from the first video communication channel.	The Accused Products provides a system including "*means for transmitting the first score information to at least the first viewer client device via a first event information communication channel that is different from the first video communication channel*." For example, Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.  In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets.

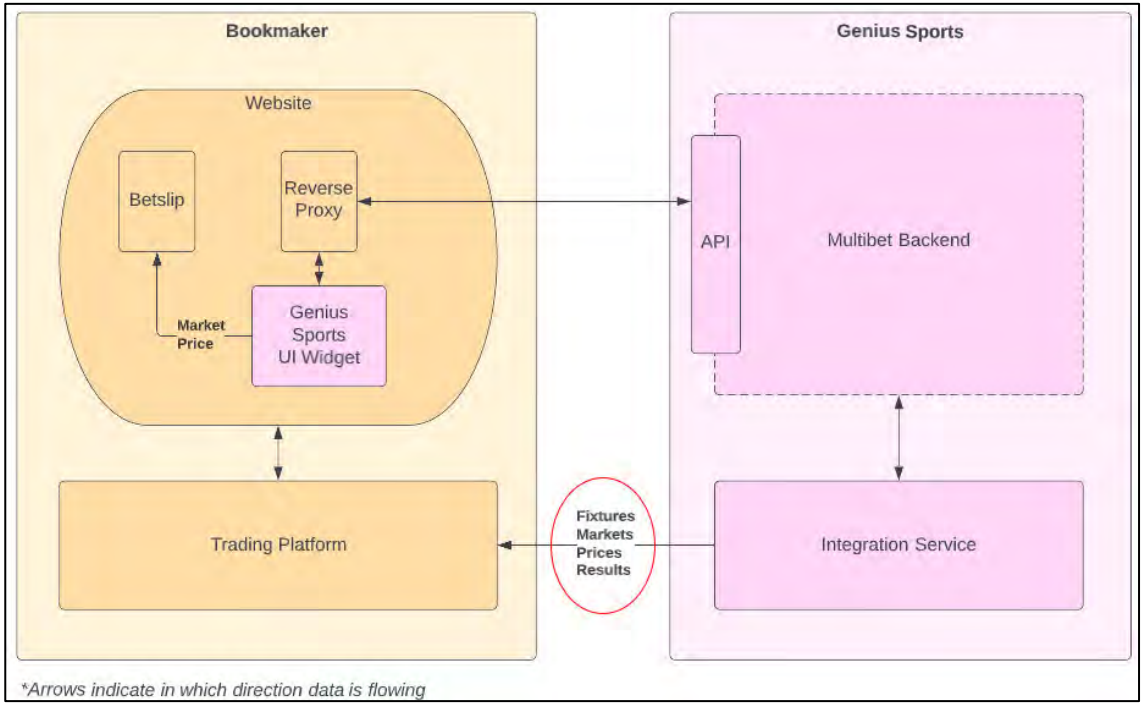
Claim Element	Accused Product
	(*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) 

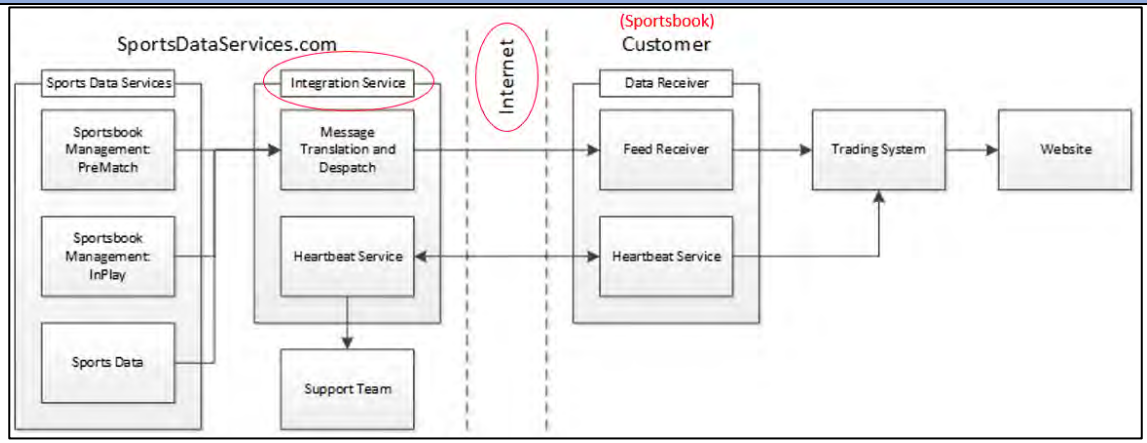
Claim Element	Accused Product
	(*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

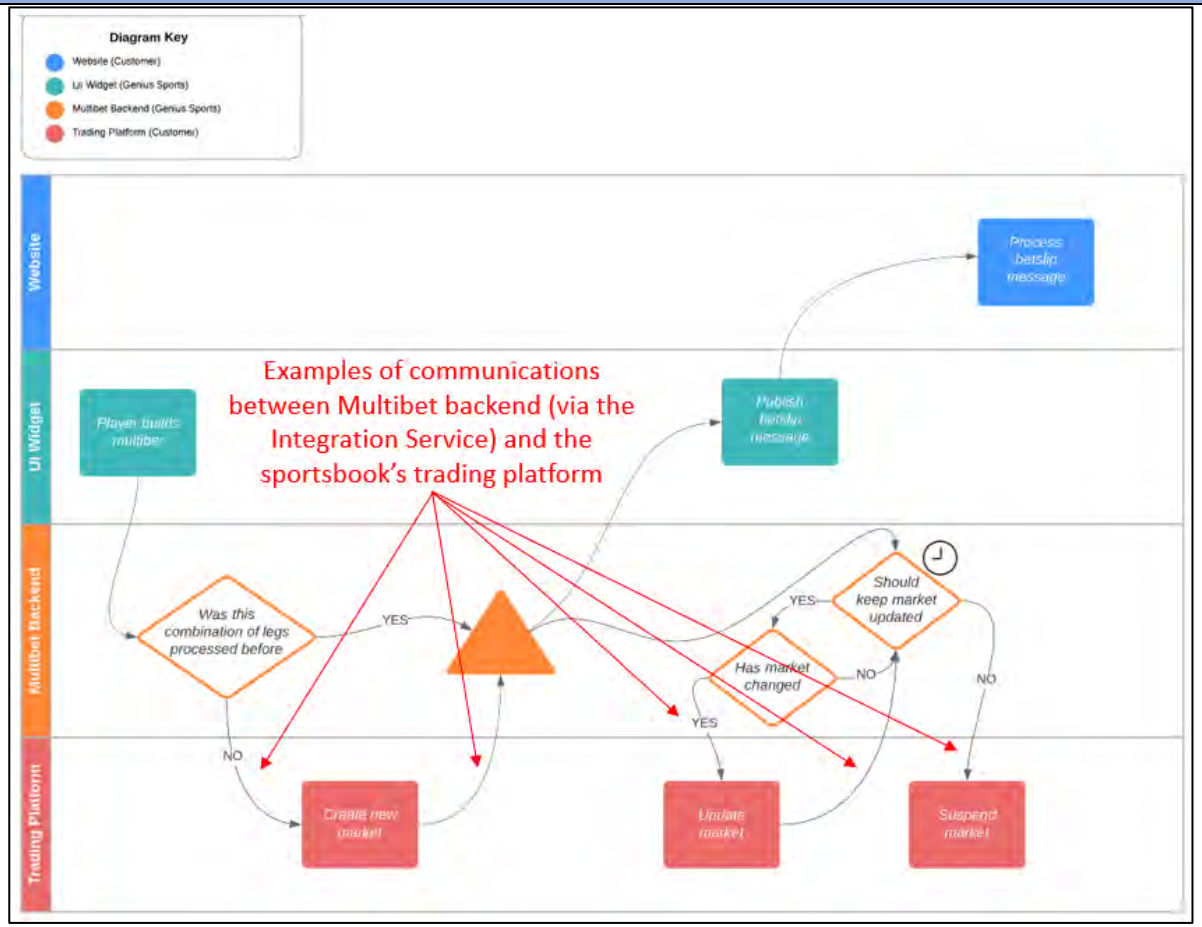
Claim Element	Accused Product
	  (S*ee*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Claim Element	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113 https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

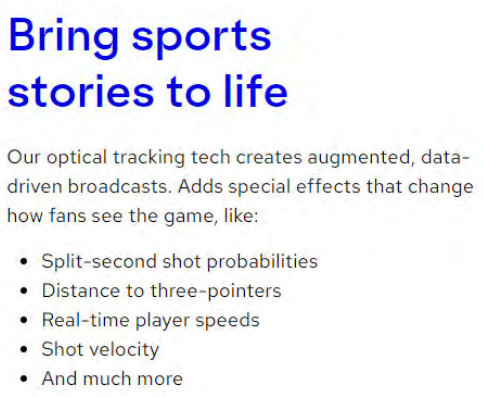
Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

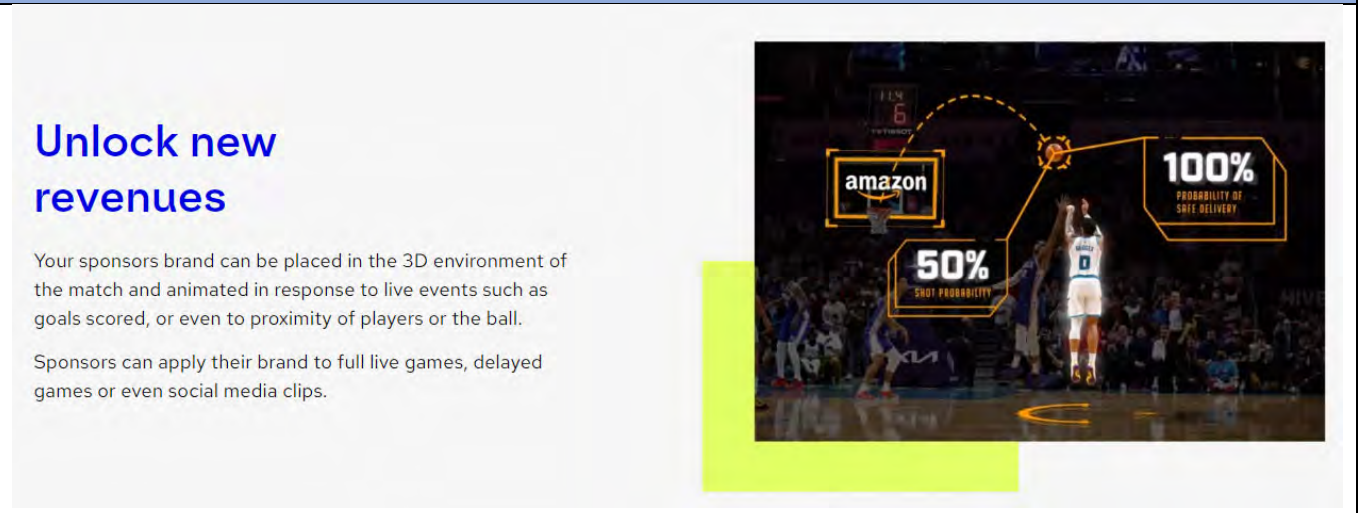
Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

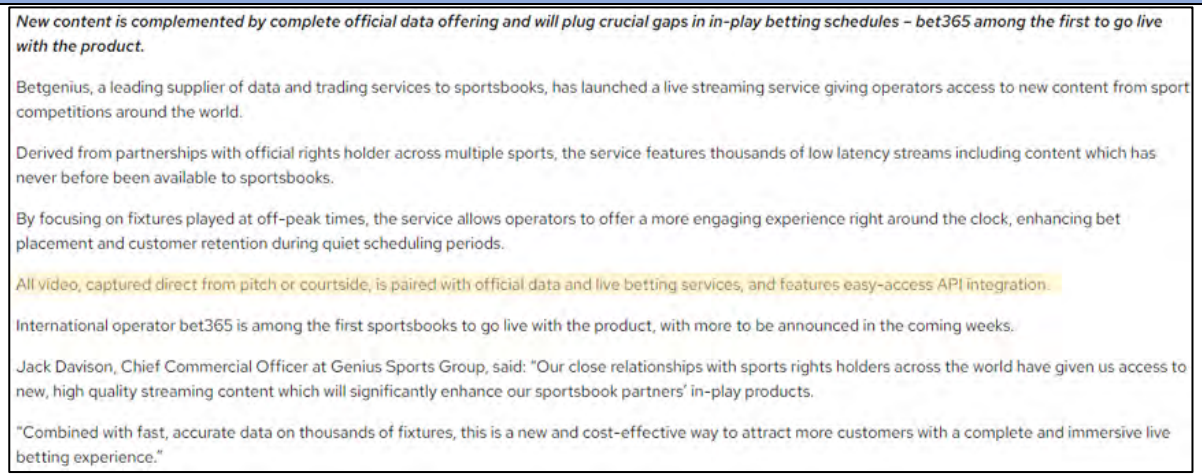
Claim Element	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Claim Element	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

18. Dependent Claim 28

Claim Element	Accused Product
[28] The system of claim 27, further comprising: means for transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel.	The Accused Products provide the system of claim 27. *See* Claim 27, *supra*. *See* [27P]-[27C], *supra*. In addition, the Accused Products provides a system that further comprises "*means for transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel*." For example, the Accused Products transmit and receive chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.  

Claim Element	Accused Product
	 (*See* https://geniussports.com/publishers-broadcasters/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Claim Element	Accused Product
	 ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (S*ee*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.

Insert a script tag defining the desired fixture and the bookmaker source:

```
<script
  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">
</script>
```

Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter

```
<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->
```

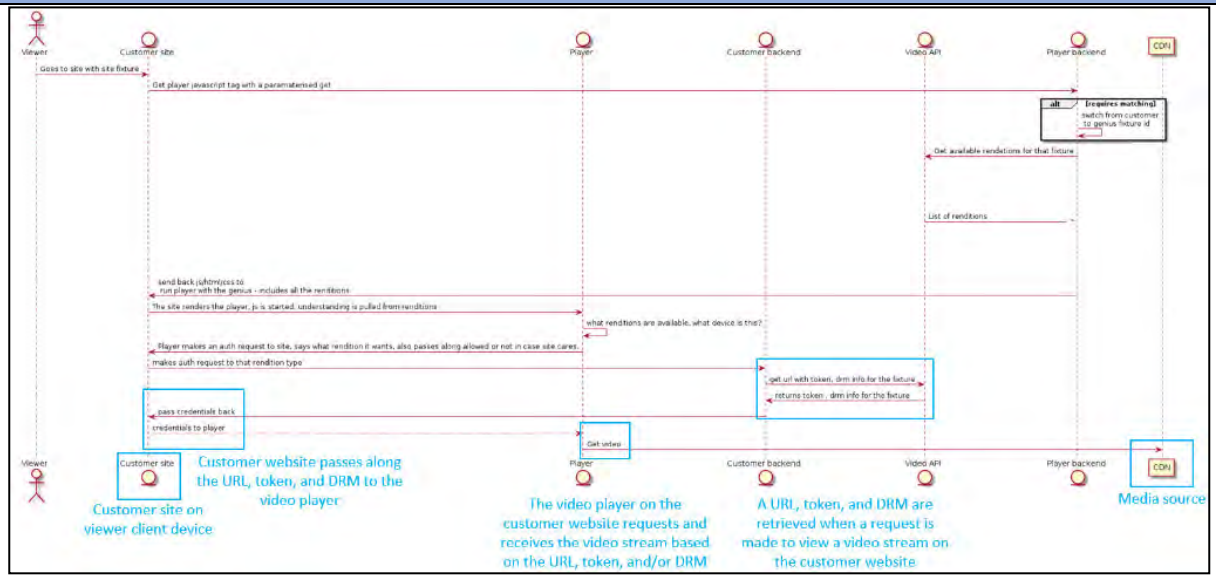
Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

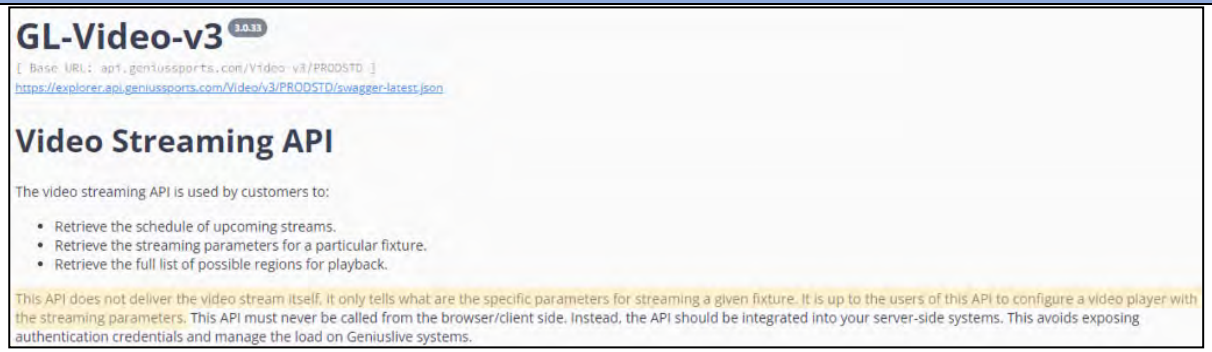
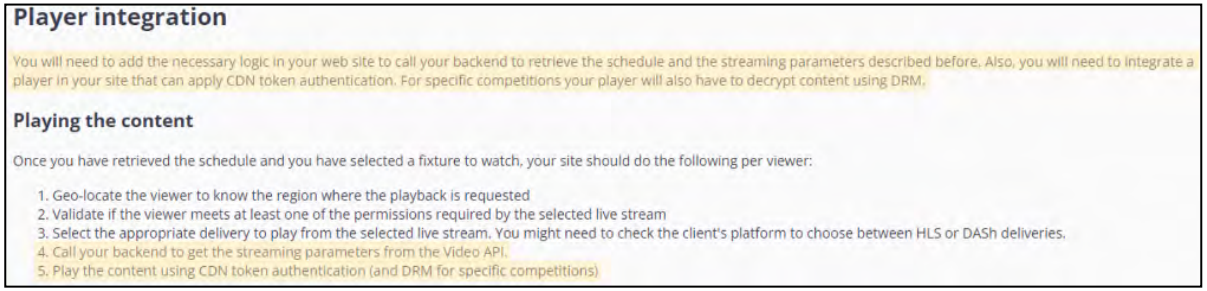
How does it work?

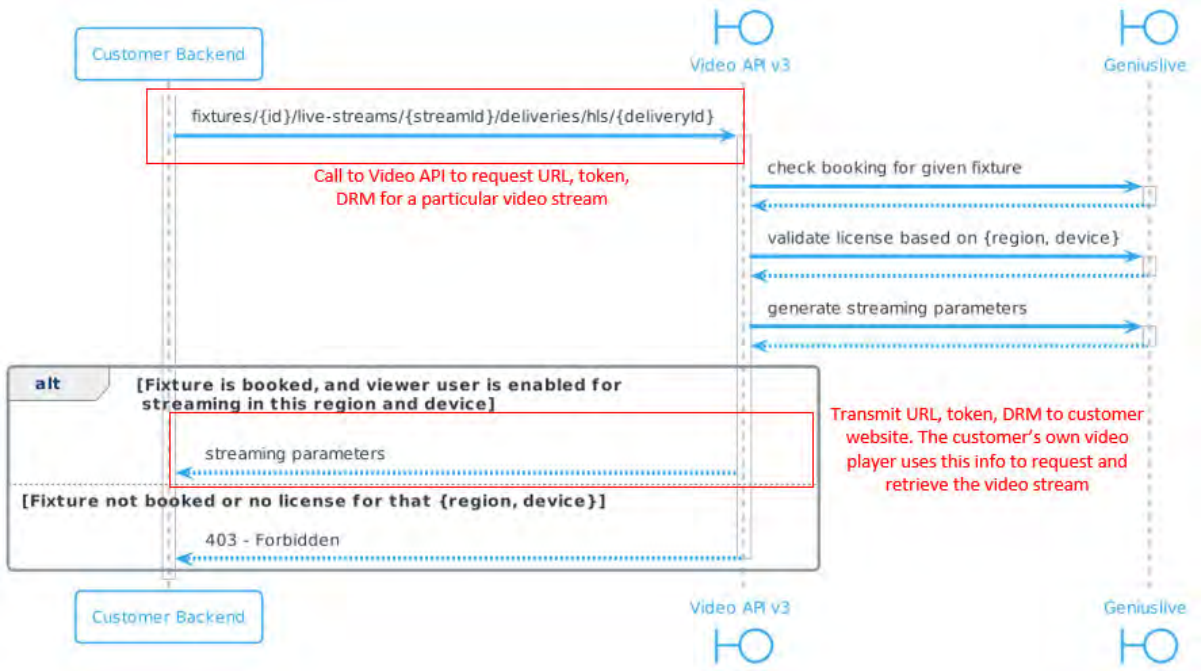
You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.

Our API should never be called from the browser directly.

The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

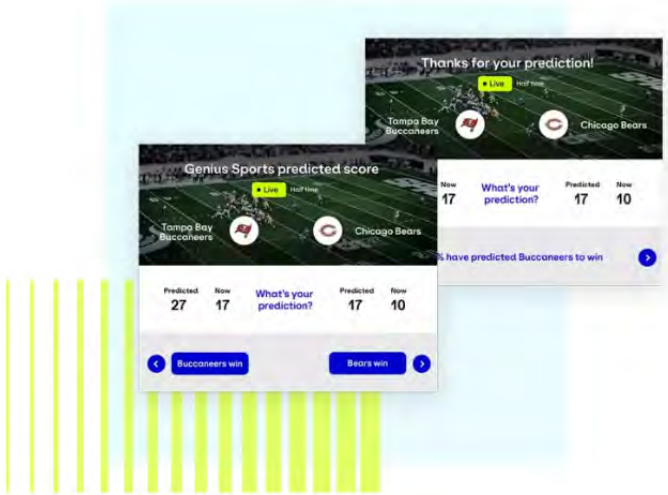
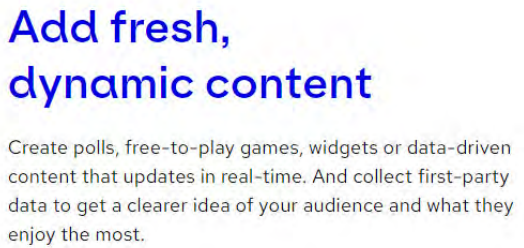
Claim Element	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

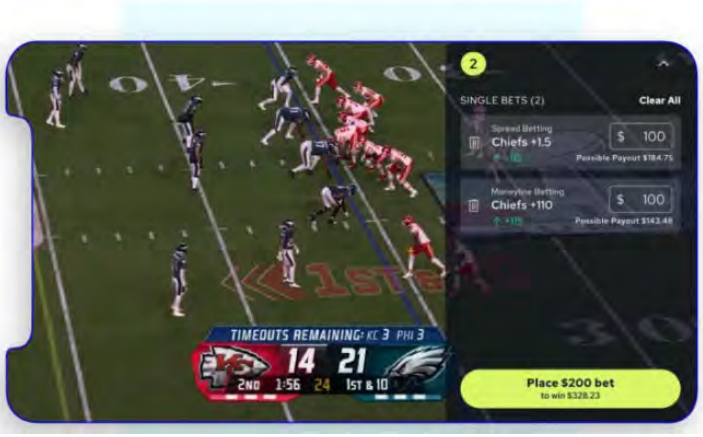
Claim Element	Accused Product
	 

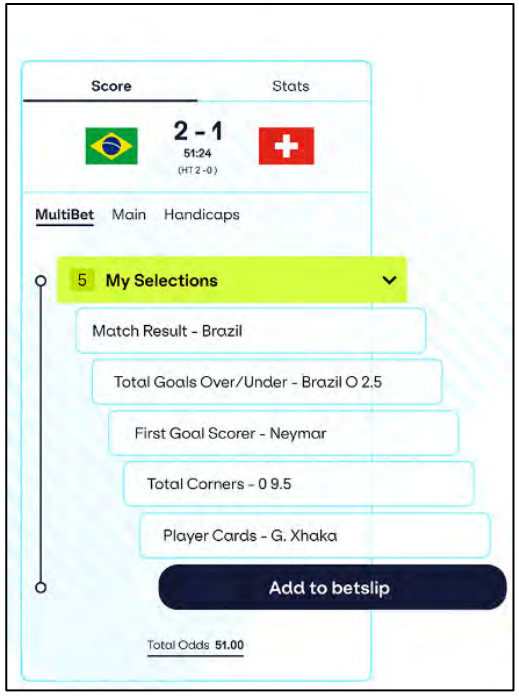
Claim Element	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

19. Dependent Claim 29

Claim Element	Accused Product
[29] The system of claim 27, wherein the means for	The Accused Products provide the system of claim 27. *See* Claim 27, *supra*. *See* [27P]-[27C], *supra*. In addition, the Accused Products provide a system wherein "*the means for periodically retrieving*

Claim Element	Accused Product
periodically retrieving includes means for updating the first score information and queueing an asynchronous message including the updated first score information for transmission on the first event information communication channel.	*includes means for updating the first score information and queueing an asynchronous message including the updated first score information for transmission on the first event information communication channel.*" For example, the Accused Products update live streaming event information, such as predicted scores and odds, in real-time.   (*See* https://geniussports.com/publishers-broadcasters/)

Claim Element	Accused Product
	 **Integrated betslip** Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. (*See* https://geniussports.com/sportsbook/betvision/.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

Claim Element	Accused Product
	(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.   (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

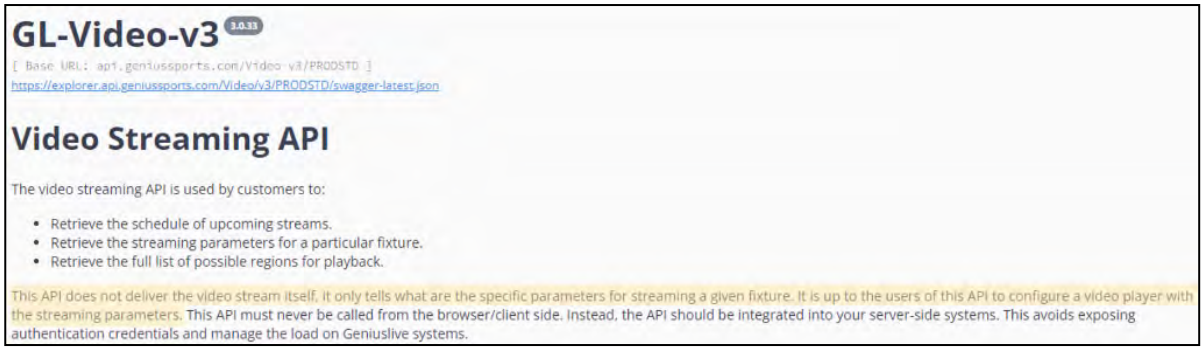
Claim Element	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) In addition, the Accused Products use Fixtures Push API v2, a message queue mechanism, for distributing updates in real time. On information and belief, the message queue mechanism queues an asynchronous

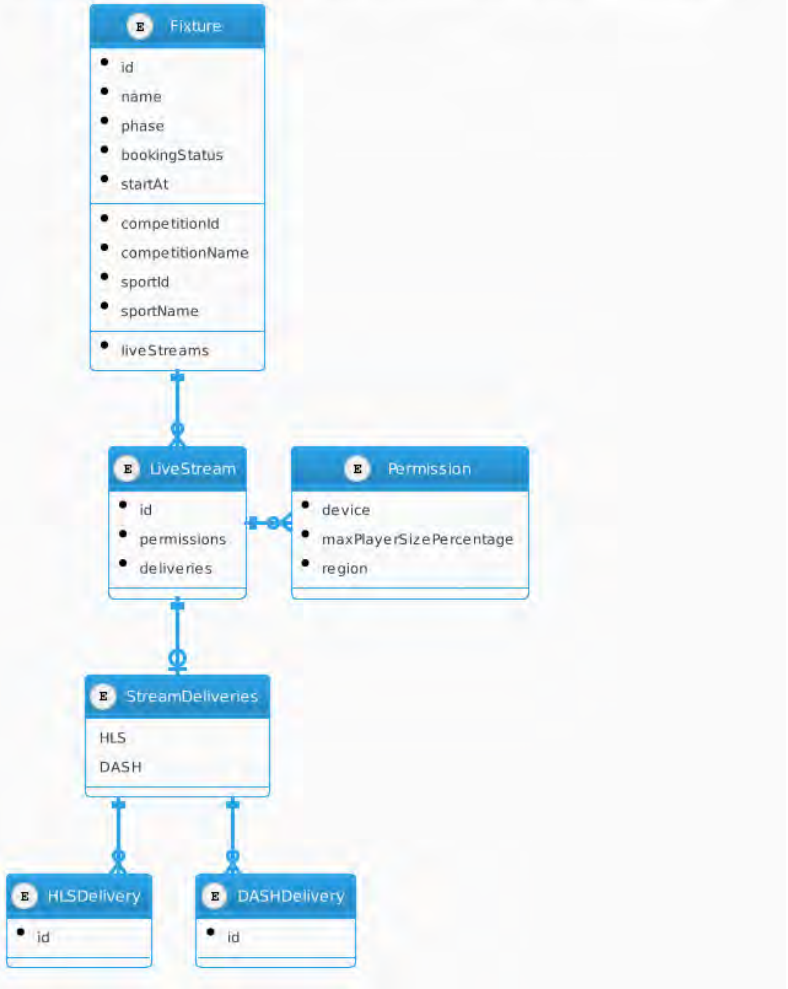
Claim Element	Accused Product
	message including the updated first event information for transmission to the at least one first event socket of the at least one socket server. Fixtures Push v2 RP Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read Table of Contents • Description • Architecture ◦ Pub/Sub ◦ Firehose Message queue ◦ How to choose between both options • Channels Description Fixtures Push API v2 is a pub/sub or message queue mechanism for distributing updates in real time. The produced contracts are described in the Read Data Points section of each document under the Domain E ntities document. Fixture push v2 uses the same contracts as Fixtures API v2, thus the API Swagger is also relevant for the push users to get a good understanding of the models they need. If going for the swagger take the /GET methods and see all "{Entity}ResponseModel" - e.g. FixtureResponseModel, CompetitionResponseModel etc. Architecture The Fixtures Push API v2 has a simple architecture that listens for updates made in the Fixtures platform and then publishes them to a third-party real-time provider called **Ably** for consumption from the subscribers/consumers of the specific channels/queue.

Claim Element	Accused Product
	Ably basically provide 2 options for the consumption of the messages. **Pub/Sub** Read more about it here: Key concepts **Firehose Message queue** Read more about it here: Firehose (*See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/4447502491/Fixtures+Push+v2#Firehose-Message-queue)

20. <u>Dependent Claim 30</u>

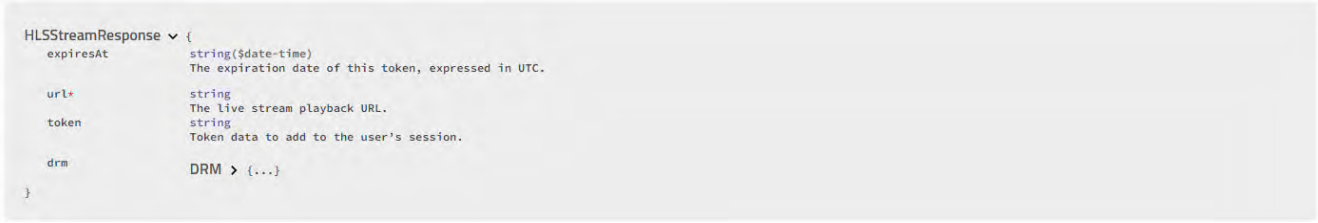
Key Features	Accused Product
[30P] The system of claim 27, wherein the means for providing the first copy to the first viewer client device via a first video communication channel comprises:	The Genius Sports platform provides the system of claim 27. *See* Claim 27, *supra*. *See* [27A]-[27C], *supra*.
[30A] an HTTP live streaming (HLS) mother server to receive a first HLS file suite	Genius Sports' platform comprises "*an HTTP live streaming (HLS) mother server to receive a first HLS file suite representing the first broadcaster's live stream of digital content*."

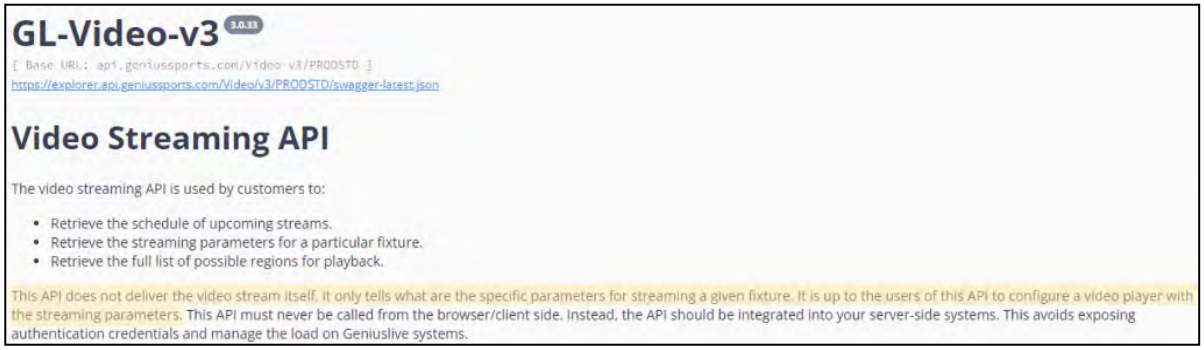
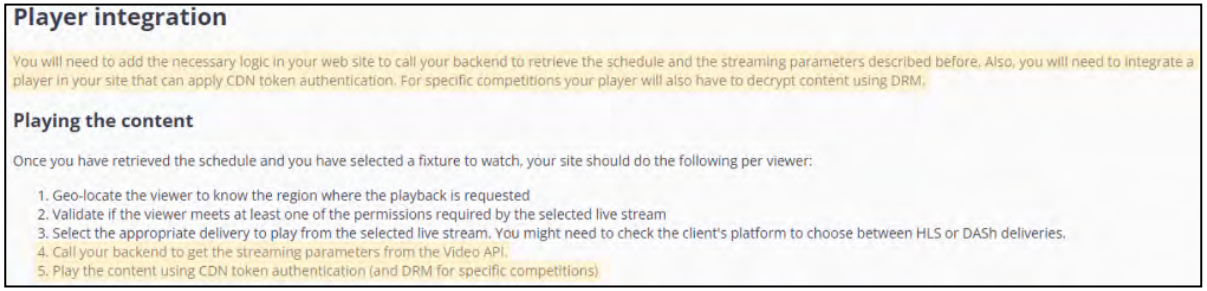
Key Features	Accused Product
representing the first broadcaster's live stream of digital content; and	For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. For video API option, Genius Sports uses HTTP live streaming (HLS) protocol to deliver live stream of digital content. On information and belief, Genius Sports streaming product comprises an HLS mother server to receive the HLS file suite representing the live stream of digital content, such as the HLSStreamResponse. 

