



(12) **United States Patent**
Joao

(10) **Patent No.:** **US 11,069,195 B2**
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(54) **SPORTS BETTING APPARATUS AND METHOD**

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Related U.S. Application Data

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(51) **Int. Cl.**
G07F 17/32 (2006.01)
G06Q 50/34 (2012.01)
G06T 19/00 (2011.01)

(52) **U.S. Cl.**
CPC **G07F 17/3288** (2013.01); **G06Q 50/34** (2013.01); **G06T 19/006** (2013.01); **G07F 17/3211** (2013.01); **G07F 17/3223** (2013.01)

(58) **Field of Classification Search**
CPC .. G06G 50/34; G07F 17/3288; A63F 3/00157
See application file for complete search history.

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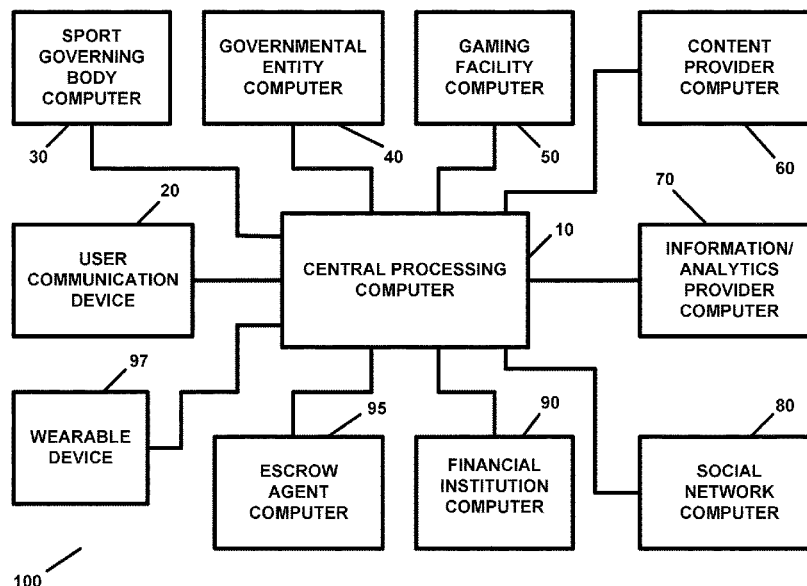
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(57) **ABSTRACT**

A sports betting apparatus, including a processor which provides an electronic forum capable of providing a video or audio broadcast of a sporting event to users and capable of allowing the users to communicate with one another before, during, or after, the broadcast, to place a bet or bets on an outcome of, or on, an event occurring during the sporting event, to receive information regarding bets available, betting odds, changes in betting odds, or analytics information, and to report an instance of suspected game fixing or match fixing involving the sporting event; and a transmitter which transmits the electronic forum to a user communication device associated with a user. The apparatus provides a communication link which facilitates a communication or an interaction between one or more and a player, a coach, a team bench, a referee, a broadcaster, or an individual participating in the sporting event.

20 Claims, 25 Drawing Sheets



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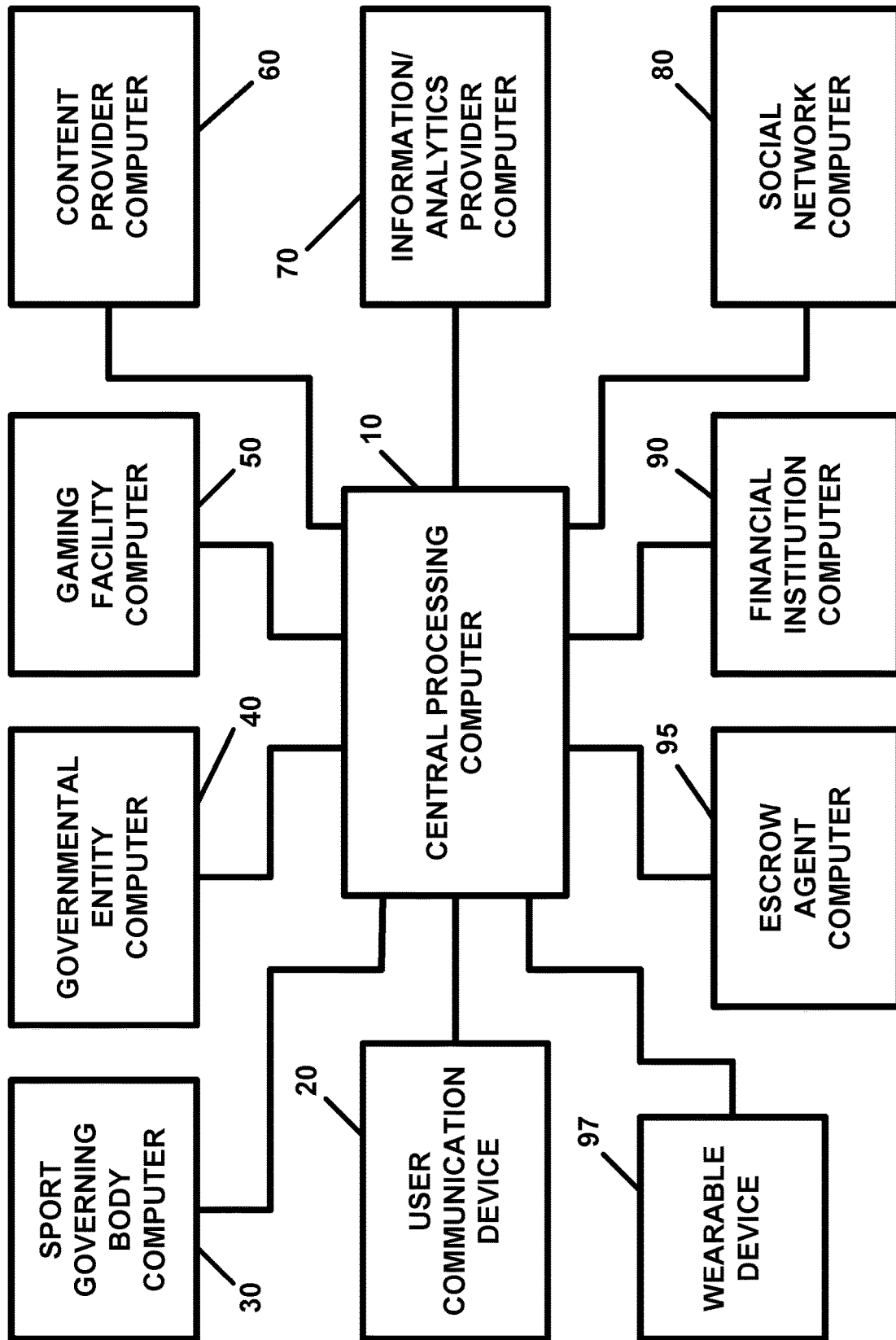


FIG. 1

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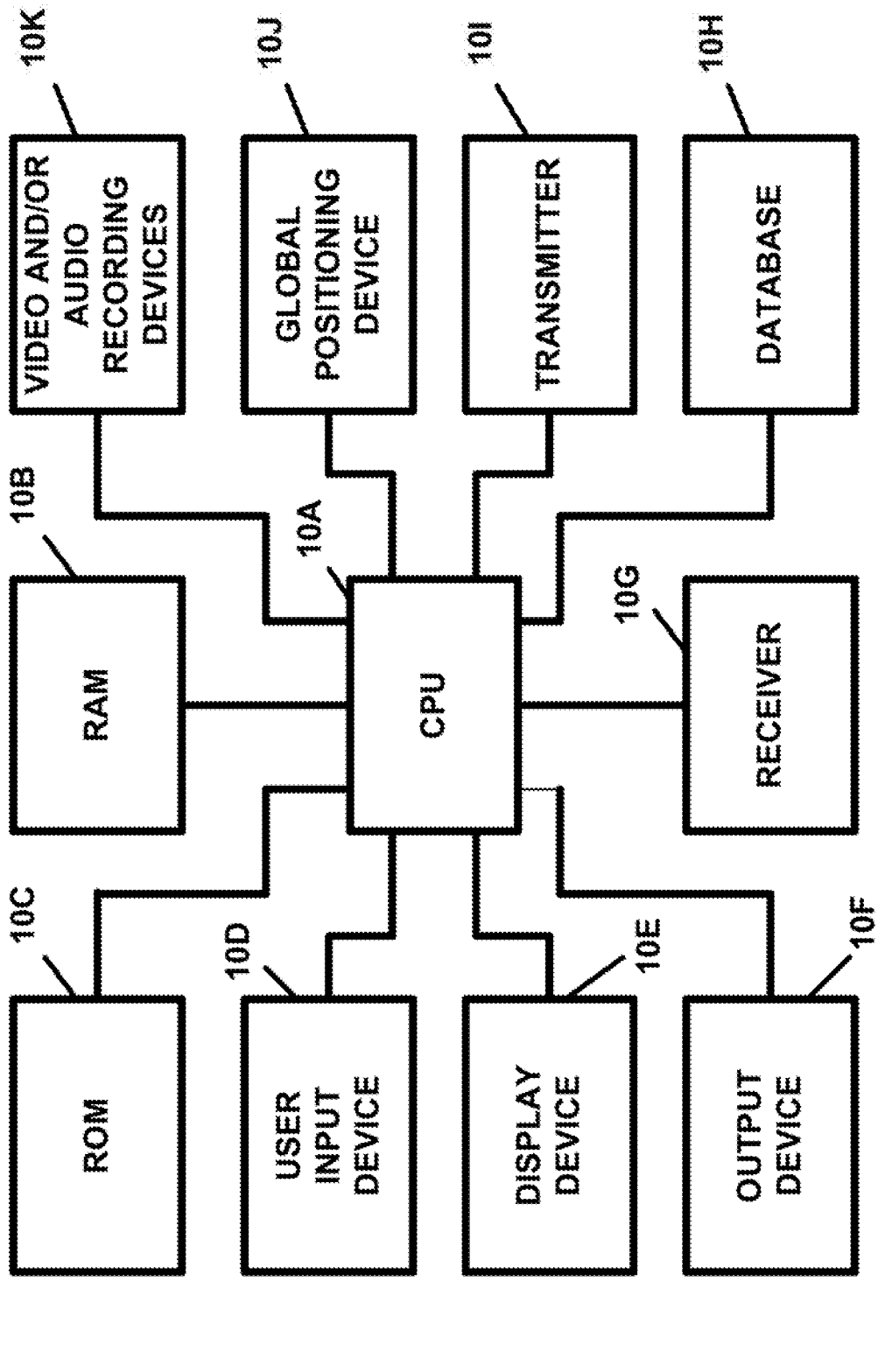


FIG. 2

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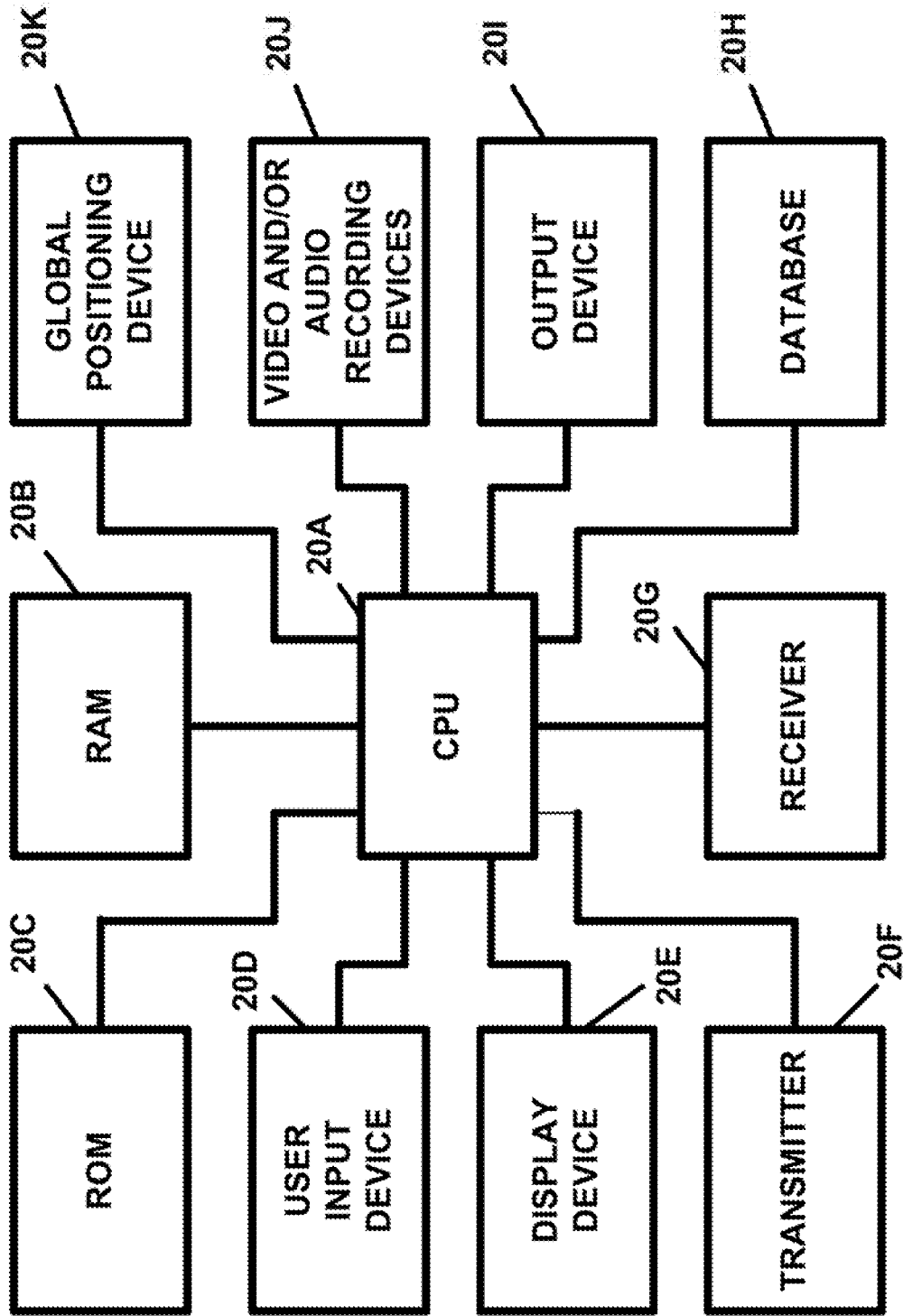


FIG. 3

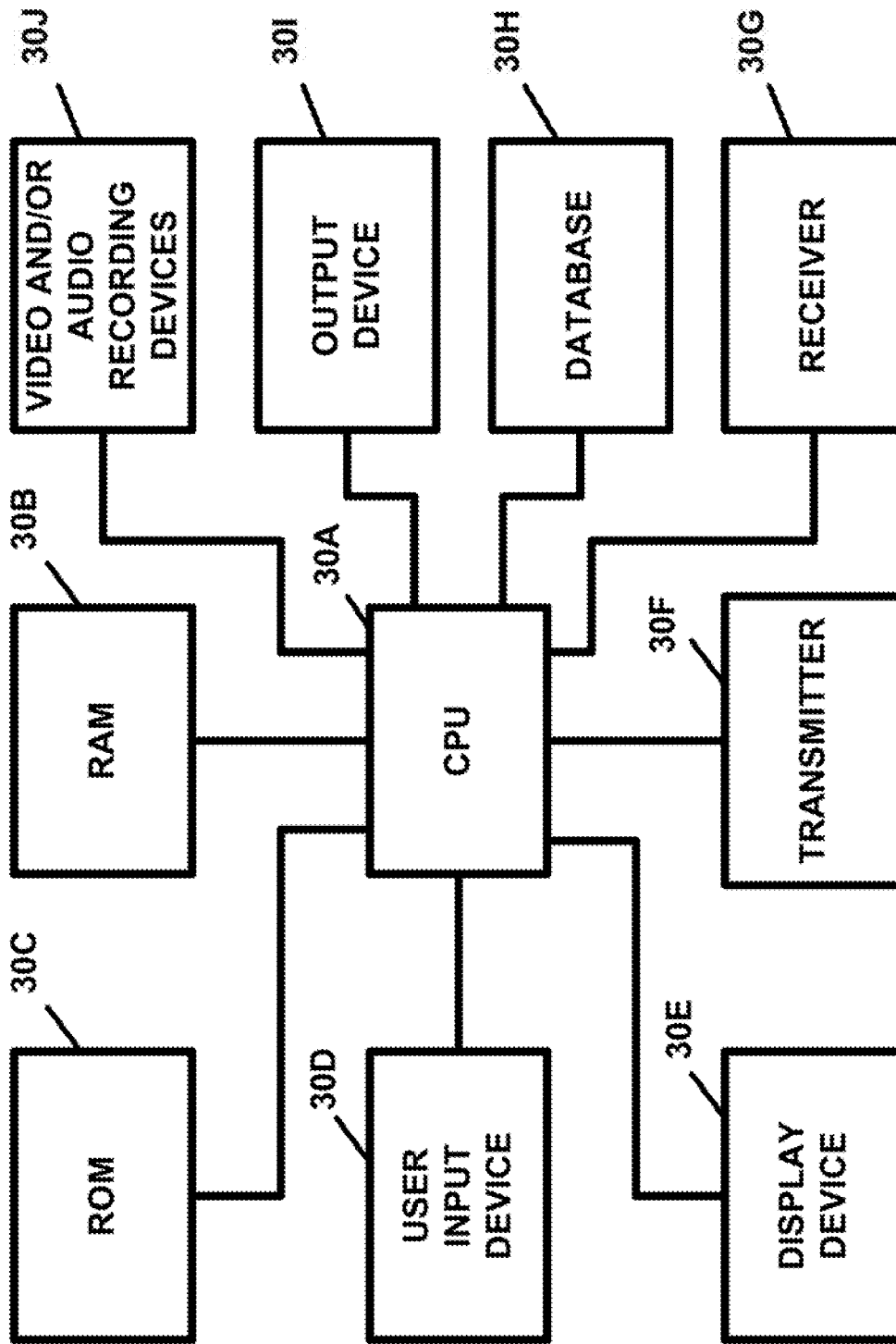


FIG. 4

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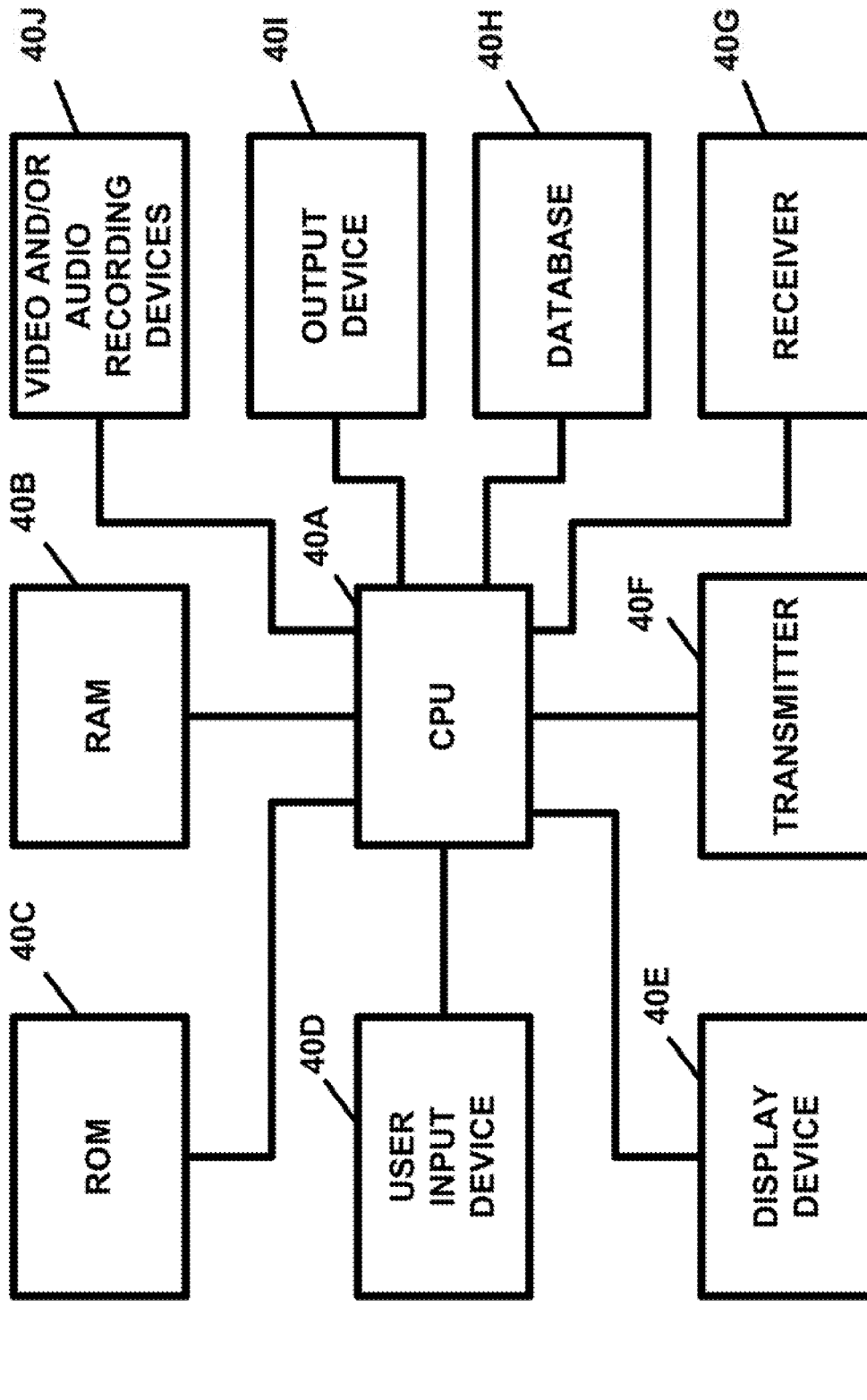