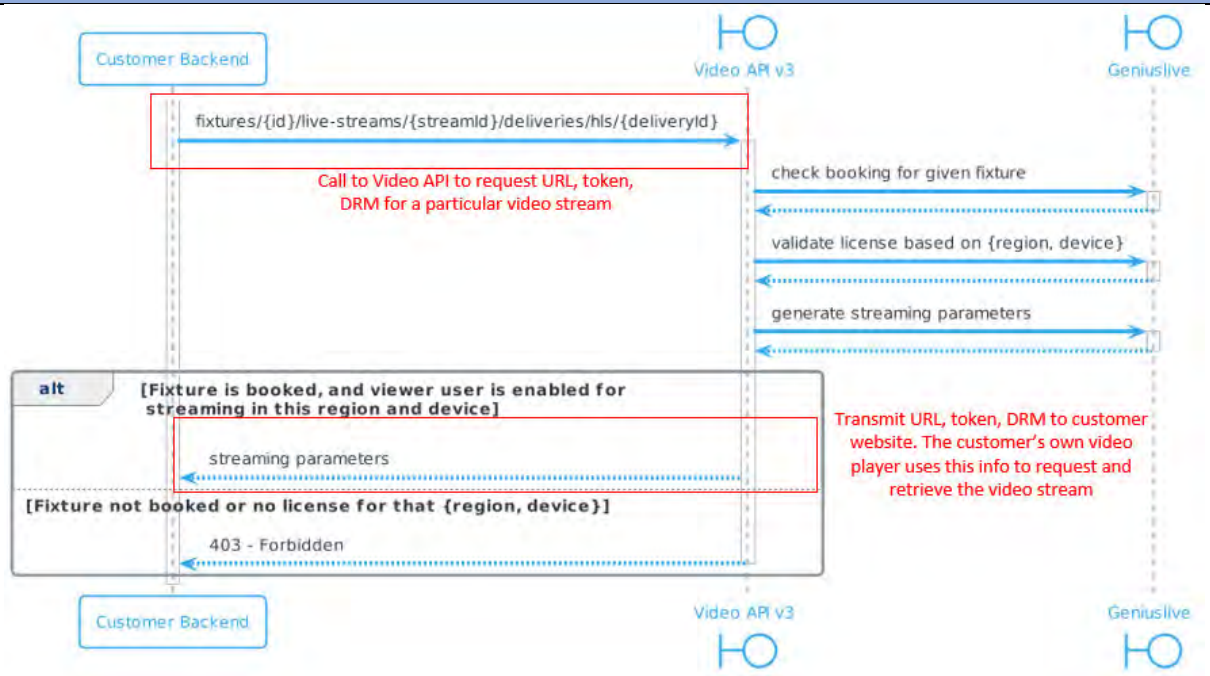
Key Features	Accused Product
	Domain model The diagram below illustrates the main objects exposed in the API and their relationships: 

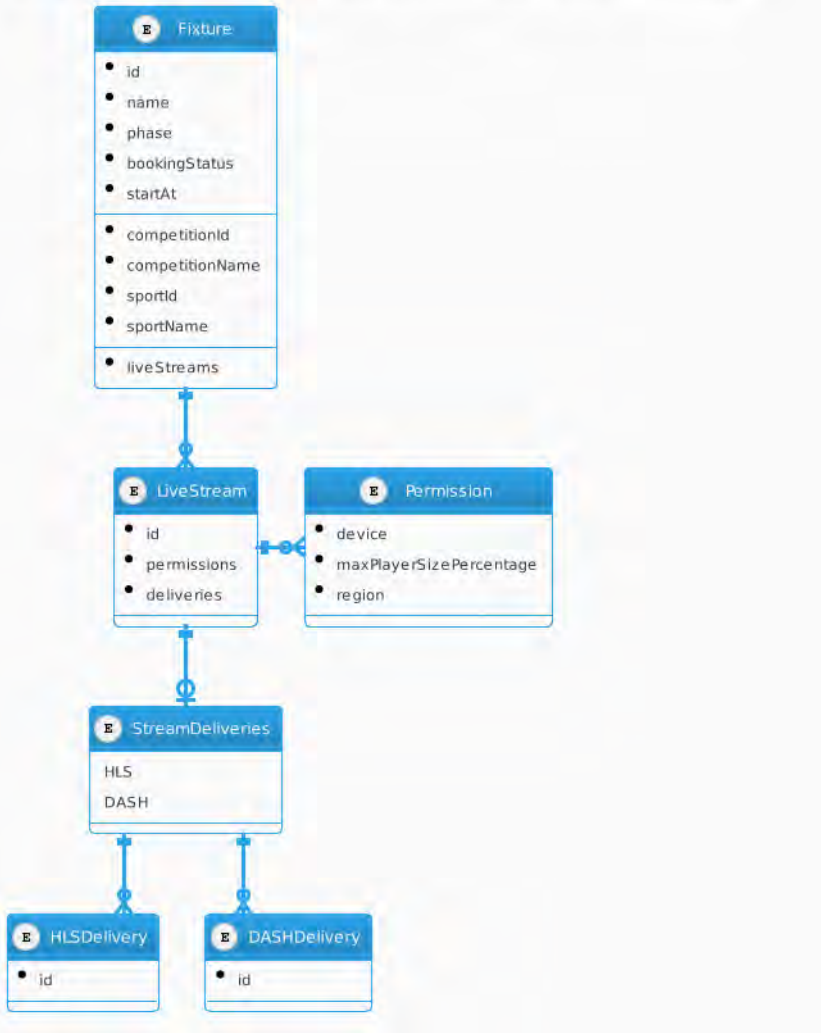
Key Features	Accused Product

	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A **LiveStream** represents one video feed for a given fixture. Tipically, a fixture will only have one stream available, however the API is designed to support several streams for the same fixture. Within each live stream, video can be delivered on several transport protocols (HLS, DASH, etc), described by the **StreamDeliveries** object.
	The **StreamDeliveries** object defines the sources for delivering the stream on a given transport protocol. Currently, HLS and DASH are supported. For each protocol, there can be several sources serving the video content (e.g., primary and backup CDN).
	Each transport protocol defines its own `{Protocol}Delivery` object containing protocol-specific information.
	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested
	2. Validate if the viewer meets at least one of the permissions required by the selected live stream
	3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.
	4. Call your backend to get the streaming parameters from the Video API.
	5. Play the content using CDN token authentication (and DRM for specific competitions)
	Using the CDN access token
	The access token you get from the streaming parameters endpoint of the Video API should be attached as a query string parameter to the URL for the manifest/index file for your target content, using the following format:
	`<URL>?<token>`
	The final url might look like the following:
	`https://[domain]/[path]/index.m3u8?hdnts=st=1370627194~exp=1370627409~acl=*~hmac=6a10b3f602ffdd88c02cd1b89665bfdfdc0fc84c3cf7049752931ad7`
	Using the CDN session token
	Session tokens are created by the CDN and are exchanged with the player during the streaming. For HLS, this session token comes embedded in the master manifest. For DASH, the session token comes in a cookie, therefore the player must be configured to send cookies in the request. However, some devices and browsers might not be configured to support cookies, so it is important for you to validate this before selecting the stream delivery to play.
	Using DRM
	DRM (Digital Rights Management) is a method for adding security to digital content and prevent unauthorized use and piracy. Some competitions require DRM for playback. For those cases, we will encrypt the content from the origin and your player will need to decrypt every chunk of data received from the CDN in order to play these fixtures.
	When you call the streaming parameters endpoint of the API, the response might include a DRM object. If this object is null or is not present, then DRM is not required for that delivery. Otherwise the DRM object contains a list of urls to decryption keys, one url for each supported technology. The player needs to select the technology that bets suites the client platform, then get the key using the url, and finally use that key to decrypt the content during the session.

Key Features	Accused Product
	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)  (*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[30B] a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network (HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel between the HLS CDN and the first viewer client device, wherein the first copy is based on the first HLS file suite received by the HLS mother server.	Genius Sports' platform comprises "*a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network (HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel between the HLS CDN and the first viewer client device, wherein the first copy is based on the first HLS file suite received by the HLS mother server*." For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. As illustrated in the process below, a plurality of HLS child servers, communicatively coupled to the HLS mother server and an HLS content delivery network

Key Features	Accused Product
	(HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel through HLSStreamRequest and HLSStreamResponse.  

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Key Features	Accused Product
	Domain model The diagram below illustrates the main objects exposed in the API and their relationships: 

Key Features	Accused Product

	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A **LiveStream** represents one video feed for a given fixture. Tipically, a fixture will only have one stream available, however the API is designed to support several streams for the same fixture. Within each live stream, video can be delivered on several transport protocols (HLS, DASH, etc), described by the **StreamDeliveries** object.
	The **StreamDeliveries** object defines the sources for delivering the stream on a given transport protocol. Currently, HLS and DASH are supported. For each protocol, there can be several sources serving the video content (e.g., primary and backup CDN).
	Each transport protocol defines its own `{Protocol}Delivery` object containing protocol-specific information.
	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested
	2. Validate if the viewer meets at least one of the permissions required by the selected live stream
	3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.
	4. Call your backend to get the streaming parameters from the Video API.
	5. Play the content using CDN token authentication (and DRM for specific competitions)
	Using the CDN access token
	The access token you get from the streaming parameters endpoint of the Video API should be attached as a query string parameter to the URL for the manifest/index file for your target content, using the following format:
	`<URL>?<token>`
	The final url might look like the following:
	`https://[domain]/[path]/index.m3u8?hdnts=st=1370627194~exp=1370627409~acl=*~hmac=6a10b3f602ffdd88c02cd1b89665bfdfdc0fc84c3cf7049752931ad7`
	Using the CDN session token
	Session tokens are created by the CDN and are exchanged with the player during the streaming. For HLS, this session token comes embedded in the master manifest. For DASH, the session token comes in a cookie, therefore the player must be configured to send cookies in the request. However, some devices and browsers might not be configured to support cookies, so it is important for you to validate this before selecting the stream delivery to play.
	Using DRM
	DRM (Digital Rights Management) is a method for adding security to digital content and prevent unauthorized use and piracy. Some competitions require DRM for playback. For those cases, we will encrypt the content from the origin and your player will need to decrypt every chunk of data received from the CDN in order to play these fixtures.
	When you call the streaming parameters endpoint of the API, the response might include a DRM object. If this object is null or is not present, then DRM is not required for that delivery. Otherwise the DRM object contains a list of urls to decryption keys, one url for each supported technology. The player needs to select the technology that bets suites the client platform, then get the key using the url, and finally use that key to decrypt the content during the session.

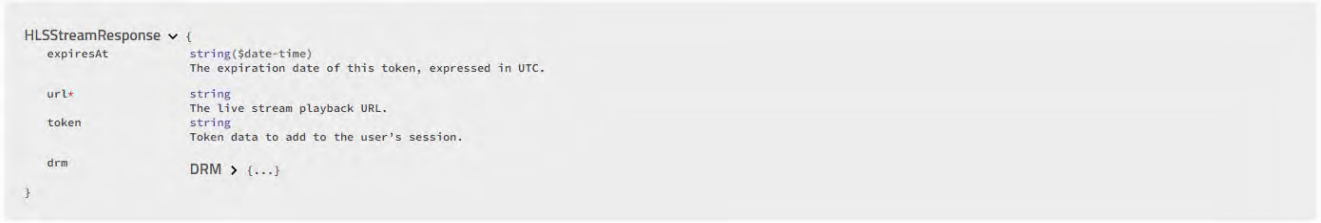
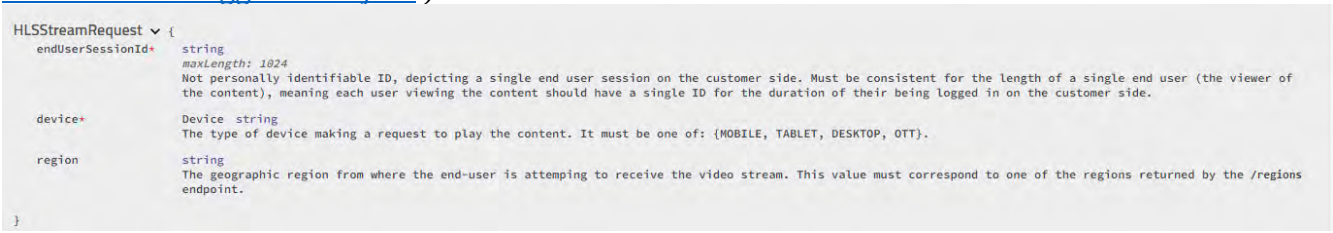
Key Features	Accused Product
	(*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)  (*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)  (*See*, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

Exhibit 3

U.S. PATENT NO. 11,039,218 V/S Genius Sports Ltd.

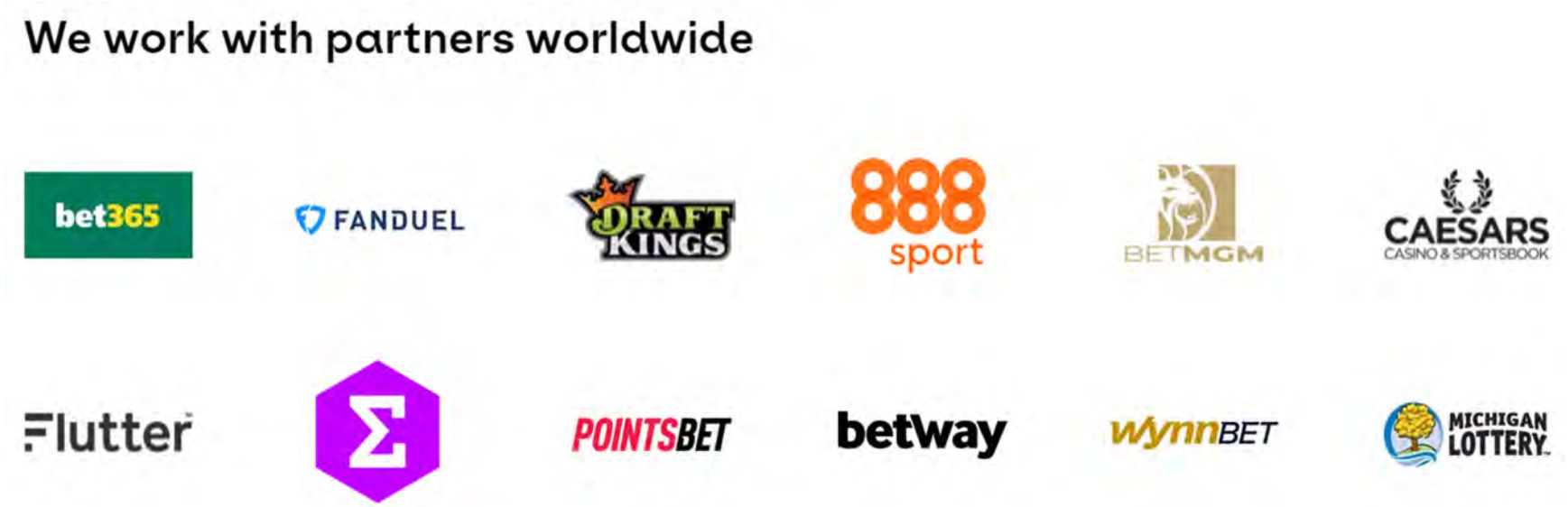
I. INTRODUCTION

The chart below demonstrates how Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") as well as Defendant's partners, customers, and end users of the products and features discussed below, directly infringe, either literally or under the doctrine of equivalents, at least claims 1-30 of U.S. Patent No. 11,039,218 ("the '218 Patent"). Defendant and Defendant's partners, customers, and end users directly infringe the identified claims at least by making, using, selling, installing, configuring to operate, importing, testing, and/or offering to sell at least Genius Sports' Sportsbook Platform and live streaming services, as well as other offerings and services that integrate with Genius Sports' Sportsbook Platform and live streaming services, including but not limited to the product marketed under the trade names Multibet, BetVision, GeniusLive, and GeniusLive+, including any equivalent or substantially similar products (collectively, "the Accused Products") either alone, and/or when installed and operated as designed and intended on a computer system or network, as detailed below.

Each element of each asserted claim is presently alleged to be literally present. Because discovery has not started and the Asserted Claims have not yet been construed, SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA") reserves the right to supplement its contentions, including with respect to the Doctrine of Equivalents as appropriate. In addition, any of Defendant's products that perform similar functions and/or incorporate or rely on the same or similar functionality (for example, without limitation, any predecessor or successor products performing the same functions in the same ways or products which use the same software, plugins, or libraries or call the functions underlying the operations identified below) as the Accused Products also infringe in the manner set out below.

Defendant directly infringes at least claims 1-30 of the '218 Patent, either literally or under the doctrine of equivalents, by making, using, offering to sell and selling the systems described below. Defendant's partners, customers, and end users of its Accused Products and corresponding systems and services directly infringe at least claims 1-30 of the '218 Patent, literally or under the doctrine of equivalents, at least by using the Accused Products and corresponding systems and services, as described below. For example, Defendant publicizes and markets that it works with partners worldwide in connection with using its Accused Products and corresponding systems and services:

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See https://geniussports.com/sportsbook/.

Defendant has actively induced and are actively inducing infringement of at least claims 1-30 of the ’218 Patent with specific intent to induce infringement, and/or willful blindness to the possibility that its acts induce infringement, in violation of 35 U.S.C. § 271(b). For example, Defendants encourages and induces customers to use the Genius Sports Platform in a manner that infringes claims 1-30 of the ’218 Patent at least by offering and providing the software and by engaging in activities relating to selling, marketing, advertising, promotion, installation, support, and distribution of the Accused Products.

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe claims 1-30 of the ’218 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video streaming software, and services in the United States. (*See* PANDA_000055-PANDA_000064, https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer’s use of the Accused Products in a manner that infringes the ’218 Patent.

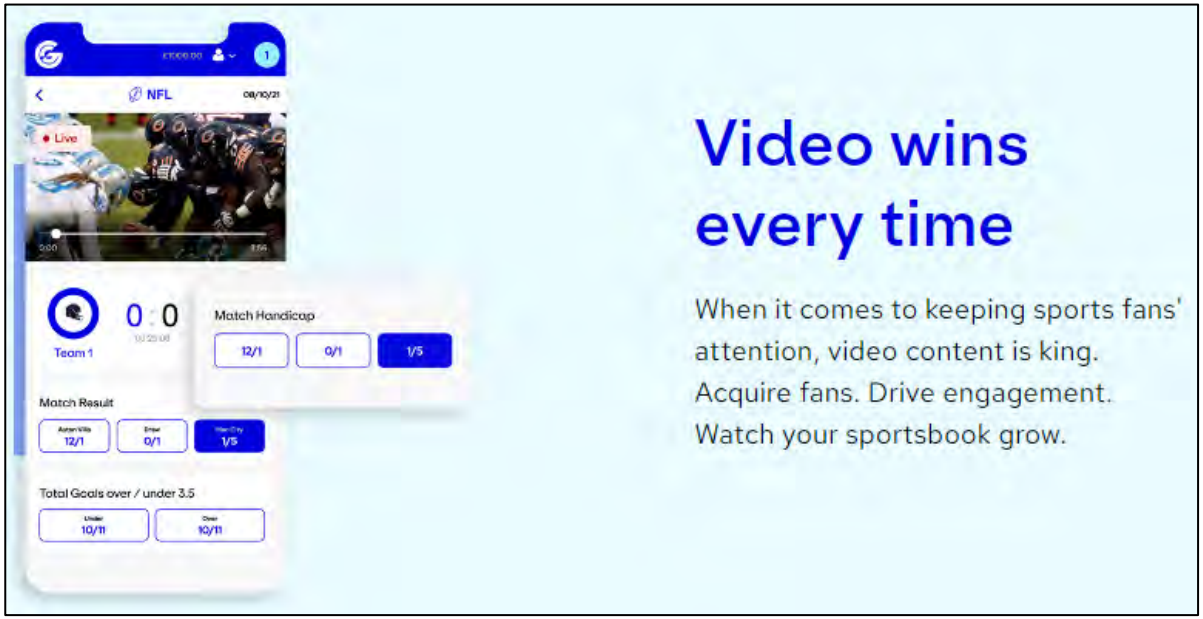
Defendant also contributes to the infringement of its partners, customers, and end-users of the Accused Products by providing within the United States or importing into the United States the Accused Products, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. These functionalities are continually running when the system is in use and, on information and belief, cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice the ’218 Patent, that functionality could not be performed. Additionally, the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, itself has no substantial non-infringing uses because the components, modules and methods identified below are a necessary part of that functionality. For example, without the on-to-many socket architecture, the Accused Products could not effectively synchronize the event information across multiple viewers. These functionalities are continually running when the system is in use and cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice claimed in the ’218 Patent, that functionality could not be performed.

Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. For example, at least the functionalities and corresponding modules (whether software and/or hardware) described below have no suitable non-infringing use and form a material part of the Accused Products. In other words, when each of the Accused Products operates, the functions below are performed. Moreover, when the functionality and modules specifically described below are operated, they perform the steps described below. The Accused Products (and the specific modules and functionalities described herein) are designed and intended specifically to perform the inventions claimed in the Asserted Claims, and do not have any other purpose. For example, the Accused Products and accused functionalities (e.g., the one-to-many architecture) constitute a material part of the inventions claimed because such architecture is integral to the system as recited in the claims of the ’218 Patent. None of these products are staple goods—they are sophisticated and customized video streaming products, methods, and systems.

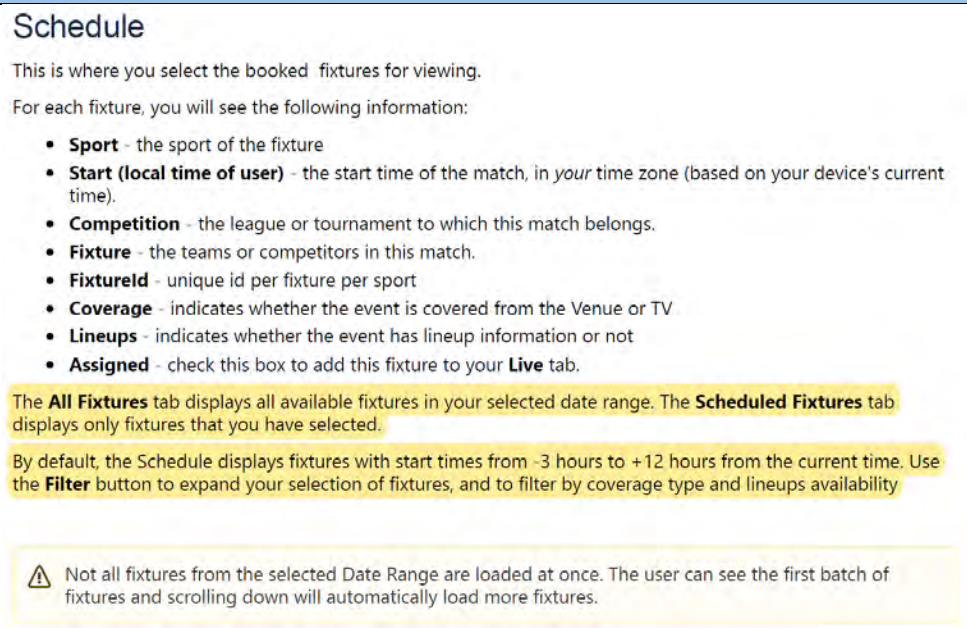
Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems, including through discovery, or should one or more claims be construed in a manner differently than interpreted herein.

II. CLAIM CHARTS

1. Independent Claim 1

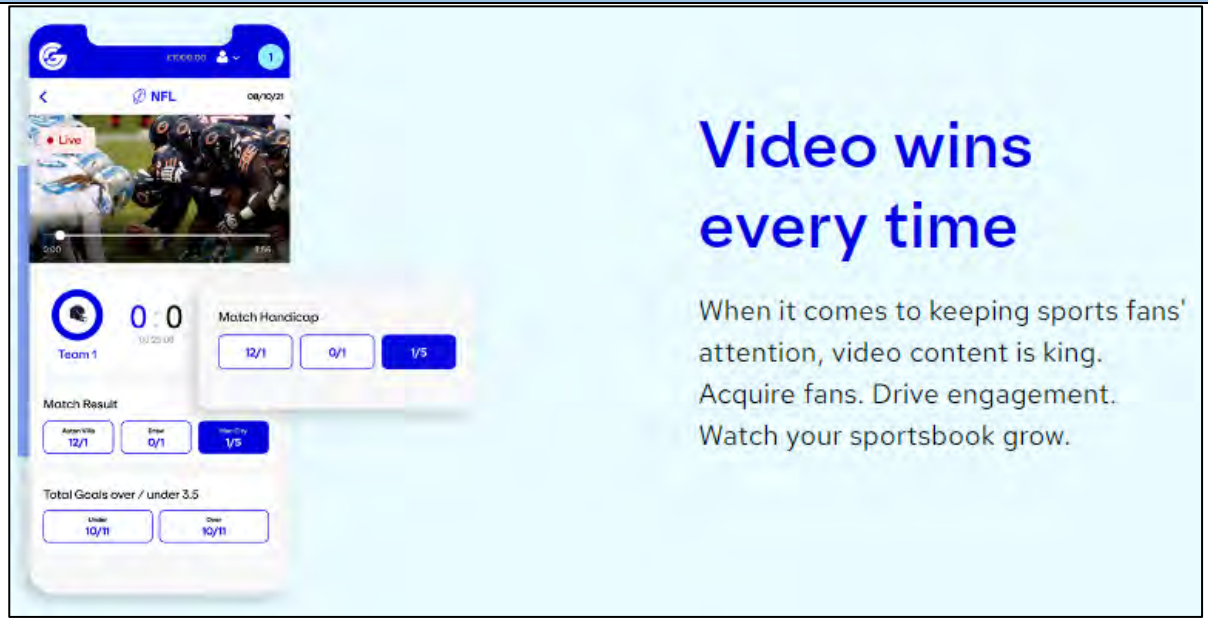
Key Features	Accused Product
[1.P] A system for controlling a plurality of viewer client devices to receive first digital content relating to a first sporting event and first event information germane to the first sporting event, the first event information including online gaming information, the system comprising:	The Accused Products comprise "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.*" For example, the Accused Products can be accessed through web browsers where a video player in be integrated into the website using API to transmit the video stream related to a match wherein the score and match details are updated live on the multibet widgets on a user device. In addition, the Accused Products include both a live stream of a sporting event and overlayed event information germane to the sporting event.  (*See* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

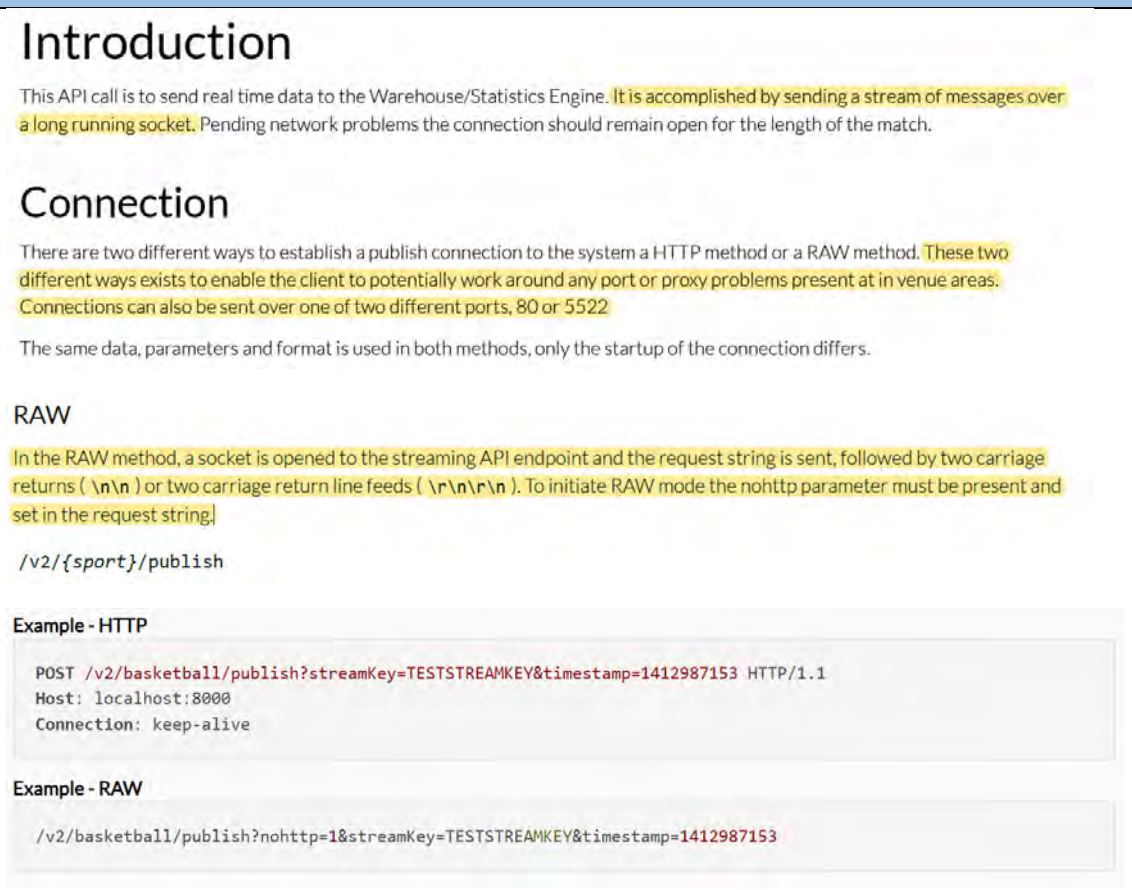
Key Features	Accused Product
	The overlayed event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, and game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).
[1A] a control server to periodically retrieve, via the Internet, the first event information germane to the first sporting event;	On information and belief, the Accused Products include "*a control server to periodically retrieve, via the Internet, the first event information germane to the first sporting event;* For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned," as well as "Statistics."

Key Features	Accused Product
	 (S*ee*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

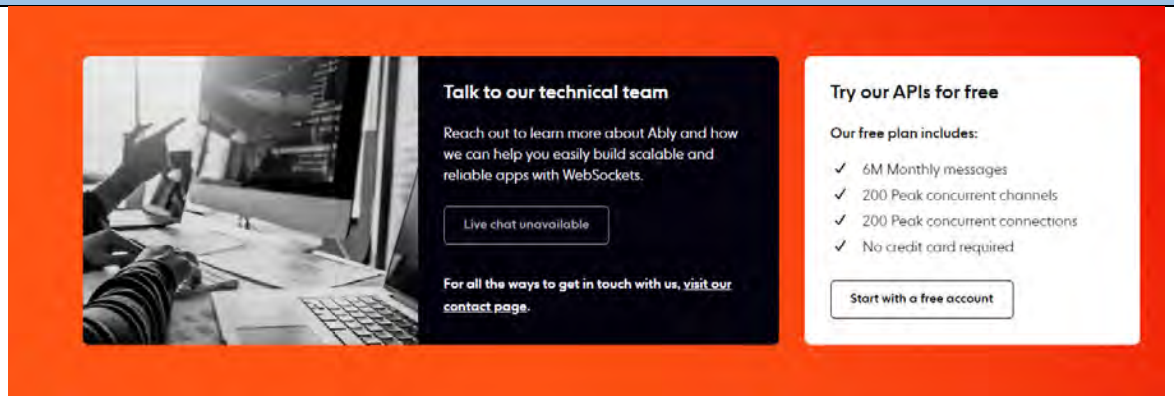
Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

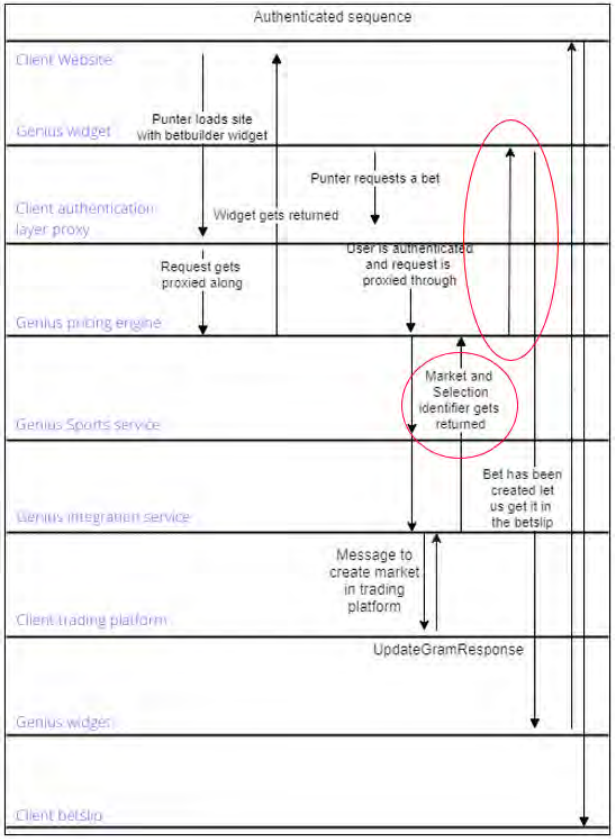
Key Features	Accused Product
	 (*See* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[1B] at least one socket server communicatively coupled to the control server to: [1B.1] receive from the control server at least the first event information; and	On information and belief, the Accused Products include "*at least one socket server communicatively coupled to the control server to: receive from the control server at least the first event information.*" For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."

Key Features	Accused Product
	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

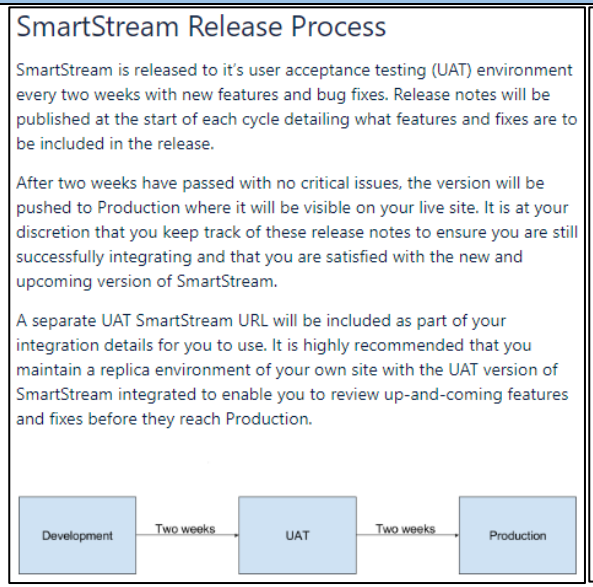
Key Features	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.

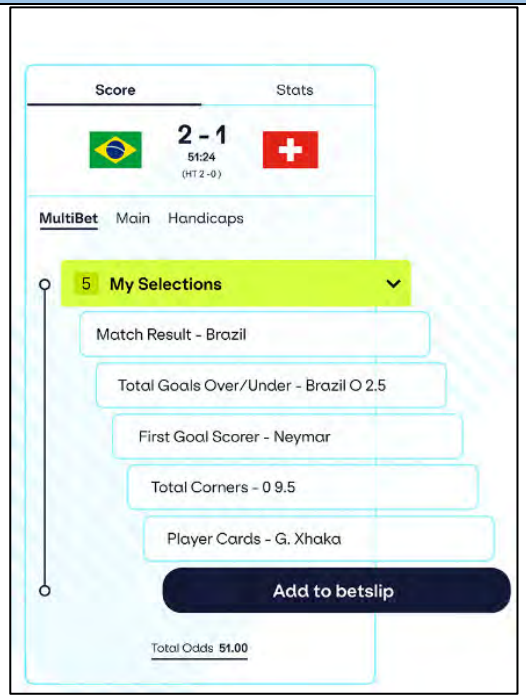
Key Features	Accused Product
	 (*See* https://ably.com/case-studies/genius-sports)
[1B.2] transmit at least some of the first event information, including the online gaming information, to at least a first viewer client device of the plurality of viewer client devices via a first event information Internet communication channel between a first event socket of the at least one socket server and the first viewer client device,	On information and belief, the Accused Products include at least one socket server communicatively coupled to the control server to "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*." Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.

Key Features	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device via the Internet.

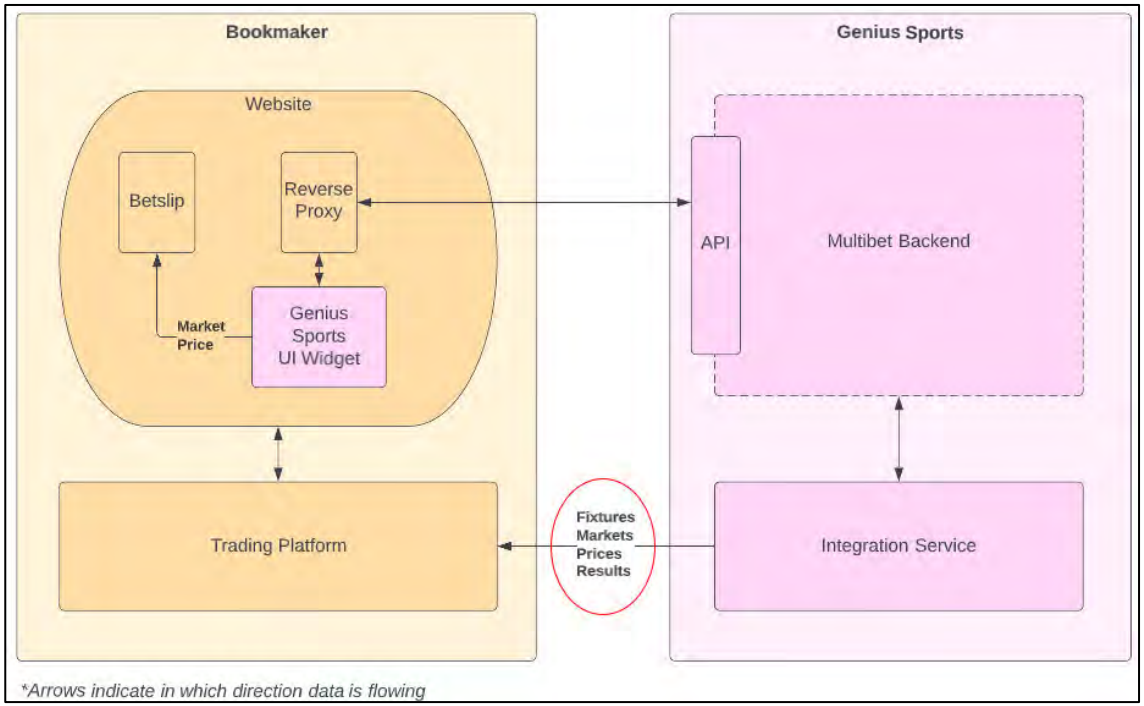
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

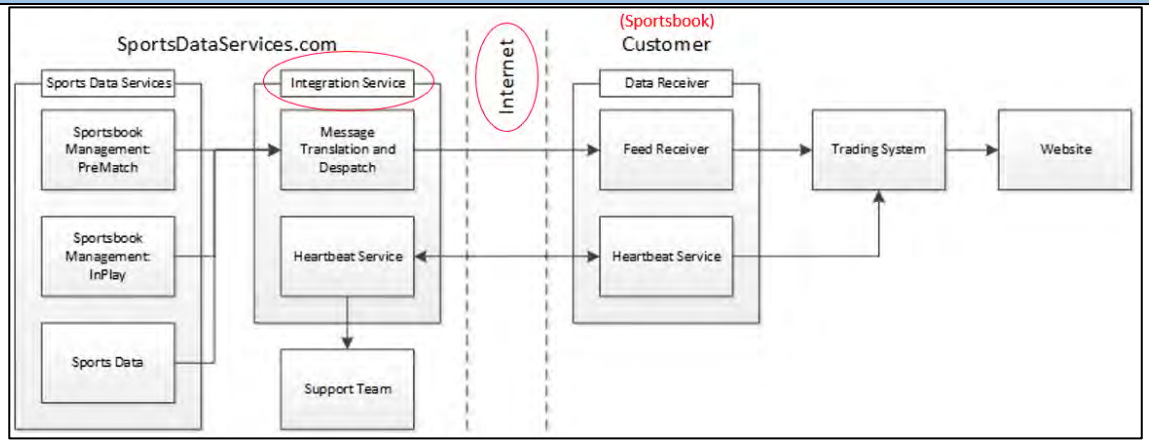
Key Features	Accused Product
	Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

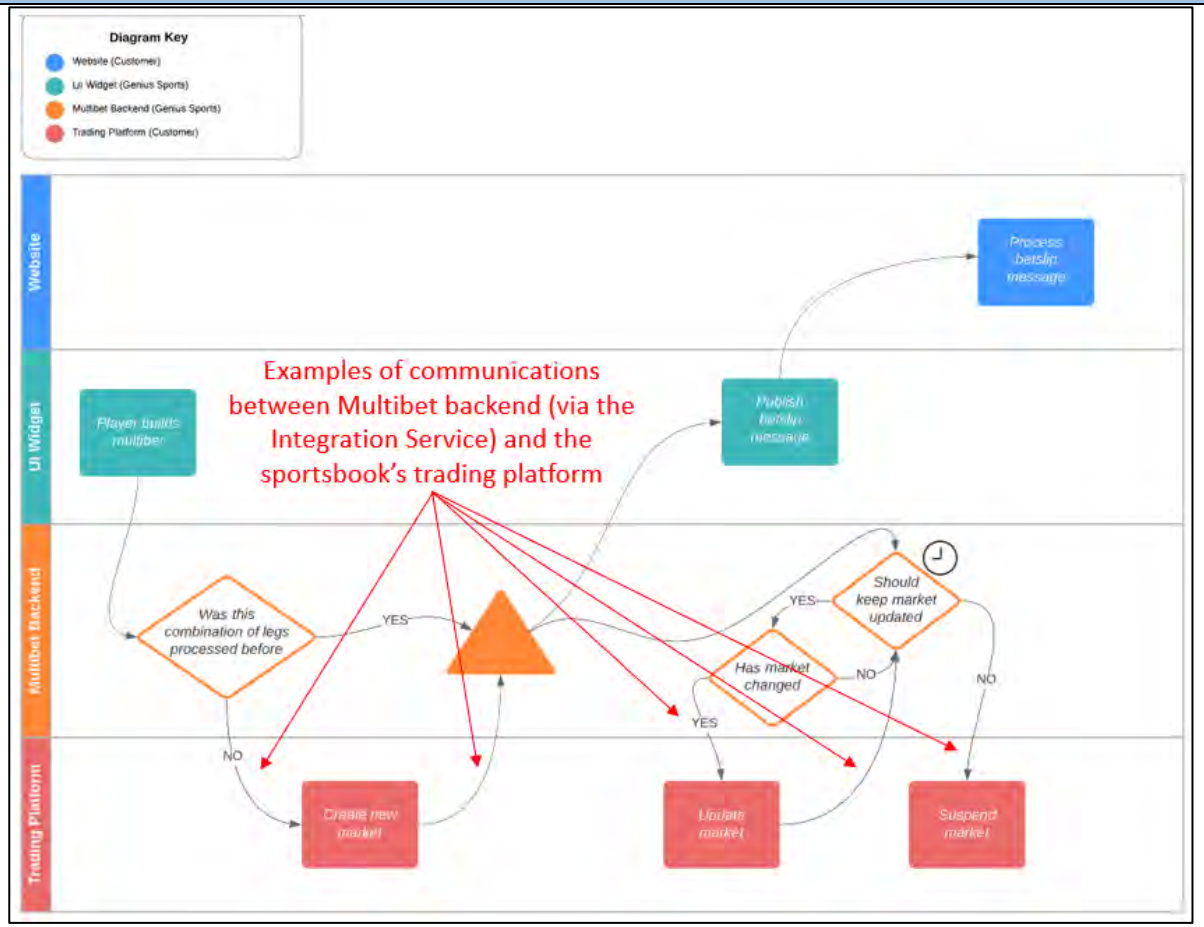
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

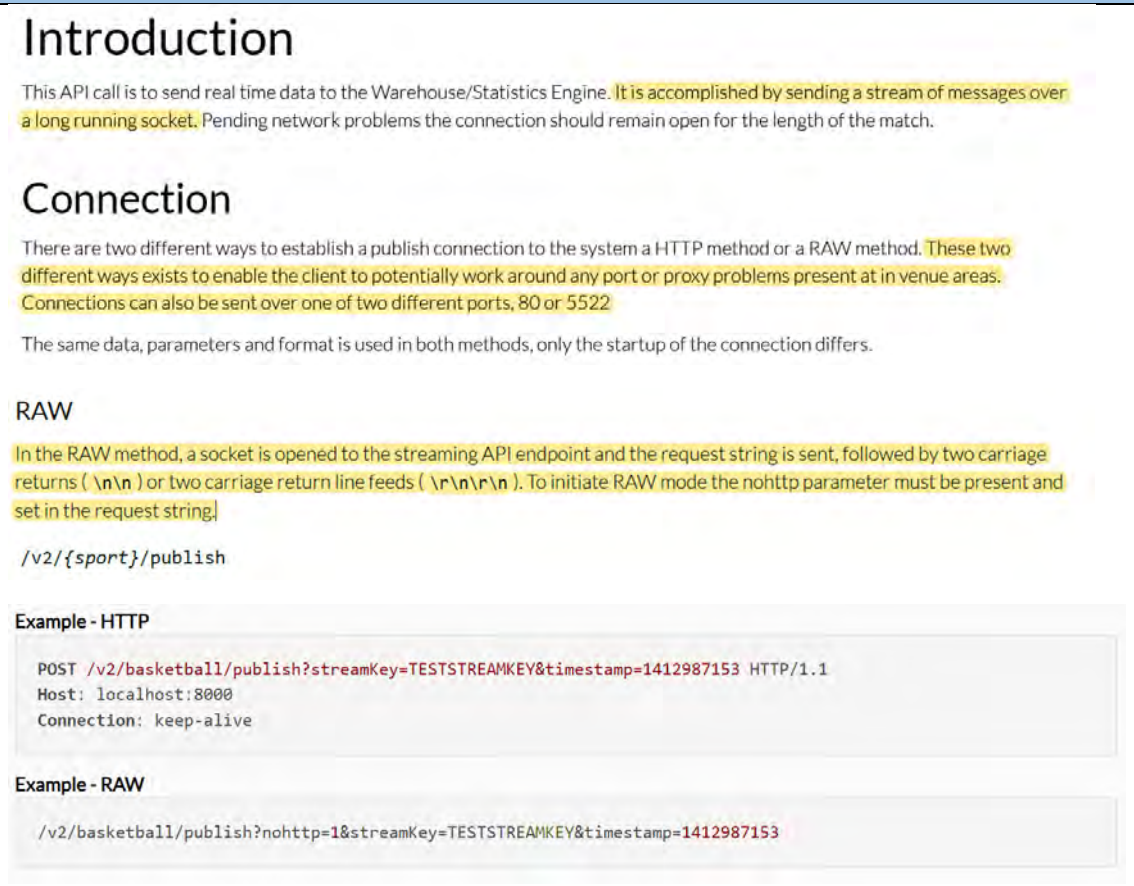
Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

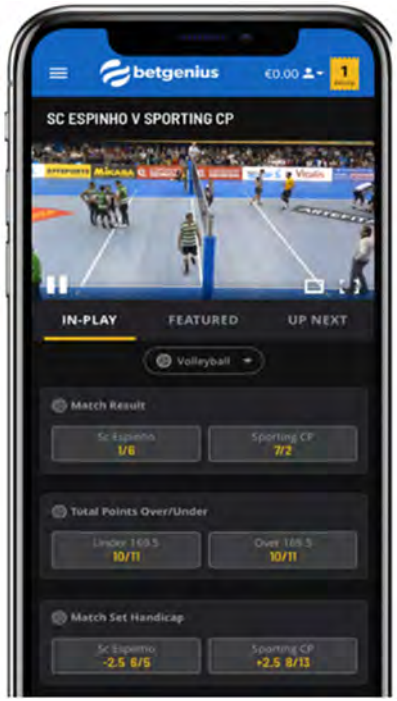
Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

Key Features	Accused Product
[1B.3] wherein the first event socket corresponds to the first event information germane to the first sporting event; and	The Accused Products comprise the system where "*the first event socket corresponds to the first event information germane to the first sporting event*." The Multibet widget, when embedded into the Accused Products, is configured for a specific sports match or fixture. The connection between the widget and Genius Sport's back-end is configured to transmit data related to the sports match. Embedding a Multibet Widget How do I embed a Multibet widget under a specific fixture? The Multibet Widget offered by Genius Sports is fixture specific and does not accommodate an event viewer and selector page, therefore it should be embedded under a specific fixture within the Sportsbook page. Using an URL parameter ***fixtureId*** which is expecting Genius Sports Fixture Id as a value: https://gsm-widgets.betstream.betgenius.com/multibet?fixtureId=6102728&productName=[clientName]&competitionId=296&culture=es-ES Other parameters will be required like: • **Product Name:** this is the customer name given by Genius. • **Competition id:** is the Genius Sports identifier for a competition. • **Culture:** is the parameter related to the language preferred. <iframe src="https://gsm-widgets.betstream.betgenius.com/mul (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)

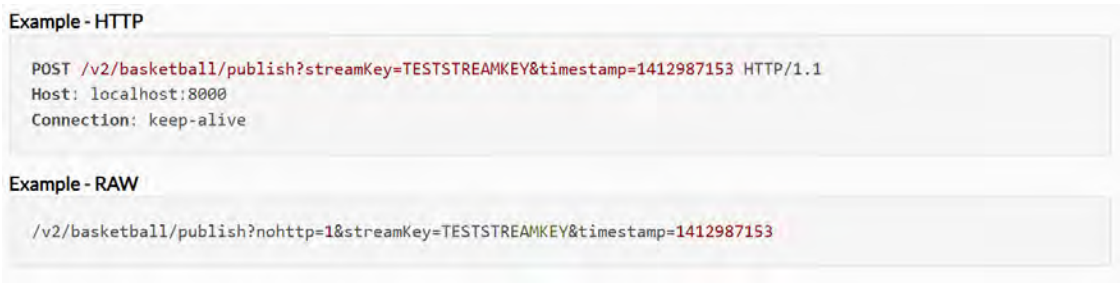
Key Features	Accused Product
	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[1C] at least one webserver communicatively coupled to the at least one socket	The Accused Products include "*at least one webserver communicatively coupled to the at least one socket server to transmit, to the first viewer client device*."

Key Features	Accused Product
server to transmit, to the first viewer client device:	For example, the Accused Products run on device browser wherein the player embedded in the website authenticates the user and then sends a request to the webserver to further transmit the request to the genius sport's servers.  (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

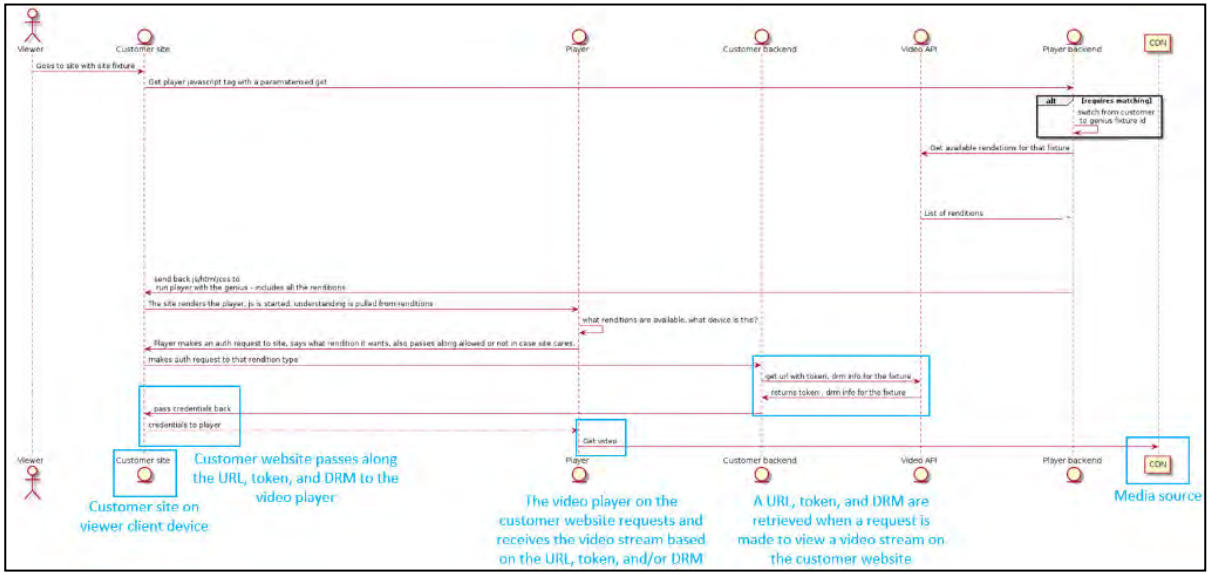
Key Features	Accused Product
	In order to protect client from unauthorized access and malicious traffic within the application to platform, client **must** implement the solution described in detail below. The described workflow will guarantee that only authorized (logged-in) user can access the widget and only through client's website. If the below is implemented, non-logged in users should notbe able to construct betslips within the Multibet widget. The widget, and all calls to get probabilities/prices should pass through a reverse proxy which ensures that the the person requesting the price or widget is known to the bookmaker. The "Add-to-Betslip" action is a client side javascript initiated event which the bookmaker website or webview should be listening to. This event is described in more detail further down this document. When the punter adds to the betslip, a call is made through the reverse proxy to create the market in the bookmaker trading platform. To allow the widget on the web to properly authenticate the exact solution described below needs to be implemented by the bookmaker for their reverse proxy which does authentication. (*See*, PANDA_000228, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.)

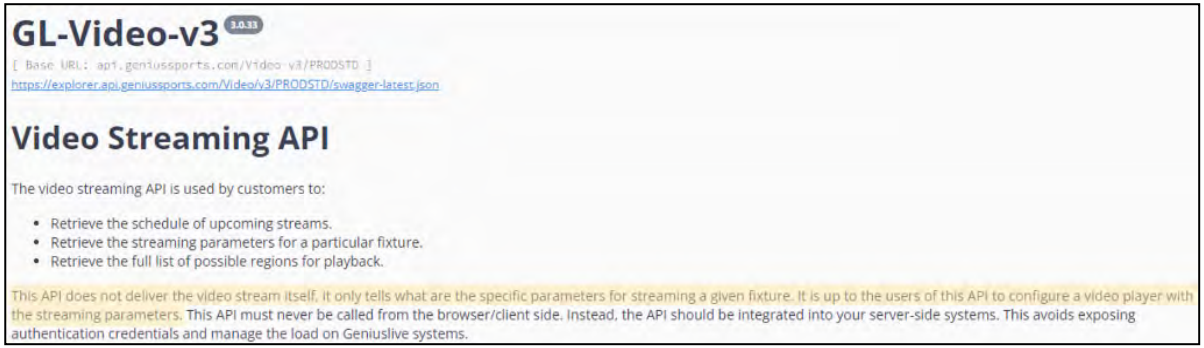
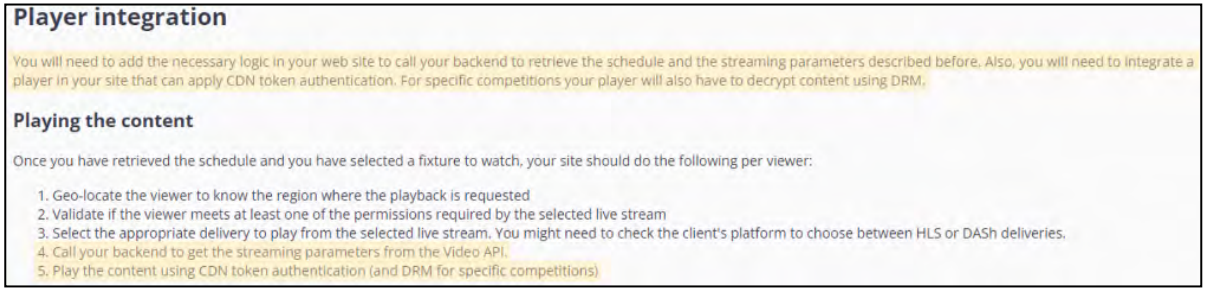
Key Features	Accused Product
	1. Player will access client's website, which hosts an iframe. Iframe would point to the Genius Sports Integration page endpoint **(https://gsm-widgets-uat.betstream.betgenius.com/...).** 2. Genius Sports integration Iframe page would point to client's reverse proxy, which in turn forwards the request transparently in the background to Multibet app **(www.customer.com/multibet). NB! Proxy must be located in the root path of the domain.** 3. Webserver hosting the Multibet widget will be IP whitelisted to allow traffic only from customer's reverse proxy. 4. Multibet widget is then executed/rendered in player's device/browser. 5. Backend calls within the widget will be passing through client's proxy. Each call will be using relative paths. 6. If player creates a betslip ("Add-to-BetSlip") then the associated back-end call (V1: "addorupdatebetslip", V2: "savebetslip") will be intercepted to check if the user session is logged. (*See*, PANDA_000228-PANDA_000229, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.) **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

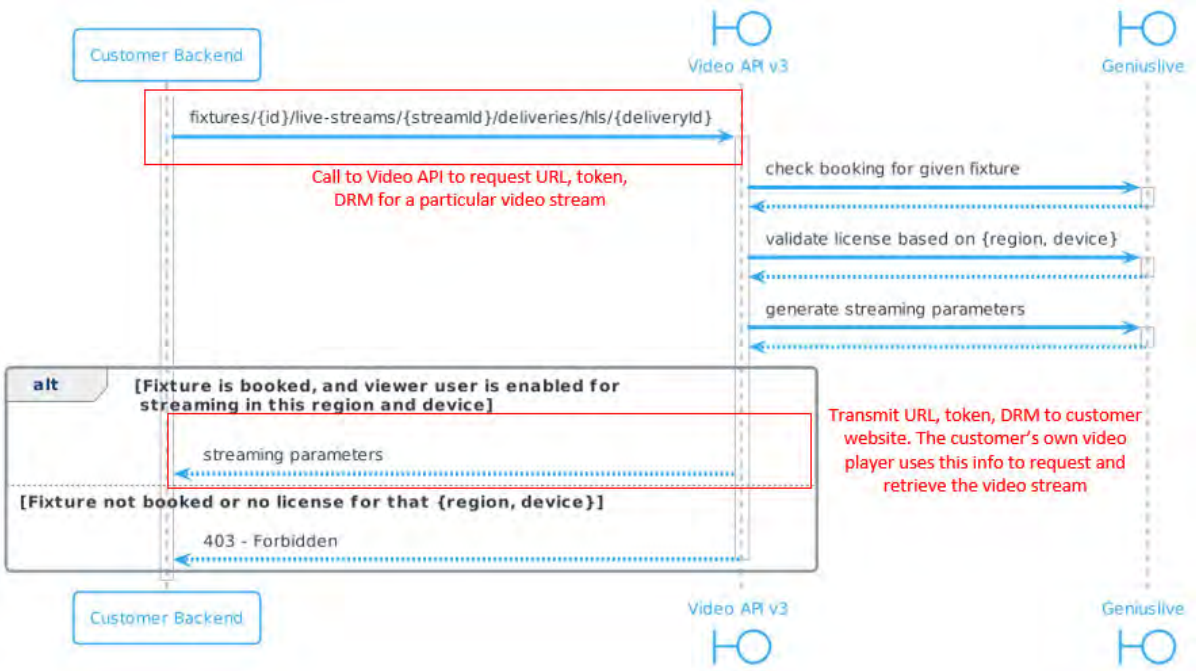
Key Features	Accused Product
	RAW In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string. /v2/{sport}/publish **Example - HTTP** POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive **Example - RAW** /v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153  (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[1C.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	The Accused Products include at least one webserver to transmit *"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;"* Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.

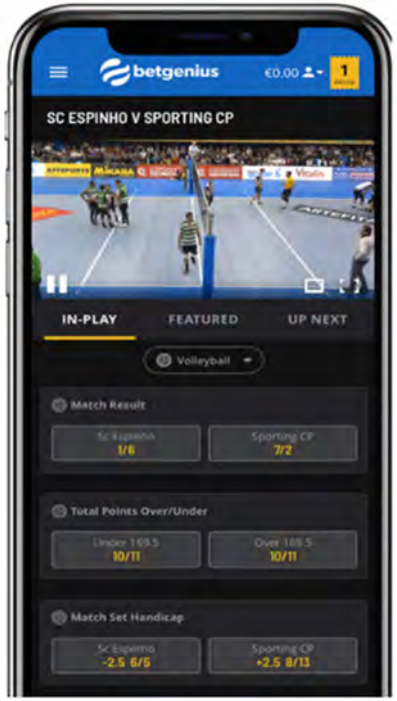
Key Features	Accused Product

	Option (1): Drop & Play
	
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features	Accused Product
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

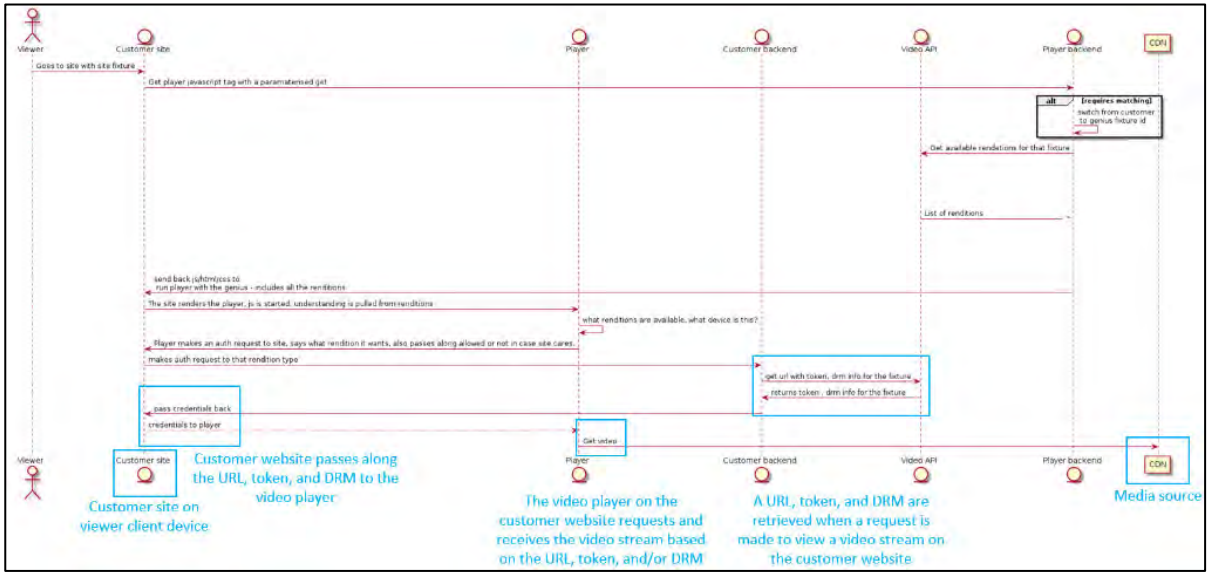
Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.  

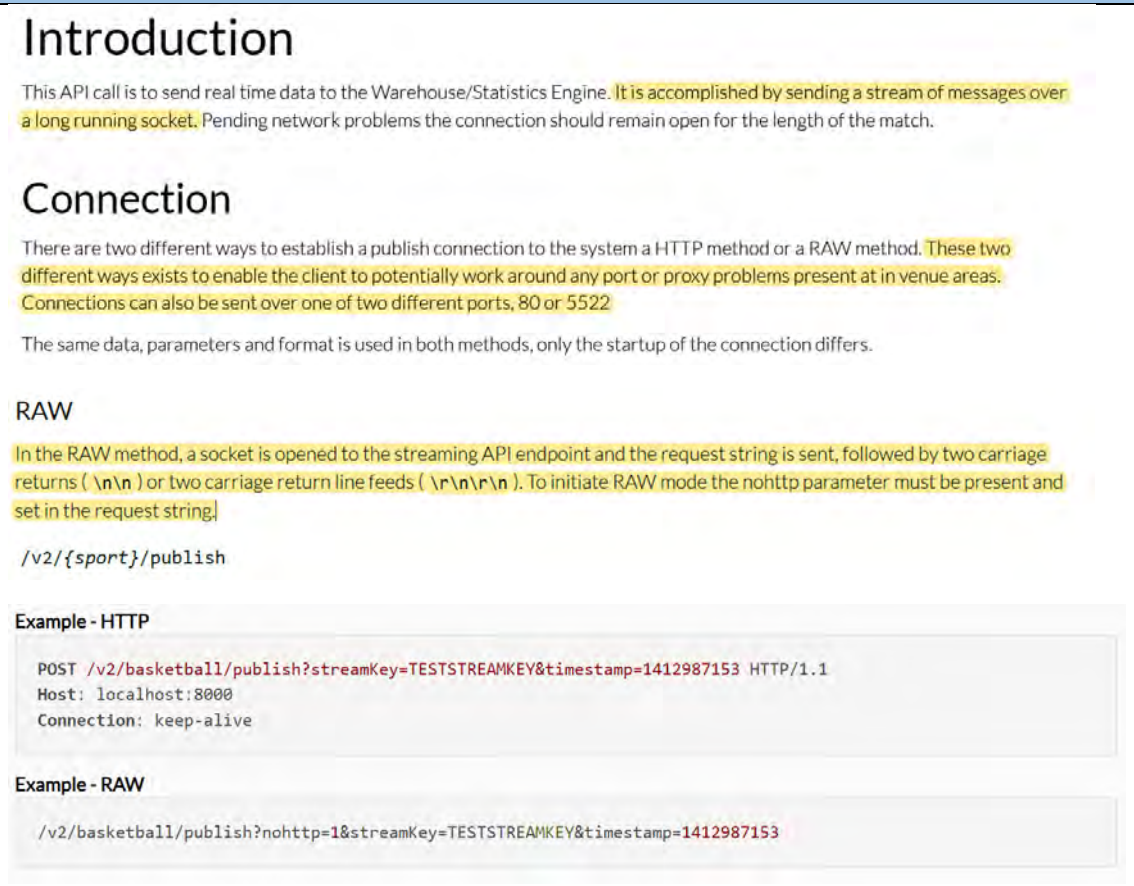
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[1C.2] a first socket address of the first event socket to establish the first event information Internet communication channel to carry the online gaming information.	The Accused Products include at least one webserver to transmit "*a first socket address of the first event socket to establish the first event information Internet communication channel to carry the online gaming information.*" For example, the Accused Products comprise a system/method for providing a requested video stream to a viewer via a port. The method is used to send from the API the port number from where the stream is to be received. The request from the user has multiple return line feeds which return the video feed to the client device form the assigned port/socket via the internet.