FIG. 5

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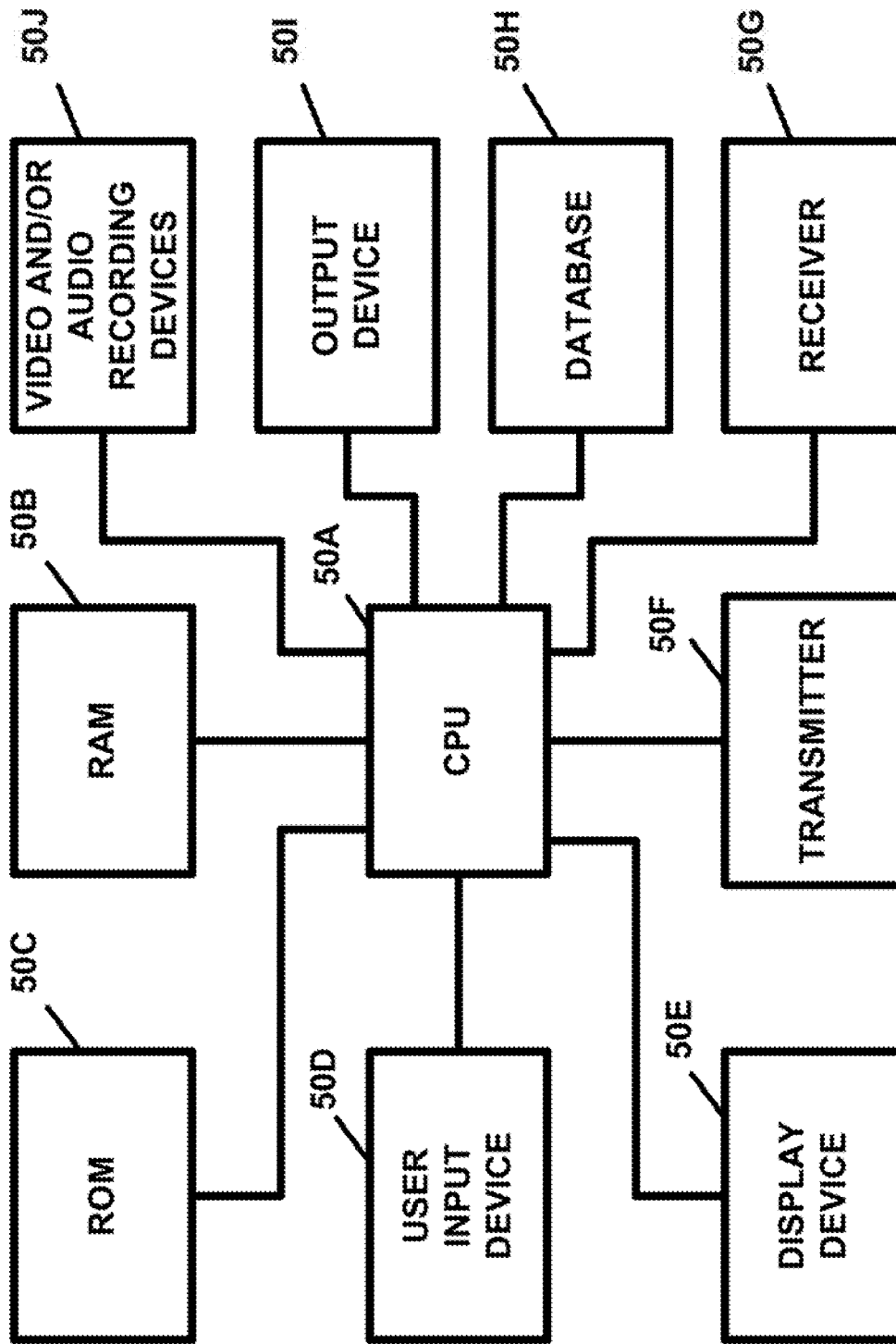


FIG. 6

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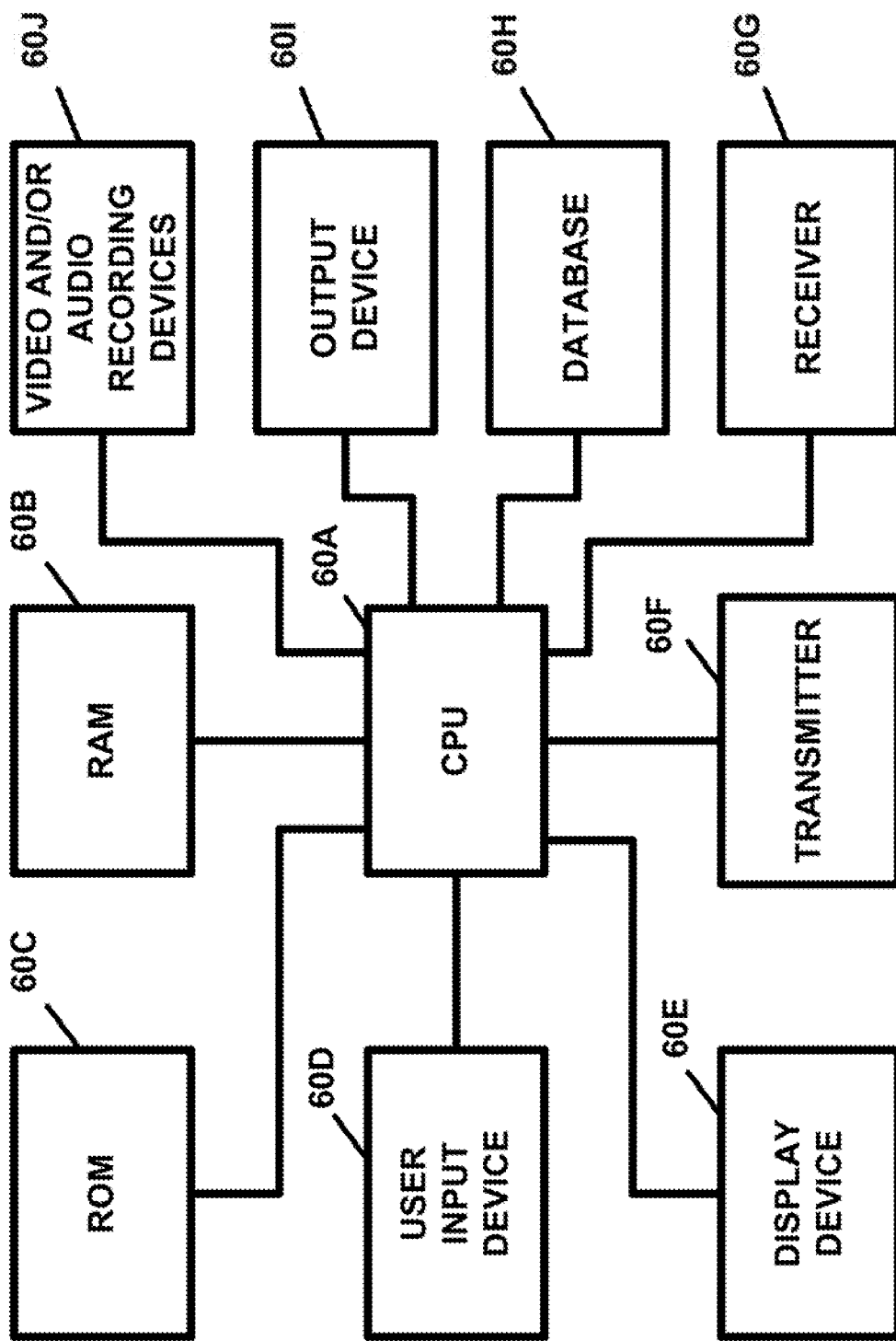


FIG. 7

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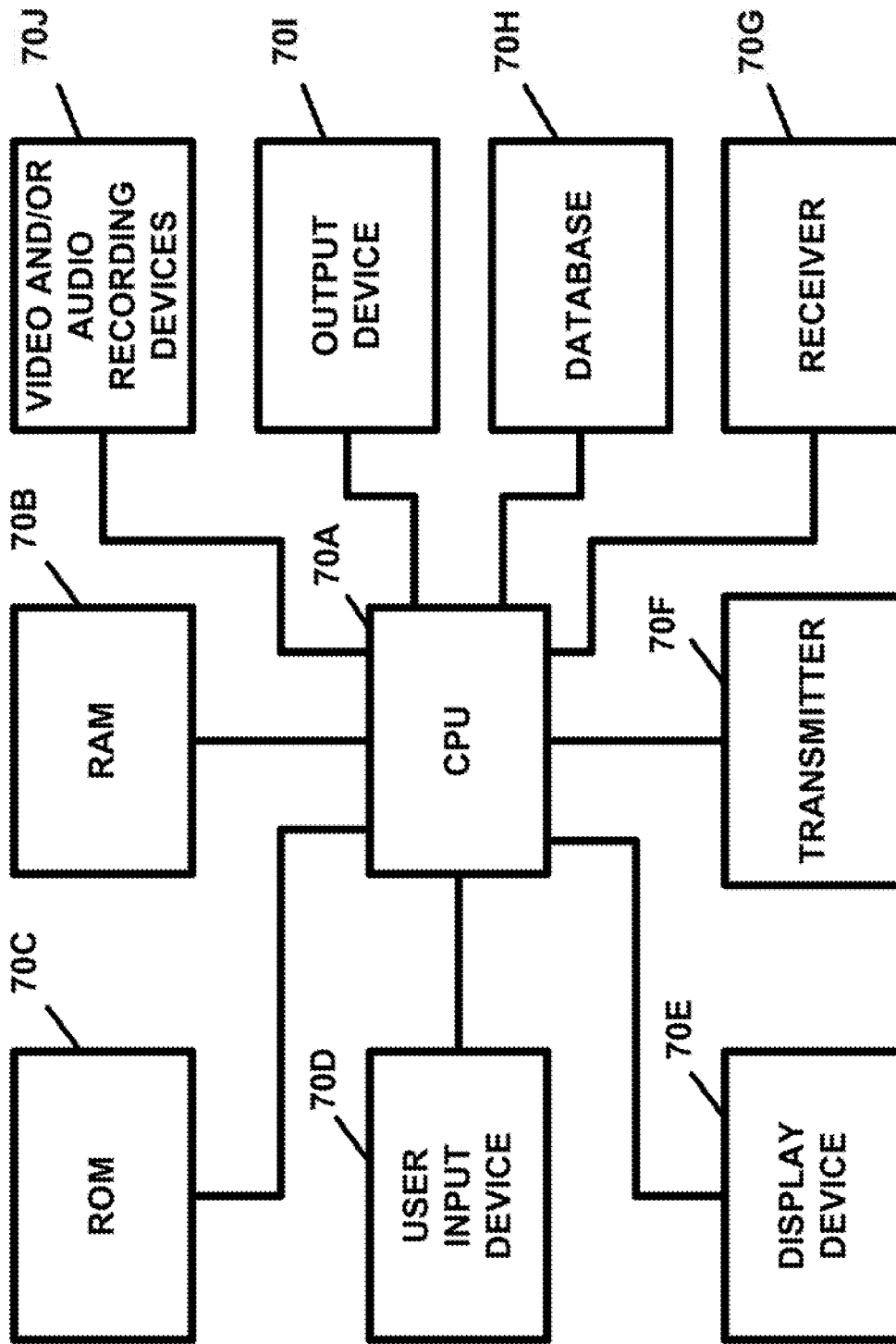


FIG. 8

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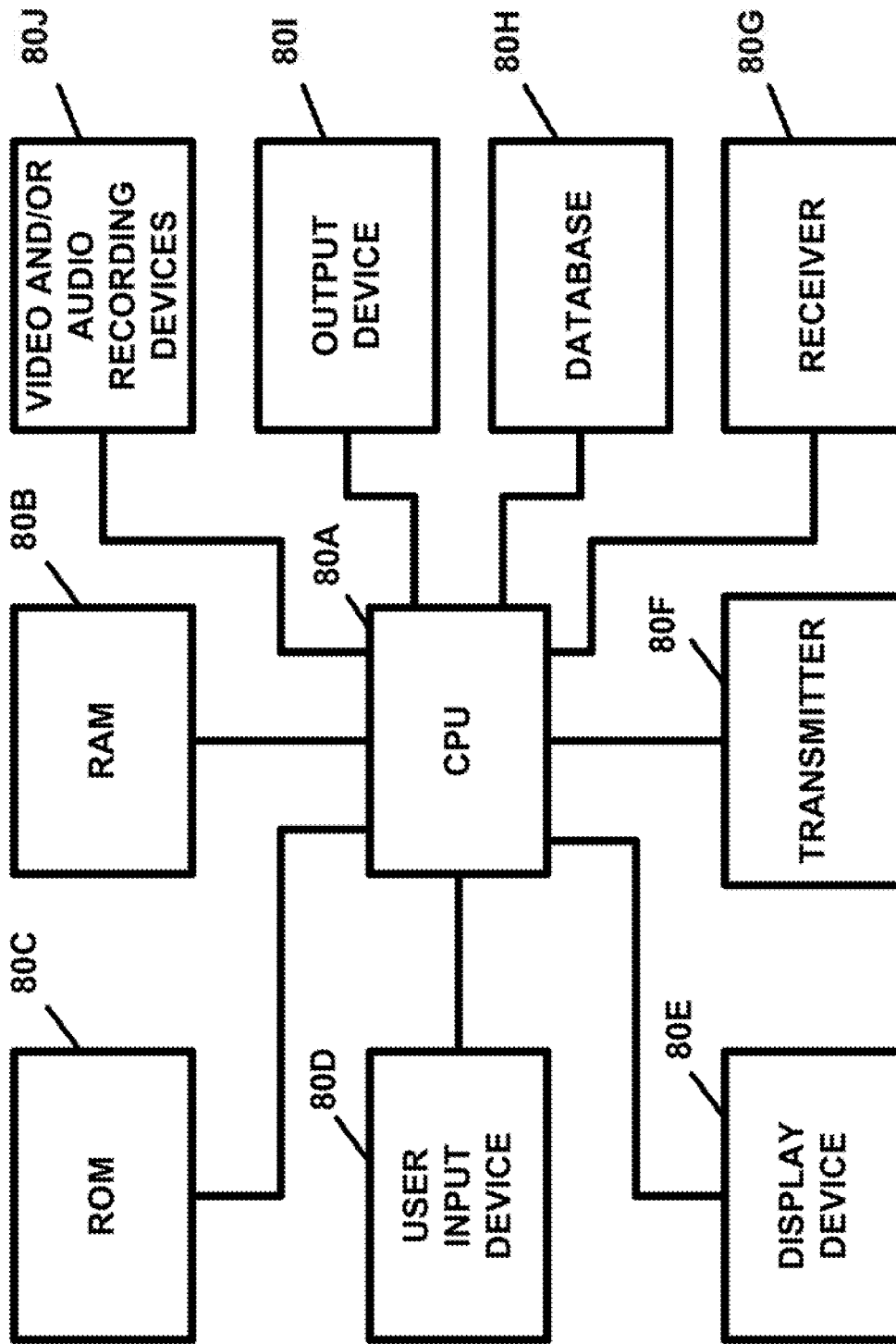


FIG. 9

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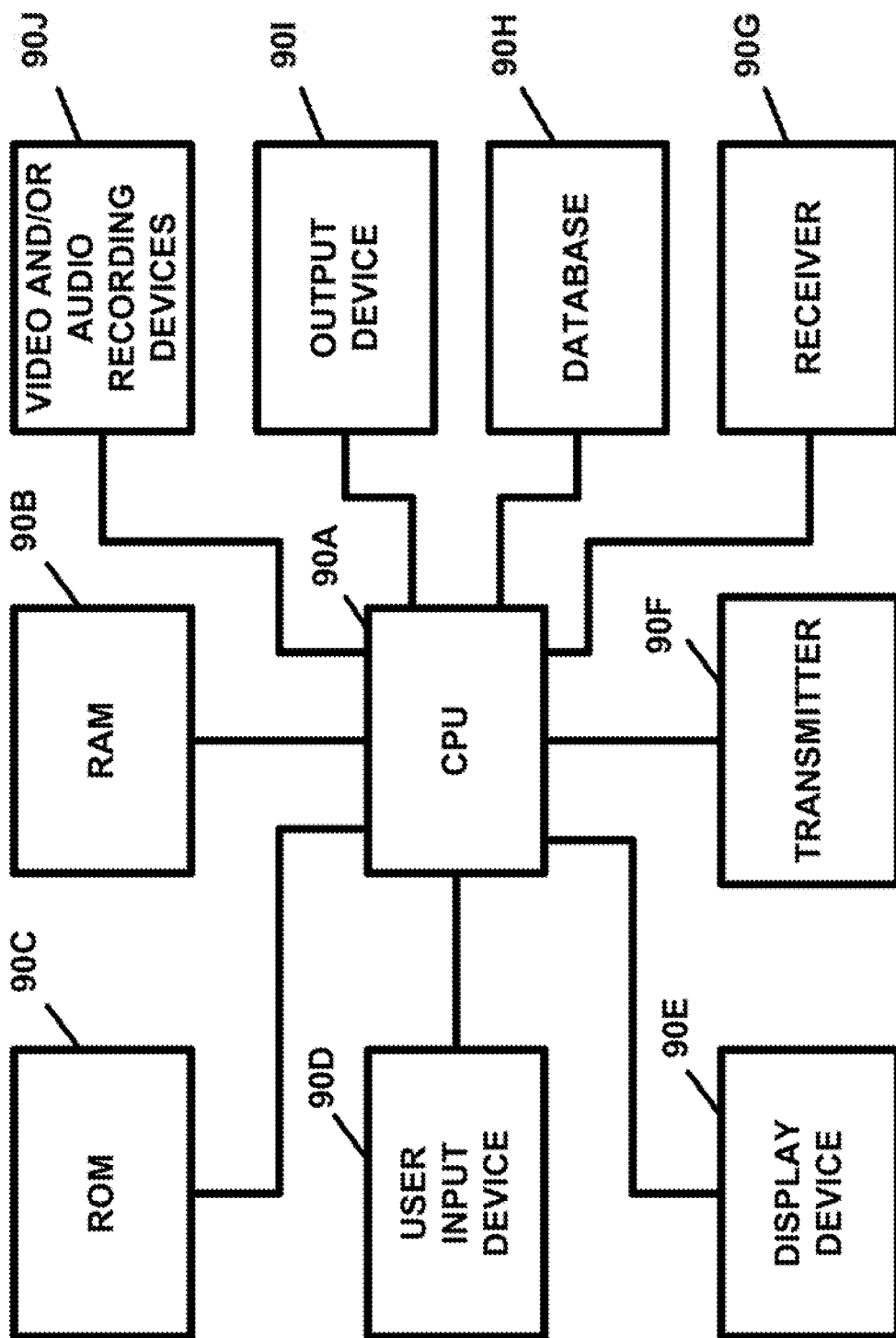


FIG. 10

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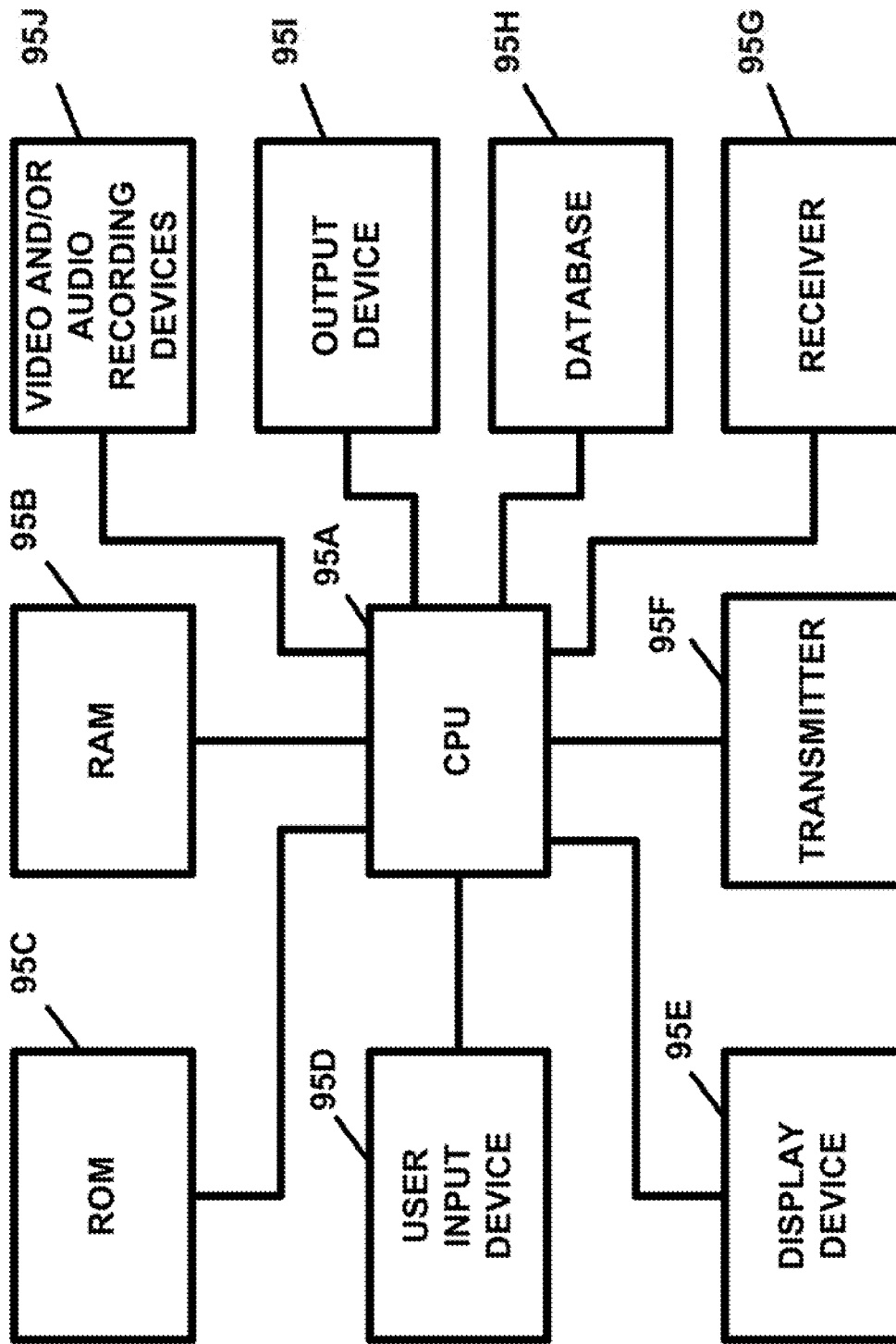