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video.

Key Features	Accused Product

	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
	
	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.
	
	Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.
	
	By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.
	
	All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.
	
	International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.
	
	Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
	
	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
	
	(*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features	Accused Product
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.)

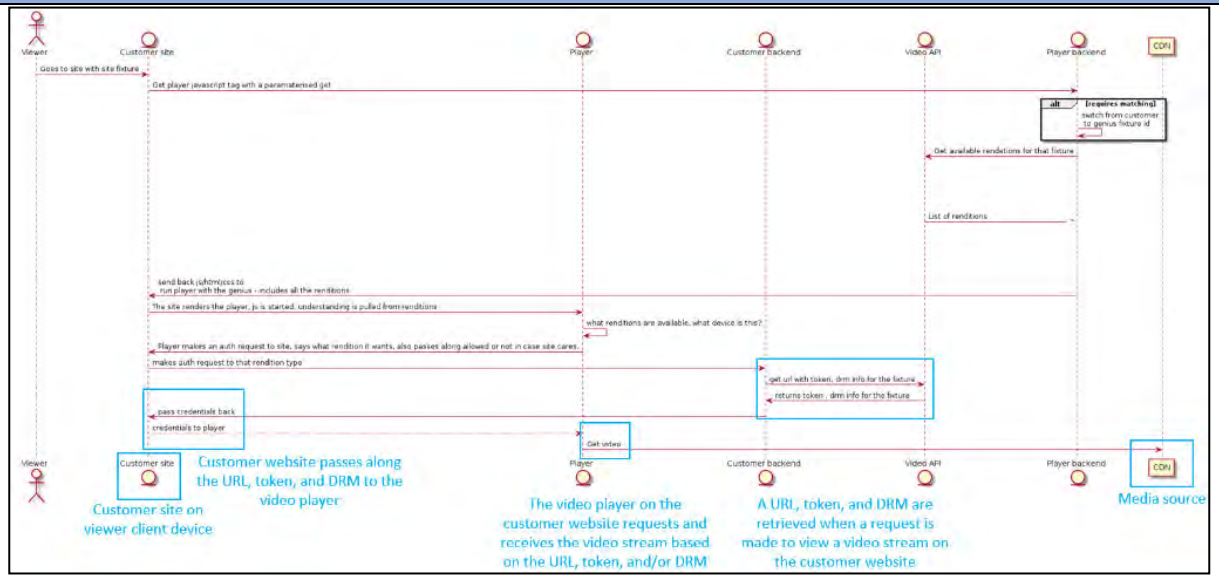
Key Features	Accused Product
	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

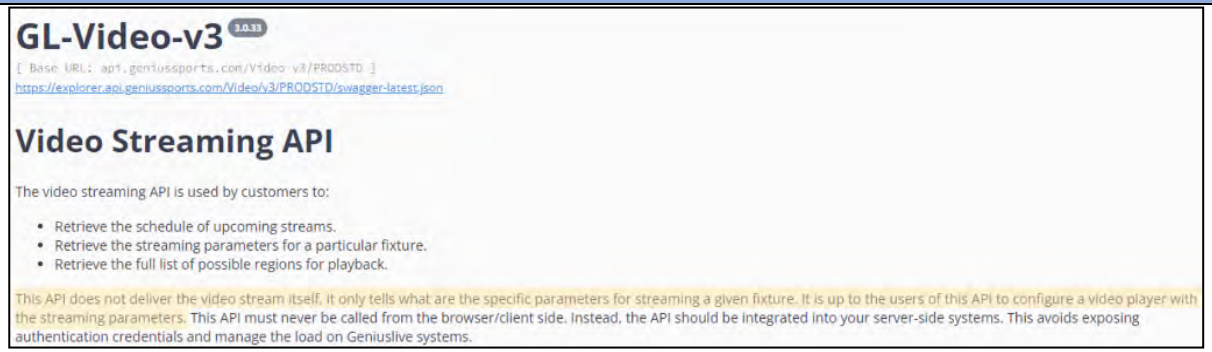
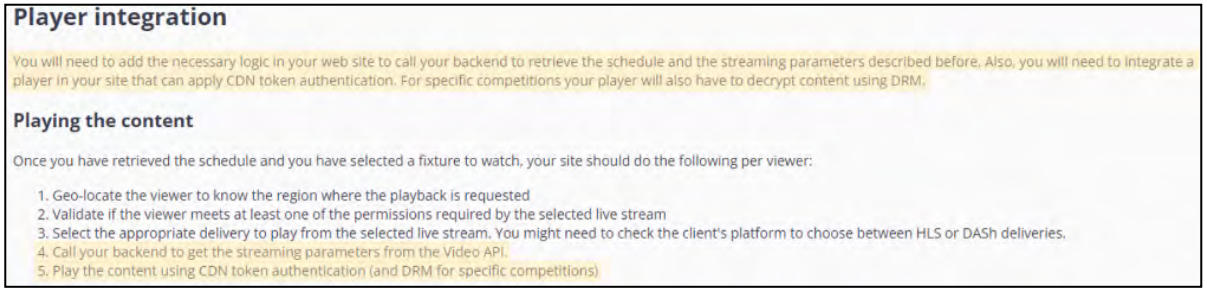
2. Dependent Claim 2

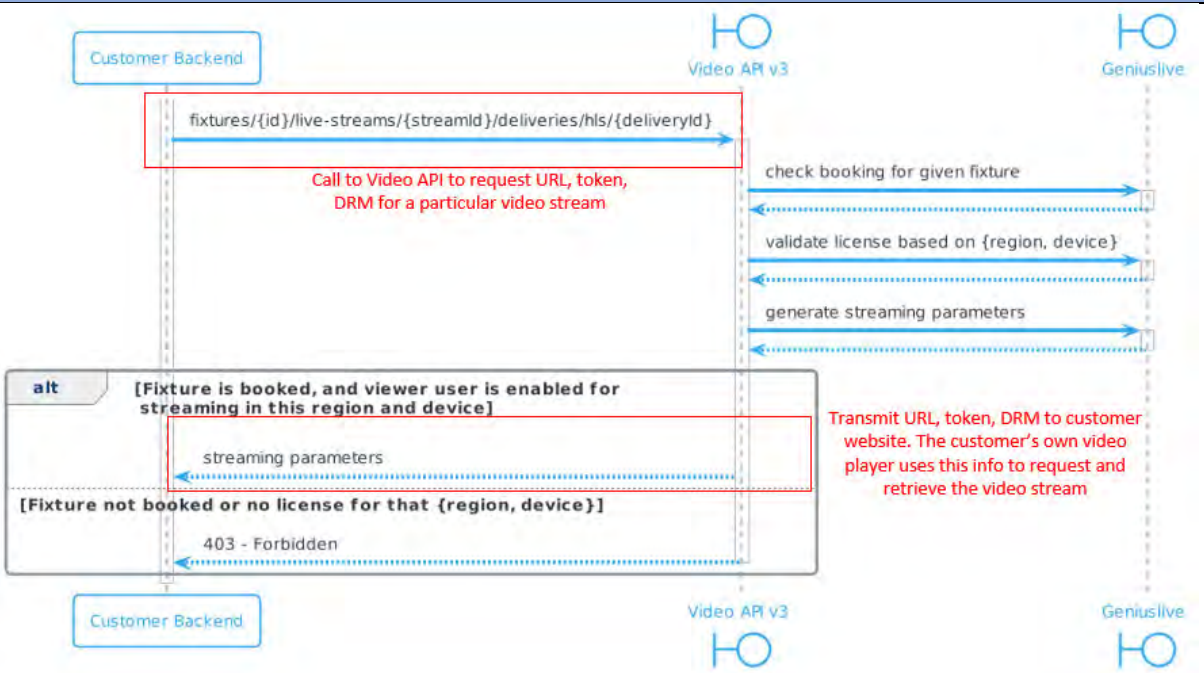
Key Features	Accused Product
[2.P] The system of claim 1, wherein:	*The Accused Products comprise the system* of claim 1. *See* Claim 1, *supra*.
[2.A] the first socket address transmitted by the at least one webserver to the first viewer client device includes a first event identifier (first EventID) 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.	The Accused Products include a system where "*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.*" Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product

	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product
	 

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) The URLs accessed by these processes include information that identifies the event to which they correspond (first EventID).

3. Dependent Claim 3

Key Features	Accused Product
[3.P] The system of claim 1, wherein:	The Accused Products comprise the system of claim 1. *See* Claim 1, *supra.*

Key Features	Accused Product
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.	The Accused Products comprise a system 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.*" *See* Claim 1.B.2, *supra*. For example, the Accused Products send "a stream of messages over a long running socket" via a connection that will "remain open for the length of the match." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.) Genius Sports continuously monitors its services to ensure a persistent connection. Monitoring the Service Our Support team monitors the heartbeat service to ensure that we are always able to connect to your Data Receiver. If the connection fails, the heartbeat monitor service notifies our Support team so that they can investigate immediately. The Support team will notify your technical support team of the fault by email. https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822535/Service+Reliability+and+Availability

4. Dependent Claim 4

Key Features	Accused Product
[4.P] The system of claim 1, wherein:	The Accused Products comprise the system of claim 1. *See* Claim 1, *supra.*
[4A] 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	The Accused Products include a system where "*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*." For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. **RAW** In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string. `/v2/{sport}/publish`

Key Features	Accused Product

	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

[4B] 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.	The Accused Products comprise a system where "*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*." *See* Claim 1 *supra*. In addition, in the Accused Products, "data is synchronized with Genius' data distribution network, ensuring low latency, accurate, reliable delivery of play-by-play data." *Fail-safe data and video capture* Genius' in-venue data collection systems are designed to continue to function when disconnected from supporting systems, ensuring statisticians can continue to collect rich sports data unimpeded. When disconnected from the internet, these systems will continue to support officials, teams, scoreboards, and broadcasters in the venue. While connected, data is synchronized with Genius' data distribution network, ensuring low latency, accurate, reliable delivery of play-by-play data. The unique sport-specific user interface workflows ensure the most time critical data is delivered at the earliest opportunity while still allowing the collection of a rich dataset. Supplementing the data solutions, automated cameras allow sports leagues to produce live streaming content for delivery through the distribution network. Automated monitoring, remote management, and AI-driven production mean minimal interaction is required from sports leagues once the solution has been installed which, alongside Genius' innovative hardware solution, reduces production costs.

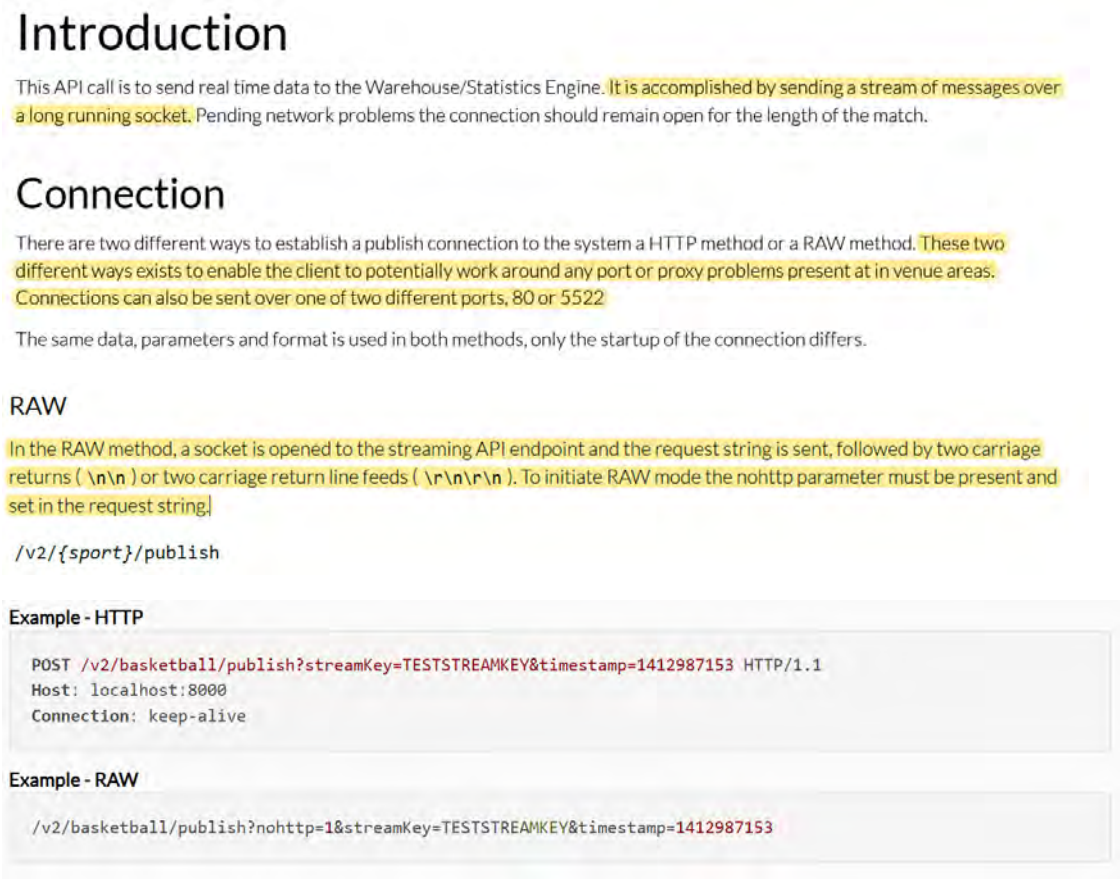
Key Features	Accused Product
	(*See*, PANDA_00231 at PANDA_000254, https://www.sec.gov/Archives/edgar/data/1834489/000119312521184911/d196130df1.htm.)

5. Dependent Claim 5

Key Features	Accused Product
[5.P] The system of claim 4, wherein:	The Accused Products comprise the system of claim 4. S*ee* Claim 4, *supra.*
[5.A] 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.	The Accused Products comprise the system wherein "*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*." *See* Claim 4, *supra*. *See* Claim 2, *supra*.

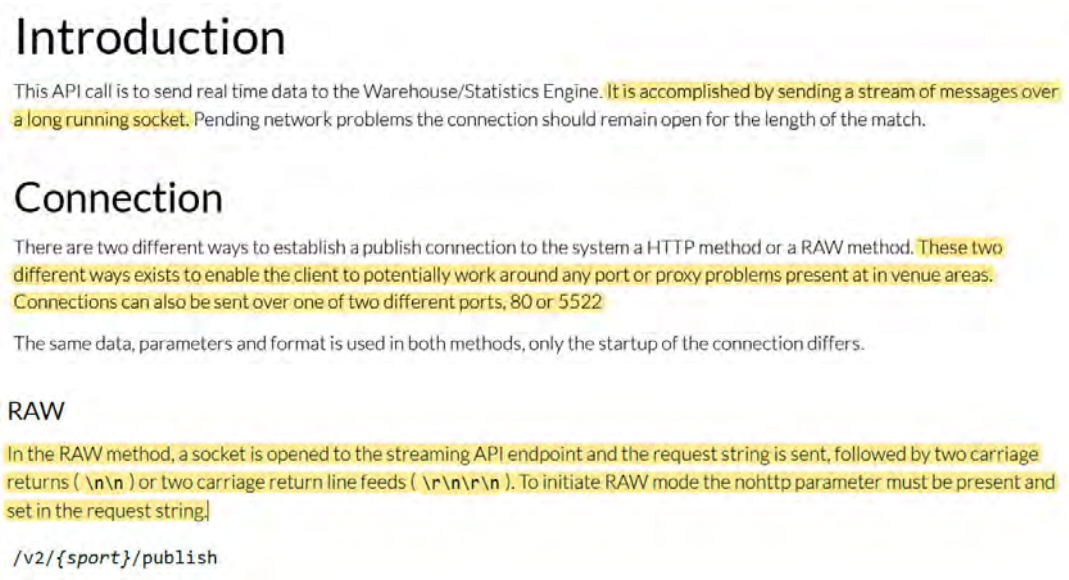
6. Dependent Claim 6

Key Features	Accused Product
[6.P] The system of claim 4, wherein:	The Accused Products comprise the system of claim 4. *See* Claim 4, *supra.*

Key Features	Accused Product
[6.A] 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.	The Accused Products include a system where "*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.*" For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."  (*See*, PANDA_000139-PANDA_000141,

Key Features	Accused Product
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

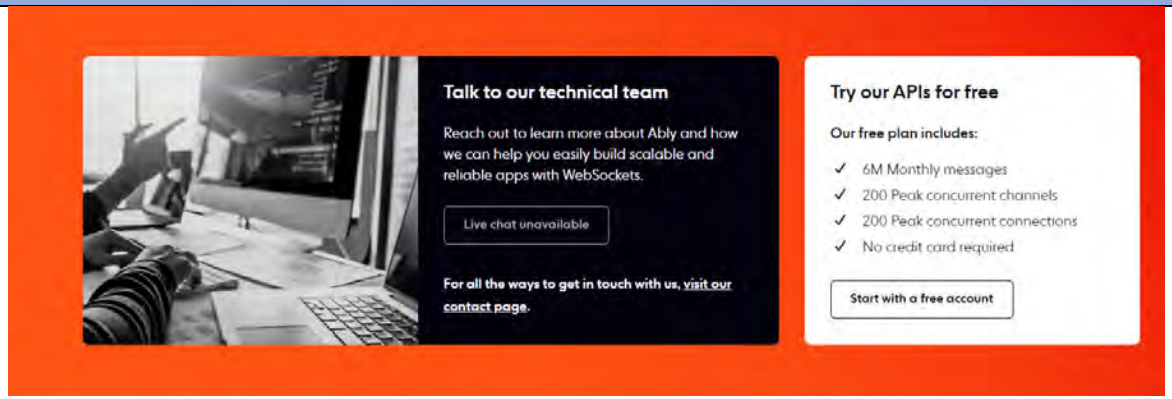
7. Dependent Claim 7

Key Features	Accused Product
[7.P] The system of claim 6, wherein:	The Accused Products comprise the system of claim 6. *See* Claim 6, *supra.*
[7.A] 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	The Accused Products comprise the system "*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*." For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."  Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. RAW In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string. /v2/{sport}/publish

Key Features	Accused Product

	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

Key Features	Accused Product
	# Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.

Key Features	Accused Product
	 (*See* https://ably.com/case-studies/genius-sports)
[7.B] 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.	The Accused Products comprise the system where "*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*." *See* Claim 1B.2, *supra*. For example, "Ably effortlessly maintains sub-65ms latency at a global scale," which "ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video."

Key Features	Accused Product
	 (*See* https://ably.com/case-studies/genius-sports)

8. <u>Dependent Claim 8</u>

Key Features	Accused Product
[8.P] The system of claim 4, wherein:	The Accused Products comprise the system of claim 4. *See* Claim 4, *supra.*
[8.A] in C), the at least one webserver transmits	The Accused Products comprise the system "*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*

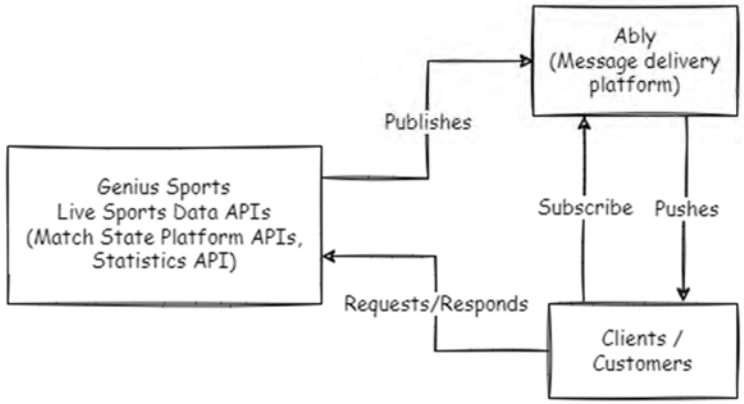
Key Features	Accused Product
to the second viewer client device one of: the first address of the first media source to establish a second video Internet communication channel between the first media source and the second viewer client device to receive the first digital content relating to the first 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.	*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.*" For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. **RAW** In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string. `/v2/{sport}/publish`

Key Features	Accused Product

	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

9. <u>Dependent Claim 9</u>

Key Features	Accused Product
[9.P] The system of claim 8, wherein:	The Accused Products comprise the system of claim 8. *See* Claim 8, *supra.*
[9.A] 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	The Accused Products comprise the system wherein "*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*." For example, "[o]nce a consumer successfully subscribes for updates, they would receive every update of the data for the sport event that is generated after the point of their subscription."

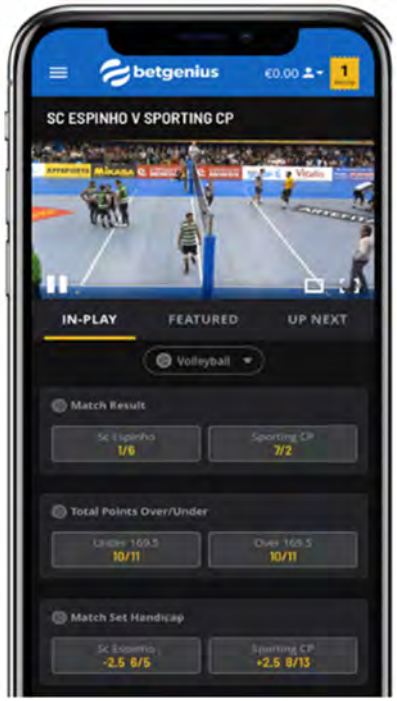
Key Features	Accused Product
	## Overview of Push and Pull APIs Pull API is a collection of REST APIs that are used by consumers to request and receive latest state of the data for specific sport event via HTTP requests. Pull API's purpose is not to provide live updates, Push API should be used for that purpose. Pull APIs are used for both bootstrapping latest state and retrieving historical data that is not accessible through Genius Sports Pull APIs. That is why Pull APIs apply certain limitations for the amount of HTTP requests that could be executed for specified interval of time. Push API is used by consumers to automatically retrieve latest state of the data for specific sport event via publish/subscribe model. Once a consumer successfully subscribes for updates, they would receive every update of the data for the sport event that is generated after the point of their subscription. That is why both Pull and Push APIs should be used together. A consumer would usually retrieve latest state via Pull APIs and then subscribe to new updates via Push API. ## Architecture diagram  https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454273/Genius+Sports+Live+Sports+Data+Integration

Key Features	Accused Product

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.
	The Accused Products comprise the system wherein "*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.*"
	
	For example, the Accused Products rely upon streamKeys to identify and authorize access to streams.
	
	* The unique authorisation key that allows the streaming of the match
	streamKey
	string(30)
	
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`

10. Dependent Claim 10

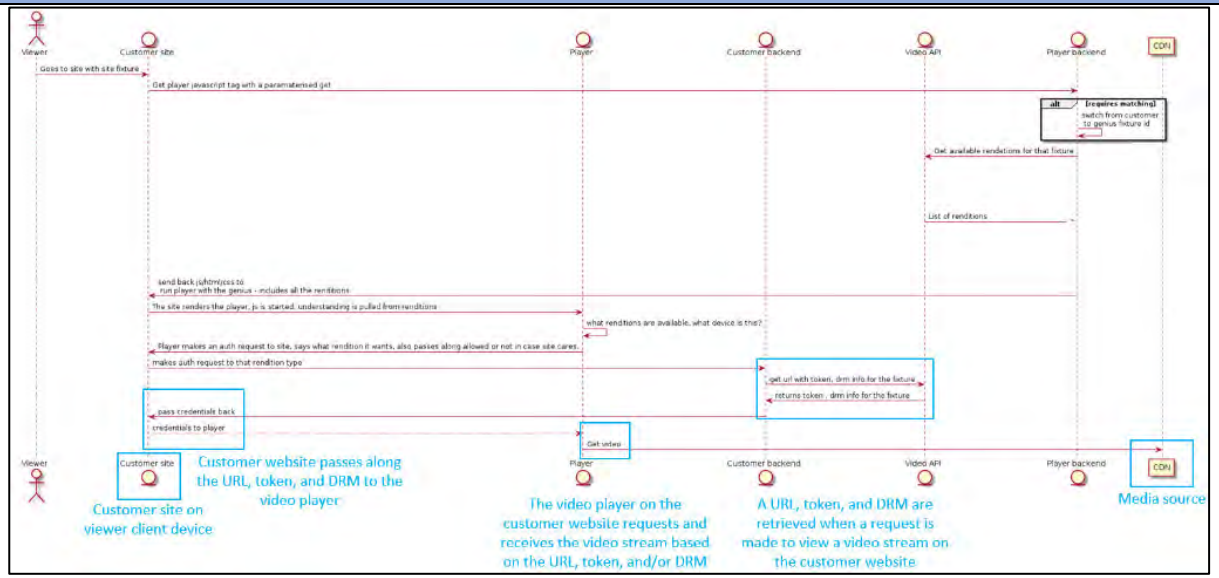
Key Features	Accused Product
[10.P] The system of claim 1, wherein:	The Accused Products comprise the system of claim 1. *See* Claim 1, *supra.*

Key Features	Accused Product
[10.A] 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	The Accused Products comprise the system wherein "*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.*" For example, the Accused Products comprise a system/method for providing a requested video stream to a viewer via a port. The method is used to send from the API the port number from where the stream is to be received. The request from the user has multiple return line feeds which return the video feed to the client device form the assigned port/socket via the internet. 

Key Features	Accused Product
	(*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[10.B] 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.	The Accused Products comprise the system wherein "*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*."

Key Features	Accused Product

	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

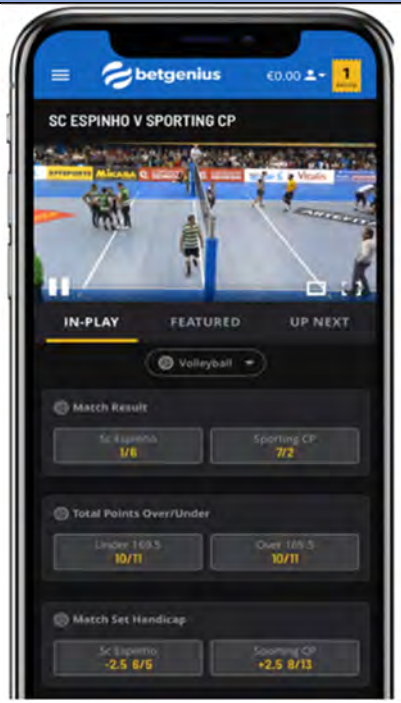
Key Features	Accused Product
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

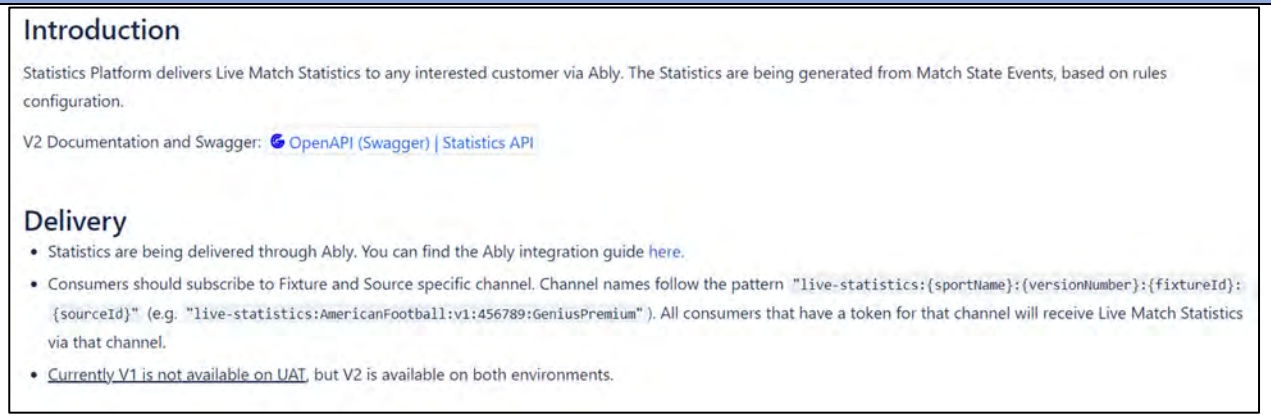
Key Features	Accused Product

	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	`/v2/{sport}/publish`
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

11. Dependent Claim 11

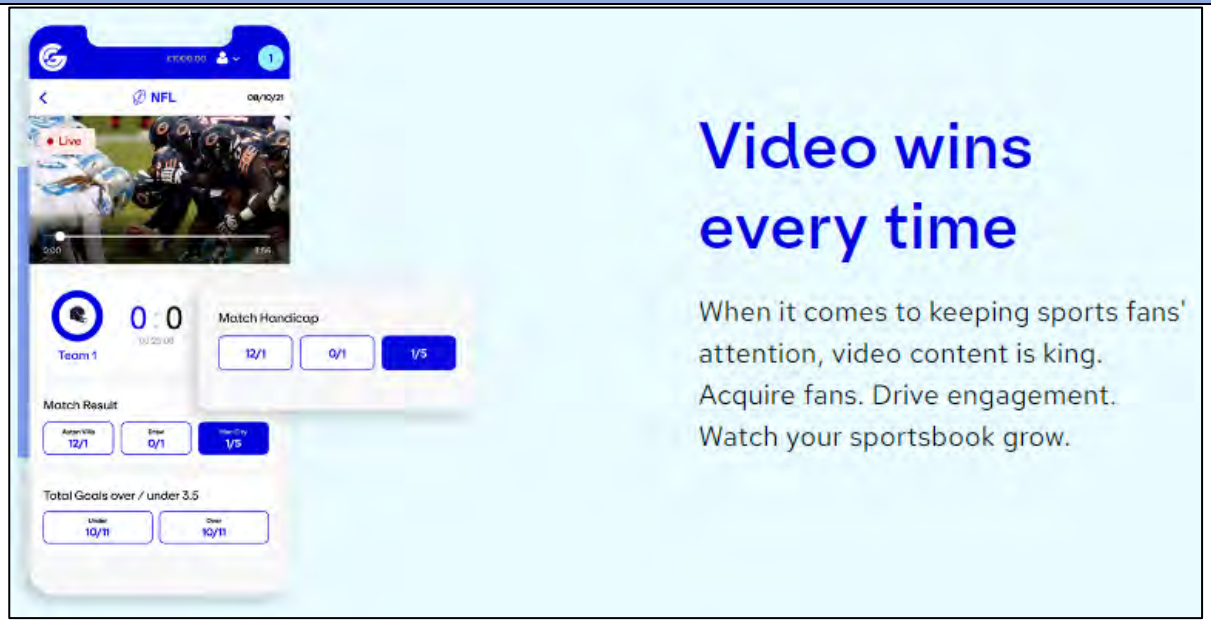
Key Features	Accused Product
[11.P] The system of claim 10, wherein:	The Accused Products comprise the system of claim 10. *See* Claim 10, *supra.*
[11.A] the first real-time information relating to the first digital content comprises: at least one chat message; at least one statistic; trivia; at least one poll; news or current event information; at least	The Accused Products comprise the system wherein "*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.*" For example, the Accused Products provide current event information such as match results, total points over/under, and match set handicap.

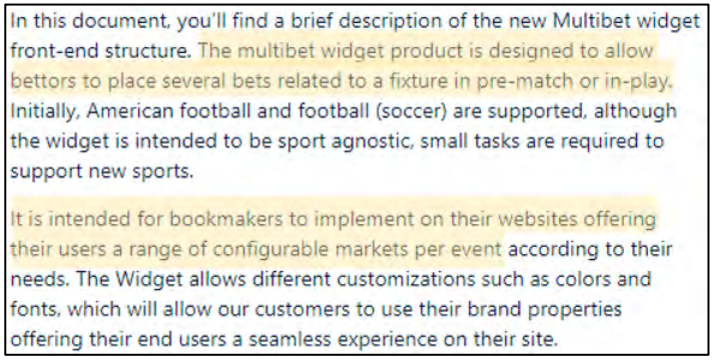
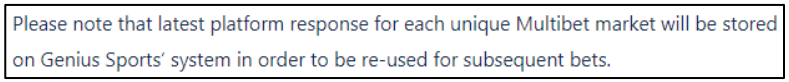
Key Features	Accused Product
one photo; advertising content; an indication of a viewer joining or leaving the first digital content; at least one digital gift; and/or at least one sponsorship.	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As another example, the Accused Products "deliver[] Live Match Statistics to any interested customer via Ably."

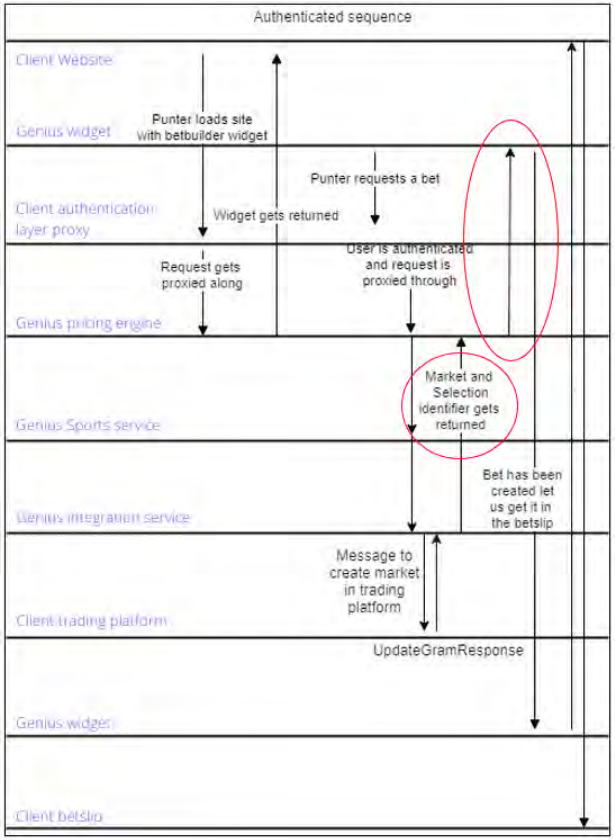
Key Features	Accused Product
	 https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454841/Statistics+API

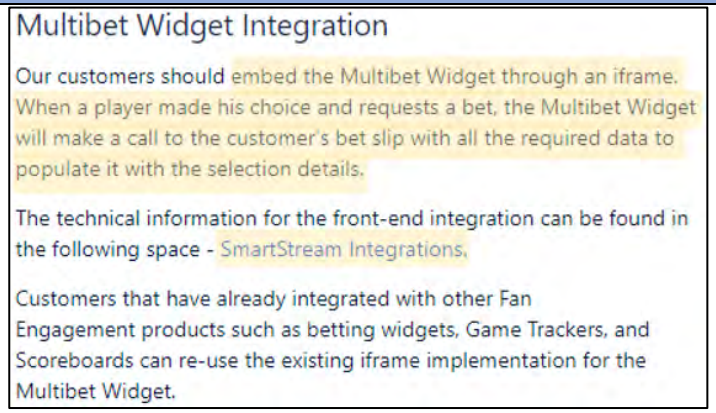
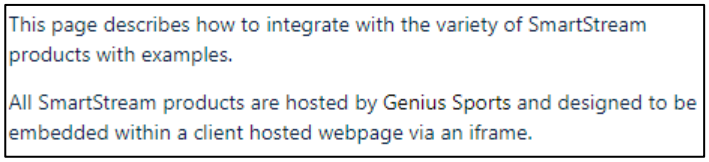
12. Independent Claim 12

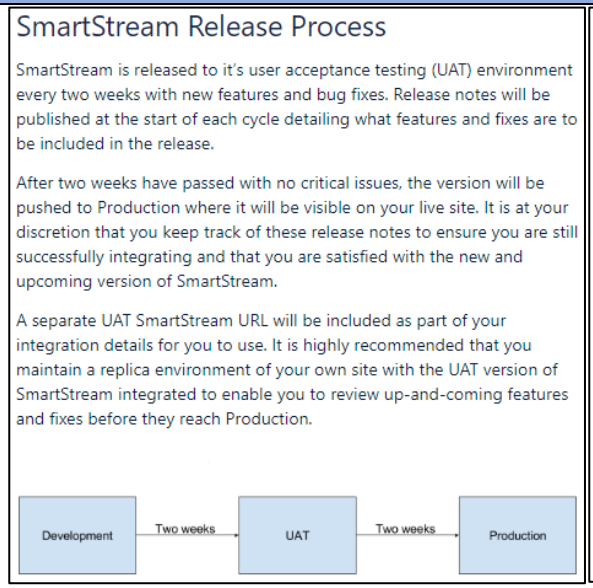
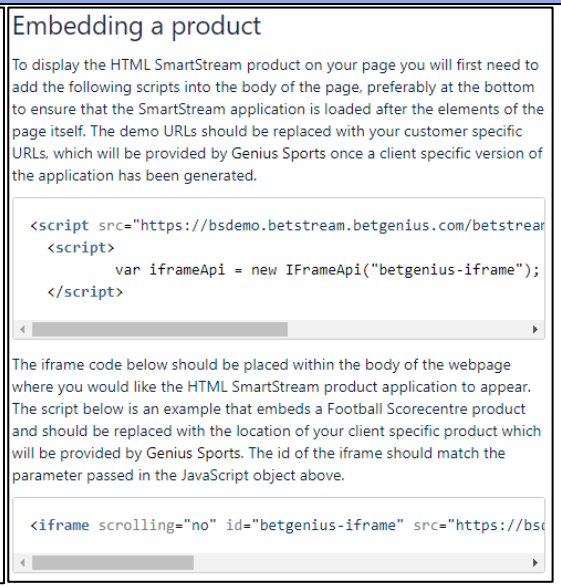
Key Features	Accused Product
[12.P] A method for providing, to a first client device, first event information germane to a first sporting event, wherein the first event information includes first online gaming information relating to the first sporting event, the method comprising:	The Accused Products perform "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.*" For example, the Accused Products can be accessed through web browsers where a video player in be integrated into the website using API to transmit the video stream related to a match wherein the score and match details are updated live on the multibet widgets on a user device. In addition, the Accused Products include both a live stream of a sporting event and overlayed event information germane to the sporting event.

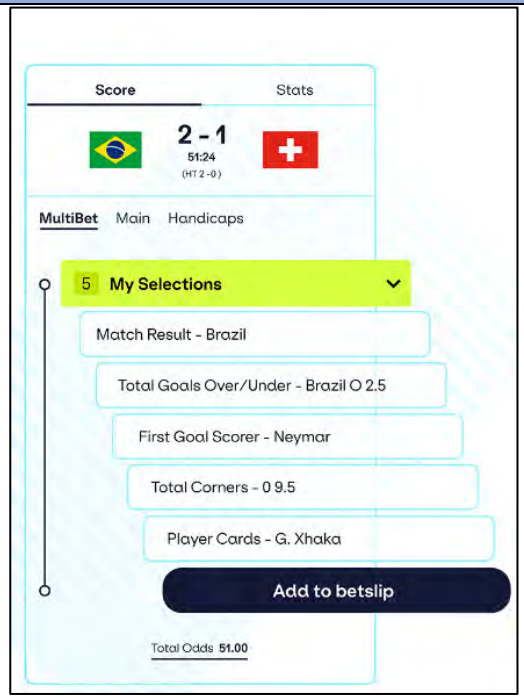
Key Features	Accused Product
	 (*See* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlayed event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, and game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).
[12.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	The Accused Products perform a method of "*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*." Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget

Key Features	Accused Product
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	can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.  In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device via the Internet.

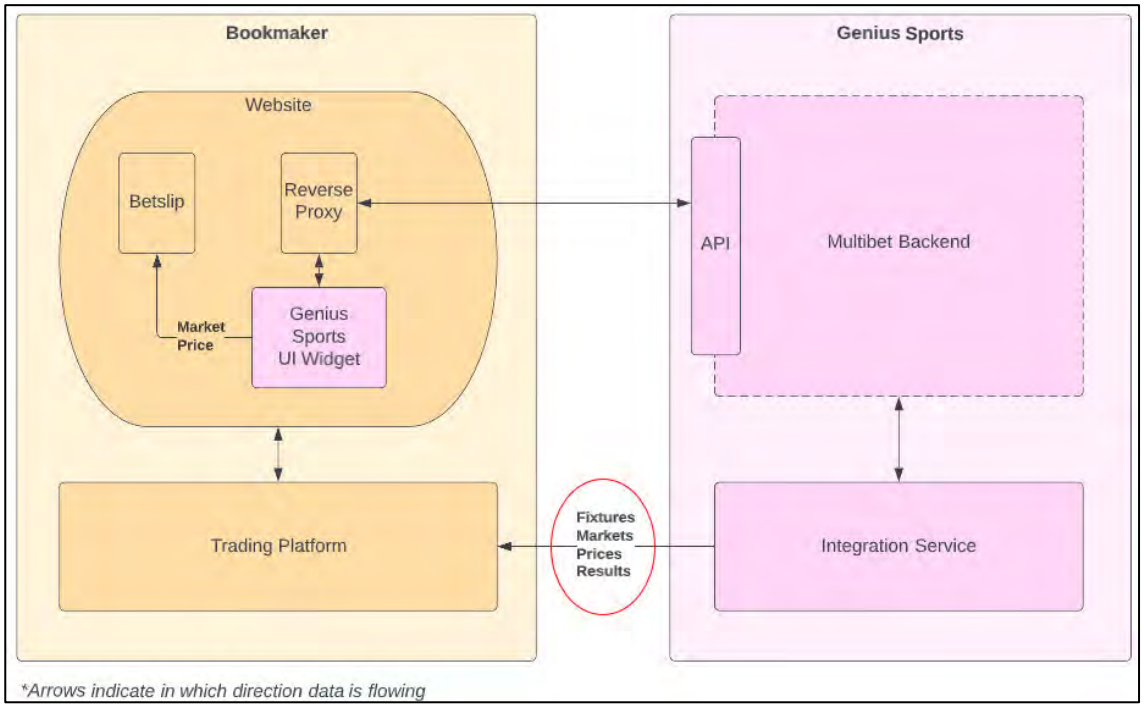
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

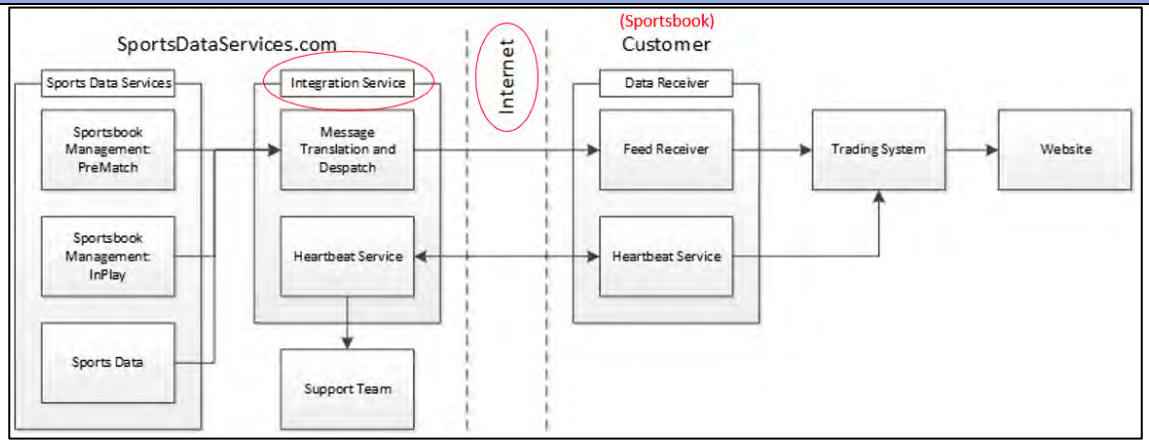
Key Features	Accused Product
	 (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

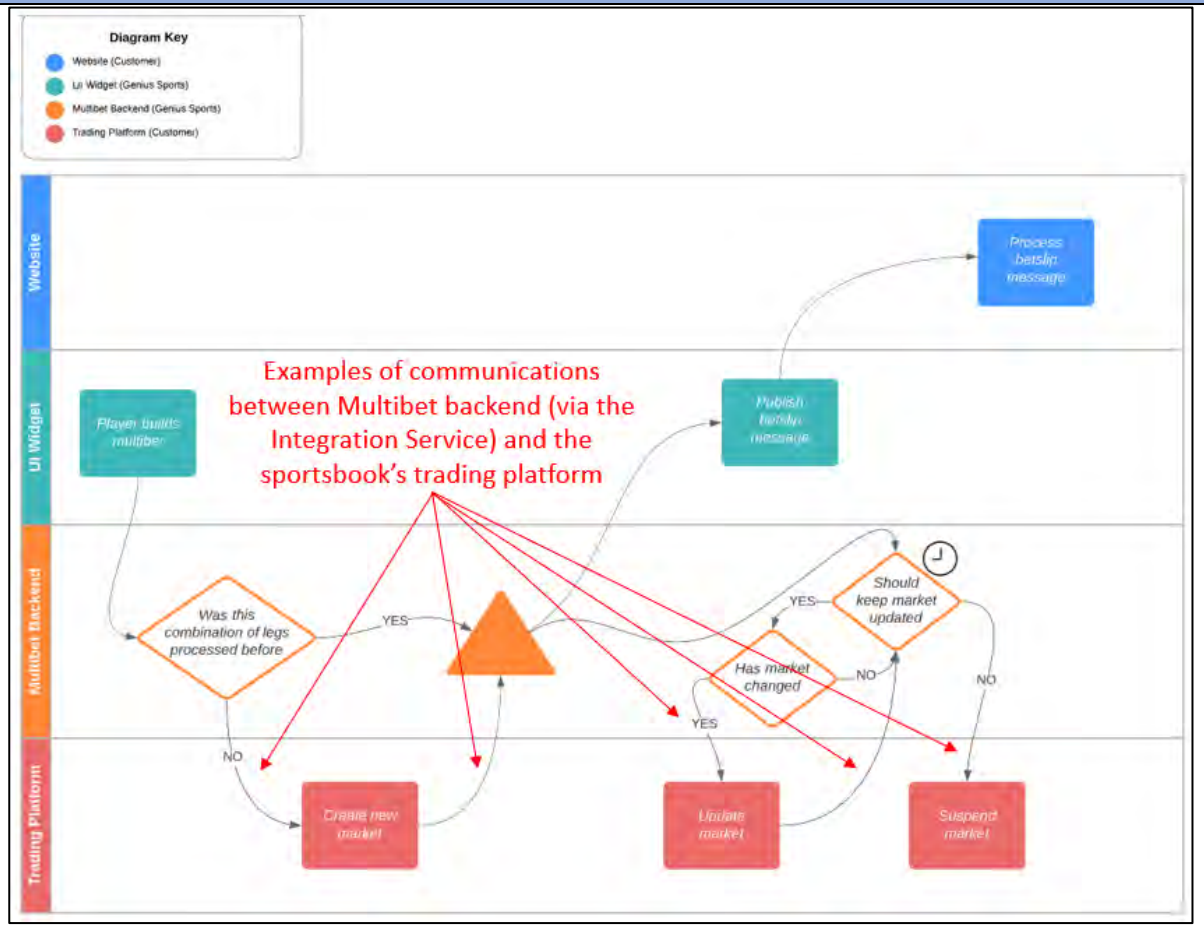
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

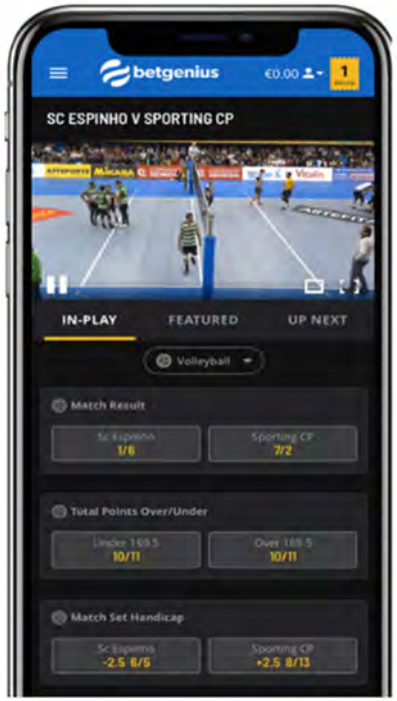
Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

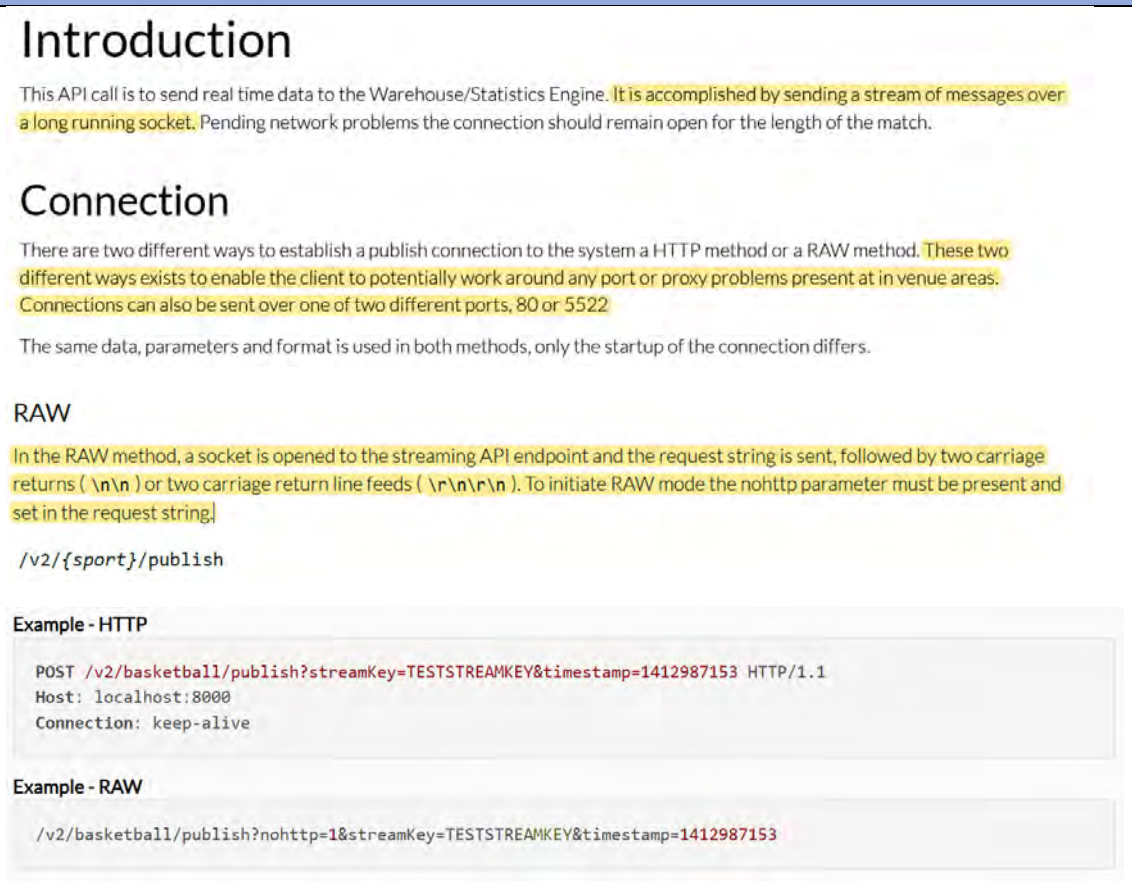
Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

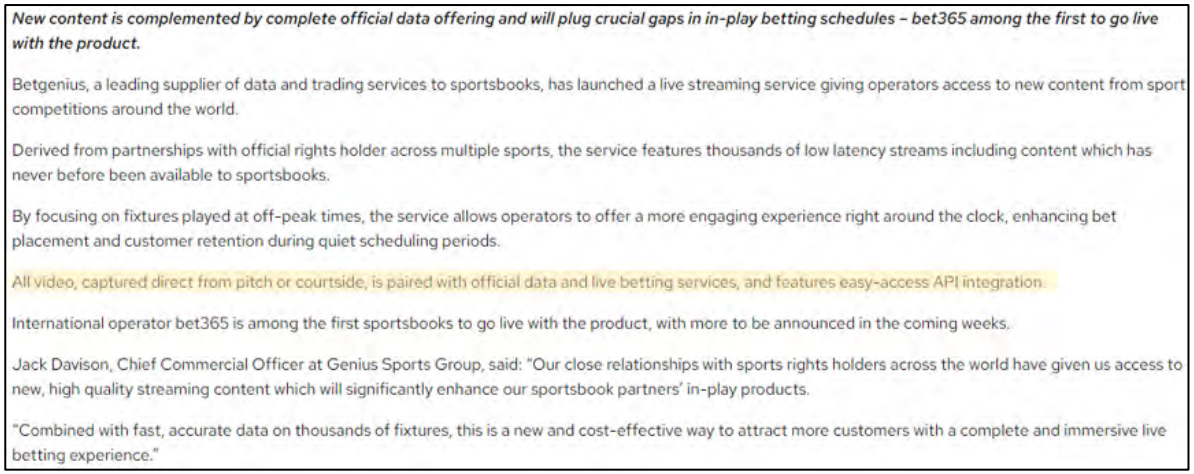
Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)
[12.B.1] transmitting at least one instruction to the first client device to cause	The Accused Products perform a method of "*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*

Key Features	Accused Product
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,	*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*." For example, the Accused Products run on device browser wherein the player embedded in the website authenticates the user and then sends a request to the webserver to further transmit the request to the genius sport's servers.  (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

Key Features	Accused Product
	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[12.B.2] wherein the first video communication channel is different than	The Accused Products perform a method "*wherein the first video communication channel is different than the first event information communication channel*."

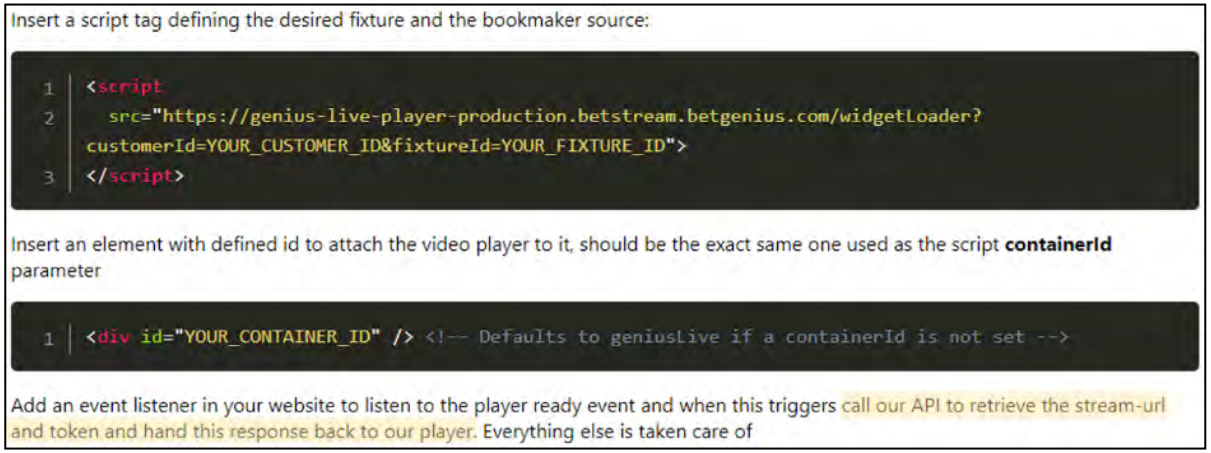
Key Features	Accused Product
the first event information communication channel.	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":  ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

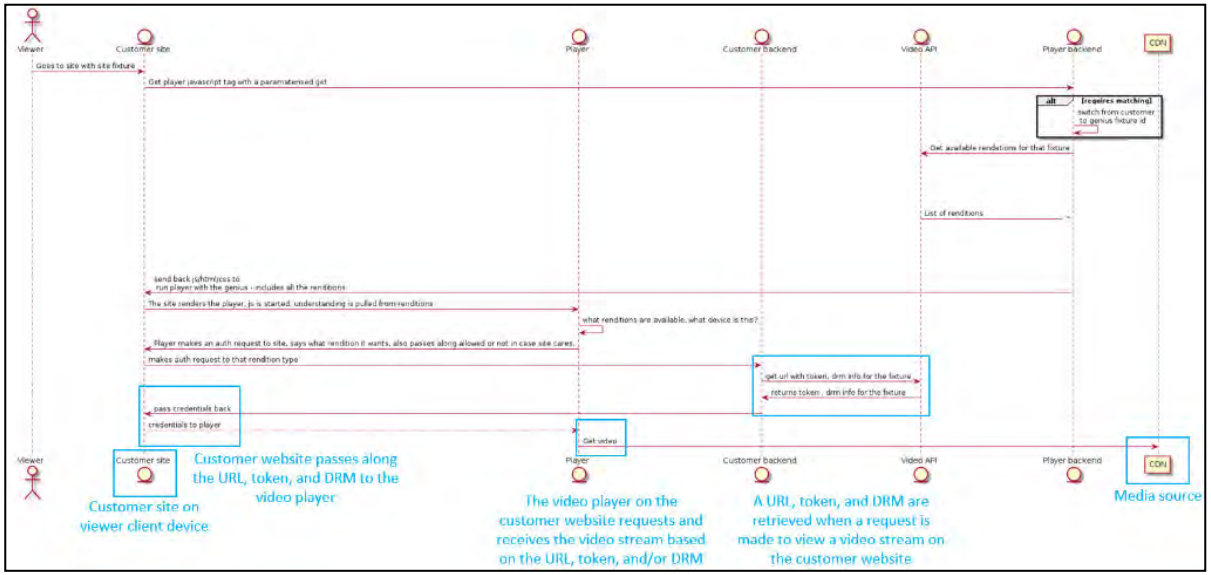
Key Features	Accused Product
	In order to protect client from unauthorized access and malicious traffic within the application to platform, client **must** implement the solution described in detail below. The described workflow will guarantee that only authorized (logged-in) user can access the widget and only through client's website. If the below is implemented, non-logged in users should notbe able to construct betslips within the Multibet widget. The widget, and all calls to get probabilities/prices should pass through a reverse proxy which ensures that the the person requesting the price or widget is known to the bookmaker. The "Add-to-Betslip" action is a client side javascript initiated event which the bookmaker website or webview should be listening to. This event is described in more detail further down this document. When the punter adds to the betslip, a call is made through the reverse proxy to create the market in the bookmaker trading platform. To allow the widget on the web to properly authenticate the exact solution described below needs to be implemented by the bookmaker for their reverse proxy which does authentication. (S*ee*, PANDA_000228, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.)

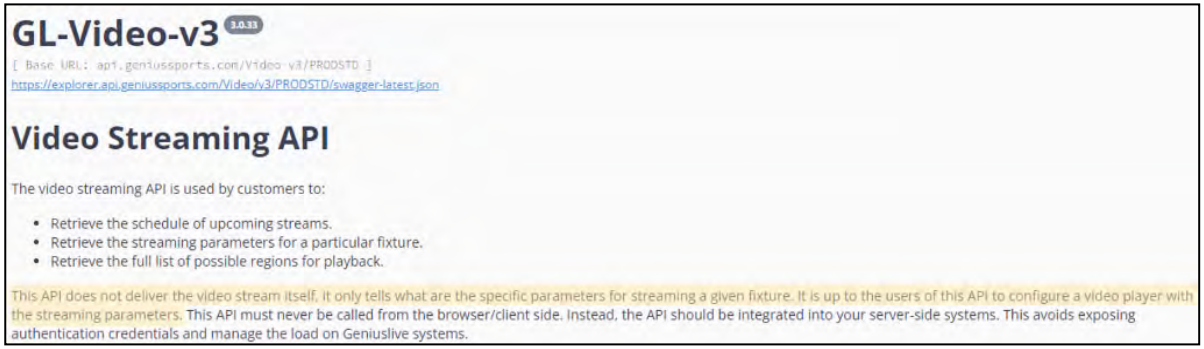
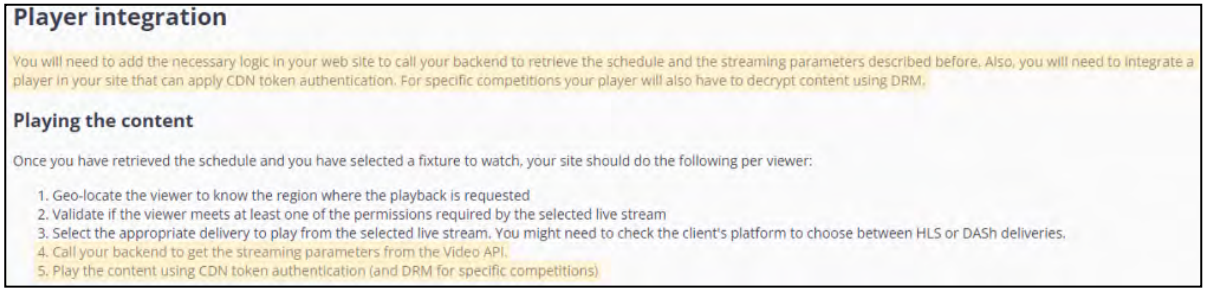
Key Features	Accused Product
	1. Player will access client's website, which hosts an iframe. Iframe would point to the Genius Sports Integration page endpoint **(https://gsm-widgets-uat.betstream.betgenius.com/...).** 2. Genius Sports integration Iframe page would point to client's reverse proxy, which in turn forwards the request transparently in the background to Multibet app **(www.customer.com/multibet). NB! Proxy must be located in the root path of the domain.** 3. Webserver hosting the Multibet widget will be IP whitelisted to allow traffic only from customer's reverse proxy. 4. Multibet widget is then executed/rendered in player's device/browser. 5. Backend calls within the widget will be passing through client's proxy. Each call will be using relative paths. 6. If player creates a betslip ("Add-to-BetSlip") then the associated back-end call (V1: "addorupdatebetslip", V2: "savebetslip") will be intercepted to check if the user session is logged. (*See*, PANDA_000228-PANDA_000229, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.)

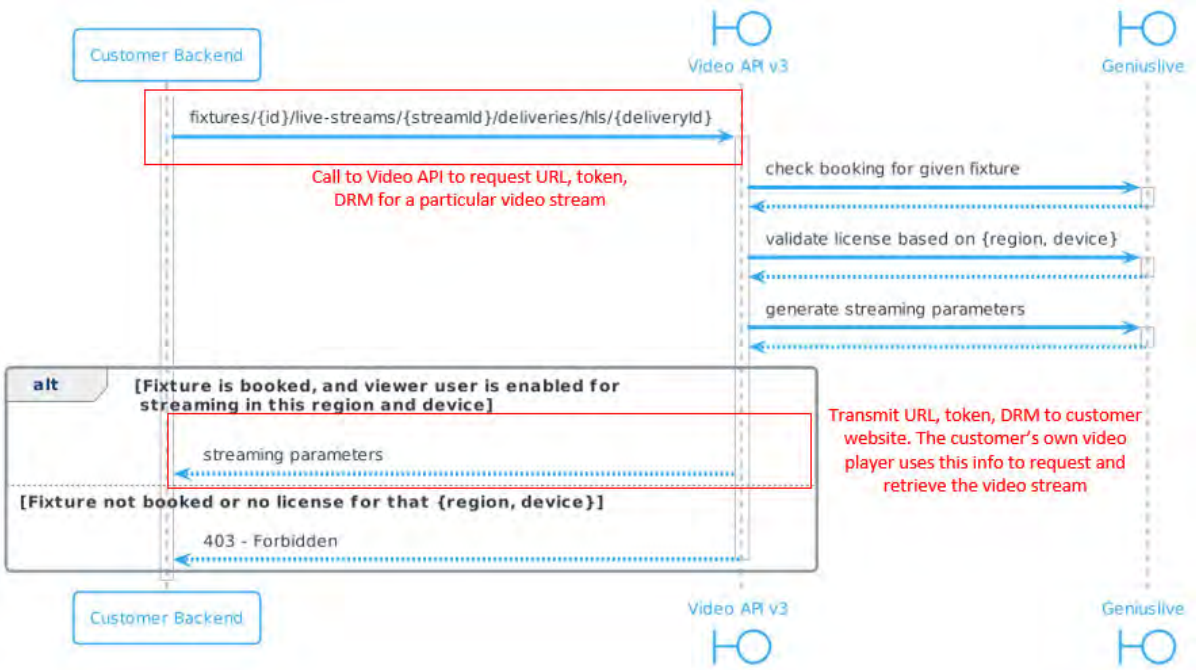
13. <u>Dependent Claim 13</u>

Key Features	Accused Product
[13.P] The method of claim 12, wherein:	The the Accused Products performs the method of claim 12. *See* Claim 12, *supra.*
[13.A] prior to A), the method comprises: transmitting to the first	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a

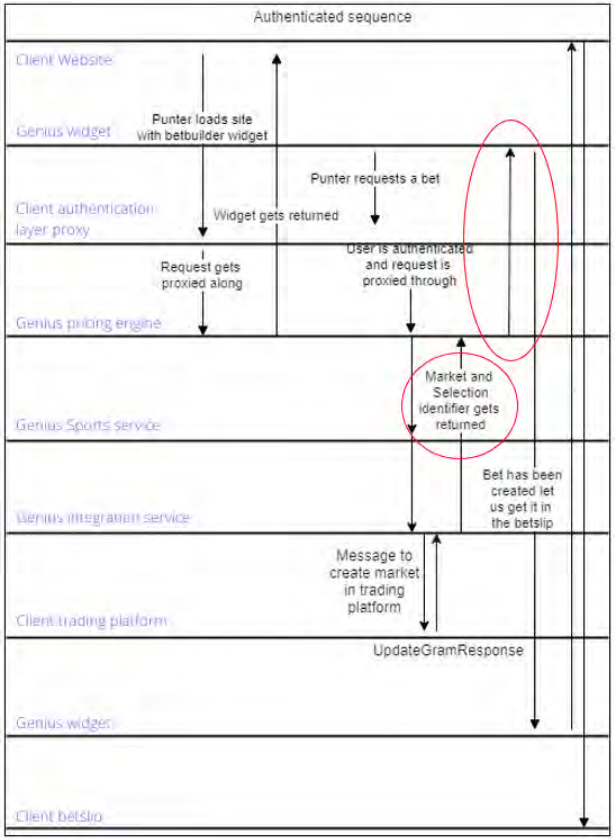
Key Features	Accused Product
client device a first event identifier (first Event ID) that corresponds to the first event socket;	sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below. 