FIG. 11

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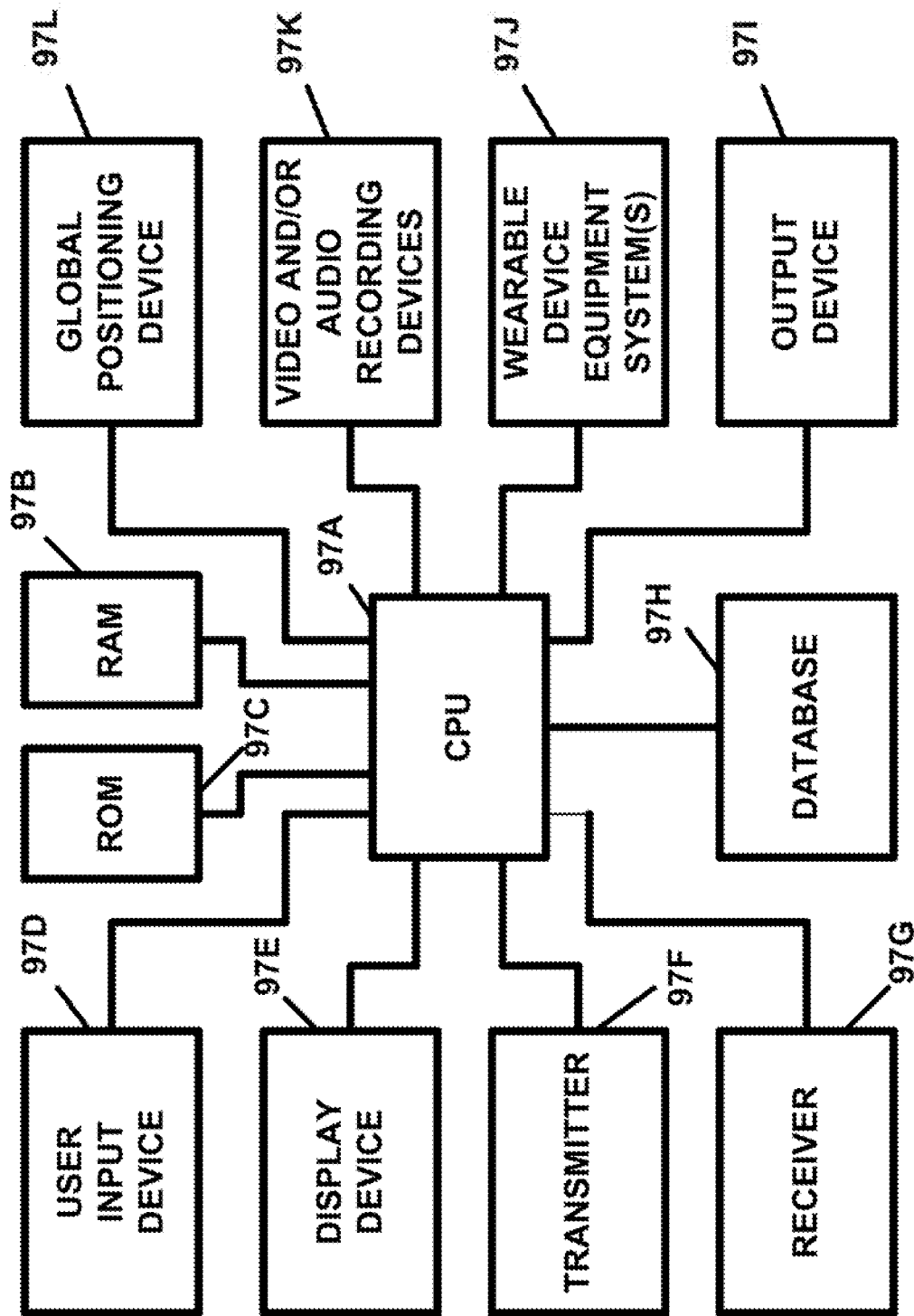
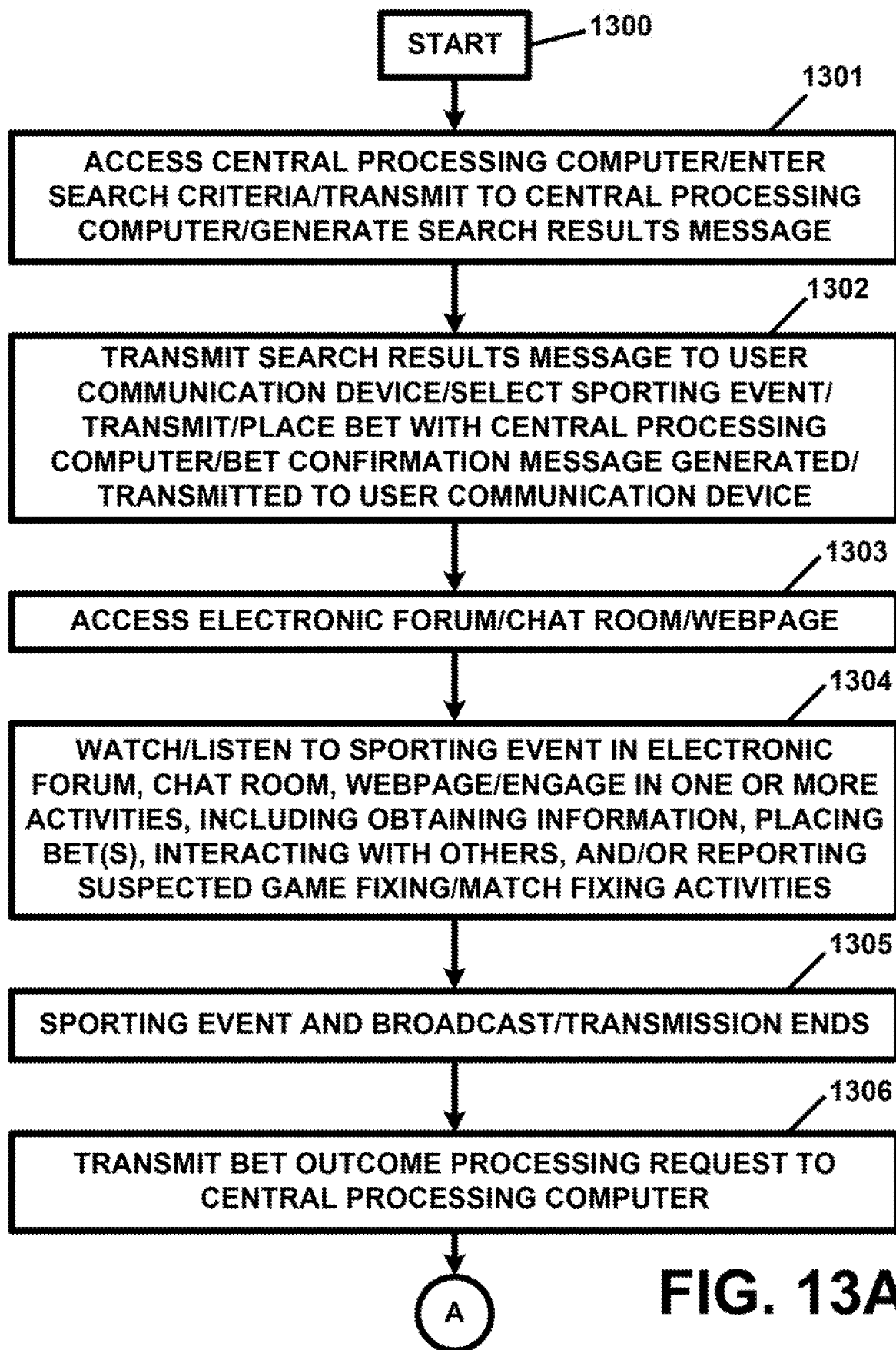
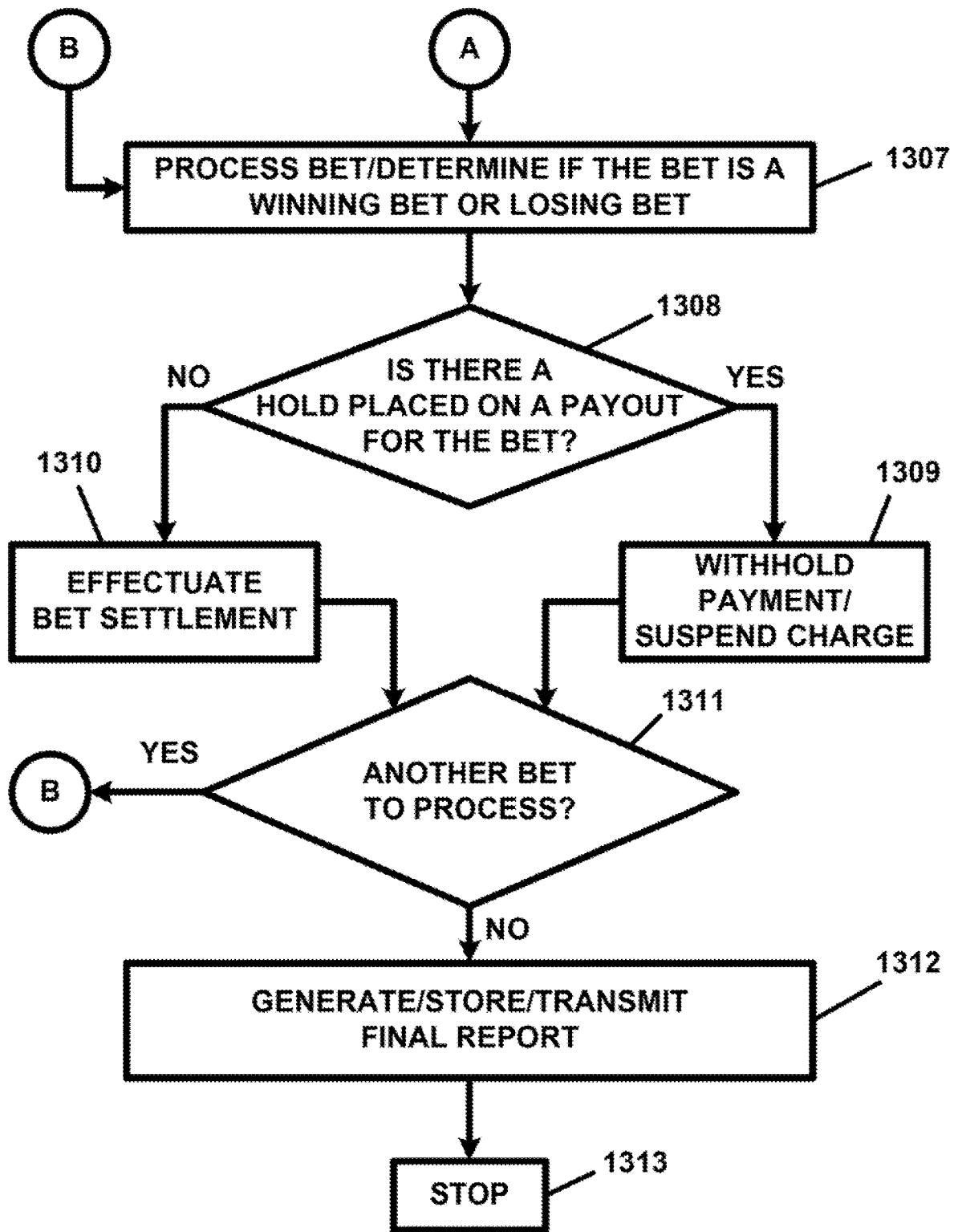
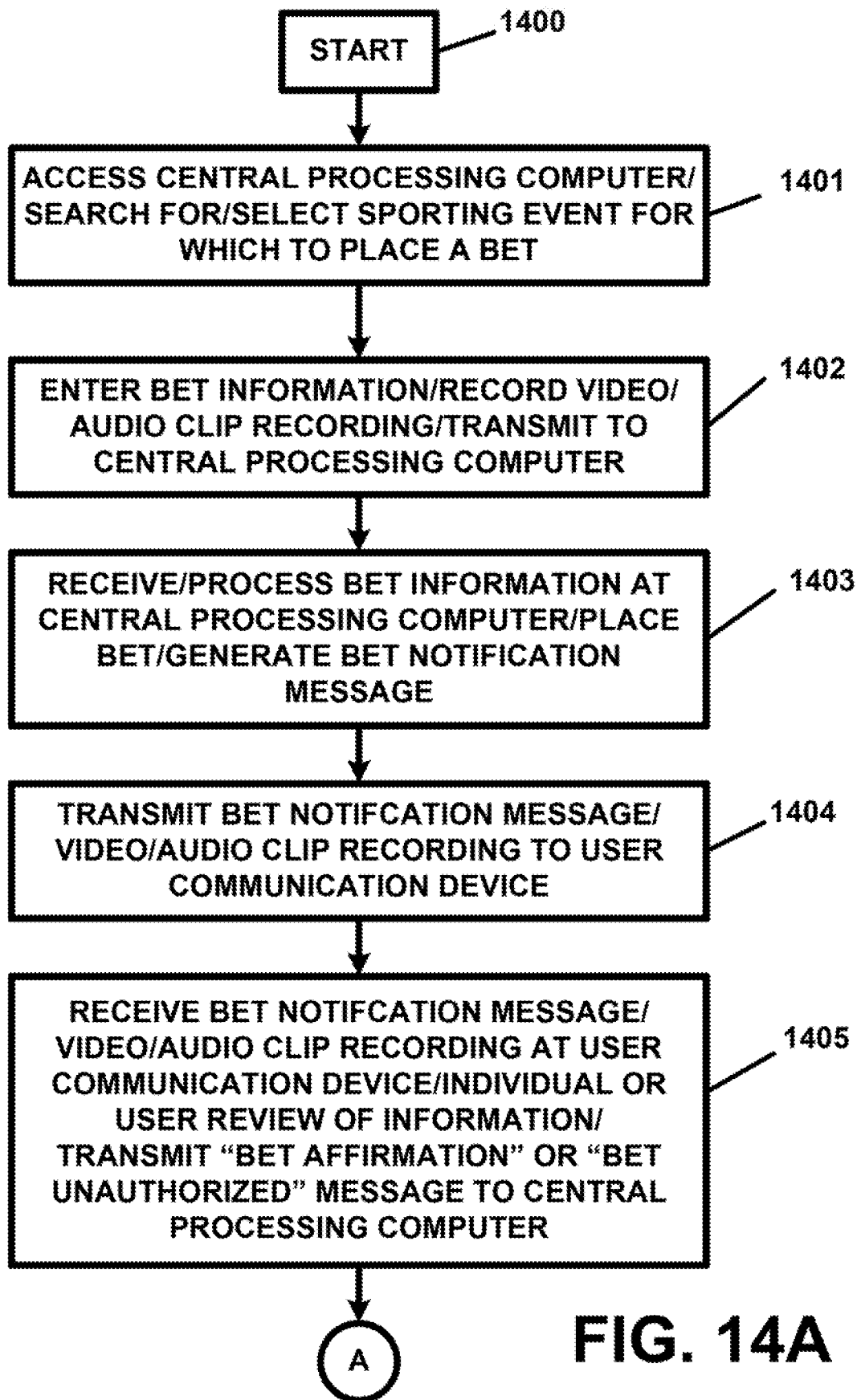
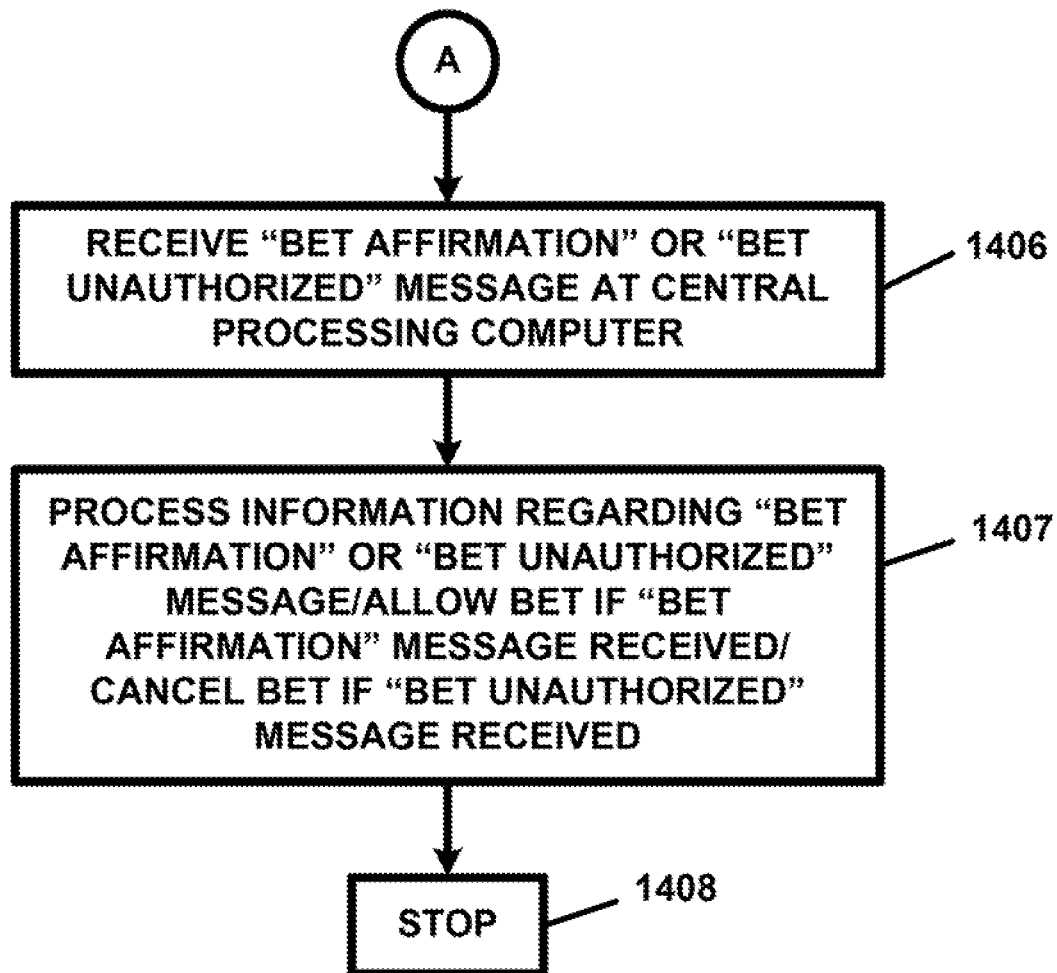