Key Features	Accused Product
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

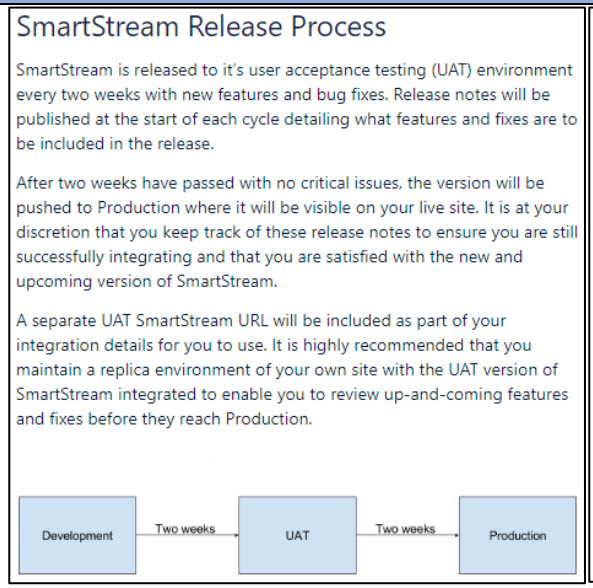
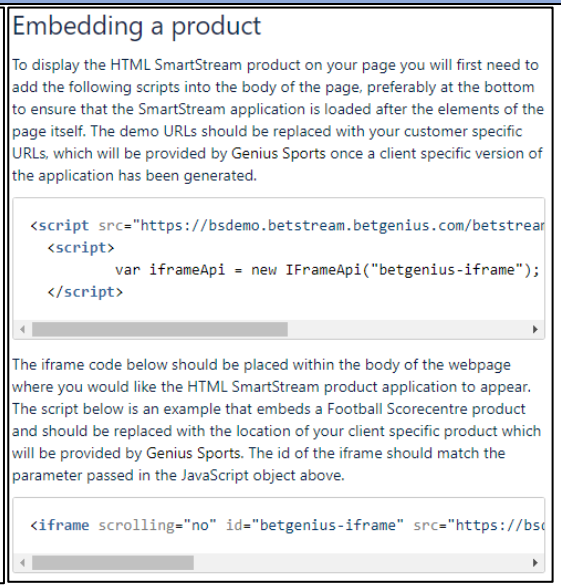
Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.  

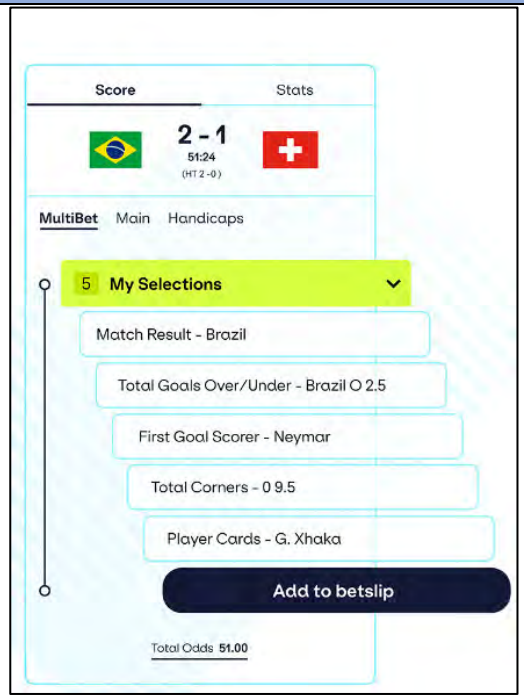
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[13.B] receiving from the first client device a first URL including the first event identifier (first EventID) in the first URL; and	*See* Claim 13.A, *supra*.
[13.C] communicatively coupling the first client device to the first event	Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget

Key Features	Accused Product
socket to establish the first event information communication channel.	can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device via the Internet.

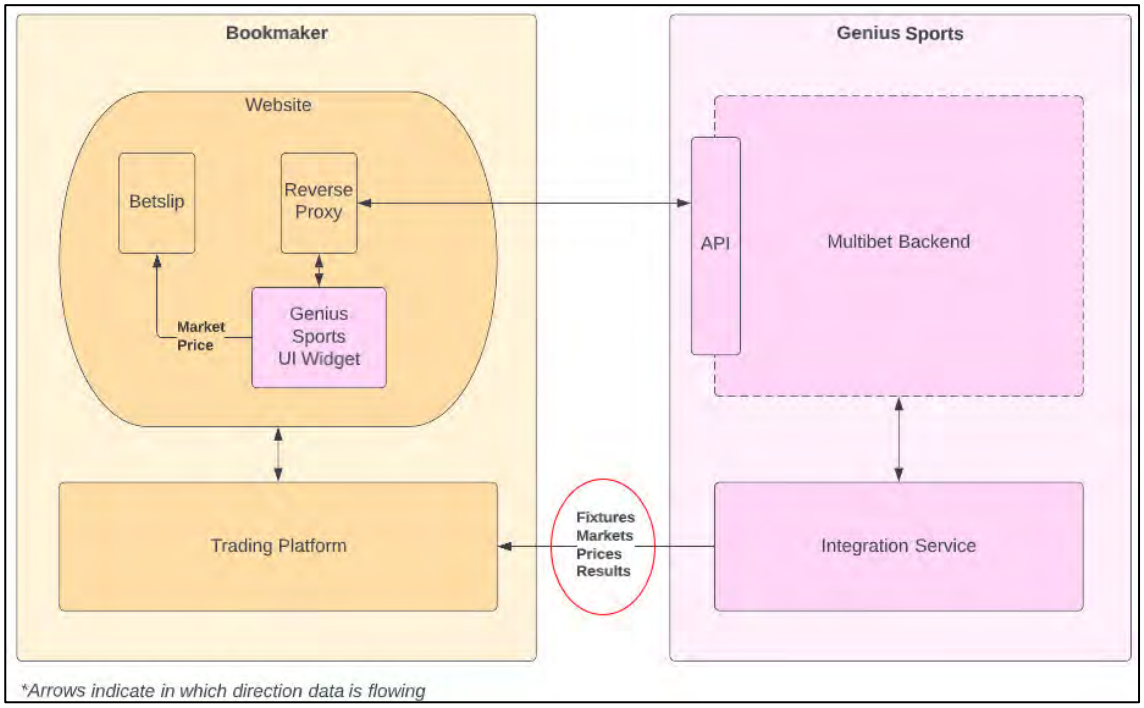
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

Key Features	Accused Product
	Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

14. Dependent Claim 14

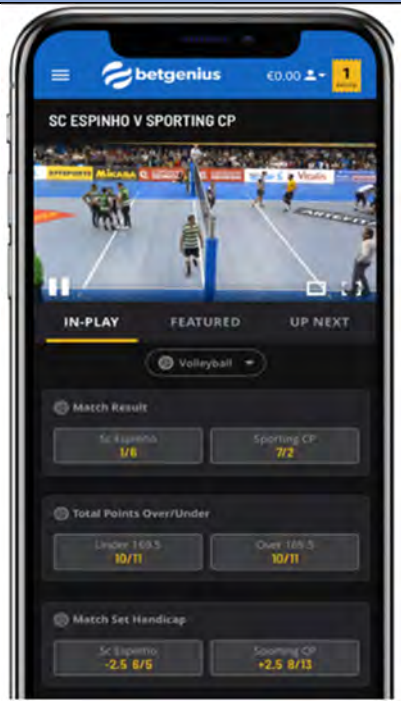
Key Features	Accused Product
[14.P] The method of claim 12, wherein:	The Accused Products performs the method of claim 12. *See* Claim 12, *supra*.

[14.A] 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.	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."
	
	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	
	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	
	`/v2/{sport}/publish`
	
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141,

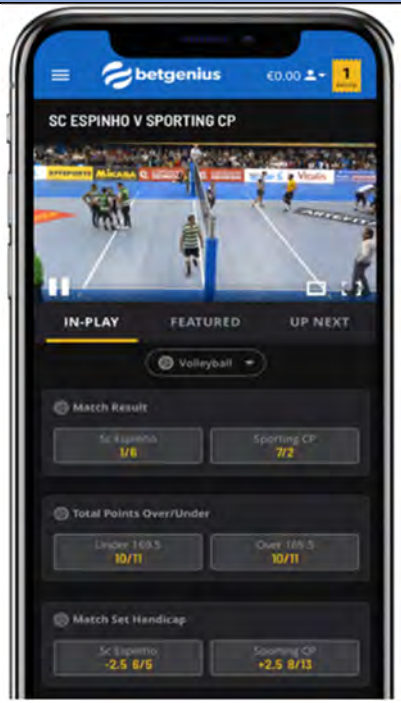
Key Features	Accused Product
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

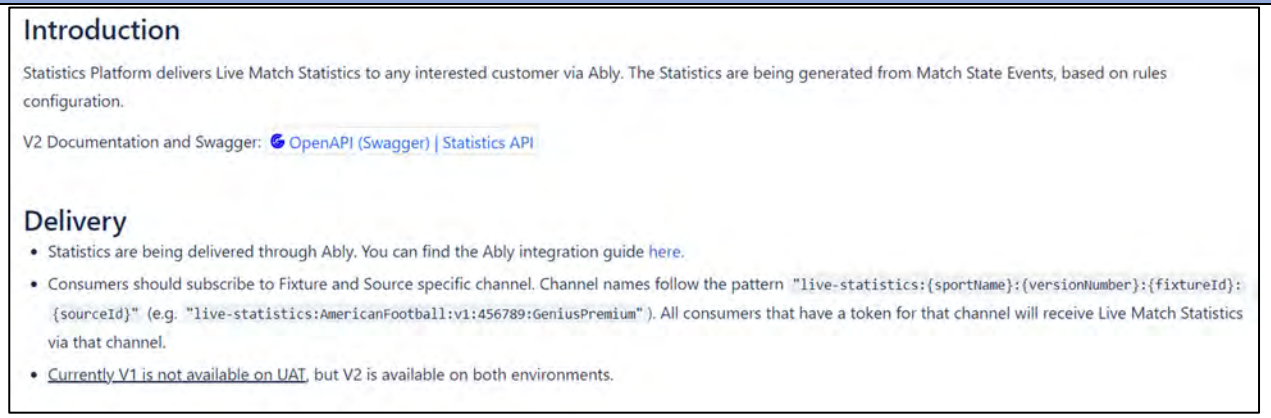
15. <u>Dependent Claim 15</u>

Key Features	Accused Product
[15.P] The method of claim 12, further comprising:	The Accused Products performs the method of claim 12. *See* Claim 12, *supra*.
[15.A] 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,	For example, the Accused Products comprise a system/method for providing a requested video stream to a viewer via a port. The method is used to send from the API the port number from where the stream is to be received. The request from the user has multiple return line feeds which return the video feed to the client device form the assigned port/socket via the internet.

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video.

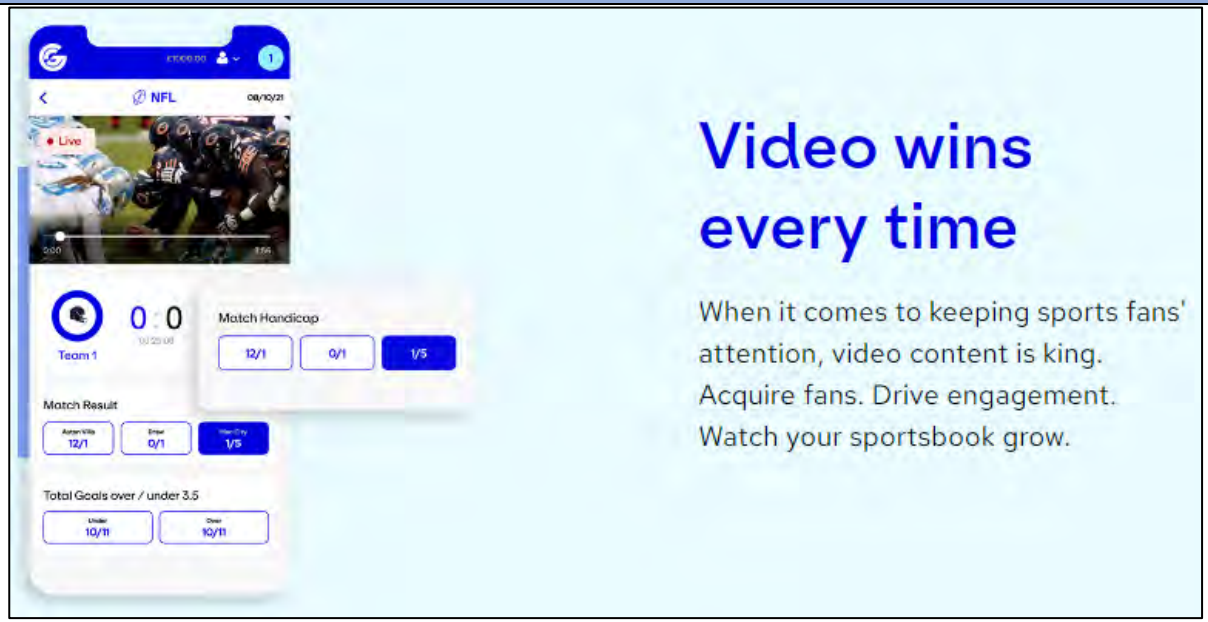
Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[15.B] 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.	The Accused Products perform a method wherein "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." For example, The Accused Products provide current event information such as match results, total points over/under, and match set handicap.

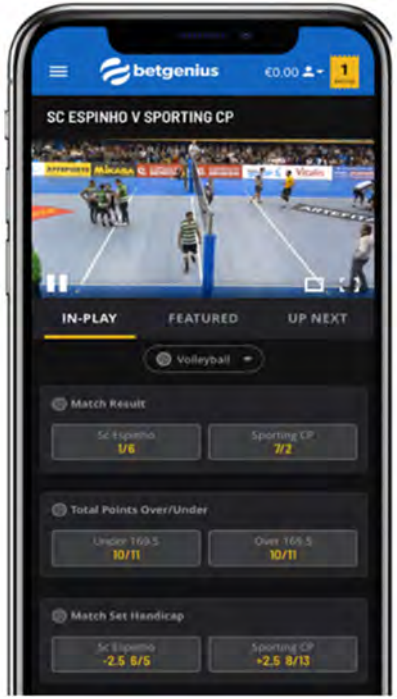
Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As another example, The Accused Products "deliver[] Live Match Statistics to any interested customer via Ably."

Key Features	Accused Product
	 https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454841/Statistics+API

16. Independent Claim 16

Key Features	Accused Product
[16.P] 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:	The Genius Sports streaming produce includes "*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*." For example, the Accused Products can be accessed through web browsers where a video player in be integrated into the website using API to transmit the video stream related to a match wherein the score and match details are updated live on the multibet widgets on a user device. In addition, the Accused Products comprise both a live stream of a sporting event and overlayed event information germane to the sporting event.

Key Features	Accused Product
	 (*See* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlayed event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, and game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).
[16.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	The Genius Sports streaming produce includes a method for "*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*."

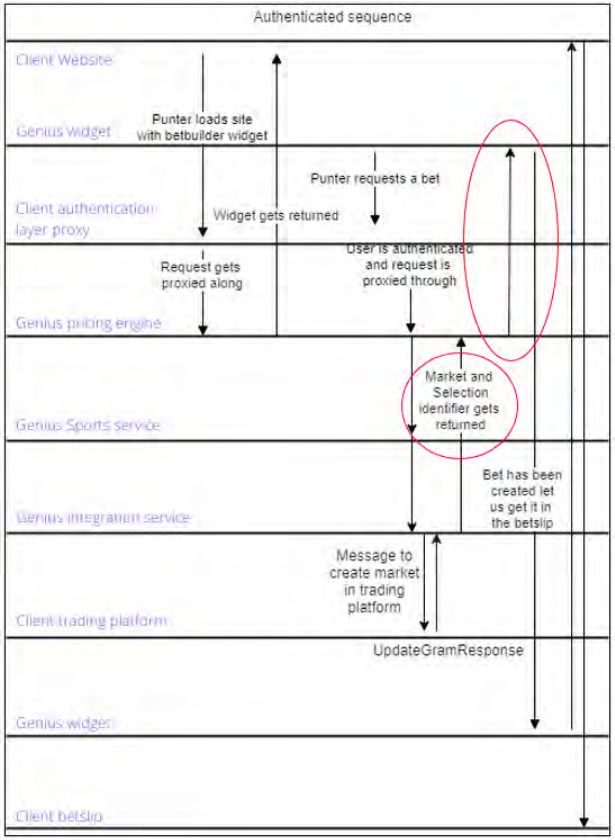
Key Features	Accused Product
content relating to the first sporting event via a first video communication channel; and	For example, the Accused Products run on device browser wherein the player embedded in the website authenticates the user and then sends a request to the webserver to further transmit the request to the genius sport's servers.  (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

Key Features	Accused Product

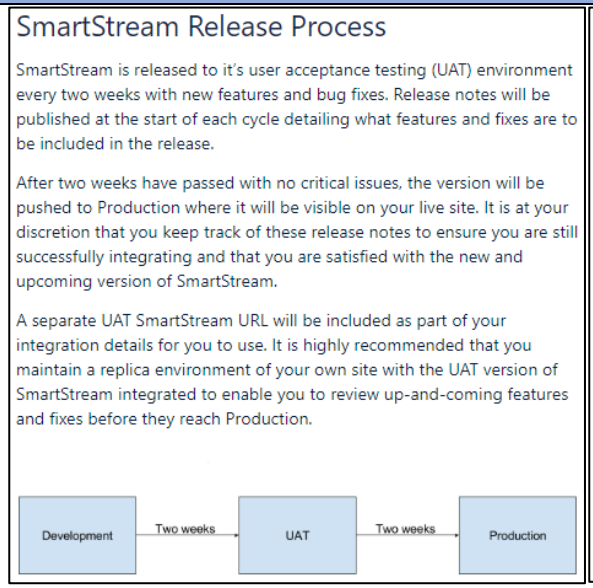
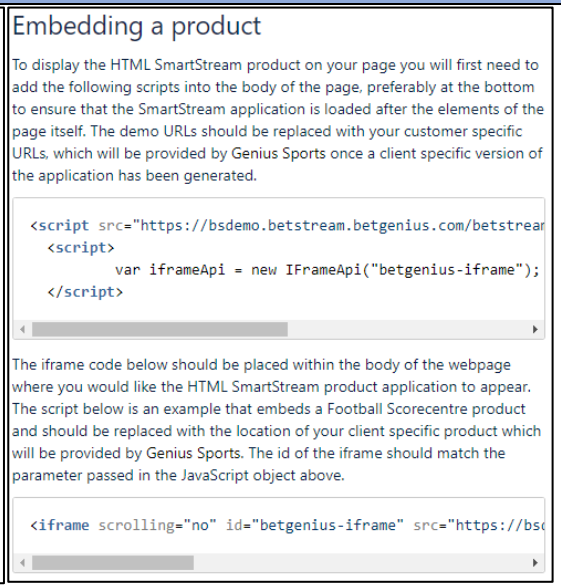
	# Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	## Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	### RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	`/v2/{sport}/publish`
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

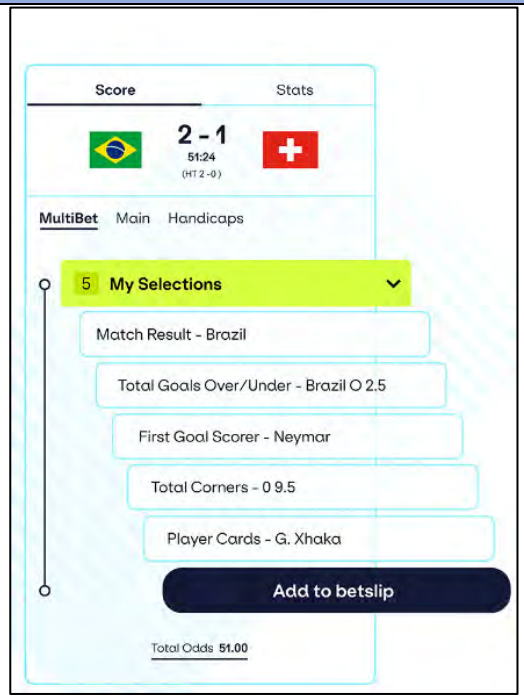
[16.B.1] transmitting at least one second instruction to the first viewer client device to	Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end

Key Features	Accused Product
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,	(e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device via the Internet.

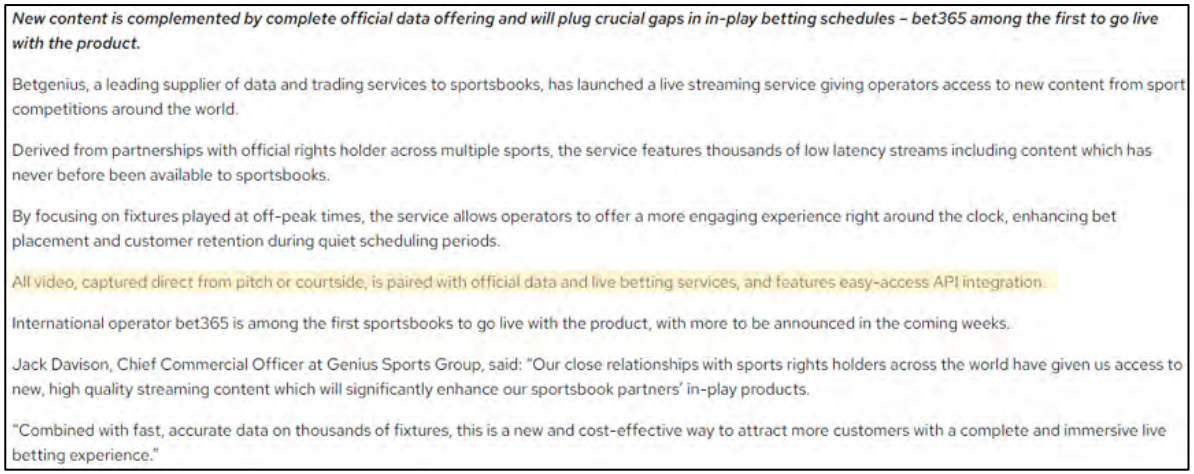
Key Features	Accused Product
	 (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.

Key Features	Accused Product
	Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

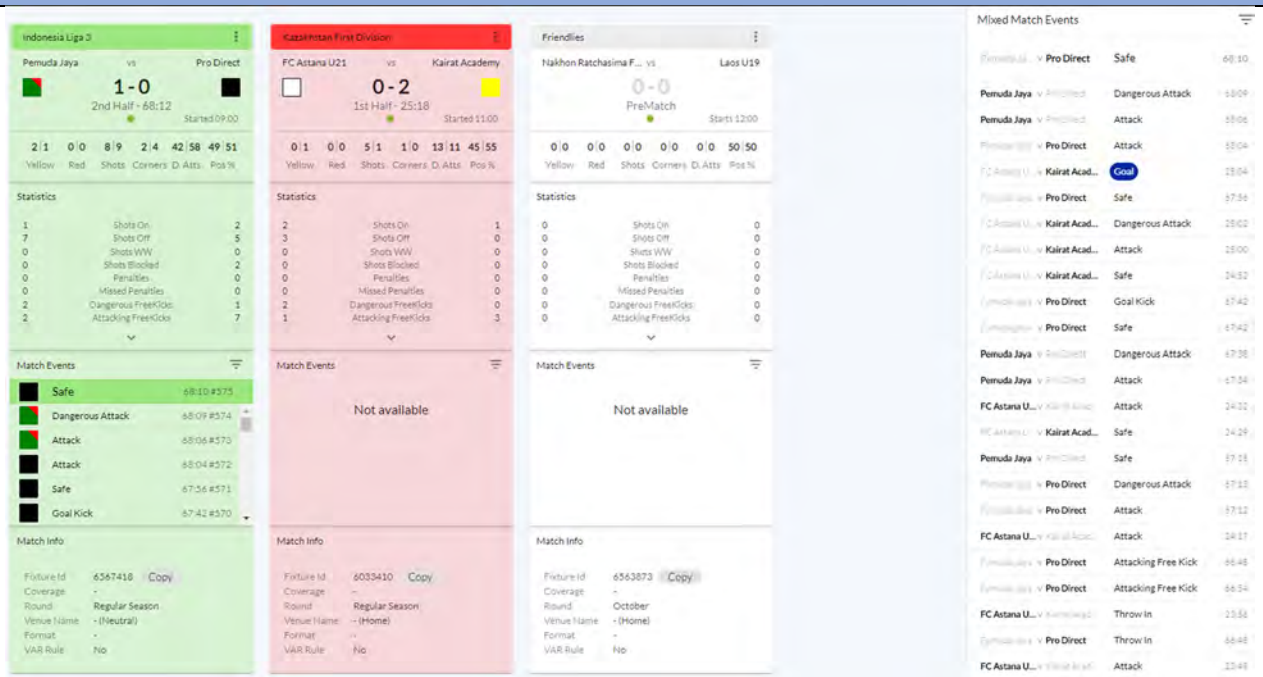
Key Features	Accused Product
[16.B.2] wherein the first event information communication channel is different than the first video communication channel.	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pairs "video, captured direct from pitch or courtside … with official data and live betting services…":  ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

Key Features	Accused Product
	In order to protect client from unauthorized access and malicious traffic within the application to platform, client **must** implement the solution described in detail below. The described workflow will guarantee that only authorized (logged-in) user can access the widget and only through client's website. If the below is implemented, non-logged in users should notbe able to construct betslips within the Multibet widget. The widget, and all calls to get probabilities/prices should pass through a reverse proxy which ensures that the the person requesting the price or widget is known to the bookmaker. The "Add-to-Betslip" action is a client side javascript initiated event which the bookmaker website or webview should be listening to. This event is described in more detail further down this document. When the punter adds to the betslip, a call is made through the reverse proxy to create the market in the bookmaker trading platform. To allow the widget on the web to properly authenticate the exact solution described below needs to be implemented by the bookmaker for their reverse proxy which does authentication. (S*ee*, PANDA_000228, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.)

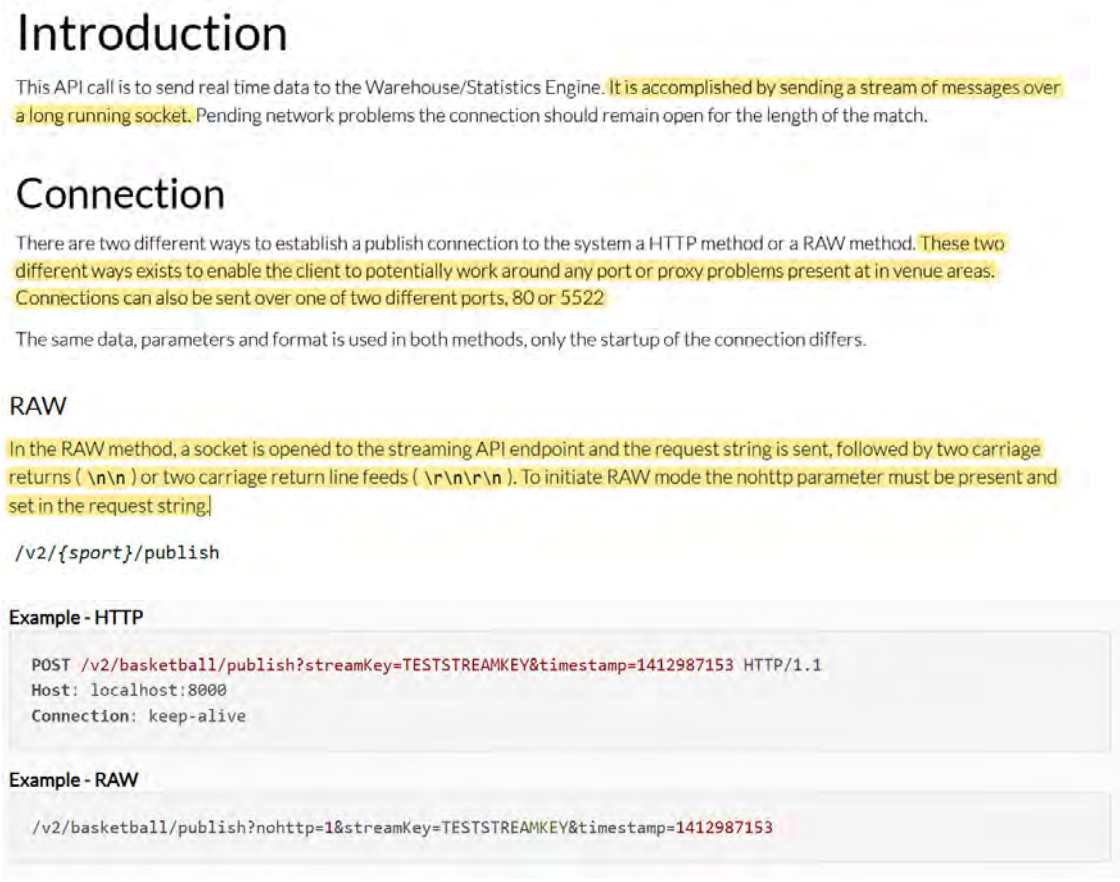
Key Features	Accused Product
	1. Player will access client's website, which hosts an iframe. Iframe would point to the Genius Sports Integration page endpoint **(https://gsm-widgets-uat.betstream.betgenius.com/...).** 2. Genius Sports integration Iframe page would point to client's reverse proxy, which in turn forwards the request transparently in the background to Multibet app **(www.customer.com/multibet). NB! Proxy must be located in the root path of the domain.** 3. Webserver hosting the Multibet widget will be IP whitelisted to allow traffic only from customer's reverse proxy. 4. Multibet widget is then executed/rendered in player's device/browser. 5. Backend calls within the widget will be passing through client's proxy. Each call will be using relative paths. 6. If player creates a betslip ("Add-to-BetSlip") then the associated back-end call (V1: "addorupdatebetslip", V2: "savebetslip") will be intercepted to check if the user session is logged. (*See*, PANDA_000228-PANDA_000229, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1277034498/Authenticating+user+session+using+a+proxy+service.)

17. <u>Dependent Claim 17</u>

Key Features	Accused Product
[17.P] The method of claim 16, wherein:	The Accused Products perform the method of claim 16. *See* Claim 16, *supra.*
[17.A] prior to A), the method comprises:	The Accused Products perform the method that comprises "*receiving from the first viewer client device a first user selection of the first sporting event from a listing of events*." For example, the Accused Products receive a user selected sporting event from a list of events.

Key Features	Accused Product
receiving from the first viewer client device a first user selection of the first sporting event from a listing of events;	
[17.B] 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	The Accused Products perform the method that comprises "*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*." For example, the Accused Products transmit fixture information, such as "competition name", "the names of the teams/sides", "the score", "the current game and started time", and other information associated with the user selected sporting event, to the user device.

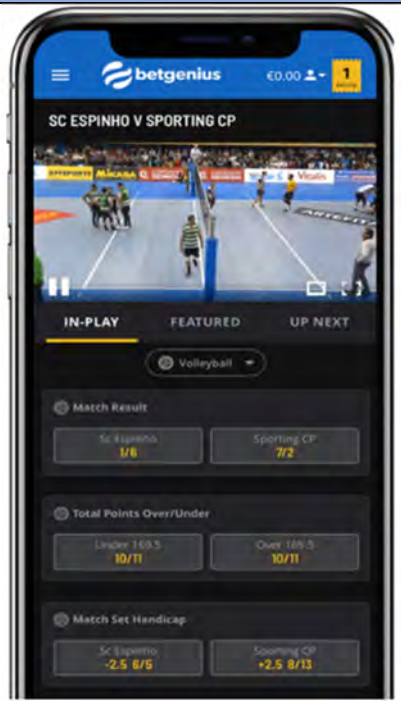
Key Features	Accused Product
	Fixture Widgets You can expand each fixture to show up to five different widget sections. Click the button in the top right corner to select the widgets for this fixture. You can share a fixture by clicking the button. The fixture's link will be copied to the clipboard. The main fixture widget contains: • The competition name; • The names of the teams/sides; • For each team, a color box that shows the primary and secondary color of their kit, plus **H** and **A** letter indication for **Home** and **Away** team; • The score; • The current game time and Started time; • Indicator of VAR support • Indicator of Lineups • Indicator of MatchFormat • Indicator if fixture is 2nd leg • A color indicator of the quality of the feed (connection to Genius Sports's source of InPlay data): • Green - event feed is active; • Red - event feed is unreliable or disconnected; • Grey - no feed (including in PreMatch, before our statistician has logged on). • A short summary of statistics per side: • Yellow cards; • Red cards; • Shots on goal; • Corner kicks; • Dangerous attacks; • Percentage of ball possession.
[17.C] receiving from the first viewer client device a second user selection of	The Accused Products perform the method that comprises "*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*." *See* discussion of Claim Element [17A], *supra*. A second user selection of a

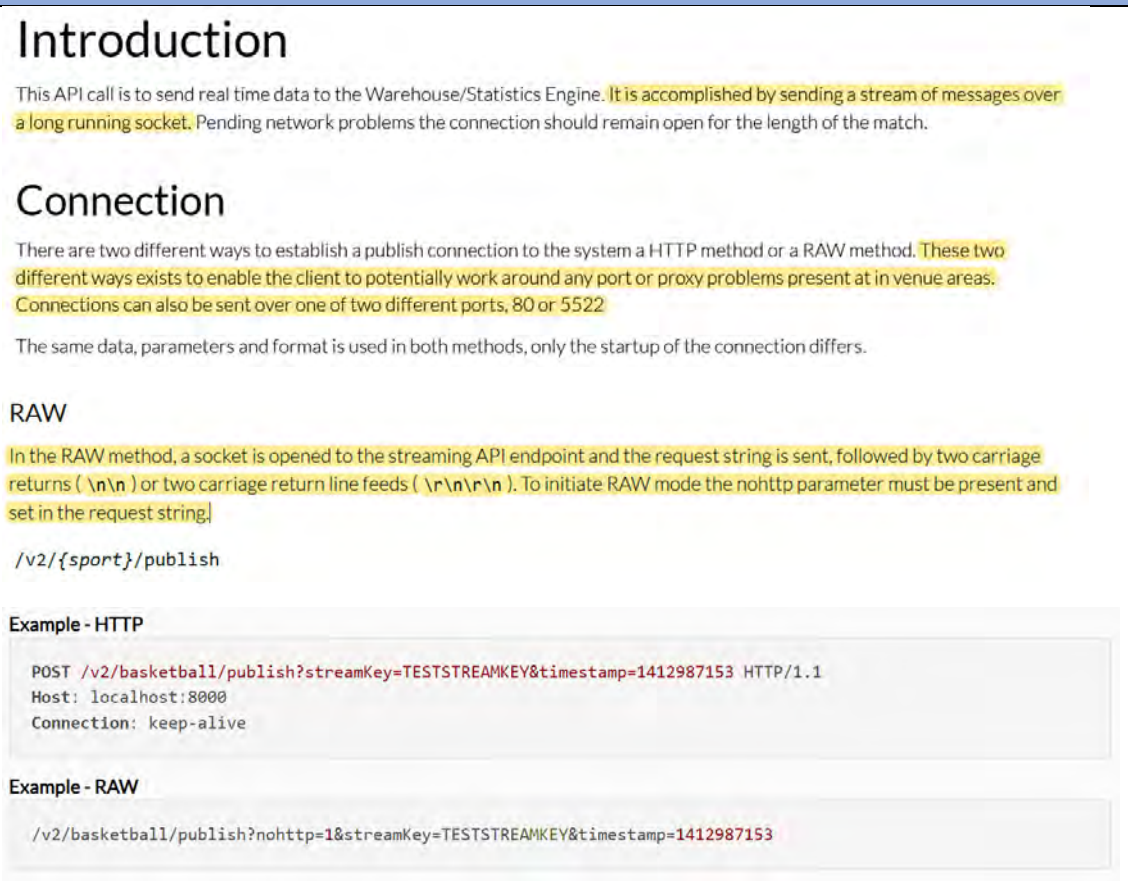
Key Features	Accused Product
a first source from the directory of sources generating media associated with the first sporting event,	first source from the directory of sources generating media associated with the first sporting event is received in the same way described above from the first viewer client device.
[17.D] wherein in A), the at least one first instruction transmitted to the first viewer client device includes a first address for the first source.	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."  Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. RAW In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string. /v2/{sport}/publish Example - HTTP POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive Example - RAW /v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153

Key Features	Accused Product
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

18. <u>Dependent Claim 18</u>

Key Features	Accused Product
[18.P] The method of claim 16, wherein:	The Accused Products perform the method of claim 16. *See* Claim 16, *supra*.
[18.A] 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.	For example, the Accused Products run on device browser wherein the player embedded in the website authenticates the user and then sends a request to the webserver to further transmit the request to the genius sport's servers.

Key Features	Accused Product
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

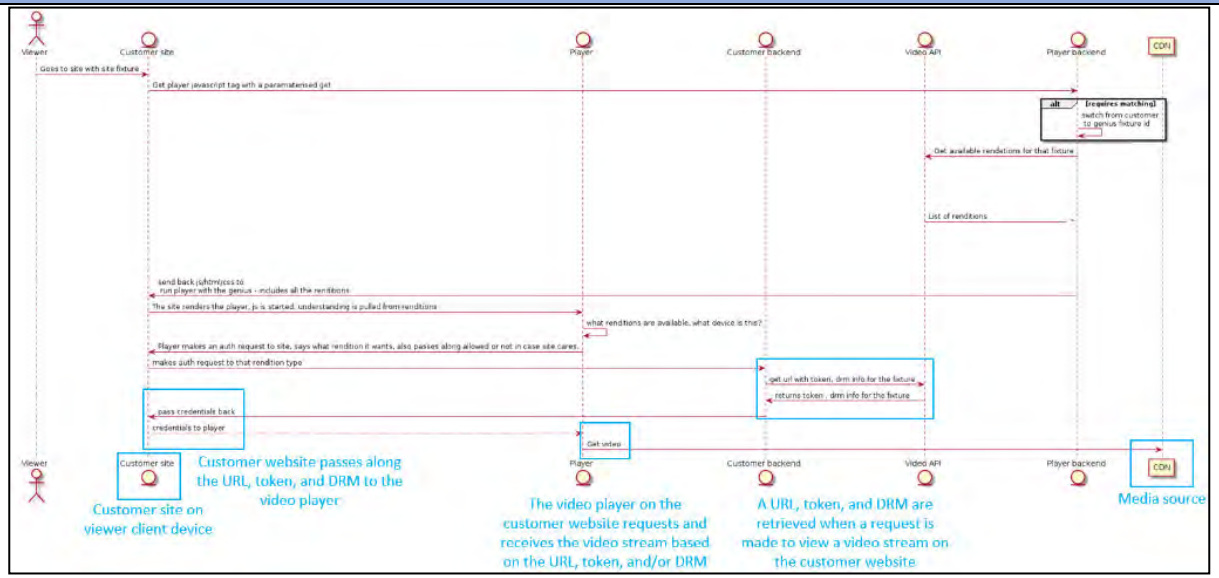
Key Features	Accused Product
	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

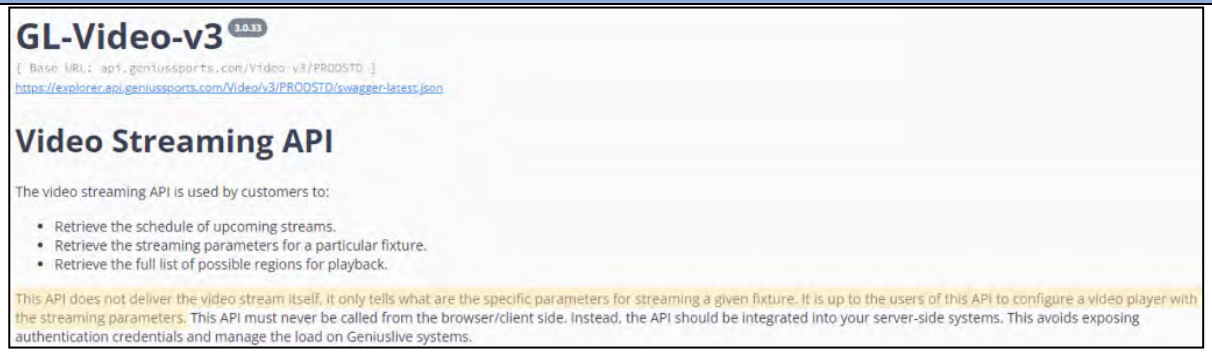
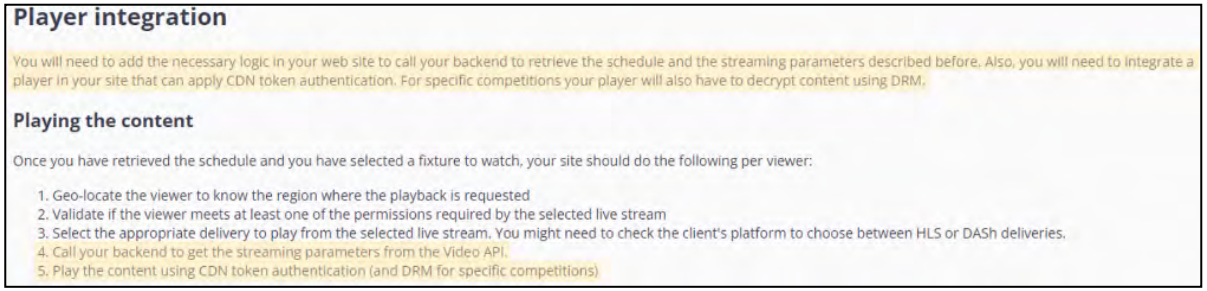
19. Dependent Claim 19

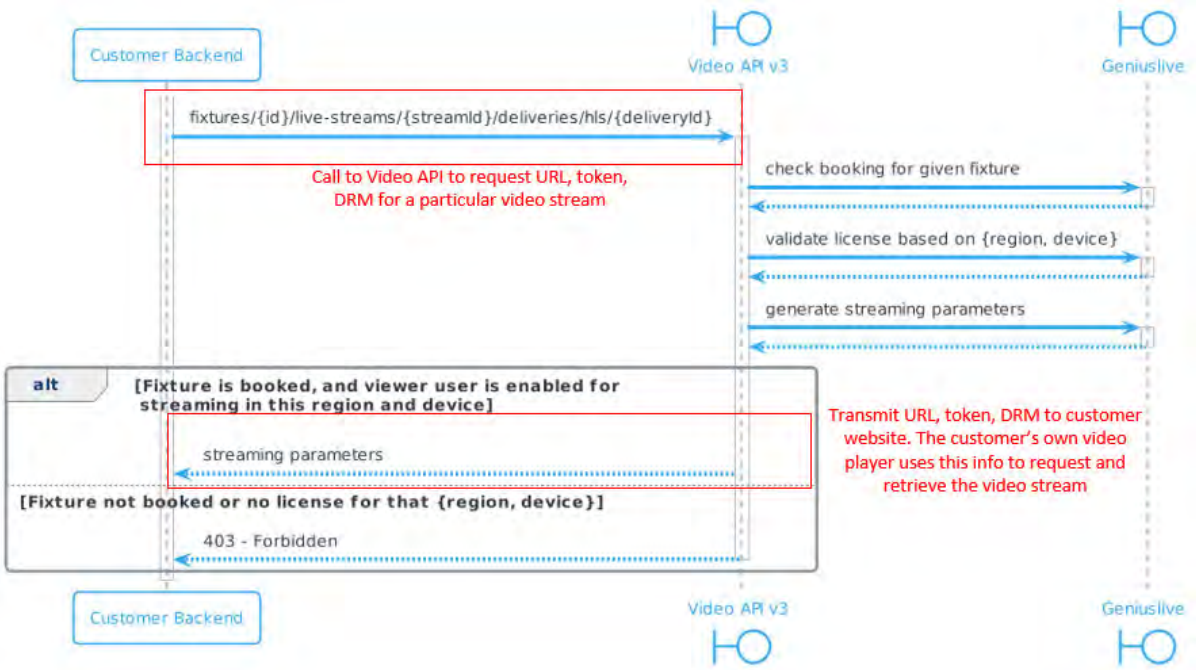
Key Features	Accused Product
[19.P] The method of claim 18, wherein:	The Accused Products comprise the system of claim 18. *See* Claim 18, *supra.*
[19.A] wherein in B), the at least one second instruction transmitted to the first viewer client device includes a first event identifier (first Event ID) 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.	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product

	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

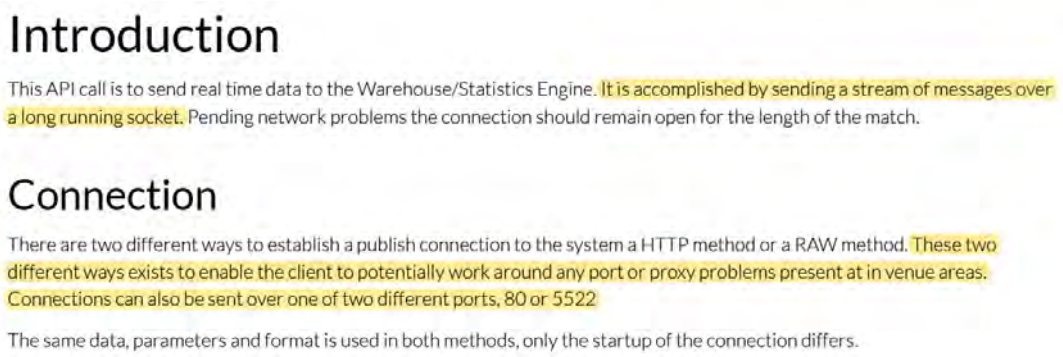
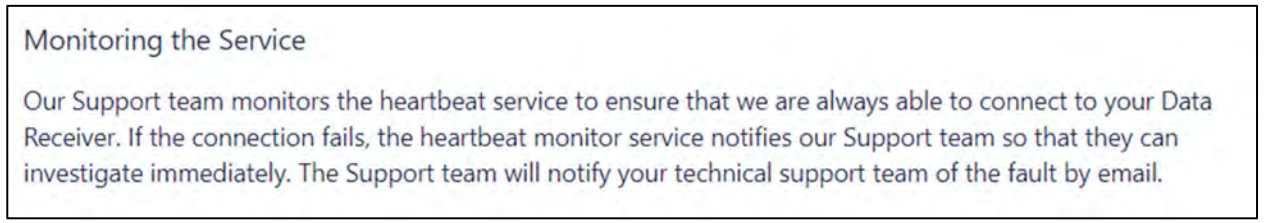
Key Features	Accused Product
	 (S*ee*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product
	 

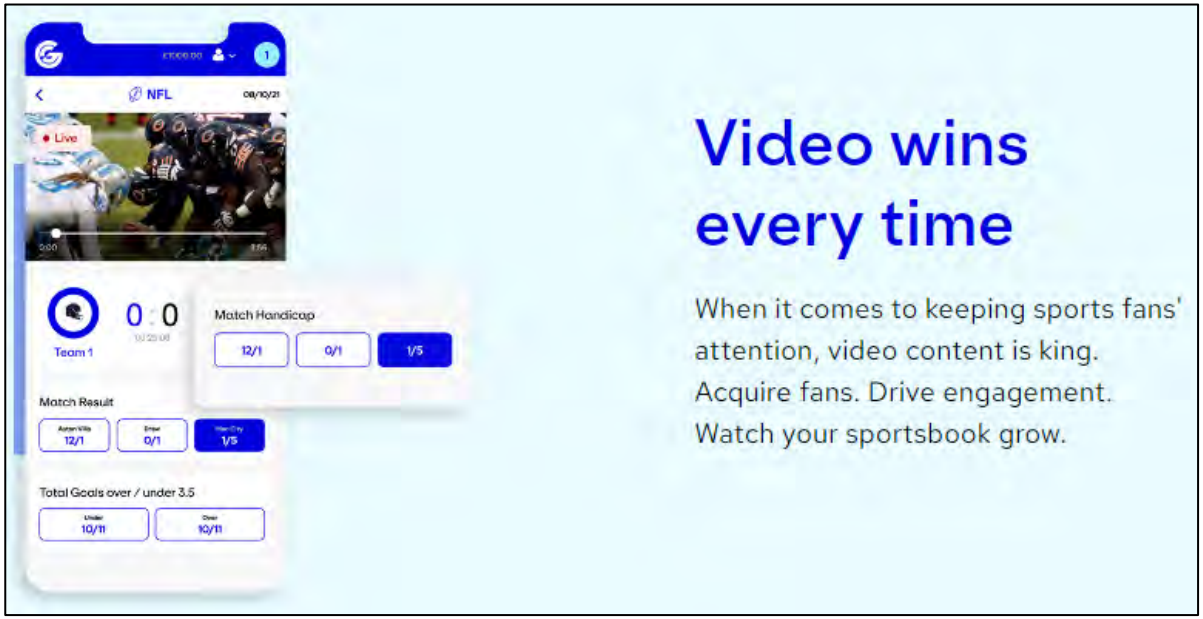
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) The URLs accessed by these processes include information that identifies the event to which they correspond (first EventID).

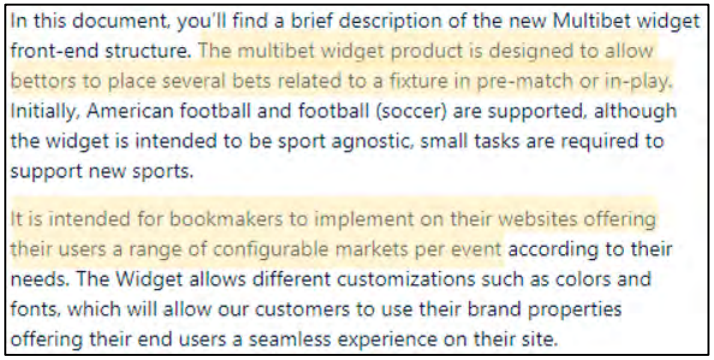
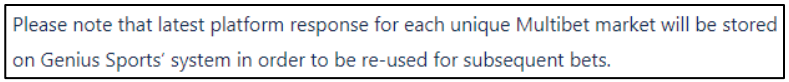
20. Dependent Claim 20

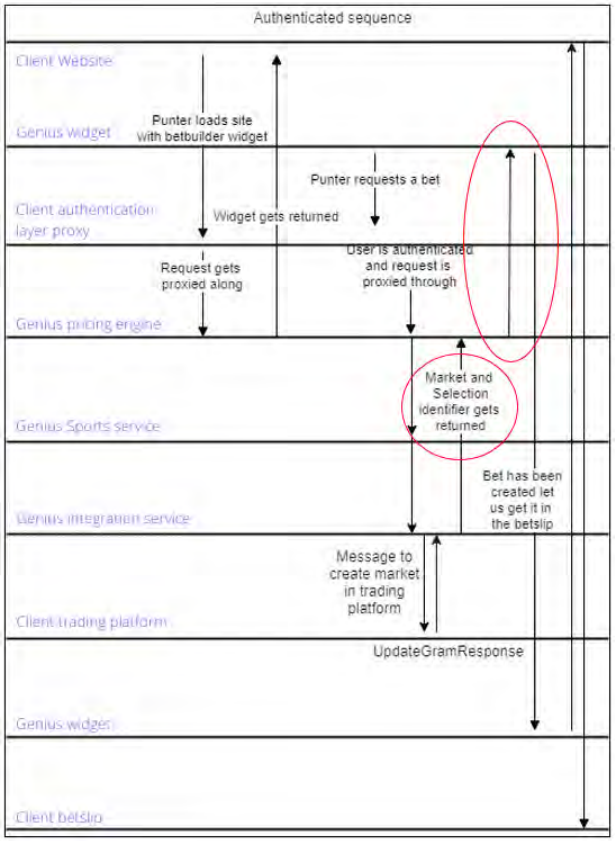
Key Features	Accused Product
[20.P] The system of claim 19, wherein:	The Accused Products comprise the system of claim 19. *See* Claim 19, *supra*.

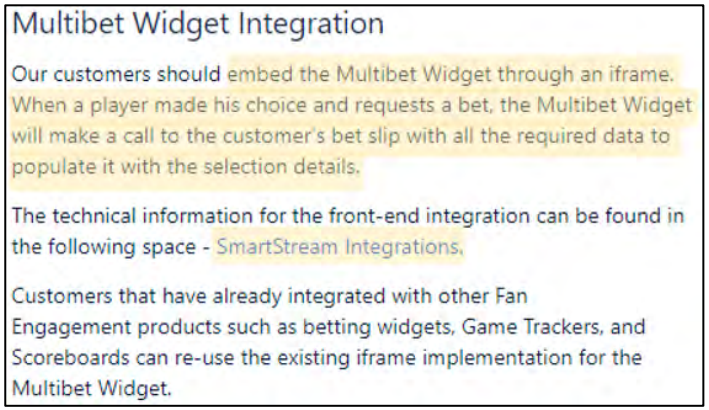
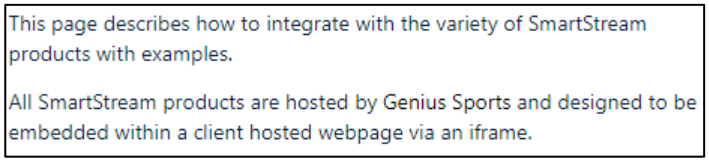
Key Features	Accused Product
[20.A] C) receiving the first URL including the first event identifier in the first URL; and	*See* claim 19.A, *supra*.
[20.B] D) establishing the first event information communication channel between the first event socket and the first viewer client device as a persistent connection.	For example, the Accused Products send "a stream of messages over a long running socket" via a connection that will "remain open for the length of the match."  (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.) Genius Sports continuously monitors its services to ensure a persistent connection.  https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822535/Service+Reliability+and+Availability

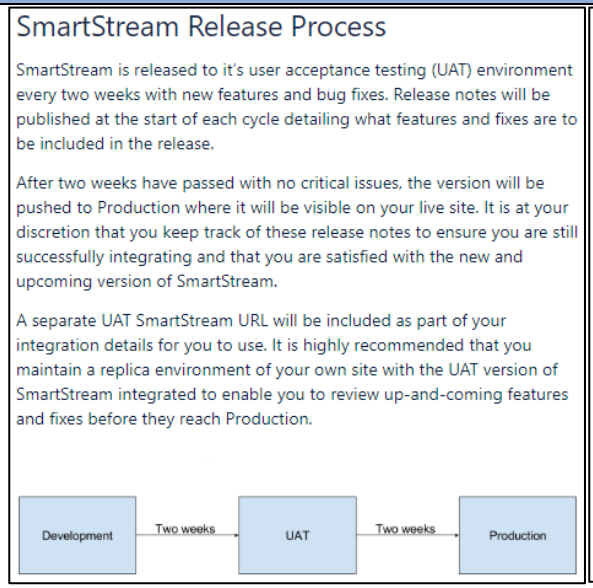
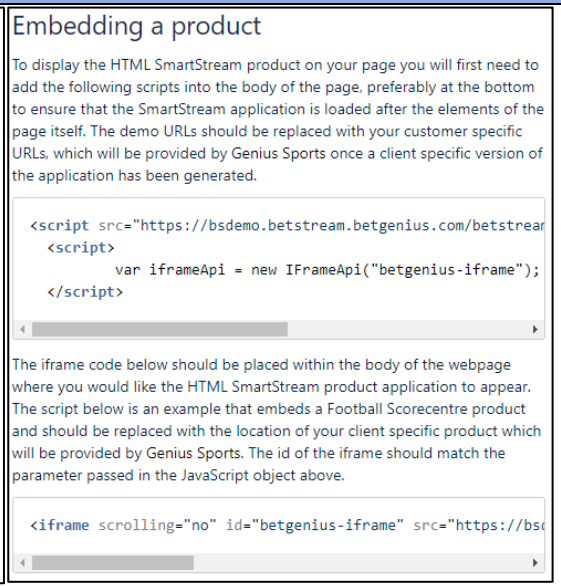
21. Independent Claim 21

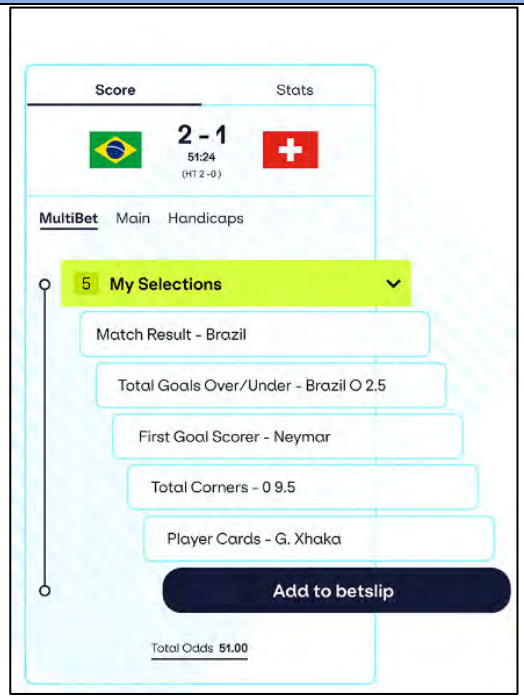
Key Features	Accused Product
[21.P] A method, comprising:	The Accused Products comprise the system of claim 1. *See* Claim 1, *supra.*
[21.A] A) transmitting first instructions to a first client device that includes at least one first display to cause the at least one first display of the first client 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:	For example, the Accused Products can be accessed through web browsers where a video player in be integrated into the website using API to transmit the video stream related to a match wherein the score and match details are updated live on the multibet widgets on a user device. In addition, the Accused Products include both a live stream of a sporting event and overlayed event information germane to the sporting event.  (*See* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlayed event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-

Key Features	Accused Product
	time score updates synchronized with the video-based commentary), player information, venue information, and game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).
[21.B] receive, on a first communication channel, first digital content corresponding to the first video relating to the first sporting event;	Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.  In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See*, PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

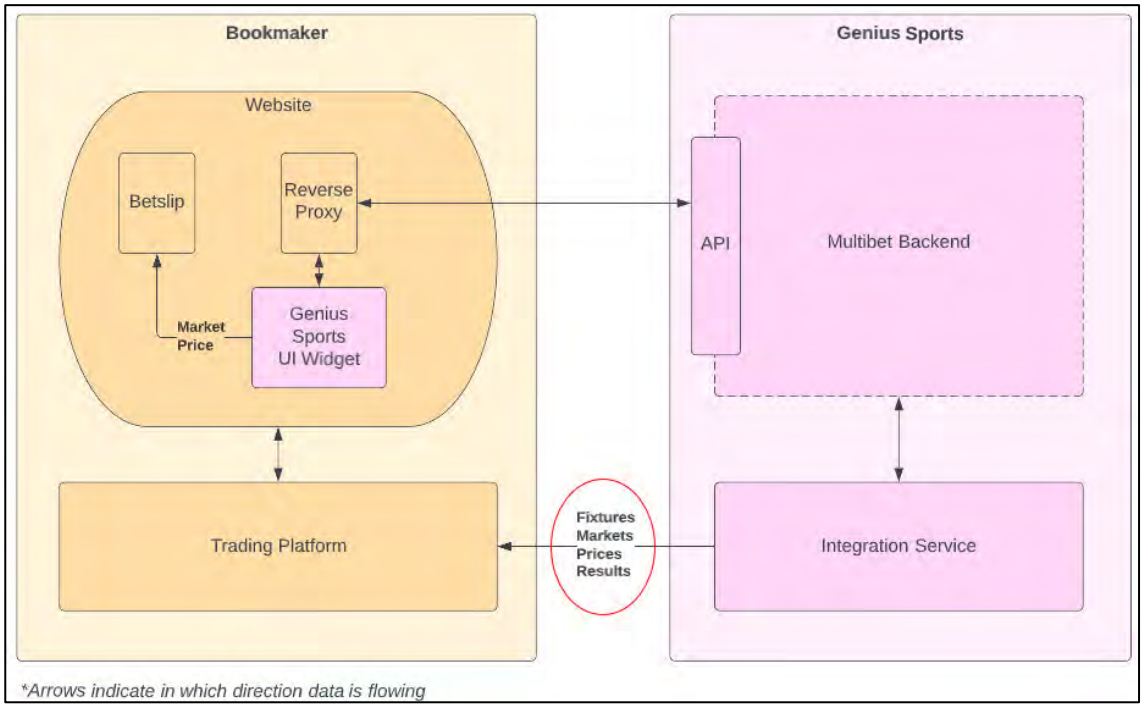
Key Features	Accused Product
	In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device via the Internet.  (*See*, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

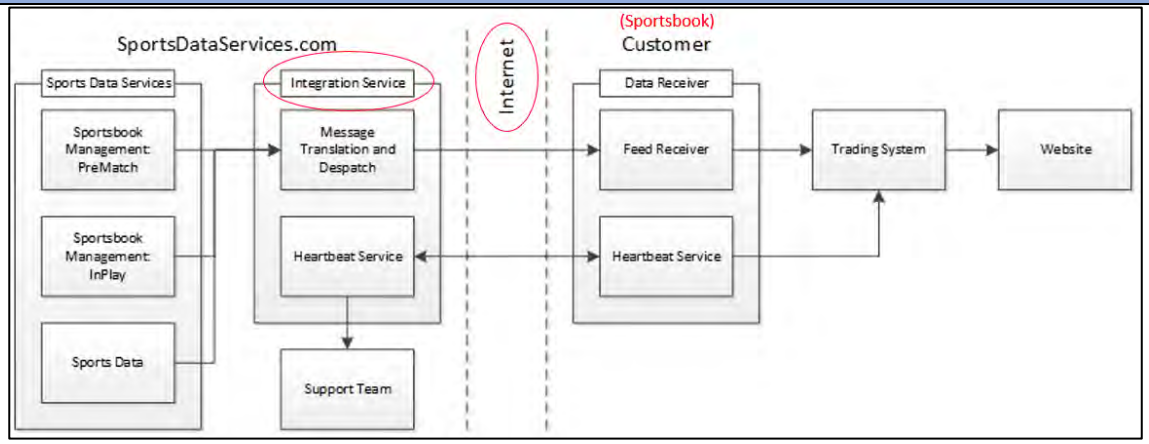
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.  Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See*, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.)  This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See*, PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

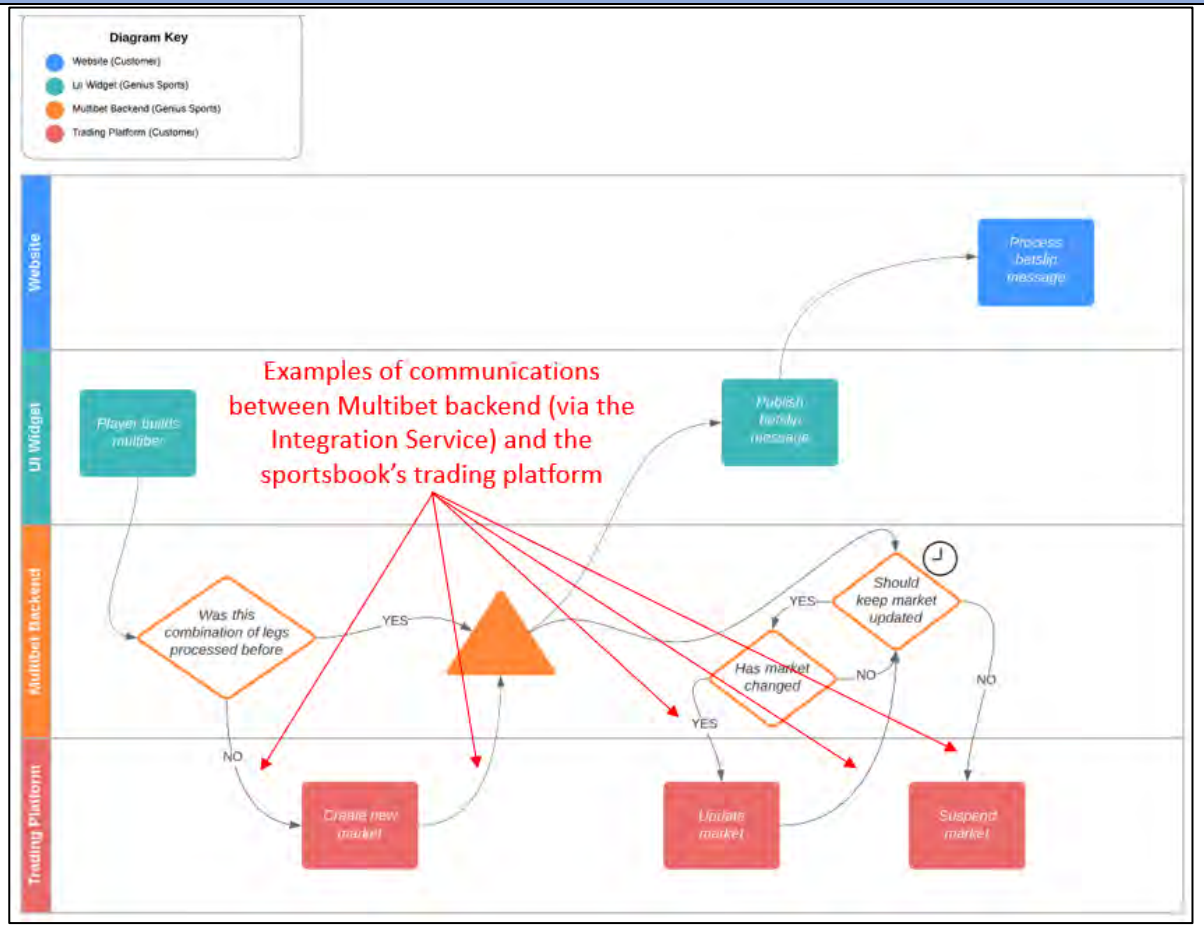
Key Features	Accused Product
	  (*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, the Accused Products use Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	  (*See*, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (S*ee*, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See*, PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See*, PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See*, PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)
[21.C] render, on the at least one first display of the first client device, the first video relating to the	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
first sporting event based on the first digital content received on the first communication channel;	***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[21.D] receive, on a second communication channel different from the first communication channel, second digital content corresponding to the online gaming information; and	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

Key Features	Accused Product

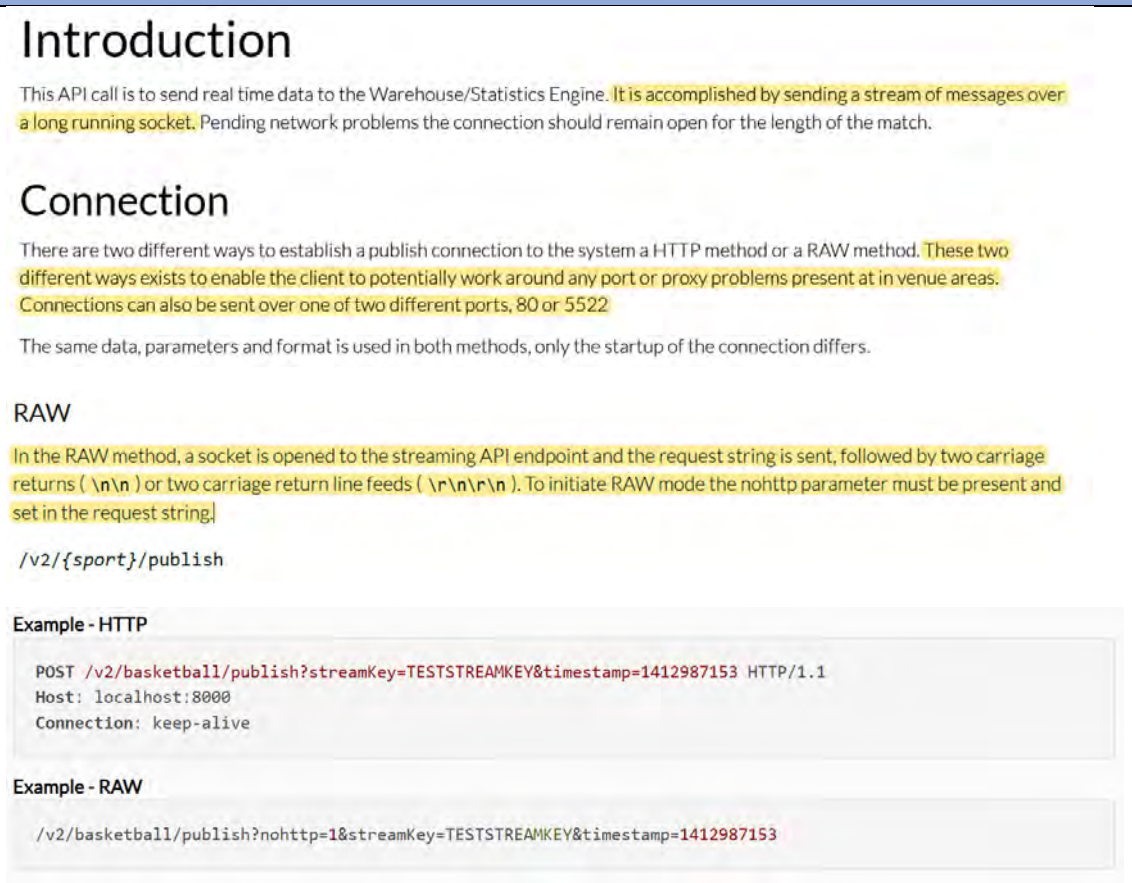
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	`/v2/{sport}/publish`
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

[21.E] 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.	For example, "Ably effortlessly maintains sub-65ms latency at a global scale," which "ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video."