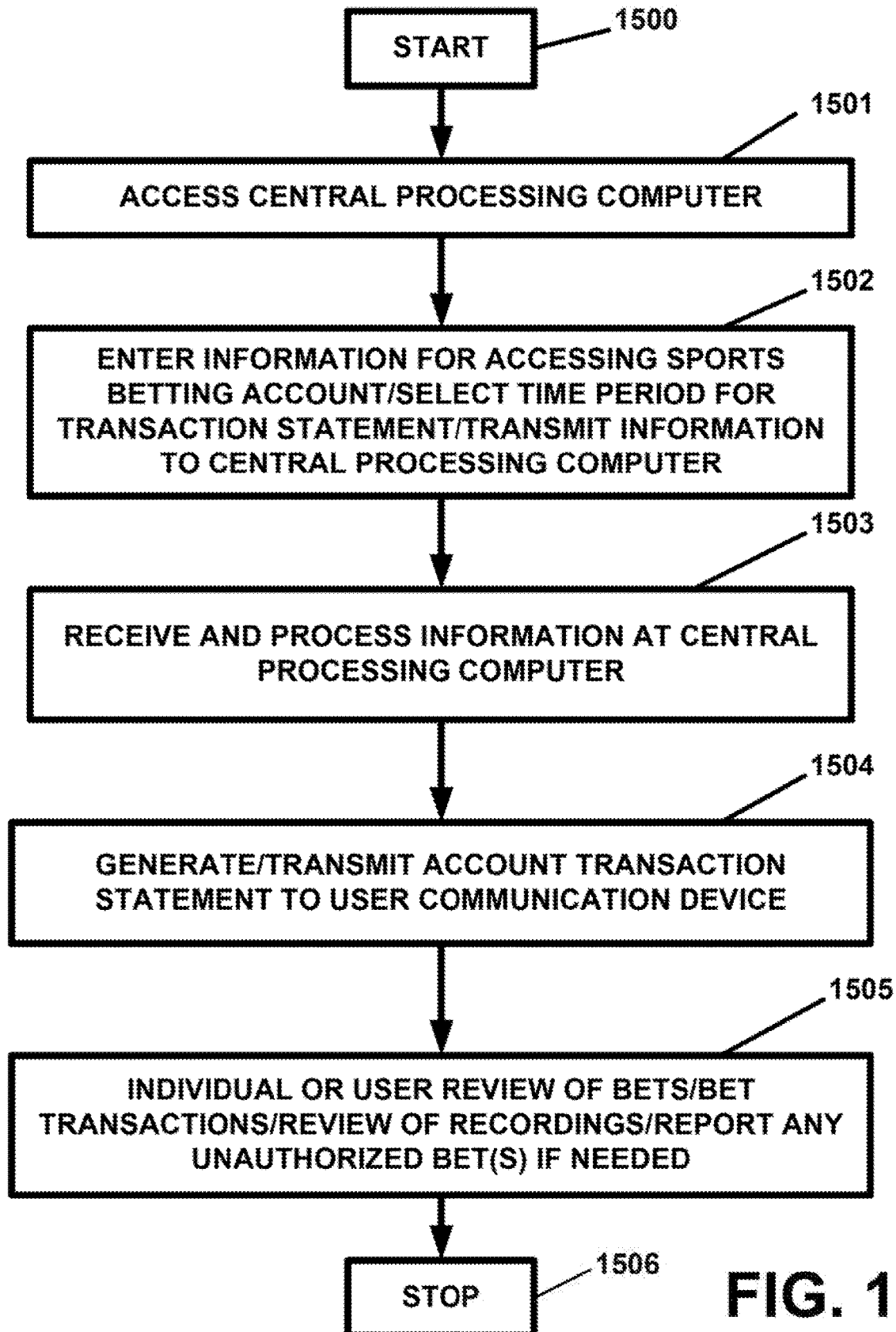
FIG. 12

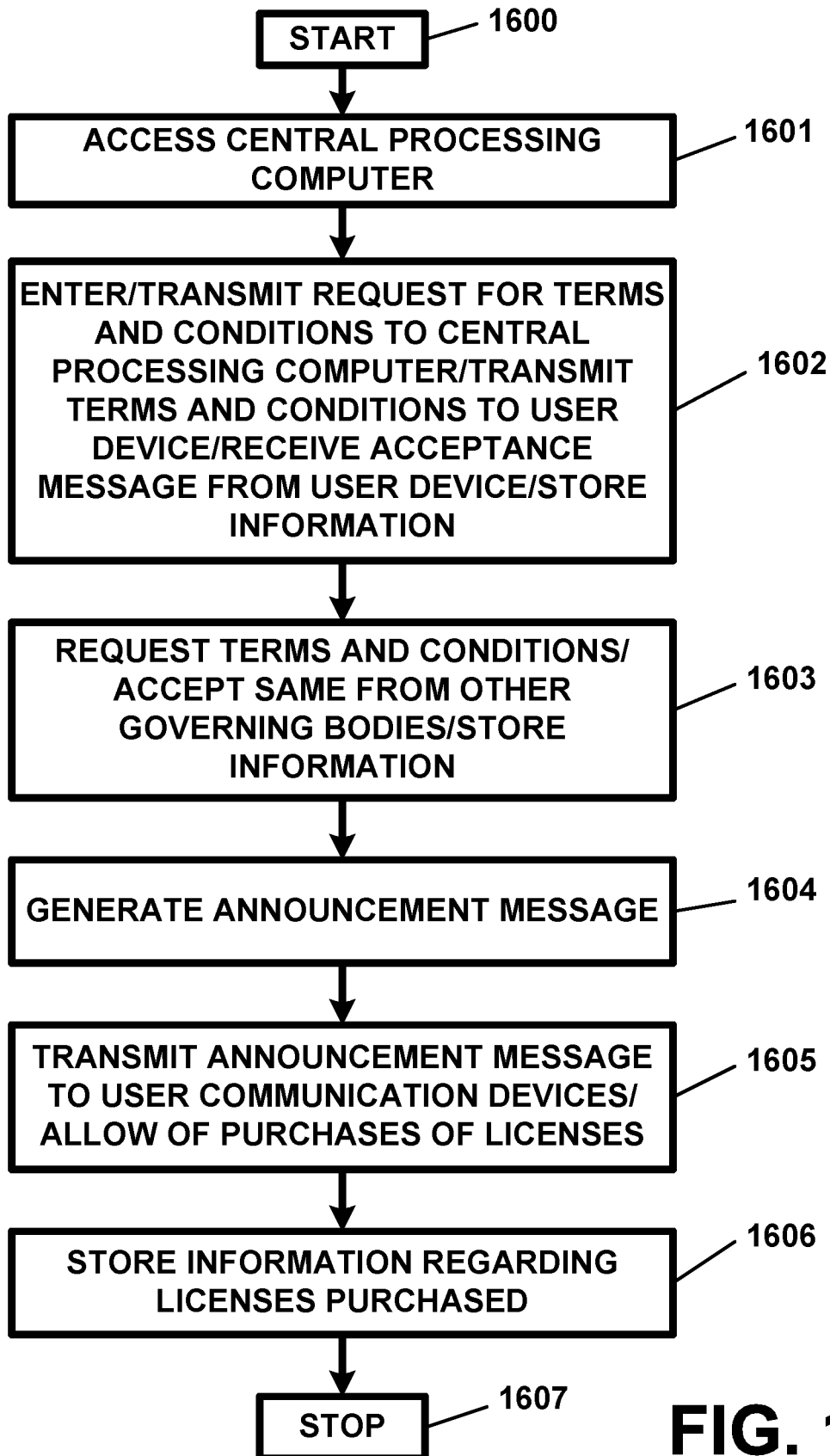
**FIG. 13A**

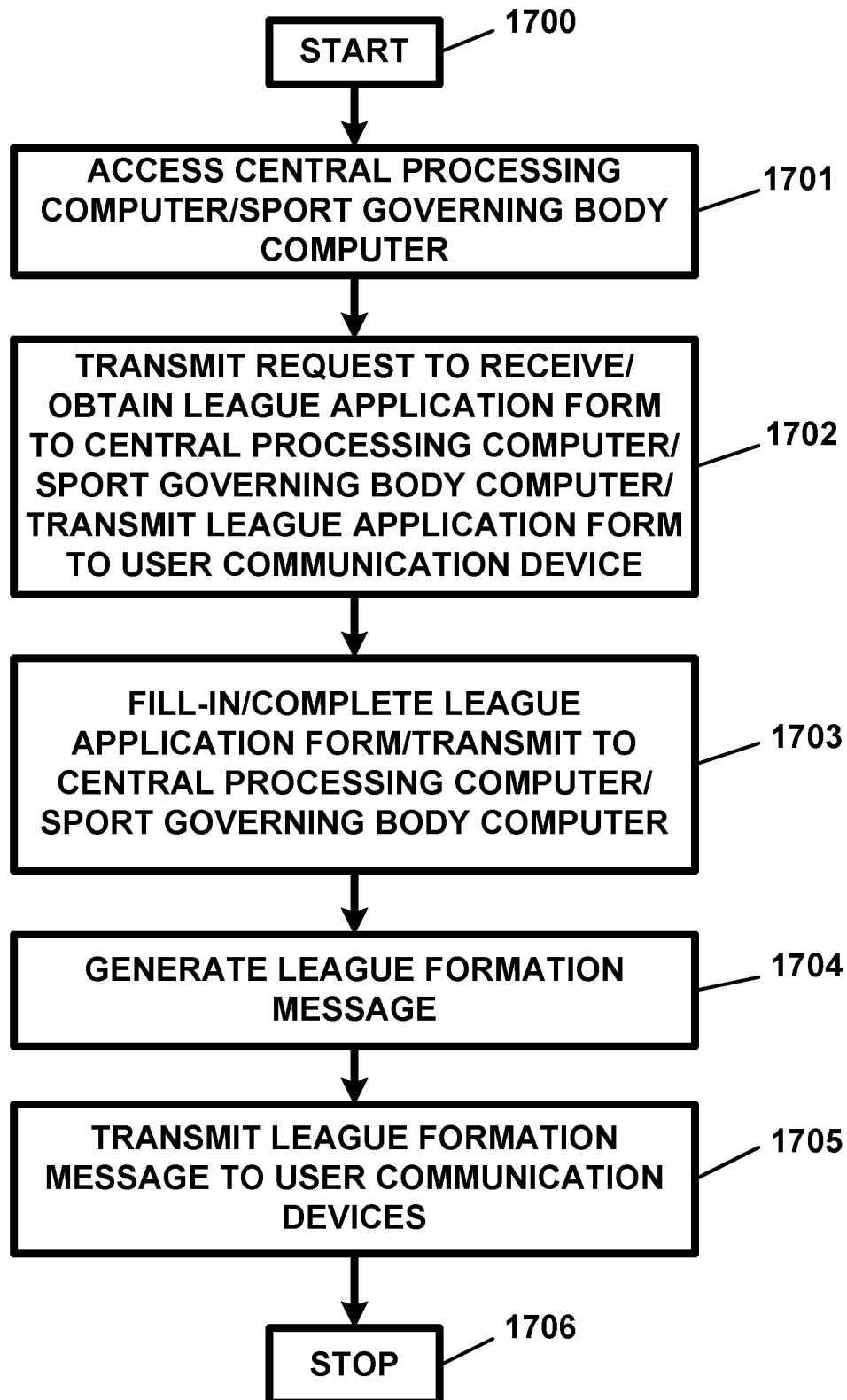
**FIG. 13B**

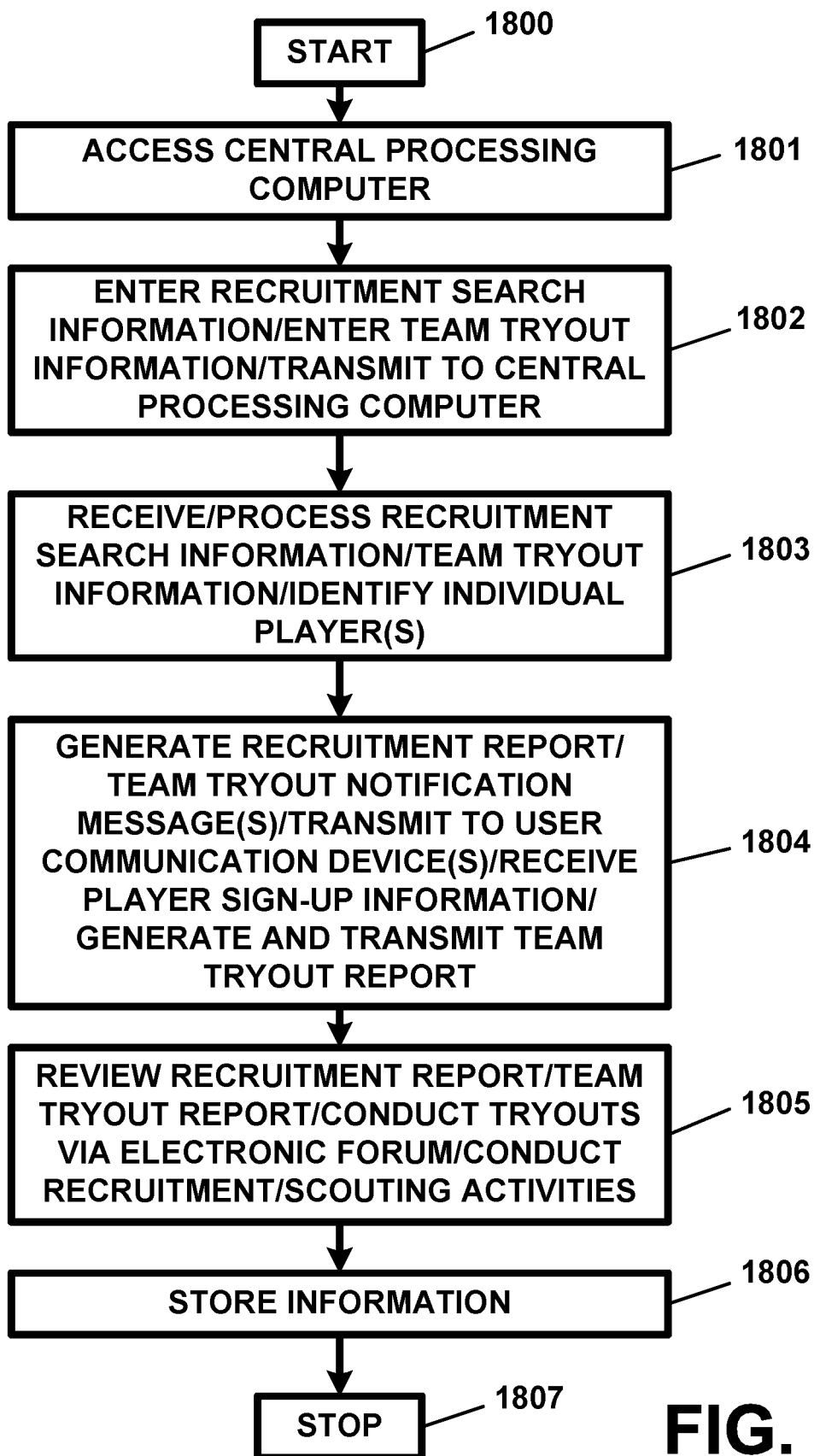


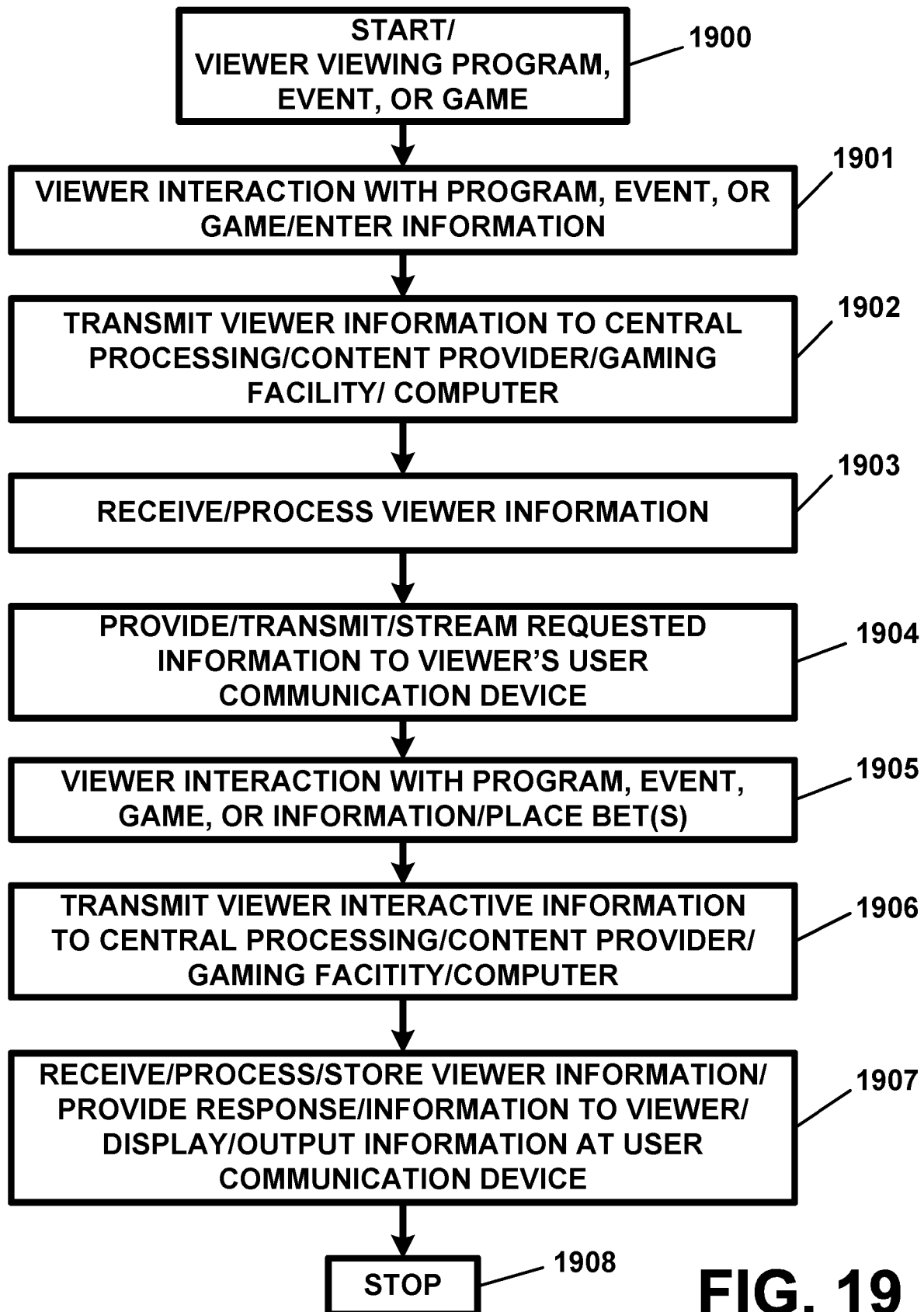
**FIG. 14B**

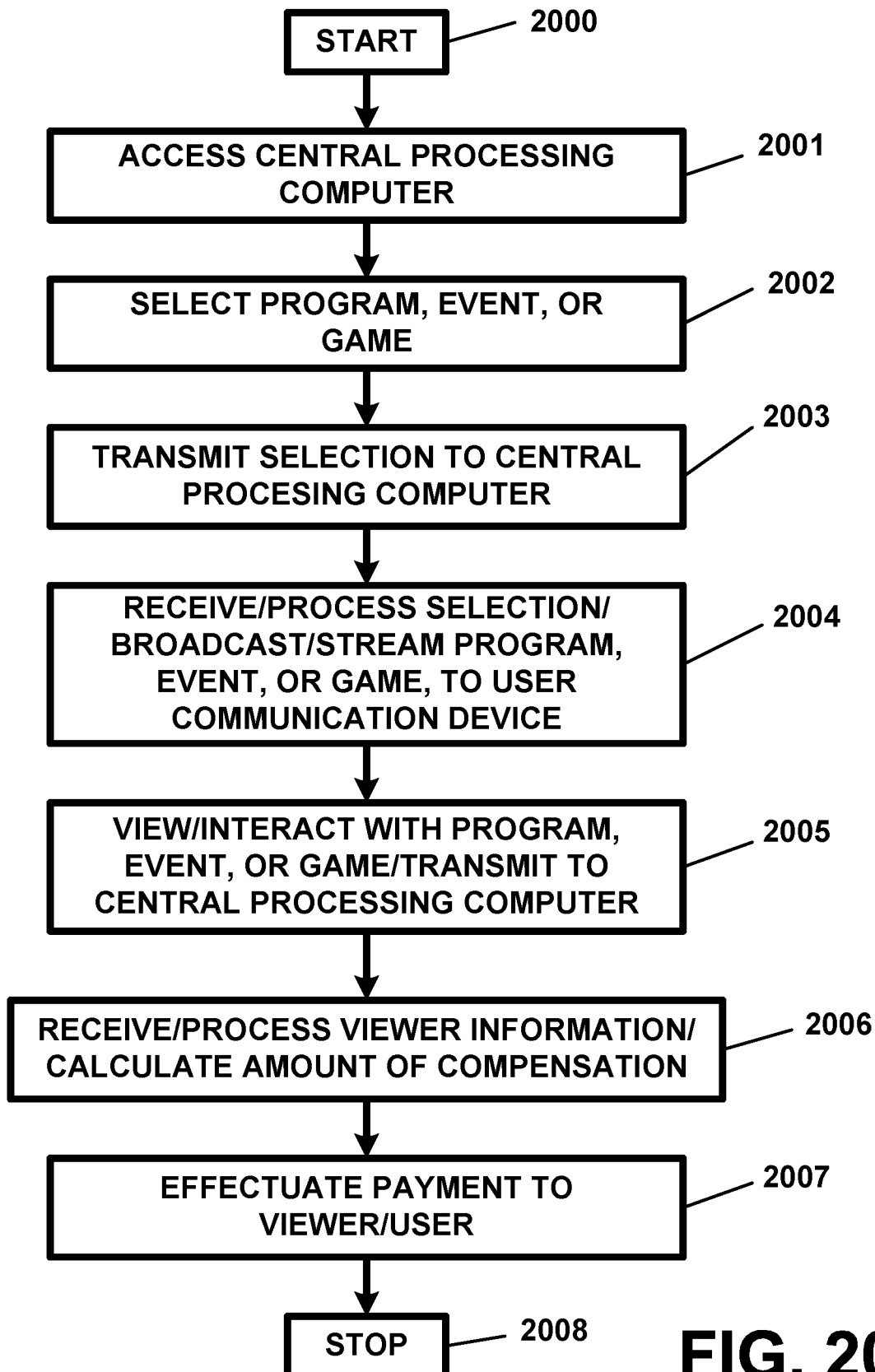
**FIG. 15**

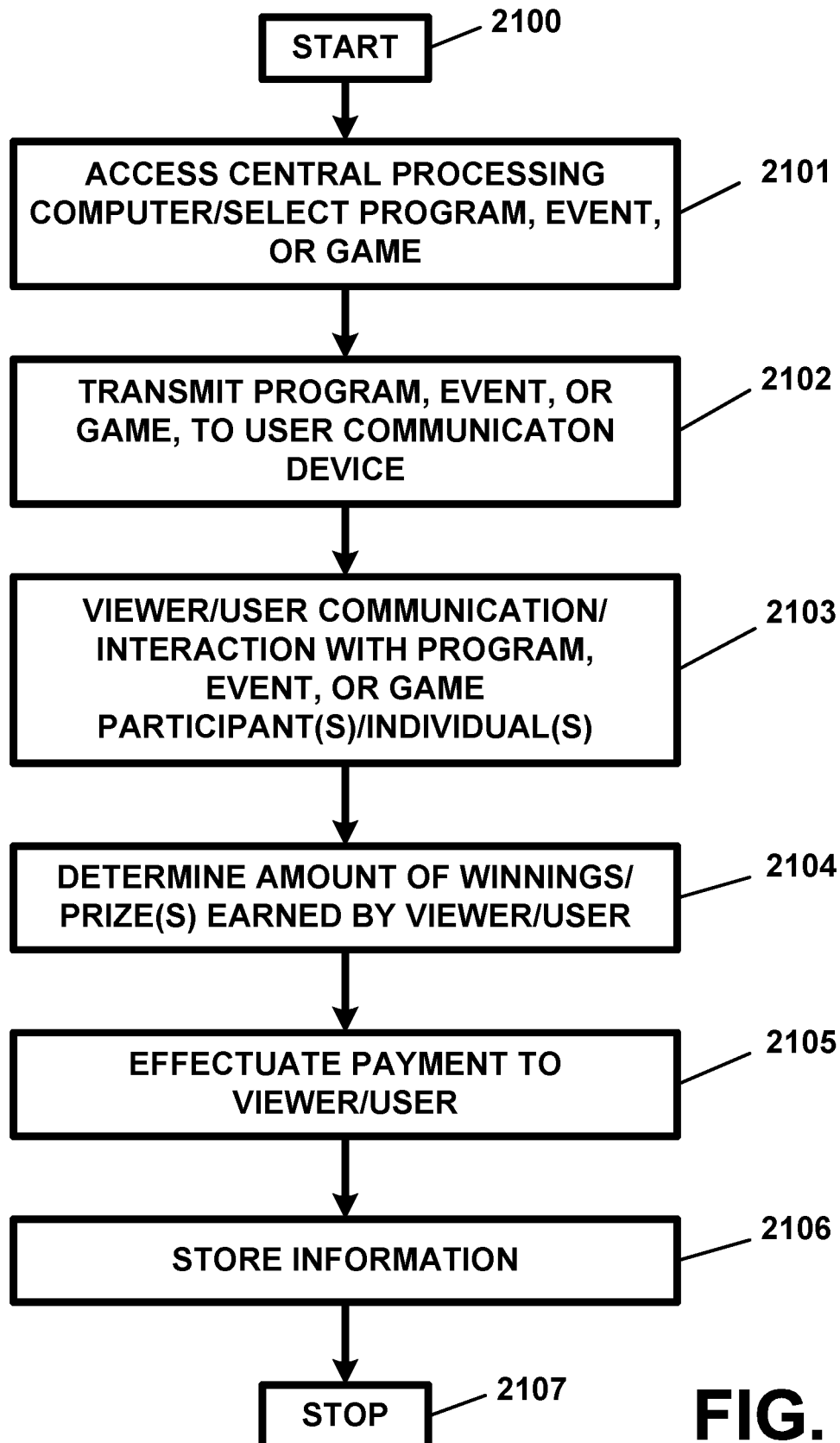
**FIG. 16**

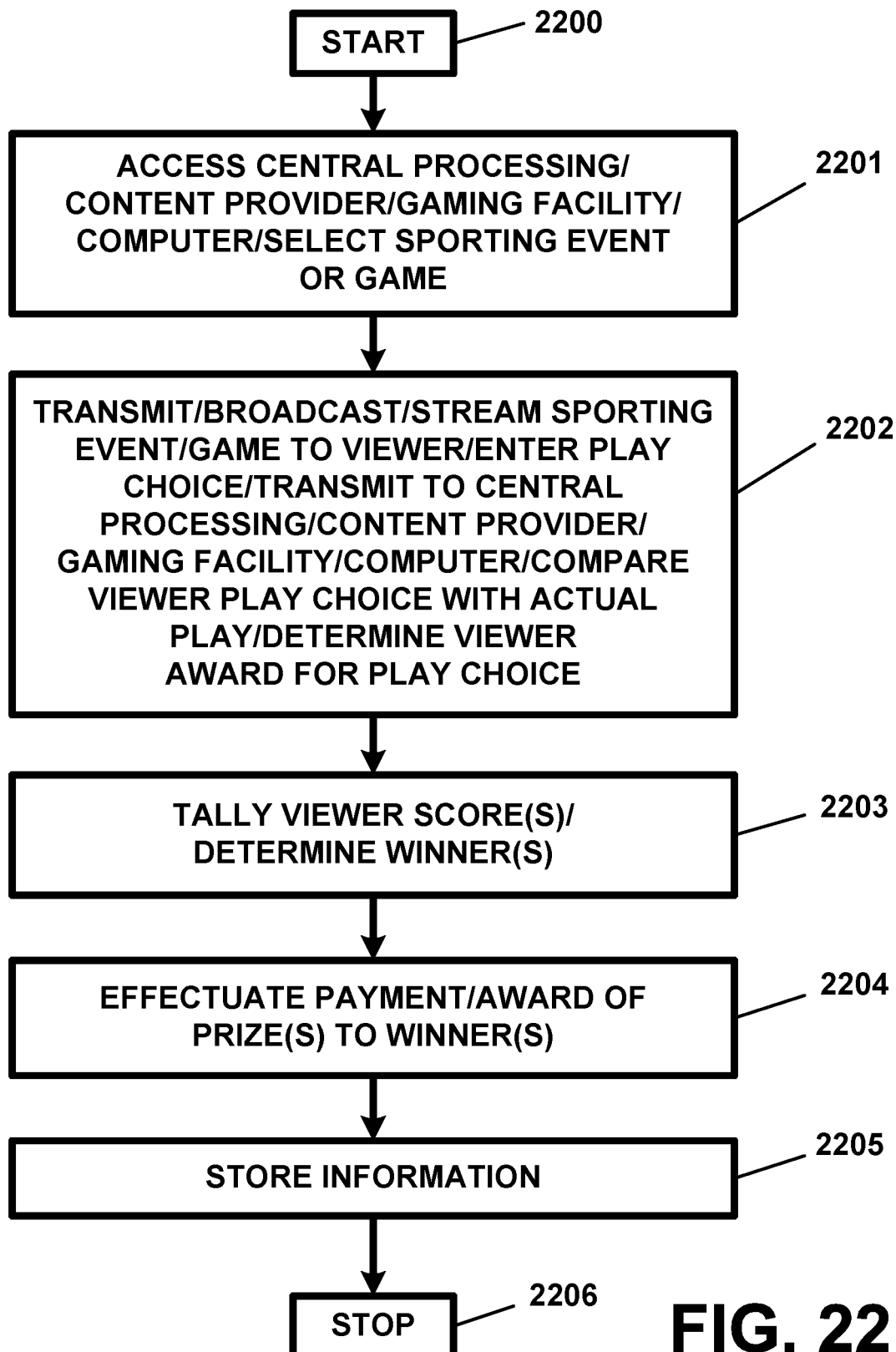
**FIG. 17**

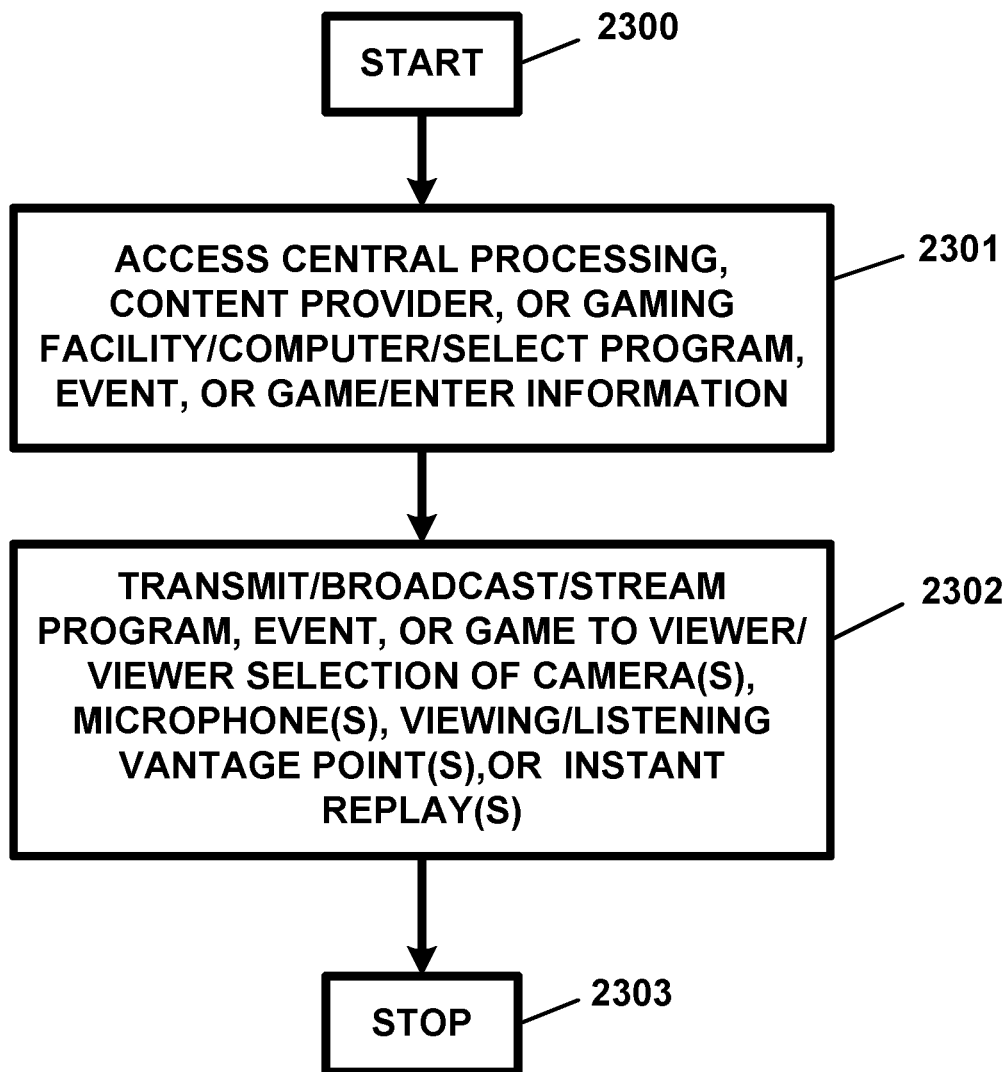
**FIG. 18**

**FIG. 19**

**FIG. 20**

**FIG. 21**

**FIG. 22**

**FIG. 23**

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SPORTS BETTING APPARATUS AND METHOD**RELATED APPLICATIONS**

This application is a continuation-in-part application of U.S. patent application Ser. No. 16/039,491, filed Jul. 19, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety. U.S. patent application Ser. No. 16/039,491 claims the benefit of the priority of U.S. Provisional Patent Application Ser. No. 62/542,827, filed Aug. 9, 2017, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety. This application claims the benefit of the priority of U.S. Provisional Patent Application Ser. No. 62/616,485, filed Jan. 12, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety. This application also claims the benefit of the priority of U.S. Provisional Patent Application Ser. No. 62/613,520, filed Jan. 4, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety.

FIELD OF THE INVENTION

The present invention pertains to a sports betting apparatus and methods and, in particular, to a sports betting apparatus and methods which provide users with the ability to place one or more sports bets on one or games, matches, competitions, or events, from any location and using any appropriate device while remote from the venue of the respective game, match, competition, or event, or while at the venue of the respective game, match, competition, or event, provides users with the ability to view or watch a respective game, match, competition, or event, in an electronic forum, chat room, or via a website, with others or while alone, provides users with the ability to interact with others while watching or viewing the respective game, match, competition, or event, provides users with the ability to obtain analytics data and/or information regarding one or more sports bets on one or games, matches, competitions, or events, and/or provides users with the ability to report, or receive, information regarding instances of match fixing, game-fixing, or cheating, relating to games, matches, competitions, or events.

BACKGROUND OF THE INVENTION

Sports betting and gambling on sporting events, games, matches, and other competitions, is very popular throughout the world and, no doubt, represents a huge global market. It has been estimated that the global sports gambling market could be worth up to \$3 Trillion, with this estimate including legal and illegal sports betting or gambling activities.

Sports betting, while legal in some jurisdictions, is illegal in a number of other jurisdictions. Those who engage in sports betting also have obstacles to overcome in finding a level playing field on which to engage in sports betting. Bet facilitators, book makers, and other individuals, may have access to analytics data and/or information which provides them with advantages over those individuals or entities who or which do not have access to the same.

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Bets, and especially bets on events which occur during a game, match, competition, or event, must be made within short windows of time, thereby precluding many individuals from participating in such bets. Further, with the high prevalence of game fixing, match fixing, or cheating, which has been known to occur in certain sports internationally, some individuals can be cheated of their money without recourse.

In short, it is submitted that the various sports betting products, services, practices, and technologies currently in use have failed to provide the necessary level, and fair, playing field for all those individuals who desire to engage in, and/or to participate in, sports betting and/or sports betting activities.

SUMMARY OF THE INVENTION

The present invention pertains to an apparatus and methods for providing and/or for facilitating sports betting or wagering, and/or other gambling or gaming, activities, on, for, and relating to any types or kinds of sporting or athletic games, matches, events, contests, competitions, or tournaments, on, for, and relating to, any players or participants in or of the same, and/or on, for, and relating to, any plays, events, occurrences, or happenings (hereinafter referred to as "game events", "match events" or "micro-events"), before, during, or after, the same, (hereinafter also referred to as "sports betting") which overcomes the shortfalls of the prior art.

The present invention also pertains to an apparatus and methods for providing and/or for facilitating betting, gambling, or gaming, activities on and/or for fantasy sports and e-sports competitions and activities. The present invention also pertains to an apparatus and methods for providing and/or facilitating betting, gambling, or gaming, activities on and/or for any non-sports-related or non-athletic-related activity or event for which a bet or a wager can be placed between individuals, parties, or entities, who or which utilize the present invention. In this regard, while the present invention can be utilized in a preferred embodiment for sports betting, it can also be utilized for any other betting, gambling, or gaming, activity which can the subject of a bet or wager between individuals, parties, or entities.

The present invention provides a platform and a network infrastructure by which sports betting of any nature, type, or kind, can be engaged in by any individuals, parties, or entities. The present invention also provides a system whereby, sports governing bodies, such as the International Olympic Committee (hereinafter the "IOC"), national Olympic committees ("NOCs"), international sports federations ("IFs"), regional sports federations and/or confederations, national sports federations ("NFs"), sports conferences, sports leagues at any level (such as for example, professional, amateur, college or university, semi-professional, high school, grade school, and/or local clubs or organizations), teams in any of the foregoing leagues or clubs, and/or players in any of the foregoing leagues or clubs, governmental regulatory bodies, such as national, state, and/or local, governmental regulatory bodies, gaming or gambling facilities, such as venues where events take place, casinos or betting halls, on-line casinos or on-line betting halls, financial institutions, escrow agents, content providers, television broadcasters, streaming video and/or streaming audio providers, and social networks and social network providers, providers of analytics data and/or information, sports analytics information, news information, and/or any other information, along with the individual parties or

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entities who engage in sports betting or sports betting activities, can all come together to utilize the apparatus and methods of the present invention.

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and entities, who or which place bets or wagers on any of the herein-described games, matches, activities, or events, whether sports-related or non-sports-related, to watch and/or listen to a video and/or audio transmission of the same. Bets or wagers can also be placed during the respective game, match, activity, or event. These bets or wagers can be placed using the same communication device which is being used to watch and/or listen to the respective game, match, activity, or event.

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and entities, who or which place bets or wagers on any of the herein-described games, matches, activities, or events, whether sports-related or non-sports-related, to watch and/or listen to a video and/or audio transmission of the same in a group environment, a social networking environment, or in a chat room environment, and to place bets or wagers during the respective game, match, activity, or event, as well as to place bets or wagers on game events, match event, or micro-events, during the respective game, match, activity, or event.

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and/or entities, to watch and/or listen to games, matches, activities, or events, in and/or using 360 degree video, virtual reality ("VR"), and/or augmented reality ("AR"), technologies while allowing the individuals, parties, and/or entities to also engage in placing bets or wagers via the respective 360 degree video, VR, or AR, user interface(s).

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and/or entities, to engage in social networking activities while watching and/or listening to a game, match, activity, or event, and in discussing or engaging in sports betting and/or sports betting activities. Individuals, parties, and/or entities, can also place bets or wagers during any social networking activities or discussions.

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and/or entities, to engage in a chat room discussion prior to, after, or while watching and/or listening to, a sporting event or any other game, match, activity, or event, and can allow users to place bets on the same. The present invention can also be utilized to allow users to place private bets with one another and/or in pools of individuals, parties, and/or entities.

The present invention also pertains to, and provides, an apparatus and methods which can be utilized to provide users with sports analytics data and/or information, analytics information, news information, and/or statistical, probabilistic, or other, information, for use in engaging in sports betting activities.

The present invention also pertains to, and provides, an apparatus and methods which can allow users to engage in selecting or predicting next plays or other activities and/or game events, match events, or micro-events, during a sporting event or any game, match, activity, or event. Users can also place bets game events, match events, or micro-events, and/or users can engage in competitions to predict game events, match events, or micro-events, for betting or wagering purposes, for recreational purposes, such as to engage in

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competitions with other users, and/or for training purposes such as when an individual may desire to train to be a team coach or manager.

The apparatus of the present invention includes a central processing computer or server computer, which can be a single computer or computer system or can include any number of computers and/or computer systems. The central processing computer is specially programmed and/or specially configured to provide a sports betting, gambling, or gaming, platform which can provide and/or perform all the functionalities described herein as being performed by present invention. The central processing computer is also specially programmed and/or specially configured to perform any and all of the various processing routines and/or functionalities described herein as being performed by the present invention.

The central processing computer can be associated with, and/or can be used by, any sports betting provider or facilitator, a gaming provider, a gaming facility, or a gaming venue, and/or any number of sports betting providers or facilitators, gaming providers, gaming facilities, or gaming venues. The central processing computer can also be associated with, and/or can be used by, the International Olympic Committee, national Olympic committees, international sports federations, regional sports federations and/or confederations, national sports federations, sports conferences, sports leagues, or sports teams or clubs, in providing sports betting. The central processing computer can also have a website or websites associated therewith as an interface for any of the herein-described users of the present invention.

The apparatus also includes any number of user computers or user communication devices which can be utilized by any individual, party, or entity, who or which uses the apparatus of the present invention in order to communicate with the central processing computer and/or with any of the other computers and communication devices described herein as being used in or with the present invention. The user communication device or devices can communicate with, and/or can be linked with, the central processing computer and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks.

The user communication device can be utilized by any of the herein-described users of the present invention in order to interface with, and/or interact with, the central processing computer and/or with any of the other computers and communication devices described herein. The user communication device can be a computer, a computer terminal, a terminal device connected to, or associated with, the central processing computer, a kiosk, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a videophone, a video telephone, a personal digital assistant, a watch, a smart watch, a 360 degree video headset or interface, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The user communication device can also be a server computer, a network computer, or any other computer capable of being utilized in a network.

The user communication device can also include, and/or can be utilized in conjunction with, a network computer, which is defined to be any computer which can be utilized to communicate with any other computer or communication

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device in any communication network, and which can also be utilized to send and receive text messages and/or e-mail messages to, for, or on behalf of, a user. The network computer can transmit the text messages or e-mail messages to any of the herein-described user communication devices and/or can provide a text message or an e-mail message to the user communication device when so requested by the user. The respective network computer can also automatically transmit or “push” a text message or an e-mail message or multiple text messages or e-mail messages to a user communication device as soon as same are received and/or in real-time.

The respective network computer can also serve as a conventional text message server or as an e-mail server which can allow a user to request or “pull” a text message or an e-mail message or text messages or e-mail messages to a user communication device when requested by the user or other authorized individual.

The apparatus also includes a sport governing body computer or computer system or any number of sport governing body computers which can be used by, and/or which can be associated with, any sports governing body, such as, for example, but not limited to, the International Olympic Committee, a national Olympic committee, an international sports federation, a regional sports federation or confederation, a national sports federation, any sports conference, any sports league (such as, for example, the U.S. Professional leagues such as the National Football League (NFL), the National Basketball Association (NBA), Major League Baseball (MLB), the National Hockey League (NHL), Major League Soccer (MLS), or any other U.S. sports leagues or conferences, or, for example, in Europe, the Premier League, La Liga, or the UEFA Champions League, in soccer (also referred to as “football” outside the U.S.), and/or any sports team or club, and/or any sports governing body, league, conference, team, or club, of or on any level.

The respective sport governing body can utilize its respective sport governing body computer to utilize the present invention for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities regarding games, matches, events, or activities, in its sport, league, or conference and/or under its jurisdiction. The sport governing body computer can be utilized to allow the sport governing body, or an employee or agent of same, to communicate with and/or to interact with the central processing computer, the user communication devices, and/or with any of the other computers and communication devices described herein as being used in or with the apparatus. The sport governing body computer can communicate with, and/or can be linked with, the central processing computer and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks. Each sport governing body computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus also includes a governmental entity computer or computer system which can be used by, and/or which can be associated with, a governmental entity which can, for example, be a national government, federal government, regional government, state government, provincial government, local government, municipal government, or any other governmental entity, of any country or political or geographical subdivision. The governmental entity com-

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puter can also be used by, and/or can be associated with, a gaming commission, gaming administrator, or other entity, which can regulate, oversee, and/or administer, sports betting activities of any kind or type.

The governmental entity computer can be utilized to allow the governmental entity, or an employee or agent of same, to communicate with and/or interact with the central processing computer, the user communication devices, the sport governing body computer, and/or with any of the other computers and communication devices described herein as being used in or with the apparatus. The governmental entity computer can communicate with, and/or be linked with, the central processing computer and/or with any other computer or communication devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks.

The governmental entity computer can be used by its respective governmental entity for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities regarding games, matches, events, or activities, within or under its jurisdiction.

The governmental entity computer can be utilized by any of the herein-described governmental entities in order to interface with, and/or to interact with, the central processing computer and/or any other computers and communication devices described herein as being used with the apparatus. Each governmental entity computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus also includes a gaming facility or venue computer or computer system which can be used by, and/or which can be associated with, a gaming facility or venue such as, for example, a casino, a race track, or a betting establishment, or a stadium, an arena, a gambling hall, a gaming outlet, a boat, a ship, a cruise ship, a commercial boat, a passenger boat, a ferry, a marine vehicle, a marine vessel, an aircraft, an airplane, a jet, a passenger aircraft, a shuttle aircraft, a commercial aircraft, a train, a subway train, a bus, and/or an automobile, and/or a website, and/or any other entity or venue, at which or from which a sporting game, match, event, or activity, or sports betting regarding same, can take place.

The gaming facility computer can be utilized to allow the gaming facility or venue, or an employee or agent of same, to communicate with and/or interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental computers, and/or any of the other computers and communication devices described herein as being used in or with the apparatus. The gaming facility computer can communicate with, and/or can be linked with, the central processing computer and/or any other computer or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The gaming facility computer can be used by its respective gaming facility or venue for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities regarding games, matches, events, or activities, within its facility or venue. Each gaming facility computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The gaming facility computer can also include a kiosk, or any number of kiosks, or a computer terminal or any number of computer terminals, or any other interface(s), for allowing an individual attending the gaming facility or venue, such as to attend a sporting game, match, event, or activity, to access the central processing computer to place a bet on the same or on any other sporting game, match, event, or activity. In this regard, an individual can use the gaming facility computer to place a bet on a sporting event taking place at the gaming facility or venue while at the facility or venue and without using his or her user communication device.

The apparatus also includes a content provider computer or computer system which can be used by, and/or which can be associated with a television broadcasting network or station, a radio broadcasting network or station, an Internet streaming video and/or audio provider, a video game developer, a video game publisher, an esports (also referred to as "eSports") video game developer, an esports video game publisher, or any other content provider.

The terms "esports" and "eSports" refer to the sport of competitive video gaming, and these terms may be utilized interchangeably herein.