Key Features	Accused Product
	 (*See* https://ably.com/case-studies/genius-sports)

22. <u>Dependent Claim 22</u>

Key Features	Accused Product
[22.P] The method of claim 21, wherein:	The Accused Products performs the method of claim 21. *See* Claim 21, *supra.*
[22.A] in A), the first instructions transmitted to the first client device	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."

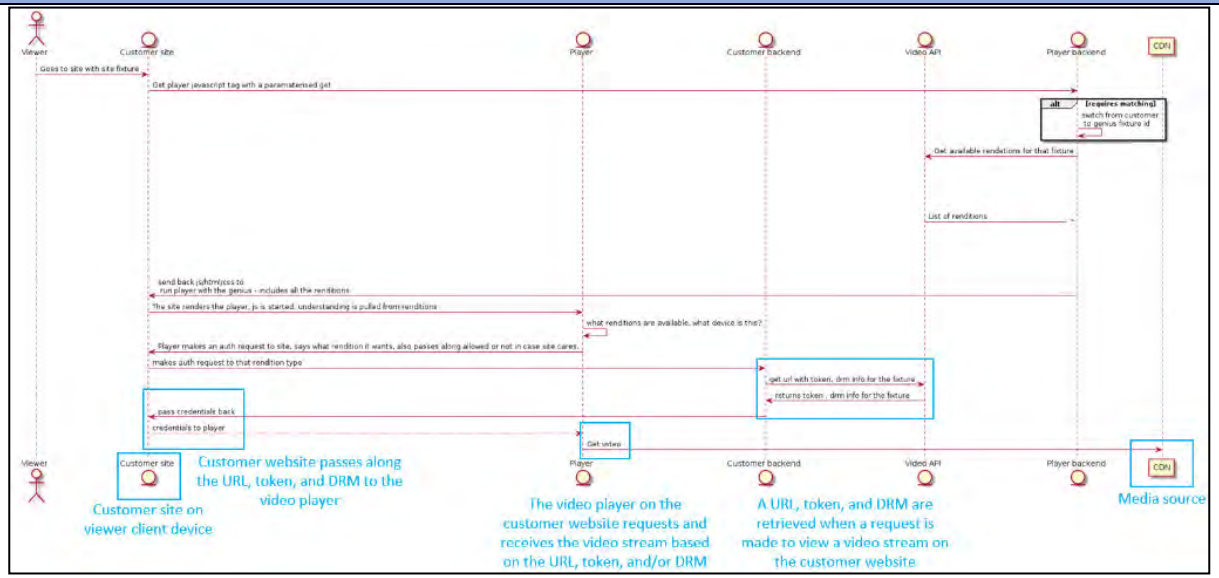
Key Features	Accused Product
include a first address for a first media source, such that the first client device uses the first address to request and receive from the first media source the first digital content via the first video communication channel	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

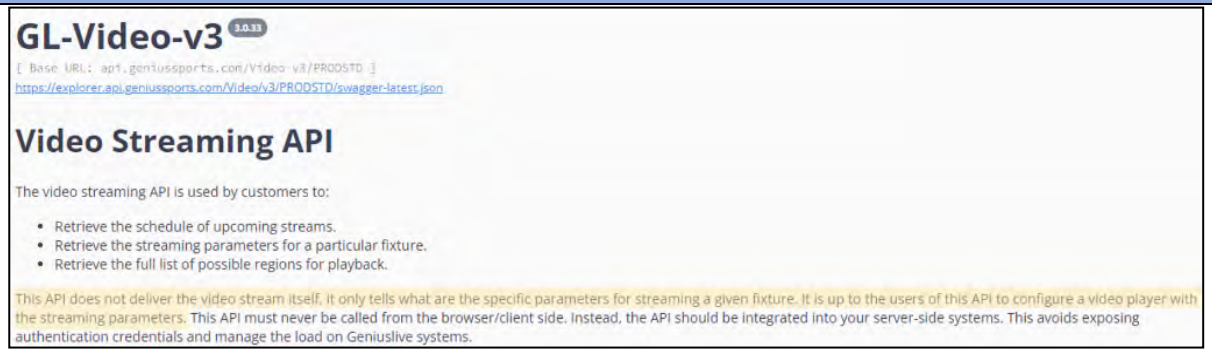
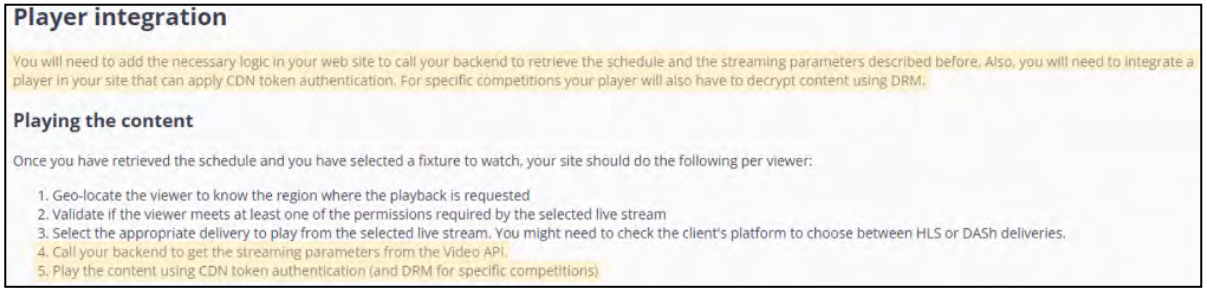
23. Dependent Claim 23

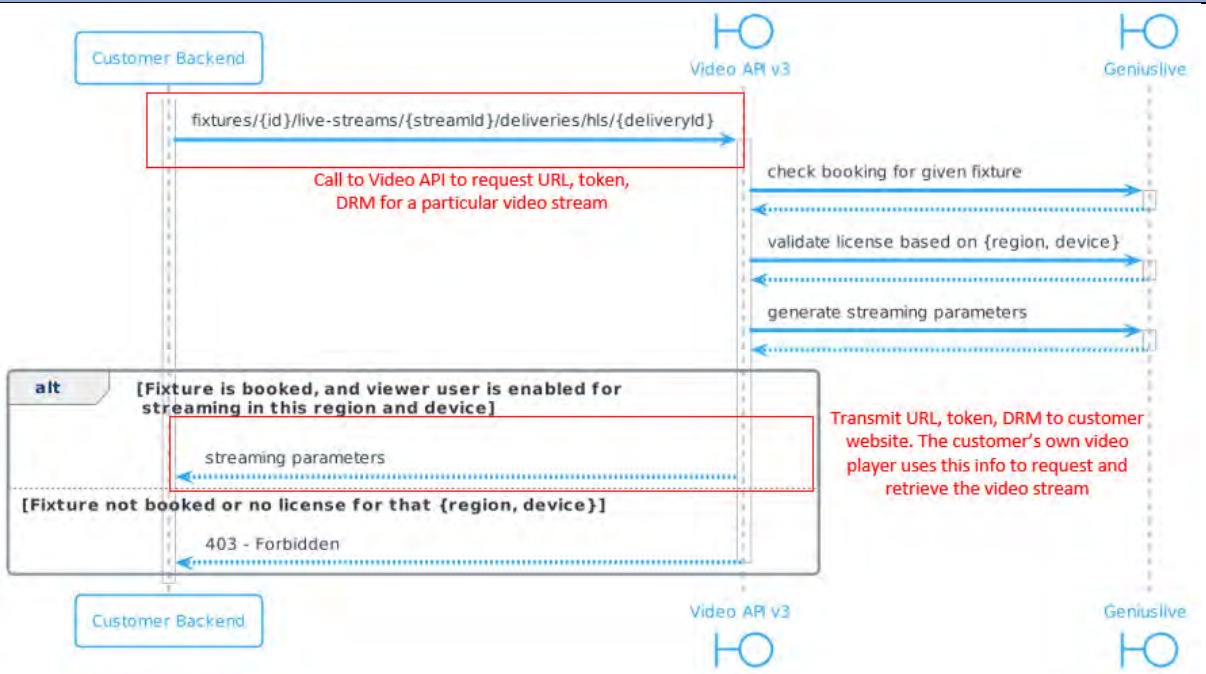
Key Features	Accused Product
[23.P] The method of claim 22, wherein:	The the Accused Products performs the method of claim 22. *See* Claim 22, *supra.*
[23.A] in A), the first instructions transmitted to the first client device include a first event identifier (first Event ID) that corresponds to a source of the second digital content corresponding to the online gaming information.	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product

	Insert a script tag defining the desired fixture and the bookmaker source:
	
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	
	How does it work?
	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	
	Our API should never be called from the browser directly.
	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (S*ee*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product
	 

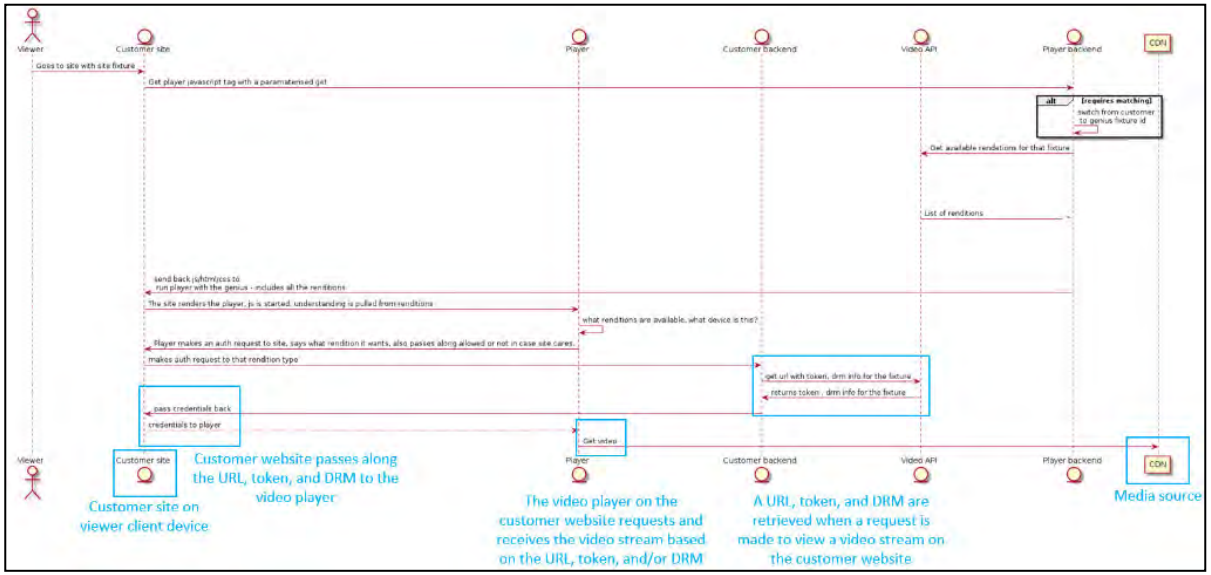
Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

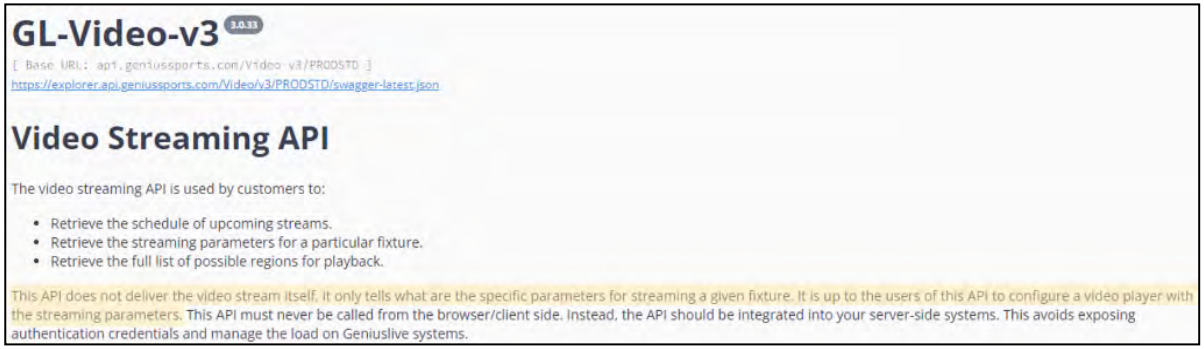
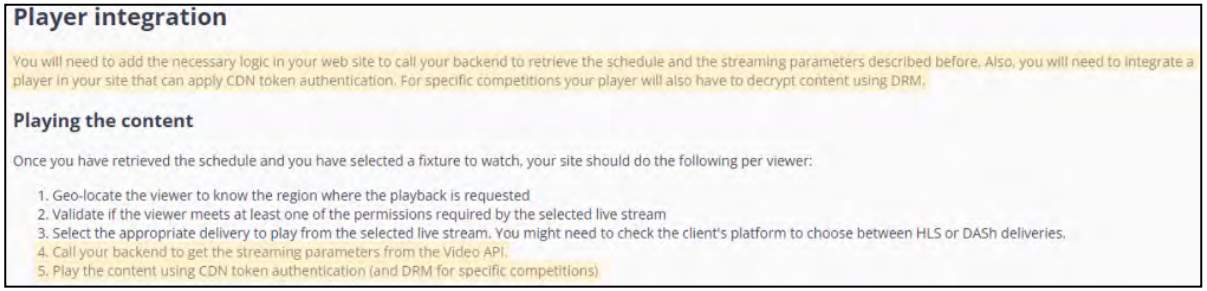
24. <u>Dependent Claim 24</u>

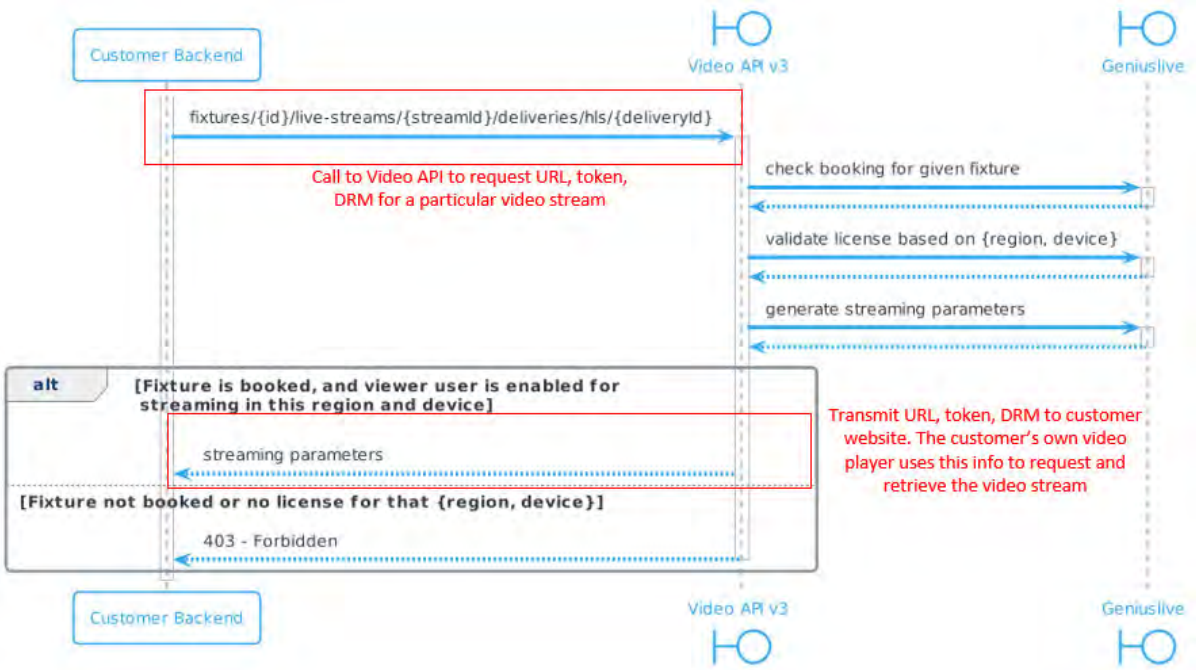
Key Features	Accused Product
[24.P] The method of claim 23, further comprising:	The the Accused Products performs the method of claim 23. *See* Claim 23, *supra.*
[24.A] B) receiving from the first client device a	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's

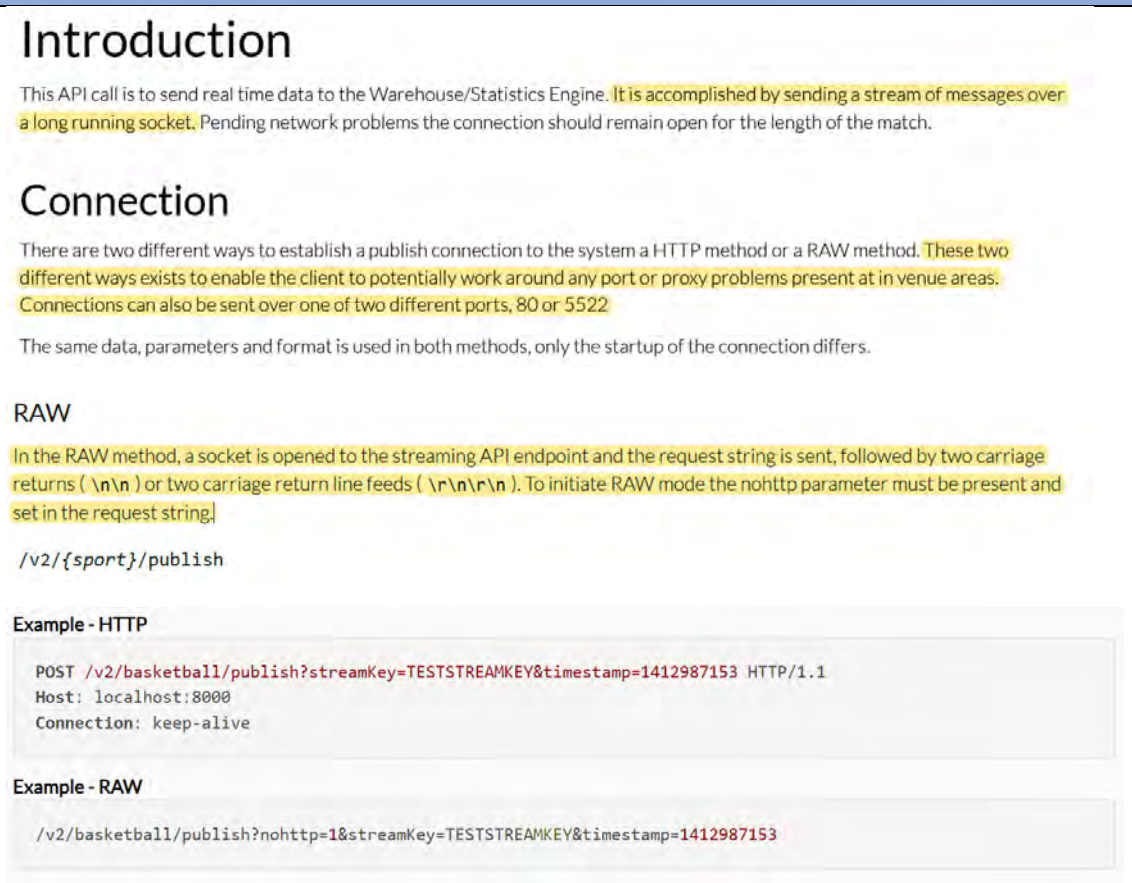
Key Features	Accused Product

first URL including the first event identifier; and	webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.
	
	<u>Option (1): Drop & Play</u>
	
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features	Accused Product
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.  

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) The URLs accessed by these processes include information that identifies the event to which they correspond (first EventID).
[24.B] C) establishing the second communication channel between the source of the second digital content and the first client device as a persistent connection	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."

Key Features	Accused Product
based at least in part on B).	 (*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

25. Dependent Claim 25

Key Features	Accused Product
[25.P] The method of claim 21, wherein:	The Accused Products perform the method of claim 21. *See* Claim 21, *supra.*
[25.A] 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.	For example, the Accused Products display online gaming information in a manner that allows users to interact with a customize that content.

Key Features	Accused Product
	Fixture Widgets You can expand each fixture to show up to five different widget sections. Click the button in the top right corner to select the widgets for this fixture. You can share a fixture by clicking the  button. The fixture's link will be copied to the clipboard. The main fixture widget contains: • The competition name; • The names of the teams/sides; • For each team, a color box that shows the primary and secondary color of their kit, plus **H** and **A** letter indication for **Home** and **Away** team; • The score; • The current game time and Started time; • Indicator of VAR support • Indicator of Lineups • Indicator of MatchFormat • Indicator if fixture is 2nd leg • A color indicator of the quality of the feed (connection to Genius Sports's source of InPlay data): • Green - event feed is active; • Red - event feed is unreliable or disconnected; • Grey - no feed (including in PreMatch, before our statistician has logged on). • A short summary of statistics per side: • Yellow cards; • Red cards; • Shots on goal; • Corner kicks; • Dangerous attacks; • Percentage of ball possession. To avoid confusion between fixtures with the same starting time, but on a different date, in the Summary Component it is shown 'Today', 'Yesterday', 'Tomorrow', or in the rest of cases the date of the fixture. Fixtures can be resized by moving the slider on the top right corner. Four different widget sizes are available - small, medium, large and extra larger view. By pressing the  button on the MatchSummary header bar a single fixture view is opened https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual

26. Dependent Claim 26

Key Features	Accused Product
[26.P] The method of claim 25, wherein:	The Accused Products perform the method of claim 25. *See* Claim 25, *supra*.
[26.A] 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.	*See* Claim 25.A, *supra*. For example, users can interact with widgets to receive additional information about sporting events.

27. Dependent Claim 27

Key Features	Accused Product
[27.P] The method of claim 21, wherein:	The Accused Products perform the method of claim 21. *See* Claim 21, *supra*.
[27.A] 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	*See* Claim 4, *supra*.

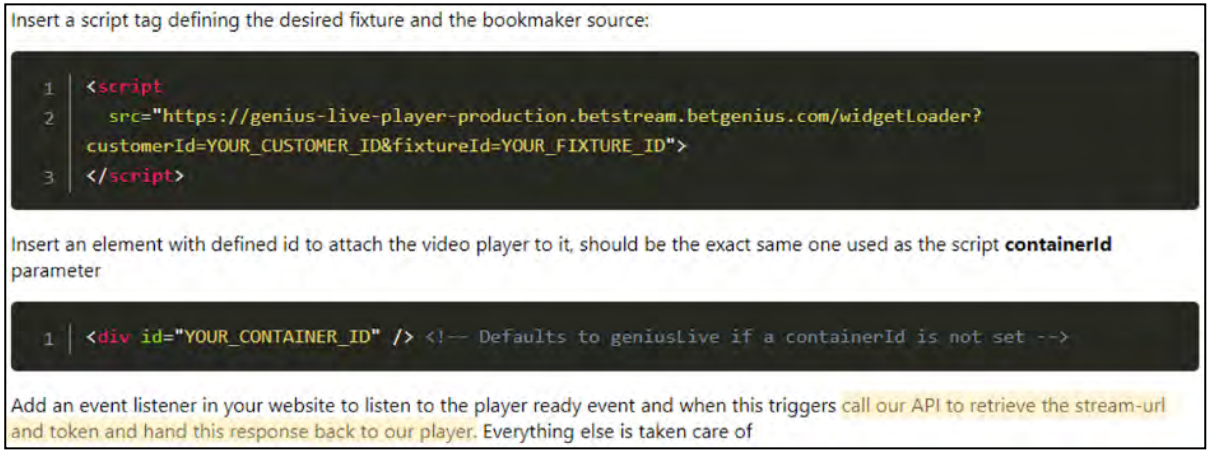
Key Features	Accused Product
client device to render the first video or a second video relating to the first sporting event and render the online gaming information relating to the first sporting event, wherein the second instructions transmitted in B) cause the second client device to:	
[27.B] receive, 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;	*See* Claim 21.B-E, *supra*.
[27.C] 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;	*See* Claim 21.B-E, *supra*.

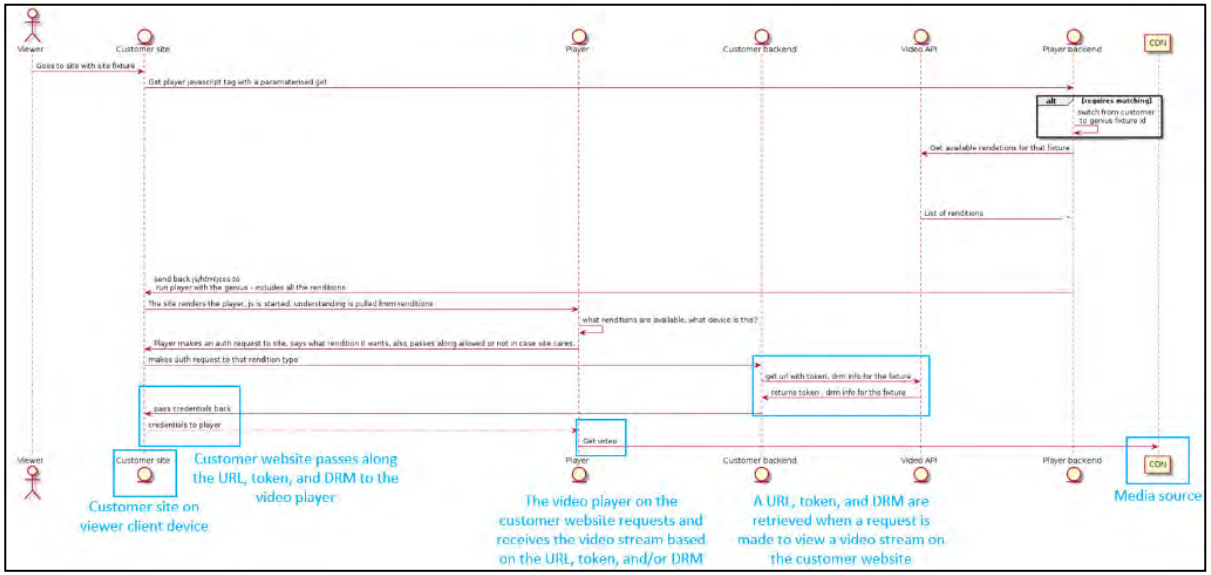
Key Features	Accused Product
[27.D] receive, on a fourth communication channel different from the third communication channel, the second digital content corresponding to the online gaming information; and	*See* Claim 21.B-E, *supra*.
[27.E] render, on the at least one second display of the second client device, the online gaming information based on the second digital content received on the fourth communication channel.	*See* Claim 21.B-E, *supra*.

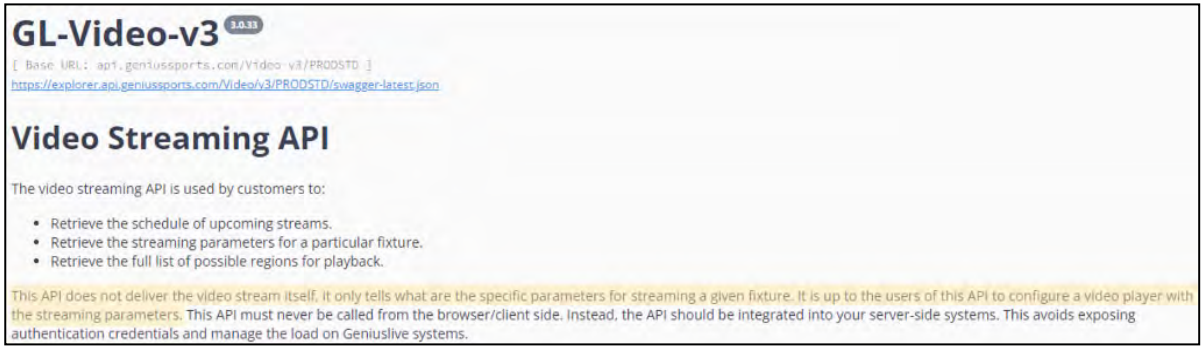
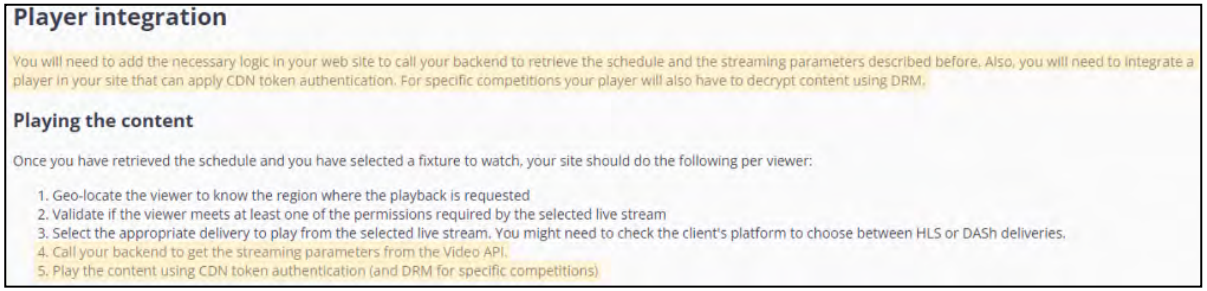
28. <u>Dependent Claim 28</u>

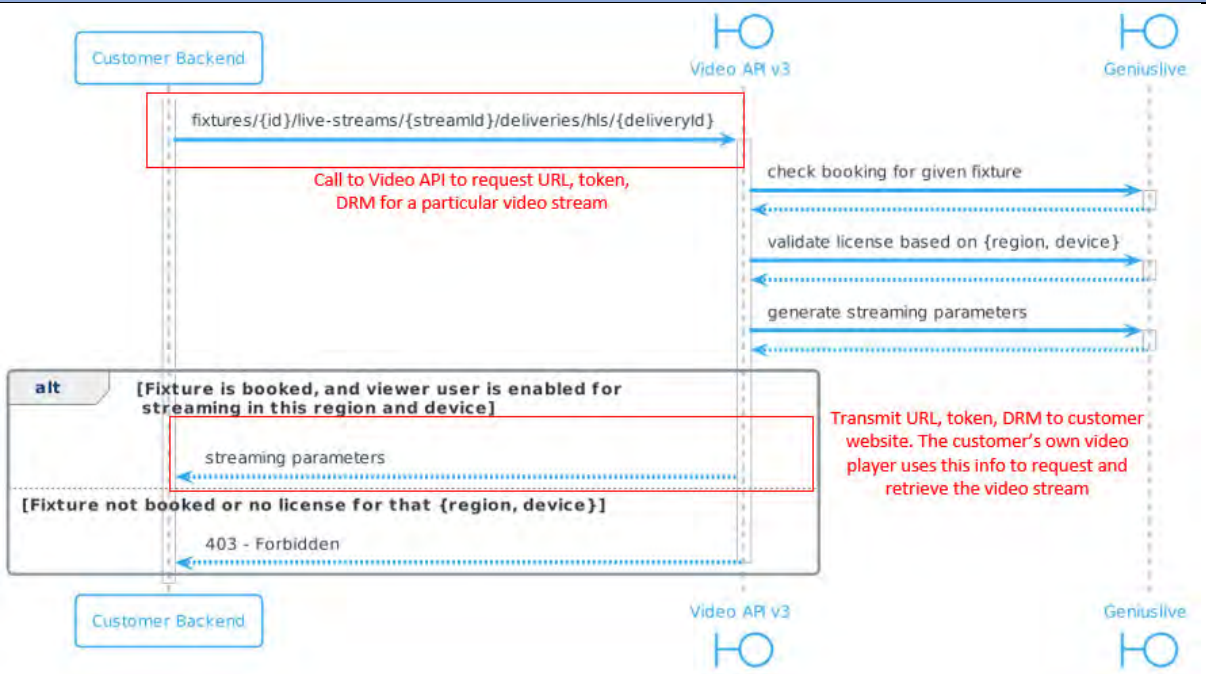
Key Features	Accused Product
[28.P] The method of claim 27, wherein:	The Accused Products perform the method of claim 27. *See* Claim 27, *supra.*
[28.A] in B), the second instructions transmitted to the second client device include the first address for the first media source or a second address for a second media source, such that the second client device uses the first	The Accused Products practice this limitation. For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a

Key Features	Accused Product

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.	sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.
	
	<u>Option (1): Drop & Play</u>
	
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	
	 
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features	Accused Product
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.  

Key Features	Accused Product
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)

29. <u>Dependent Claim 29</u>

Key Features	Accused Product
[29.P] The method of claim 28, wherein:	The Accused Products perform the method of claim 28. *See* Claim 28, *supra.*
[29.A] in A), the second instructions transmitted to the second client device include the first event	*See* Claim 28, *supra*.

Key Features	Accused Product
identifier (first Event ID) that corresponds to the source of the second digital content corresponding to the online gaming information.	

30. Dependent Claim 30

Key Features	Accused Product
[30.P] The method of claim 27, further comprising:	The Accused Products perform the method of claim 27. *See* Claim 27, *supra.*
[30.A] 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	*See* Claim 1.B.2, *supra*.
[30.B] 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,	*See* Claim 4, *supra*.

Key Features	Accused Product
[30.C] 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.	*See* Claim 11, *supra.*