The content provider computer can be utilized to allow the content provider to broadcast or transmit, whichever the case may be, its respective content to any users of the apparatus as well as to communicate with and/or interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computers, the gaming facility computers, and/or any of the other computers and communication devices described herein as being used in or with the apparatus. The content provider computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein.

The content provider computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The content provider computer can transmit content, such as television broadcasts or Internet streaming broadcasts of video and/or audio of sporting events directly to a user communication device or to the central processing computer for re-transmission to a user communication device. The content provider computer can also transmit content, such as television broadcasts or Internet streaming broadcasts of video and/or audio of sporting events, in or as 360 degree videos, immersive videos, spherical videos, in virtual reality, or in augmented reality, directly to a user communication device or to the central processing computer for re-transmission to a user communication device. In this regard, the content provider computer and the central processing computer can be specially programmed and specially configured to transmit sporting events in or as 360 degree video, immersive video, or spherical video, in virtual reality (VR), and/or in augmented reality (AR).

The apparatus also includes an information/analytics provider computer or computer system which can be used by, and/or which can be associated with, an information provider, such as for example, a news service, a news website, a website associated with a newspaper or other periodical, an analytics company, a sports analytics company, an analytics provider, an analytics service, and/or any other provider of any data and/or information which can be utilized by users

of the apparatus in engaging is sports betting of any kind or type. The information/analytics provider computer can be utilized to provide information, news, analytics information, sports analytics data and/or information, or any other statistical, historical, predictive, or forecasting, data and/or information, to any users of the present invention. The information/analytics provider computer can be utilized by the respective information/analytics provider associated with the same in order to communicate with and/or to interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computer, the gaming facility computer, the content provider computer, and/or any of the other computers and communication devices described herein.

The information/analytics provider computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein. The information/analytics provider computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The information/analytics provider computer can transmit information, news, analytics data and/or information, sports analytics information, or any other statistical, historical, predictive, or forecasting, data and/or information, directly to a user communication device or to the central processing computer for re-transmission to a user communication device. Each information/analytics provider computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus also includes a social network computer or computer system which can be used by a social networking company or a social networking provider to provide social networks, social networking services, and/or social networking forums, to and/or for any of the users of the present invention. The social network computer can be utilized by the social networking company or a social networking provider associated with the same in order to communicate with and/or to interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computer, the gaming facility computer, the content provider computer, the information/analytics provider computer, and/or any of the other computers and communication devices described herein as being used in or with the apparatus. The social network computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein.

The social network computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. The social network computer can transmit information directly to a user communication device or to the central processing computer for re-transmission to a user communication device. Each social network computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus also includes a financial institution/intermediary computer or computer system which can be used by, and/or which can be associated with a bank, a credit card company or service, a debit card company or service, an electronic money account or service, or any other financial institution which can administer and/or service financial accounts and/or gaming accounts for any of the herein-described users, sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, and/or social networking companies or social networking providers, and/or any other individuals or entities who or which use the present invention.

The financial institution computer can communicate with and/or interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computer, the gaming facility computer, the content provider computer, the information/analytics provider computer, the social network computer, and/or any of the other computers and communication devices described herein as being used in or with the apparatus. The financial institution computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein.

The financial institution computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. Each financial institution computer can include any number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus also includes an escrow agent computer or computer system which can be used by, and/or can be associated with, an escrow agent or an escrow facility for holding bets or wagers and/or any other entities, monies, or objects, etc., which can be the subject of the bet or wager, for any user of the present invention. The escrow agent or escrow facility is a neutral administrator who or which can act as the escrow agent for parties to a bet or wager and/or who or which can be the officiating party or entity to officiate over a bet or wager when and/or if such a service or services are or may be needed and/or desired.

The escrow agent computer can communicate with and/or can interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computer, the gaming facility computer, the content provider computer, the information/analytics provider computer, the social network computer, the financial institution computer, and/or with any of the other computers and communication devices described herein. The escrow agent computer can communicate with, and/or can be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein.

The escrow agent computer can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. Each escrow agent computer can include any

number of computers, server computers, or computer systems, and can also have a website or websites associated therewith.

The apparatus can also include one or more wearable devices which can be worn by, or attached to the clothing or uniform of, an athlete or player during a respective game, match, or competition. The wearable device can be any of the many wearable devices which are equipped for, or utilized for, measuring and/or transmitting biological data and/or information, physiological data and/or information, pulse rate, heart rate, blood pressure, blood-sugar level or blood-glucose level data and/or information, athlete or player movement data and/or information, and/or any other data and/or information. The wearable device can also be equipped for, or utilized for, measuring steps taken, distance traveled, speed of travel, and/or any other data and/or information for monitoring an athlete's or a player's performance during a game, match, or competition.

The wearable device can communicate with and/or can interact with the central processing computer, the user communication devices, the sport governing body computer, the governmental entity computer, the gaming facility computer, the content provider computer, the information/analytics provider computer, the social network computer, the financial institution computer, and/or any of the other computers and communication devices described herein. The wearable device can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein.

The wearable device can communicate with, and/or be linked with, the central processing computer, any of the user communication devices, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

Any number of central processing computers, user communication devices, sport governing body computers, governmental entity computers, gaming facility computers, content provider computers, information/analytics provider computers, social network computers, financial institution computers, escrow agent computers, and wearable devices, can be utilized in, and/or in connection with or in association with, the present invention.

Any of the central processing computers, the user communication devices, the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices, can communicate with any other central processing computer(s), user communication device(s), sport governing body computer(s), governmental entity computer(s), gaming facility computer(s), content provider computer(s), information/analytics provider computer(s), social network computer(s), financial institution computer(s), escrow agent computer(s), and/or wearable device(s), in a bi-directional manner. In this regard, any computer or communication device, or any wearable device, described herein can communicate, in a bi-directional manner, with any other computer, communication device, or wearable device, described herein.

The present invention can be utilized on, over, or via, the Internet and/or the World Wide Web and/or on, over, or via, any suitable communication network and/or any combination of communication networks, including, but not limited

to the Internet, the World Wide Web, a telecommunication network or system, a telephone network or system, a cable television communication network or system, a satellite television communication network or system, a digital television network or system, a satellite communication network or system, a broadband communication network or system, a radio frequency communication network or system, an optical communication network or system, a line-connected network or system, a wireless network or system, a radio communication network or system, a digital communication network or system, a personal communications services (PCS) network or system, a local area network (LAN), a wide area network (WAN), a wireless Internet network or system, a wireless World Wide Web network or system, an optical communication network or system, a broadband communication network or system, a Bluetooth communication network or system, a streaming video communication network or system, a streaming audio communication network or system, a live video communication network or system, and/or any other suitable communication network or system, and/or any combination(s) thereof.

The central processing computer includes a central processing unit (CPU) which can be microprocessor, a micro-computer, a minicomputer, a macro-computer, or a main-frame computer, depending upon the application. The CPU is specially programmed to perform all of the functionality described herein as being performed by the central processing computer. The central processing computer also includes a random access memory (RAM) device and a read only memory (ROM) device, and a user input device(s) which can be or include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the central processing computer. Data, information, and/or commands or instructions, can also be input using voice recognition software and a microphone.

The central processing computer also includes a display device, such as a display monitor and/or a display screen. The central processing computer can also include an output device, such as a printer, a display device, and/or a modem, for outputting, in either or both of hard copy form or electronic form, any of the data and/or information which is described herein as being provided by, from, or at, the central processing computer.

The central processing computer can also include a receiver for receiving data and/or information, including any of the herein-described data and/or information, and/or any of the other data and/or information described herein as being provided or transmitted to the central processing computer from any of the user communication devices, sport governing body computers, governmental entity computers, gaming facility computers, content provider computers, information/analytics provider computers, social network computers, financial institution computers, escrow agent computers, wearable devices, and/or from any other central processing computers.

The central processing computer can also include a database(s), which can contain any and/or all of the data and/or information, and/or software programs or software applications, which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the central processing computer or the apparatus of the present invention.

The central processing computer can also include a transmitter for transmitting data and/or information, including any of the herein-described data and/or information, and/or any of the other data and/or information described herein as being provided or transmitted from the central processing computer to any of the user communication devices, sport governing body computers, governmental entity computers, gaming facility computers, content provider computers, information/analytics provider computers, social network computers, financial institution computers, escrow agent computers, and/or wearable devices, and/or to any other central processing computers.

The central processing computer can also include a global positioning device for determining the position or location of the central processing computer. The global positioning device can be utilized in order to determine the position or location of the central processing computer so as to, for example, determine a jurisdiction in which the central processing computer is located at any given time.

The central processing computer can also include a video and/or audio recording device(s) which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live by, or from the central processing computer, or which can be recorded by, and stored at or in, the central processing computer for transmission by or from the central processing computer at a later time.

The user communication device can be any computer or communication device and/or can also be a computer terminal, a terminal device connected to, or associated with, the central processing computer, or a kiosk. The user communication device can also be, or can include, any 360 degree video headset or interface, VR (virtual reality) headset or interface, or AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, or any other communication device or equipment.

The user communication device includes a central processing unit or CPU which is specially programmed to perform all of the functionality described herein as being performed by the user communication device, a random access memory device(s) (RAM), a read only memory device(s) (ROM), a user input device, and a display device. The user communication device also includes a transmitter(s), for transmitting signals and/or data and/or information to any one or more of the central processing computer(s), the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices, and/or any other user communication devices, which can be utilized in conjunction with the present invention.

The user communication device also includes a receiver, for receiving signals and/or data and/or information from any one or more of the central processing computer(s), the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices, and/or any other user communication devices, which may be utilized in conjunction with the present invention.

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The user communication device also includes a database(s) which can contain, and/or be linked to, any of the data and/or information needed by the user communication device to perform any and/or all the functions described herein as being performed by the same, as well as can contain, and/or be linked to, data and/or information stored in the database of the central processing computer(s).

The user communication device also includes an output device, for outputting any of the data, information, and/or reports, described herein as being generated by or via the user communication device. The user communication device also includes a video and/or audio recording device(s) which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live by, or from the user communication device, or which can be recorded by, and stored at or in, the user communication device for transmission by or from the user communication device at a later time. The user communication device also includes a global positioning device for determining the position or location of the user communication device.

Each of the sports governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and the wearable devices, can also include a central processing unit or CPU, a random access memory device(s) (RAM), a read only memory device(s) (ROM), a user input device, a display device, a transmitter, a receiver, a database, and an output device. If needed or desired, each of the sports governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices, can also include a global positioning device and/or a video and/or audio recording device(s).

The present invention can be utilized in a number of various preferred embodiments in order to allow individuals, groups of individuals, or entities, to place bets or wagers on sporting events, place bets during sporting events, watch and/or listen to sporting events via the apparatus, place bets while viewing sporting events via the apparatus, watch and/or listen to sporting events with other individuals in an electronic forum or a chat room, place bets with other individuals while watching and/or listening to sporting events via the electronic forum or chat room, and/or place bets in betting pools. The present invention can also be utilized in order to request and/or to receive data and/or information from a sports governing body, governmental entity, gaming facility, or content provider, before, during, or after, the sporting event.

The present invention can also be utilized in order to request and/or receive analytics information from a sports information and/or analytics provider regarding the sporting event before, during, or after, the sporting event. The present invention can also be utilized in order to request and/or obtain betting odds information from the central processing computer or from any information or analytics provider or content provider, or any other information provider who or which utilizes the present invention. The present invention can also be utilized in order to request and/or receive information obtained from wearable devices worn by players or athletes during sporting events.

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The present invention can also be utilized in order to request and/or receive services from a financial institution and/or from an escrow agent or escrow service before, during, or after, a sporting event, as well as for placing bets and bet monies in escrow for safekeeping.

The present invention can also be utilized in order to allow an individual to watch and/or listen to games along with, and/or place bets with, other individuals and/or members of a social network or social networking group or subgroups in which the individual is a member. The present invention can also be utilized in order to allow an individual to watch and/or listen to games and places bets with other individuals or members of a social network or social networking group or subgroup before, during, and/or after, a sporting event.

The present invention can also be utilized by an individual to watch and/or listen to sporting events using 360 degree video, virtual reality (VR), or augmented reality (AR), or any combination of same.

The present invention can be used in connection with sports betting activities for or involving any and/or all types or kinds of games, matches, activities, events, or competitions, for any and/or all types or kinds of sporting and/or athletic games, matches, activities, events, and/or competitions. In this regard, and without limiting the use of the present invention in any way, the present invention can be utilized to engage in any and/or all types or kinds of sports betting and/or sports betting activities.

The present invention can also be utilized to allow an individual or user to search for, find, and/or be notified regarding, a sporting event, game, match, activity, competition, or tournament, on which he or she can place a bet, allow the individual or user to place a bet on the respective sporting event, game, match, activity, competition, or tournament, allow the individual or user to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, via an electronic forum either alone or with a group of other individuals or users, allow the individual or user to place bets on events, plays, or happenings, which occur during the respective sporting event, game, match, activity, competition, or tournament, or during the course of the respective sporting event, game, match, activity, competition, or tournament, and/or allow the individual or user to communicate with other individuals or users in a social networking forum or chat room environment.

The electronic forum or chat room can also be used to provide an individual or user with a video screen by which the individual or user can watch and/or listen to the respective sporting event, game, match, activity, competition, or tournament, provide analytics data and/or information regarding the respective sporting event, game, match, activity, competition, or tournament, to the individual or user, provide the individual or user with information regarding his or her bets which have been placed, provide the individual or user with available bets which can be placed, provide the individual or user with information regarding betting odds for various bets as well as betting odds which can be continuously updated, and/or can provide the individual or user with the ability to communicate with, and see via video chatting or video conferencing, other individuals or users who can watch the respective sporting event, game, match, activity, competition, or tournament, along with the individual or user, thereby enabling the individual or user, and others, to watch and/or listen to the respective sporting event, game, match, activity, competition, or tournament, as a group, as well as be provided with any and/or all other data

and/or information and/or services described herein as being provided by the present invention.

An individual or user can also utilize a headset as, or in conjunction with, the user communication device. In instances when an individual or user uses a headset as, or in conjunction with, the user communication device, the individual or user can utilize the microphone of the video and/or audio recording device(s) of his or her user communication device, along with associated voice recognition software provided with the user communication device or the with the headset, in order to verbally input data, information, commands, or instructions, into the user communication device, and/or into the central processing computer, the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices, described herein.

Each of the central processing computers, the user communication devices, the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider computers, the social network computers, the financial institution computers, the escrow agent computers, and the wearable devices, described herein, are each specially programmed and/or specially configured to perform any and/or all of the various functions described herein as being performed or provided by the same.

The individual or user can download, from or via the central processing computer, to his or her user communication device, any copies of any needed or desired 360 degree video, virtual reality (VR), and/or augmented reality (AR), software, application ("app"), or applications ("apps"). In this regard, the individual or user can watch and/or listen to any sporting event, game, match, activity, competition, or tournament, in and using 360 degree video, virtual reality (VR), and/or augmented reality (AR).

The individual or user can also search for a sporting event, game, match, activity, competition, or tournament, or sporting events, games, matches, activities, competitions, or tournaments, on or for which he or she can place a bet. The individual or user can use his or her user communication device, in communication with, and/or in conjunction with, the central processing computer, to search for, and/or to locate, a sporting event, game, match, activity, competition, or tournament, on or for which he or she wants to place a bet. The individual or user can search for a sporting event, game, match, activity, competition, or tournament, by searching by the sport, by the country or region in the world in which the sporting event, game, match, activity, competition, or tournament, is to be held or is being held, by the team or teams playing in or participating in the sporting event, game, match, activity, competition, or tournament, by the player or players playing in or participating in the sporting event, game, match, activity, competition, or tournament, by betting odds placed on the sporting event, game, match, activity, competition, or tournament, or by or using any other search criteria. The central processing computer can transmit one or more search results to the user communication device.

The individual or user can review any search results and select the sporting event, game, match, activity, competition, or tournament, on which he or she desires to place a bet. The individual or user can also access the information/analytics provider computer in order to obtain any data and/or information or analytics data and/or information which he or she

may want to obtain and review in advance of placing any bet. The individual or user can also request, for the sporting event, game, match, activity, competition, or tournament, on which the individual or user has selected to place a bet, that the information/analytics provider computer transmit updated data and/or information, including, but not limited to, analytics data and/or information, information regarding betting odds changes, information regarding new betting opportunities, and any other data and/or information, regarding the sporting event, game, match, activity, competition, or tournament, or any team(s) and/or player(s) or participant(s) in same, to the user communication device before the start of, during, or after, the selected sporting event, game, match, activity, competition, or tournament.

The individual or user can also request to be notified regarding, and can be provided with, data and/or information, including, but not limited to, analytics data and/or information, information regarding betting odds changes, information regarding new betting opportunities, any other data and/or information, regarding any other sporting event(s), game(s), match(es), activity or activities, competition(s), or tournament(s), or any team(s) and/or player(s) or participant(s) in same, in which the individual or user may be interested. The individual or user can place a bet on the selected sporting event, game, match, activity, competition, or tournament, and the individual or user can utilize a payment identifier, such as his or her sports betting account number, gaming account number, or gambling account number, in order to place and make payment for the bet. The individual or user can also provide a payment identifier such as, but not limited to, a credit account number, a credit card account number, a debit account number, a debit card account number, a charge account number, a charge card account number, a savings account number, a checking account number, or any other payment account number.

The individual or user can also access his or her sports betting account, gaming account, or gambling account, by accessing the same via the financial institution computer for the financial institution or bank which services the respective sports betting account, gaming account, or gambling account, in order to ascertain the status of the same or to make payment for the bet by utilizing the same. The individual or user can also instruct the central processing computer to place his or her bet monies into an escrow account in order to safeguard the same in the event that the sporting event, game, match, activity, competition, or tournament, on which the bet was placed, has been, or is, reported to be the subject of game fixing, match fixing, or cheating, activities. The individual or user can also instruct the escrow computer not make payment of any lost bet until after a certain, and/or a pre-defined, time period has elapsed after the sporting event, game, match, activity, competition, or tournament, so that the individual or user can be safeguarded against any game fixing, match fixing, or cheating, activities which may have occurred and/or played a role in the outcome of the selected sporting event, game, match, activity, competition, or tournament. Use of the escrow agent computer, to hold and/or maintain bet monies for a bet in escrow, can help safeguard against game fixing, match fixing, or cheating, and provide a much more secure sports betting environment.

The central processing computer can also generate a bet confirmation message which can contain information regarding the bet that was placed, the date and time of the selected sporting event, game, match, activity, competition, or tournament, on which the bet was placed, and a link to an electronic forum, in which the individual or user can watch

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or listen to the sporting event, game, match, activity, competition, or tournament, on which the bet was placed, with, and interact with other individuals or users, a link to a chat room in which the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, with, and interact with, other individuals or users in the individual's or user's social networking group or in the individual's or user's group of friends, and/or a link to a website in which the individual or user can watch and/or listen to the watch and/or listen to the sporting event, game, match, activity, competition, or tournament, by himself or herself.

The central processing computer can be specially programmed to provide multiple broadcasts simultaneously of the sporting event, game, match, activity, competition, or tournament, to any number of different and distinct social networking groups in any number of electronic forums or chat rooms so that all of the individuals or users in the various social networking groups or other groups can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, together and as a group, post comments, communicate and interact with one another, place additional bets on the sporting event, game, match, activity, competition, or tournament, or on other sporting events, games, matches, activities, competitions, or tournaments, request and be provided with data and/or information or analytical data and/or information for the sporting event, game, match, activity, competition, or tournament, or for another sporting event, game, match, activity, competition, or tournament, report instances of suspected game fixing, match fixing, or cheating, activities which any individual or user may notice. In this regard, the present invention allows an individual or user to place a bet on a sporting event, game, match, activity, competition, or tournament, and allows the individual or user to watch or listen to same with others while having the ability to communicate with others in an on-line social environment, obtain sports betting information, and report instances of suspected game fixing, match fixing, or cheating, activities.

The central processing computer can also be specially programmed to provide multiple broadcasts simultaneously of the sporting event, game, match, activity, competition, or tournament, and provide any and/or all of the herein-described functionality, to any number of different and distinct chat rooms of previously selected groups of individuals or users, which can include friends and/or acquaintances of the individual or user, or others, in an electronic forum or multimedia chat room so that all of the previously selected individuals in the social networking group or pre-selected group can watch and/or listen to the sporting event, game, match, activity, competition, or tournament and avail themselves to any and/or of all of the features and functionality capable of being provided by the present invention.

In instances in which the individual or user initially selected to watch and/or listen the sporting event, game, match, activity, competition, or tournament, by himself or herself, the individual or user can, at any time before or during the sporting event, game, match, activity, competition, or tournament, join any available electronic forum or chat room provided in the betting confirmation message. Links to any such electronic forums or chat rooms can also be provided along with a broadcast of the sporting event, game, match, activity, competition, or tournament provided on a website.

At any time, the individual or user can access the respective electronic forum, chat room, or website, to obtain information, such as the score, time remaining, or any other

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information regarding the sporting event, game, match, activity, competition, or tournament, simply by linking to same using the link in the betting confirmation message. In this regard, the individual or user need not watch or listen to the entire sporting event, game, match, activity, competition, or tournament, but can simply access the respective electronic forum, chat room, or website, via which same can be watched and/or listened to in order to obtain information regarding same at any time. The individual or user can obtain information which may be displayed via the video screen on which the score of the sporting event, game, match, activity, competition, or tournament, and/or the individual or user can obtain information from the postings of the other individuals or users.

The betting confirmation message can be transmitted from the central processing computer to the user communication device which was used by the individual or user in to place the bet, or the betting confirmation message can be transmitted in or as an email message to the email server servicing the individual's or user's email account. The betting confirmation message can also be transmitted in or as an instant message or as an SMS message to the user communication device or to another user communication device which can be used by the individual or user to receive the same and to access the sporting event, game, match, activity, competition, or tournament.

The individual or user can also program or request, at the time of the placing of the bet on the sporting event, game, match, activity, competition, or tournament, or upon registering an account with the apparatus or the central processing computer, that the central processing computer generate and/or transmit a sporting event message which can be transmitted to his or her the user communication device in or as an email message or in or as instant message or an SMS message prior to the start of the sporting event, game, match, activity, competition, or tournament, so as to remind the individual or user regarding the start of the same and to provide the individual or user with time to be able to watch and/or listen to same. The sporting event message can all contain all of the information contained in the betting confirmation message, including, but not limited to, a link to the respective electronic forum, chat room, or website. The sporting event message can be transmitted and/or retransmitted multiple times at pre-defined time intervals in advance of the sporting event, game, match, activity, competition, or tournament, to serve to remind the individual or user of the same.

The individual or user, prior to the start of a sporting event, game, match, activity, competition, or tournament, or at any time thereafter, can access the respective electronic forum, in which the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, with, and interact with other individuals or users, access the chat room in which the individual can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, with, and interact with other individuals or users in the individual's or user's social networking group or in the individual's or user's group of friends, or access the website in which the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, by himself or herself.

The sporting event, game, match, activity, competition, or tournament, which is the subject of the bet, can be transmitted, broadcast, or "streamed", from or via a gaming facility computer and/or a content provider computer which can be located at the venue of the sporting event, game, match, activity, competition, or tournament, to the central

processing computer or directly to the individual's or user's user communication device. In this regard, the sporting event, game, match, activity, competition, or tournament, which is the subject of the bet, can also be transmitted, broadcast, or "streamed", to the user communication device from either the central processing computer or directly from the gaming facility computer or the content provider computer located at the venue of the sporting event, game, match, activity, competition, or tournament.

The individual or user can use the user communication device to access the respective electronic forum, chat room, or website, in order to watch and/or listen to a live video or a streaming video broadcast and/or audio broadcast of the sporting event, game, match, activity, competition, or tournament, as well as to obtain any data and/or information and/or any analytics data and/or information regarding the respective teams and/or players involved in, or participating, in the sporting event, game, match, activity, competition, or tournament. The respective electronic forum, chat room, or website, can also provide a listing of all available bets and their respective odds, and/or a listing of private bets offered by any individuals or users who may be watching or listening to, or interested in betting on, the sporting event, game, match, activity, competition, or tournament, via the respective electronic forum, chat room, or website.

In instances where the electronic forum or chat room is being used, any and all comments posted by any of the individuals or users who may be participating in the same can also be displayed via the display of the user communication device. The individual or user can also post comments on the website in a comments section. The individual or user can also engage in video conference calls or video chats with other individuals or users via the respective electronic forum or chat room.

The individual or user can use the present invention to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, in 360 degree video, virtual reality (VR), or augmented reality (AR). Other information described herein as being provided in and/or by the respective electronic forum, chat room, or website, can also be provided and viewed via 360 degree video, virtual reality (VR), or augmented reality (AR).

The respective electronic forum, chat room, or webpage of the website, via which the sporting event, game, match, activity, competition, or tournament, is being watched and/or listened to, can be specially designed to allow the individual or user, or any other individuals or users, to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, and to communicate with other participants in and via the electronic forum or chat room. The respective electronic forum, chat room, or webpage of the website, via which the sporting event, game, match, activity, competition, or tournament, is being watched or listened to, can also be specially designed to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to post comments regarding the sporting event, game, match, activity, competition, or tournament, and/or to communicate with any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, via the electronic forum or chat room, to communicate with the central processing computer, and/or to communicate with any of the sport governing body computers, the governmental entity computers, the gaming facility computers, the content provider computers, the information/analytics provider comput-

ers, the social network computers, the financial institution computers, the escrow agent computers, and/or the wearable devices.

The respective electronic forum, chat room, or webpage of the website, via which the sporting event, game, match, activity, competition, or tournament, is being watched or listened to can also be specially designed to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to receive and view data and/or information and/or analytics data and/or information regarding the sporting event, game, match, activity, competition, or tournament, and/or the teams, players, or other participants, participating in the same, to receive and view information obtained by any wearable devices worn by or used by any players or participants in the sporting event, game, match, activity, competition, or tournament, to receive and view any analytics data and/or information relating to any data and/or information obtained from any of the wearable devices during the sporting event, game, match, activity, competition, or tournament, to view information regarding bets being offered by various book makers or other gaming or gambling entities or individuals, and/or to view, via the respective electronic forum, chat room, or webpage of the website, any private bets being offered by other individuals or users participating in the electronic forum or chat room, and/or to view private bets being offered by other individuals or users who or which utilize the present invention.

At any time, the individual or user can place any bet while in, or via, the respective electronic forum, chat room, or webpage of the website, or via the central processing computer. In all instances when the individual or user places the bet, information regarding or pertaining to the bet can be transmitted from the user communication device and can be received and processed by the central processing computer.

Any individuals or users can post any private bets, on or regarding the sporting event, game, match, activity, competition, or tournament, which can be provided across all electronic forums, chat room, or webpages of websites, providing that sporting event, game, match, activity, competition, or tournament for other individuals or users to be informed about. Any individual or user can place a private bet and any individual or user can accept a private bet.

The respective electronic forum, chat room, or webpage of the website, via which the sporting event, game, match, activity, competition, or tournament, is watched or listened to, can also be specially designed to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to place a bet or any number of bets on the outcome of the sporting event, game, match, activity, competition, or tournament, at any time prior to the conclusion of the sporting event, game, match, activity, competition, or tournament, as well as to place a bet or any numbers of bets on any plays, calls, occurrences, or events, which can occur during the sporting event, game, match, activity, competition, or tournament (hereinafter referred to as "game events" or "match events"). Game events or match events can include, for example, but are not limited to, any single play, activity, event, happening, occurrence, action by a team, action by a player or participant, penalty call, type of penalty, infraction, type of infraction, violation, type of violation, scoring play, type of play, type of activity engaged in, a score at a particular time of the sporting event, game, match, activity, competition, or tournament (for example, the score at the end of a quarter or at a half-time, or at any

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other specified time in the sporting event, game, match, activity, competition, or tournament), and/or any other play, activity, and/or call made by a game or match official, a referee, or an umpire, which can be the subject of a bet. Any bets on game events or match event will be referred to herein as “game event bets” or “match event bets”.

Private bets, which can be or which can include outcome bets or game event bets or match event bets, which are offered by the individual or user or by any other individuals or users can also be offered via the electronic forum, chat room, or the webpage of the website. Betting odds for any bets described herein, as well as continuous updates to betting odds for any of the bets described herein, can also be provided via the electronic forum, chat room, or the webpage of the website.

The individual or user or any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, can place any number and types of bets, including outcome events and bets on game events or match events which can or may take place during the course of the sporting event, game, match, activity, competition, or tournament. Each time a bet is placed, the central processing computer can process and store information regarding the bet placed by the individual or user, the bet placed by any other individual or user, the sporting event, game, match, activity, competition, or tournament, on which the bet is placed, the sporting event, game, match, activity, competition, or tournament, during which the bet is placed, the amount of the bet, the time of the bet, the date of the bet, a counterparty to the bet, the sports betting account, gaming account, or gambling account, used in placing the bet or in connection with the bet, any information regarding whether or not the bet monies are instructed to be placed in escrow with the escrow agent computer, and/or any other information regarding the bet.

The individual or user, or any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, on which the bet is placed, can request data and/or information and/or analytics data and/or information at any time before, during, or after, the sporting event, game, match, activity, competition, or tournament. Any data and/or information and/or analytics data and/or information requested, or any data and/or information and/or analytics data and/or information which is provided without request, can be transmitted from the information/analytics provider computer and/or from the central processing computer to the user communication device being used by the individual or user.

The individual or user or any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, can also place any number of posts or comments in the electronic forum, chat room, or webpage of the website. The individual or user or any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, can place any number of outcome bets or game event bets or match event bets. Each time a bet is placed by the individual or user or by any other individual or user, information regarding the same can be stored in his or her respective sports betting account, gaming account, or gambling account, and information regarding same can also be transmitted to, stored, and/or maintained, at the central processing computer, the financial institution computer, and/or the escrow agent computer.

The central processing computer can receive, process, store, and maintain, all data and/or information regarding any and all of the individual's or user's bets which are

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placed on the sporting event, game, match, activity, competition, or tournament, as well any of the individual's or user's bets placed on any other sporting events, games, matches, activities, competitions, or tournaments, along with any scheduled playing time(s) of the same. In instances when the individual or user has bet on, seeks to bet on, or simply wants to watch and/or listen to, another sporting event, game, match, activity, competition, or tournament, the user can request a link to the respective electronic forum, chat room, or website, on which to watch or listen to that other sporting event, game, match, activity, competition, or tournament.

At any and/or at all times during the sporting event, game, match, activity, competition, or tournament, the central processing computer can provide, via the respective electronic forum, chat room, or website, and for each bet placed by the individual or user, an indication as to whether the individual or user is winning the respective bet or losing the respective bet at that point in time, or at that point in the sporting event, game, match, activity, competition, or tournament. For example, information regarding a bet which is a winning bet at that point in time, or at that point in the sporting event, game, match, activity, competition, or tournament, can be provided or displayed in one color, such as, for example, green, while information regarding a bet which is losing bet at that point in time, or at that point in the sporting event, game, match, activity, competition, or tournament, can be provided or displayed in another color, such as, for example, red. In instances in which it cannot be determined whether a bet is a winning or a losing bet, that bet can be provided or displayed in a third and neutral color such as, for example yellow, white, or any other appropriate color.

The central processing computer can also provide, via the electronic forum, chat room, or webpage of the website, and during the sporting event, game, match, activity, competition, or tournament, information regarding any new available bets and/or any new or updated betting odds for bets corresponding to the sporting event, game, match, activity, competition, or tournament, as well as the availability of bets and/or betting odds for bets which can allow the individual or user to protect his or her betting position and/or to increase his or her potential winnings or minimize his or her potential losses. The central processing computer can also provide, via the electronic forum, chat room, or webpage of the website, and during the sporting event, game, match, activity, competition, or tournament, information regarding a gaming insurance product or any number of gaming insurance products, and/or a gaming derivative product, or any number of gaming derivative products, which the individual or user can purchase in order to minimize his or her losses. If the individual or user chooses to purchase any gaming insurance product(s) or gaming derivative product(s), the individual or user can do so at any allowable time, and information regarding the purchase of the same can be transmitted to, received at, and stored and maintained at, the central processing computer.

Any information regarding any bets placed by the individual or user can be displayed in an appropriate location or section of the electronic forum, chat room, or webpage of the website. Any information regarding any gaming insurance product(s) or gaming derivative product(s) can also be displayed in an appropriate location or section of the electronic forum, chat room, or webpage of the website.

The individual or user can also, at any allowable time, decide to sell his or her position in a bet, or purchase another individual's or user's position in a bet. In such instances,

bets available for sale can be displayed at an appropriate location or section of the electronic forum, chat room, or webpage of the website.

The individual or user, as well any other individuals or users watching or listening to the sporting event, game, match, activity, competition, or tournament, can also report, suspected instances of game fixing, match fixing, cheating, play irregularities, officiating irregularities, or any other instances which may call into question the integrity of the match fixing by making postings or comments regarding same in the electronic forum, chat room, or webpage of the website. The postings or comments can be posted by the individual or user, or by any other individual or user who is watching or listening to the sporting event, game, match, activity, competition, or tournament in or via the respective electronic forum, chat room, or webpage of the website. The postings or comments can be posted in a section of the respective electronic forum, chat room, or webpage of the website, and can be viewed by all participants in the electronic forum, chat room, or webpage of the website in order to obtain as many comments reported suspected game fixing, match fixing, or cheating, as possible. Each posting or comment can be time stamped and can also be transmitted to, and submitted to, the central processing computer via the user communication device.

The central processing computer can receive all submitted postings and comments posted and received from all individuals or users who are watching the sporting event, game, match, activity, competition, or tournament, store the same in a file associated with the sporting event, game, match, activity, competition, or tournament, and automatically transmit the file and all postings and comments to the sport governing body computer of the sport governing body associated by, or which governs, the sporting event, game, match, activity, competition, or tournament, or the league, team, players, or participants, participating in the sporting event, game, match, activity, competition, or tournament. In this manner, the present invention can be utilized to record and report instances of suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, to the sport governing body computer of the respective sport. In this regard, the international federation, the International Olympic Committee, and national federations, and/or any national Olympic Committees, or any other sports governing body can be apprised of the suspected game fixing, match fixing, or cheating, activity, or any other game integrity or match integrity issue.

In this regard, the present invention can be utilized to obtain and report instances of suspected game fixing, match fixing, or cheating, as reported by the individuals or users who use the present invention to watch and/or listen to sporting events, games, matches, activities, competitions, or tournaments, on which they have placed bets.

The central processing computer can also automatically transmit information regarding suspected game fixing, match fixing, or cheating, activity, or any other game integrity or match integrity issue to the respective governmental entity computer for each government which may have an interest in receiving the same. In this regard, each government having an interest in receiving this information can be apprised of the suspected game fixing, match fixing, or cheating, activity, or any other game fixing or match fixing issue.

The individual or user, as well any other individuals or users watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can also report any complaints regarding the placing of any bets, the pay-

ment or satisfaction regarding any bets, and/or any suspected betting fraud, and/or any other problems encountered using the apparatus of the present invention. Information regarding any complaints can be transmitted from the user communication device to the central processing computer.

As noted herein, in instances when the individual or user is utilizing a headset as or with the user communication device, any and/or all data or information inputs, postings, comments, information requests, placing of bets, or reports or reportings of any kind, can be input verbally via the microphone of the video and/or audio recording device(s) of the user communication device. The headset or the user communication device can be equipped with software to translate the verbal information into text and, in this regard, any voice inputs can be translated into text and displayed in the electronic forum, chat room, or webpage of the website. The headset, the user communication device, and the central processing computer can each be equipped with any needed software for translating verbal inputs into text and for translating text from one language into another language so that the text can be displayed in the electronic forum, chat room, or webpage of the website.

Any and all interactions between the individual or user with any other individuals or users which take place in or via the electronic forum, chat room, or webpage of the website, can be recorded and stored by and at the central processing computer in a file associated with the electronic forum, chat room, or webpage of the website, for the sporting event, game, match, activity, competition, or tournament.

Any sport governing body computer, any governmental entity computer, any gaming facility computer, and/or any escrow agent computer, can be used by an authorized operator of same to monitor any and/or all activity occurring or transpiring in or via one or more electronic forums, chat rooms, or web pages of any websites, associated with the viewing, watching, and/or listening to, the sporting event, game, match, activity, competition, or tournament.

Upon a completing of the sporting event, game, match, activity, competition, or tournament, the individual or user can request that the central processing computer process a bet outcome or result, such as, for example, whether the individual or user won the bet or lost the bet, for each and every bet made by the individual or user regarding and/or during the sporting event, game, match, activity, competition, or tournament. The central processing computer can process each bet, one at a time, and, for each bet, the central processing computer can determine if the bet being processed is a winning bet or a losing bet. After determining whether the bet is a winning bet or a losing bet, the central processing computer can determine whether or not a hold has been placed on any payout for the bet.

If it should be determined that information regarding any suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported to the central processing computer regarding the sporting event, game, match, activity, competition, or tournament, by or from any sport governing body computer, by or from any governmental entity computer, by or from any gaming facility computer, by or from any information/analytics provider computer, by or from any social network computer, by or from any financial institution computer, by or from any escrow agent computer, or by any user communication device, such as can be reported in any electronic forum, chat room, or web page of a website, as described herein, or by or through any other independent or other means, then the central processing computer can withhold any payment on a winning bet,

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and/or suspend or withhold any charge on any losing, until the matter is resolved. The central processing computer can also automatically process information for placing all bets regarding the sporting event, game, match, activity, competition, or tournament into escrow with the escrow agent computer until the matter is resolved.

If it is determined that no information regarding any suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported to the central processing computer regarding the sporting event, game, match, activity, competition, or tournament, then the central processing computer can, in the event of a winning bet, effectuate payment for the winning bet to the sports betting account, gaming account, or gambling account, of the individual or user and, in the event of a losing bet, extract payment from the sports betting account, gaming account, or gambling account, of the individual or user. In an instance where the individual or user placed the bet monies into escrow with the escrow agent computer, the central processing computer can generate and transmit to the escrow agent computer a request for funds, along with an official certification that no suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported for the sports betting account, gaming account, or gambling account, of the individual or user, and thereby allow the escrow agent computer to release the bet monies to the central processing computer or to a sports betting account, gaming account, or gambling account, of the individual or user who won the bet, if all other escrow agreement conditions have been satisfied.

The central processing computer can also effectuate payment of a gaming fee to the respective financial account associated with the respective sport governing body computer for each sport governing body which is due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective governmental entity computer for each governmental entity due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective gaming facility computer for each gaming facility due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective content provider computer for each content provider, if any, due a gaming fee payment, and/or effectuate a gaming fee payment to the respective financial account associated with the respective information/analytics provider computer for each information/analytics provider, if any, due a gaming fee payment. In this regard, any stakeholders in or of the sports betting system of the present invention can be paid any gaming fees due them for each bet placed using the present invention.

The central processing computer can repeat the above bet processing routine for all bets placed by the individual or user.

The central processing computer can also generate a final report regarding and including information regarding all of the bets placed on the sports betting account, gaming account, or gambling account, of the individual or user, including outcome bets, and any game event bets or match events, the outcomes of all such bets, the identities of all of the individuals or users who bet on the sporting event, game, match, activity, competition, or tournament, the identities of all individuals or users who watched and/or listened to the sporting event, game, match, activity, competition, or tournament, via any electronic forum, chat room, and web page

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of any website, and a record of all postings, comments, bets placed, and any and/or all activity which took place in the respective electronic forum(s), chat room(s), and web pages of any website, for or regarding the sporting event, game, match, activity, competition, or tournament.

The final report can also contain any comments or reports regarding any instances of any suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity. The final report can be stored in the database of the central processing computer, can be transmitted to any party or entity requesting same, and/or can be transmitted to and stored at any sport governing body computer, any governmental entity computer, any gaming facility computer, any information/analytics provider computer, any social network computer, any financial institution computer, or any escrow agent computer, either upon request or automatically. Requests for automated transmissions of any and/or all such final reports can be previously transmitted to, and stored at, the central processing computer.

Any data and/or information obtained, recorded by, processed by, or stored in, any wearable device can also be automatically transmitted to the information/analytics computer for use in generating data and/or information and/or analytics data and/or information using the same. Once processed by the information/analytics computer, the data and/or information, generated from the data and/or information obtained by the wearable device, can be transmitted to and stored in the central processing computer, and/or to any user communication device(s) of the individual or user, to the user communication device(s) or any other individuals or users, to the electronic forum, to the chat room, or to website providing the web page, and/or to any sport governing body computer, to any governmental entity computer, to any gaming facility computer, to any information/analytics provider computer, to any social network computer, to any financial institution computer, or to any escrow agent computer, either automatically or upon request from the respective individual or entity.

The present invention and/or the central processing computer can also be specially programmed and/or specially configured to account for any time zone differences between the local time of the sporting event, game, match, activity, competition, or tournament, and the time zone where the individual or user and any other individuals or users who watch and/or listen to the sporting event, game, match, activity, competition, or tournament, via an electronic forum, chat room, or web page of a website, is/are located.

The present invention and/or the central processing computer can also be specially programmed and/or specially configured to delay any presentation of any information, comments, or postings, which are posted or presented to or in an electronic forum, chat room, or webpage of a website, in order to adjust for any time delays detected in any streaming video and/or audio of the sporting event, game, match, activity, competition, or tournament. In this manner, the present invention can delay any information, comments, or postings, until after a play or occurrence has been completed so as to adjust for any time delays in the video being streamed to the electronic forum, chat room, or webpage of a website and, therefore, prevent instances where a posting regarding the play or occurrence is displayed in the electronic forum, chat room, or webpage of a website, before the play is shown therein.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the central processing computer can be specially programmed by the individual or

user to provide the individual or user with a notification message regarding an upcoming sporting event, game, match, activity, competition, or tournament, for which the individual or user desires to be notified.

An individual or user can place any of the bets described herein, including, but not limited to any of the herein-described outcome bets, game event bets, match event bets, private bets, or any other bets, while at a gaming facility or venue either by using his or her user communication device or by placing a bet or bets via the gaming facility computer, such as by using a kiosk or computer terminal of the gaming facility computer.

The present invention can also be utilized in order to facilitate account owner authorization, notification, and/or security, for and/or in connection with, any financial transaction(s) involving any of the herein-described sports betting accounts, gaming accounts, or gambling accounts, and/or in connection with any checking accounts, savings accounts, credit accounts, credit card accounts, debit accounts, debit card accounts, charge accounts, or charge card accounts, which are or can be utilized in connection with the placing of any of the herein-described bets. The present invention can provide for the recording of a picture or a video clip, and/or a recording of an audio clip, of the individual or user while the individual or user is actually placing a bet on or involving his or her sports betting account, gaming account, or gambling account, or on or involving any checking account, savings account, credit account, credit card account, debit account, debit card account, charge account, or charge card account, or any other financial account.

The present invention can also be used to prevent and/or to thwart fraudulent transactions on or involving any sports betting accounts, gaming accounts, or gambling accounts, of the individuals and entities who or which utilize the present invention. An individual or user can place any bet using any of the user communication devices described herein or using any gaming facility computer, any kiosk or any computer terminal, or any other interface, associated with the gaming facility computer. In instances when the individual or user is using a 360 degree video headset, VR headset, or AR headset, as or in connection with the user communication device, the individual or user can place the bet verbally with all verbal instructions and commands associated with the bet being recorded by the respective audio input device or microphone of the input device or by the video and/or audio recording device(s) of the user communication device. In all other instances, a video recording or a video clip, and an audio recording, of the individual or user placing the bet can be recorded.

The audio recording, in the case of the user placing the bet via the 360 degree video headset, VR headset, or AR headset, or the video recording or video clip and the audio recording recorded, in the case of the individual or user using any other user communication device, can be recorded by and stored at the user communication device, and can be transmitted to, and stored at, the central processing computer. A copy of the respective audio recording or the copy of the video recording or video clip and the audio recording can also be transmitted to the user communication device, or to any other user communication device associated with the individual or user, in or attached to an alert message containing information regarding the bet placed on the individual's or user's sports betting account, gaming account, or gambling account, and any other information regarding the transaction associated with the bet.

Information regarding the placement of the bet, along with the copy of the respective audio recording or the video recording or video clip and the audio recording, along with any of other information regarding or pertaining to the bet can be stored in the individual's or user's sports betting account, gaming account, or gambling account, or file stored in the central processing computer. Information regarding the placement of the bet, along with the copy of the respective audio recording or the video recording or video clip and the audio recording, along with any other information regarding or pertaining to the bet can also be transmitted to, and stored in, the individual's or user's user communication device, and/or the sports governing body computer, governmental entity computer, gaming facility computer, financial institution computer, and/or escrow agent computer.

The present invention can also be utilized by an individual or user to access the central processing computer to view and review a statement of bet transactions which occurred on his or her sports betting account(s), gaming account(s), or gambling account(s). The individual or user can also access and listen to, or watch, for any given bet, a copy of the respective audio recording or the copy of the video recording or video clip and the audio recording of the individual or user who placed the subject bet.

The present invention can also be utilized to allow video game developers, video game publishers, esports video game developers, and esports video game publishers, or any distributors, licensees, or agents, of same, or any other authorized entities, to promote, provide, distribute, and/or make available for use, their respective video games or esports video games to any of the herein-described sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any individuals or users, of the present invention. The various video games or esports video games can be played for competitive purposes, recreational purposes, training purposes, or for any other purpose or purposes by leagues, teams, tournaments, competitions, or any game or match, by any user of the present invention.

The present invention can also be utilized by video game developers, video game publishers, esports video game developers, and esports video game publishers, or any distributors, licensees, or agents, of same, or any other authorized entities, to promote, provide, distribute, and/or make available for use, their respective video games or esports video games to any leagues, teams, and/or individual video game users ("individual video gamers") or individual esports video game users ("Esports video gamers" or "esports video gamers") as well as any teams or leagues which participate in the sports of competitive video gaming, video gaming, or esports video gaming. In this regard, the present invention can be utilized to promote and/or distribute video games or esports video games to individual video gamers, esports video gamers, video game teams, esports teams, video game leagues, esports leagues, as well as any other individuals or entities who or which use the present invention. As used herein, the terms "esports" and "eSports" each refer to the sport of competitive video gaming, and these terms may be utilized interchangeably herein.

Users of the present invention, which can include individual users, teams of users, teams, leagues, or any of the herein-described sports governing bodies, such as but not limited to, international sports federations, national sports federations, the International Olympic Committee, national olympic committees, and any other sports governing bodies,

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as well as any of the herein-described governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, sponsors, advertisers, and/or any other individuals or entities who or which utilize the present invention, can pre-register with the apparatus of the present invention to receive notification messages each time a video game or esports video game has been authorized, officially approved for use, licensed, or endorsed, by the International e-Sports Federation (IeSF), the world governing body for esports or eSports, and/or by any national e-Sports federation or any other sports governing body, to promote, provide, distribute, or make available for use, via the present invention, its respective video game or esports video game, under certain agreed upon terms or conditions, to those members or other individuals or entities who belong to or are governed by that respective sports governing body.

The agreed upon terms or conditions can, for example, include, but shall not limited to, the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to adopt, administer, and/or enforce, uniform game rules and/or regulations of play, so as to ensure uniformity in the play of its respective video game or esports video game, the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to join the International e-Sports federation as a member organization, to join any one or more national e-Sports federations as a member organization, or any leagues, tournaments, or competitions, as a member organization, with the commitment to abide by the statutes, rules and/or regulations, of the respective International e-Sports federation, any one or more national e-Sports federations, or any leagues, tournaments, or competitions, and/or the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to agree to offer next generation and/or new revisions of the video games or sports video games via the present invention under the same terms or conditions, and/or any other terms or conditions which may be specified by the respective sports governing body in exchange for respective sports governing body allowing the respective video game or esports video game developer or publisher to promote, provide, distribute, and/or market, its respective video game or esports video game to all individuals or entities who or which are members of, or who or which otherwise are governed by or fall within or under the authority of, the International e-Sports federation, any one or more national e-Sports federations, or any leagues, tournaments, or competitions, or any other respective sports governing body.

The present invention can be utilized in a same, a similar, or an analogous manner, by any video game developer or publisher or by any esports video game developer or publisher to promote, provide, distribute, and/or make available for use, its respective video game or esports video game to any network of members and individuals of, or governed by, any sports governing body described herein or otherwise, or to any of the herein-described or other users of the present invention.

Any video game or esports video game which has been authorized, approved for use, licensed, or endorsed, by a respective sports governing body can be the subject of sports betting activity which can include, but which is not limited to, the various sports betting activities described herein as well as any other sports betting activities which can be performed with or using the present invention.

The present invention can also be utilized to allow an individual or entity to form a video gaming league or an

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esports league, a video game tournament or an esports tournament, or a video game competition or an esports competition. The individual or entity can utilize the present invention in order to obtain an authorization, approval, or endorsement, of one or more sports governing bodies in order to form or organize a video gaming league or an esports league, a video game tournament or an esports tournament, or a video game competition or an esports competition.

Teams for the newly formed league can be posted for sale by the league or by any other individual or entity and the central processing computer and/or the sport governing body computer can receive and process requests, transmitted from any user communication device, for information regarding any teams being offered for sale, and can provide or transmit any requested information to the requesting user communication device.

The present invention can be used in a same, a similar, and/or an analogous manner, to form any video game gaming league, any esports league, or any video game or esports tournament, or any video game or esports competition.

The present invention can be utilized by esports teams, and other video gaming teams, to recruit team members or players as well as to conduct tryouts for new team members or players. A team, whether it be an esports team or a video gaming team, when seeking a team member or player, or when seeking any number of team members or players, can conduct recruiting activities and/or tryouts via and using the present invention. For example, for an individual player(s) who has already been identified by a team, the team, or an authorized representative of the team, can access any one or more of the information/analytics provider computers in order to obtain information, analytics information, and/or statistical information, about the individual player(s). In instances when a team wants to hold a team tryout or tryouts to find individual players, it can also utilize the present invention in order to hold tryouts for individual players such as by having the individual players play the respective esports game or video game and by observing same and recording information via the herein-described electronic forum. In this regard, individual players can tryout for a team while being viewed or observed by team representatives via the herein-described electronic forum.

The present invention can also be utilized to provide for the video and/or audio verification of a player or players for or in any sport, game, match, tournament, or competition, and/or in any video game, in any esports video game, game, match, tournament, or competition, and/or in any tryouts. In this regard, the present invention can be utilized to verify the identity of players or participants in any game, match, tournament, or competition, and/or in any tryout or tryouts. In this manner, the present invention can also be used to prevent, or guard against, situations wherein another person might attempt to play or participate in a game, match, or activity, for or on behalf of an identified player.

The present invention can allow players of video games or esports video games to engage in playing these video games or esports video games with or using virtual reality or augmented reality headsets and/or equipment.

The respective databases of the respective computers, communication devices, or devices described herein can contain any data and/or information which is needed or desired for performing all of the functionalities described herein as being performed by, or described as capable of being performed by, the present invention. In this regard, any and/or data and/or information needed or desired for

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performing all of the herein-described functionalities of the present invention can be stored in any of the databases of any of the herein-described central processing computer(s), communication devices, computers, or other devices.

The present invention can be utilized in, or in connection with, gaming or gambling activities involving bets placed on fantasy sports teams, leagues, events, or other activities. The present invention can also be utilized in, or in connection with, gaming or gambling activities involving bets placed on esports teams, leagues, events, or activities. In any and/or all of the embodiments described herein, each of the central processing computer(s), the user communication device(s), the sport governing body computer(s), the governmental entity computer(s), the gaming facility computer(s), the information/analytics provider computer(s), the social network computer(s), the financial institution computer(s), the escrow agent computer(s), and the wearable device(s), can each be specially programmed and/or specially configured to perform of all of their respective functionalities whether either explicitly disclosed or implicitly disclosed.

The present invention can also be utilized in gaming or gambling activities involving bets placed on fantasy sports teams, leagues, events, or activities, and/or esports teams, leagues, events, or activities.

Each of the central processing computer(s), the user communication device(s), the sport governing body computer(s), the governmental entity computer(s), the gaming facility computer(s), the information/analytics provider computer(s), the social network computer(s), the financial institution computer(s), the escrow agent computer(s), and the wearable device(s), are specially programmed and/or specially configured to perform their respective functionalities.

The present invention provides and facilitates a global and international sports betting platform whereby individuals, users, or entities, can place bets on various sporting events, games, matches, activities, competitions, or tournaments, in a safe and secure manner and in a socially enjoyable environment. The present invention also provides and facilitates a global and international sports betting platform whereby governmental entities can regulate and oversee sports betting activities and whereby sports governing bodies can oversee sports betting activities in order to maintain the integrity of their sport.

The present invention can be utilized for, involving, or in connection with, any game, competition, or any other activity, including those in which can be the subject of sports betting or sports betting activities, or which can be the subject of any betting or gambling activities or any other gaming or non-gaming activities. The present invention can also be utilized to provide and/or facilitate viewer or listener interaction with, viewer or listener participation in, and/or viewer or listener control over the presentation of, any program, any event, any game, any sporting event, game, tournament, or competition, and/or any marketing information.

The present invention can facilitate viewer or listener interaction with a program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials (hereinafter also

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referred to as a “program”, “event”, or “game”). The present invention can also be utilized in conducting transactions of any kind or type.

The present invention can also be utilized in order to facilitate user or viewer or listener interaction with advertisements, and/or user or viewer selection of advertisements. The present invention can also be utilized in order to perform targeted advertising and/or marketing activities. The present invention can also be utilized in order to perform market research and/or to gather market research information as well as any analytics information relating to any of the herein-described activities.

The present invention can also facilitate viewer or listener participation in, with, or in connection with, a program, programs, an event, events, a game, games, a sporting event, sporting events, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials. The present invention can also facilitate user or viewer or listener communication(s) with participants of any of the herein-described programs, events, or games.

The present invention can be utilized in order to facilitate user or viewer participation in games, television, radio, and/or other media, games, contests, and/or sporting events and can also be utilized in order to allow users or viewers to assist or help, or otherwise communicate and/or interactive with, participants in a program, event, or game. The present invention can also be utilized in order to allow users or viewers to participate in game strategy exercises or games.

The present invention can also facilitate viewer or listener control over the presentation of a program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

The present invention can also be utilized in order to allow a user or viewer to select the camera, microphone, and/or vantage point or location, from which the user or viewer desires to view or listen to a program, an event, or a game. For example, a viewer can select the camera angles from which he or she desires or view a program, an event, or a game (i.e. a viewer watching a football game can select the cameras via which he or she wants to view a play or a portion of the game).

The present invention can also be utilized by a user or viewer in order to order or control the viewing of instant replays, the viewing of a program, event, or game, or portion thereof, in split screen or multiple screen format, in order to allow for the viewing of the instant replay as well as the broadcast. The present invention can also be utilized by a user or viewer in order to order video and/or audio recordings of a program, event, or game, or portions thereof.

The present invention can be utilized in conjunction with, or in connections with, any of the various types of kinds of user communication devices or other computers described herein as well as with any types of kinds of interactive televisions, interactive personal computers, interactive computers, telephones, video telephones, personal communication devices, two-radios, radio receivers having the capability to communicate with the broadcasting entity, and/or any other device which can receive video information, audio information, audio/visual ("AV") information, text information, multimedia information, and which can facilitate the interactive functionality described herein as being provided by the present invention.

The present invention can also be utilized by a user or viewer to select and/or to control the user's or viewer's viewing and/or listening vantage point(s), to select to view and/or to hear an instant replay or recording of previously presented material, and/or to select and/or to control any viewing or listening functionality related to the respective program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

The present invention, the central processing computer as well as any of the herein-described content provider computers can be used by a content provider to broadcast or to stream video and/or audio information of, for, or regarding, any of the herein-described programs, events, games, sporting events, athletic events, competitions, tournaments, television programs, television shows, television game shows, movies, radio programs, marketing programs, infomercials, marketing information, and/or commercials. In addition to the various content providers described herein who or which can utilize the present invention in any and/or all of the embodiments described herein, content providers who or which utilize the present invention can also include any television broadcaster, television broadcasting company or entity, any radio broadcaster, radio broadcasting company or entity, any cable, satellite, or network, television broadcaster, cable, satellite, or network, television broadcasting company or entity, any internet streaming broadcaster or entity, or any other media broadcaster or media streaming entity.

Similarly, any of the herein-described gaming facility computers can be used by a respective gaming facility owner or operator to broadcast or to stream video and/or audio information of, for, or regarding, any of the herein-described programs, events, games, sporting events, athletic events, competitions, tournaments, television programs, television shows, television game shows, movies, radio programs, marketing programs, infomercials, marketing information, and/or commercials.

Any of the herein-described central processing computer(s), the content provider computers, and the gaming facility computers, used in connection with the present invention, can include and/or can have associated therewith, any and/or all of the components, computers, systems, cameras, microphones, recording devices, receivers, transmitters, amplifiers, repeaters, and/or any other devices which are normally associated with conventional and/or interactive broadcasting systems, or networks. In the case of cameras, microphones, and/or their respective recording

devices, any number of cameras, microphones, or associated recording devices, can be utilized and can be located at any appropriate location in, on, and/or around, a respective venue, stage, set, filming venue, filming stage, filming set, stadium, arena, hall, or other place or location of the program, event, or game. Any cameras and/or microphones can be moveable, pivotable, and/or can otherwise be controlled or manipulated, by the respective central processing computer, the respective content provider computer(s), and/or the respective gaming facility computer(s). Any camera(s) can also be controlled or manipulated by user or viewer via his or her user communication device.

The present invention can be utilized in order to facilitate viewer or listener interaction with a program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

The present invention can also be utilized in order to provide for a compensation-based user or viewer, or listener, interaction. In this embodiment, the user or viewer, or listener, can be compensated and/or can be otherwise paid for his or her interactivity and/or participation in programs, events, games, sporting events, athletic events, commercials, advertisements, surveys, and/or marketing activities, provided to the user or viewer, or listener. In this regard, for example, a producer of a television program or movie can ascertain which actors or types of stories the user, viewer, or listener, or users, viewers, or listeners, enjoy or desire to see, which types of programs, events, games, sporting events, athletic events, commercials, advertisements, surveys, and/or marketing activities, or which event performers the users, viewers, or listeners, desire to see, which types of games, sporting events, athletic events, and which types of compensation. the users, viewers, or listeners, desire to see played and/or provided to participants and/or to participating user, viewers, or listeners, which types of advertisements, commercials, and/or marketing information users, viewers, or listeners, or desire to view, listen to, or participate in, and/or any other information which any of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, may be interested in obtaining from users, viewers, or listeners, in an interactive user environment.

The present invention can also be utilized in order to enable a user or viewer to participate in a program, event, and/or game. The user or viewer can participate in a program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event. The user or viewer can communicate with actors, hosts, directors, newscasters, broadcasters, event performers, performers, game contestants, game players, athletes, professional sports athletes, amateur sports players, amateur sports athletes, and/or any other individual(s) participating in and/or located at the respective set, studio, performance hall, event venue, stadium, arena, and/or other

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venue. For example, in the case of a program, a user or viewer can communicate with the participants, such as, for example, a talk show host, a talk show guest, a reporter, or any other individual, and/or the user or viewer can be a member of the live studio audience. In the case of a television game show, a user or viewer or users of viewers can communicate with and/or can assist a game show contestant such as, for example, assist them in answering game questions, etc., and/or the user or viewer or users or viewers can share in game show prizes along with the contestants.

In the case of a sporting event, such as, for example, a baseball game, football game, soccer match, basketball game, hockey game, and/or any other sporting event, the user or viewer or users or viewers can communicate with a player, players, coaches, team benches, team dugouts, broadcasters, and/or other individuals participating in the sporting event and/or participating in the broadcast or the streaming of the same.

In the case of television game shows and/or radio game shows, it is envisioned that any one or more of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, of or participating in, any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, and/or any marketers of same, can contribute and/or can donate prizes and/or prize moneys, which can be shared and/or split, in any appropriate manner, between a game show's contestant(s) and the user or viewer or the users or viewers who are assisting and/or who are aligned with the contestant(s). For example, it is envisioned that the participation of users or viewers in, or along with, a game show's viewing audience, and hence, the opportunity to draw a larger viewing audience, can be an incentive for content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, of or participating in, the same to contribute prizes and/or moneys, or to contribute to increased amounts of same. In a similar manner, the opportunity for members of the viewing audience to win prizes or money can be an incentive for users or viewers to view, listen to, and/or participate, in the game show.

The present invention can also be utilized in conjunction with any other game, games, match, matches, contest, and/or contests, in which the respective game, games, match, matches, contest, and/or contests, can be segmented into plays which can facilitate a user, viewer, listener, or spectator, attempting to guess or to anticipate a play or action and, thereafter, facilitating the ability to compare the actual play or action with the user's, viewer's, listener's, or spectator's, anticipated play, action, and/or guess.

The present invention can also be utilized in order to allow a user or viewer to select and/or to control the selection of any one or more of cameras, video cameras, television cameras, video recorders, microphones, and/or audio recorders, which are utilized in the broadcast or in the streaming of any one or more of the herein-described programs, television shows, news broadcasts, events, performances, television game shows, game shows, radio game shows, games, contests, and/or sporting events or athletic events, commercials, advertisements, and/or marketing

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information. In such a preferred embodiment, the user or viewer can also request, and receive transmissions of, instant replays, on-demand, and/or instant replays recorded by multiple cameras and/or microphones.

The present invention can also provide instant replays along with live broadcast information or live streaming information to, for example, allow a user or viewer to watch, in split screen format or in multiple screen format, an instant replay, or instant replays, of a prior play or portion of the performance while the live or taped broadcast or live or taped streaming transmission continues to be displayed via the user communication device. The present invention provide for user or viewer ordering of a video recording of any portion of, and/or an entire, program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, for later viewing on-demand.

BRIEF DESCRIPTION OF THE DRAWINGS

In the Drawings:

FIG. 1 illustrates a preferred embodiment of the apparatus of the present invention, in block diagram form;

FIG. 2 illustrates the central processing computer of FIG. 1, in block diagram form;

FIG. 3 illustrates the user communication device of FIG. 1, in block diagram form;

FIG. 4 illustrates the sports governing body computer of FIG. 1, in block diagram form;

FIG. 5 illustrates the governmental entity computer of FIG. 1, in block diagram form;

FIG. 6 illustrates the gaming facility computer of FIG. 1, in block diagram form;

FIG. 7 illustrates the content provider computer of FIG. 1, in block diagram form;

FIG. 8 illustrates the information and/or analytics provider computer of FIG. 1, in block diagram form;

FIG. 9 illustrates the social network computer of FIG. 1, in block diagram form;

FIG. 10 illustrates the financial institution computer of FIG. 1, in block diagram form;

FIG. 11 illustrates the escrow agent computer of FIG. 1, in block diagram form;

FIG. 12 illustrates the wearable device of FIG. 1, in block diagram form;

FIGS. 13A and 13B illustrate a preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIGS. 14A and 14B illustrate another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 15 illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 16 illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 17 illustrates yet another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 18 illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 19 illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

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FIG. 20 illustrates yet another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 21 illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. 22 illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form; and

FIG. 23 illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

The present invention pertains to an apparatus and methods for providing and/or for facilitating sports betting or wagering, and/or other gambling or gaming, activities, on, for, and relating to any types or kinds of sporting or athletic games, matches, events, contests, competitions, or tournaments, on, for, and relating to, any players or participants in or of the same, and/or on, for, and relating to, any plays, events, occurrences, or happenings (also referred to herein as “game events”, “match events” or “micro-events”), before, during, or after, the same.

The present invention also pertains to an apparatus and methods for providing and/or for facilitating betting, gambling, or gaming, activities on and/or for fantasy sports and e-sports competitions and activities. The apparatus and methods of the present invention also provide and/or facilitate betting, gambling, or gaming, activities on and/or for any non-sports-related or non-athletic-related activity or event for which a bet or a wager can be placed between individuals, parties, or entities, who or which utilize the present invention. In this regard, while the apparatus and methods of the present invention can be utilized in a preferred embodiment for sports betting, they can also be utilized for any other betting, gambling, or gaming, activity which can be the subject of a bet or wager between individuals, parties, or entities.

The apparatus and methods of the present invention also provide a platform and a network infrastructure by which sports betting of any nature, type, or kind, can be engaged in by any individuals, parties, or entities. The apparatus and methods of the present invention also provide a system whereby, sports governing bodies, such as the International Olympic Committee (hereinafter the “IOC”), national Olympic committees (“NOCs”), international sports federations (“ifs”), regional sports federations and/or confederations, national sports federations (“NFs”), sports conferences, sports leagues at any level (such as for example, professional, amateur, college or university, semi-professional, high school, grade school, and/or local clubs or organizations), teams in any of the foregoing leagues or clubs, and/or players in any of the foregoing leagues or clubs, governmental regulatory bodies, such as national, state, and/or local, governmental regulatory bodies, gaming or gambling facilities, such as venues where events take place, casinos or betting halls, on-line casinos or on-line betting halls, financial institutions, escrow agents, content providers, video game developers, video game publishers, esports video game developers, esports video game publishers, television broadcasters, streaming video and/or streaming audio providers, and social networks and social network providers, providers of analytics data and/or information, sports analytics information, news information, and/or any

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other information, along with the individual parties or entities who engage in sports betting or sports betting activities, can all come together to utilize the apparatus and methods of the present invention.

The present invention also pertains to, and provides, an apparatus and methods which can allow individuals, parties, and entities, who or which place bets or wagers on any of the herein-described games, matches, activities, or events, whether sports-related or non-sports-related, to watch and/or listen to a video and/or audio transmission of the same. Bets or wagers can also be placed during the respective game, match, activity, or event. These bets or wagers can be placed using the same communication device which is being used to watch and/or listen to the respective game, match, activity, or event.

The apparatus and methods of the present invention can allow individuals, parties, and entities, who or which place bets or wagers on any of the herein-described games, matches, activities, or events, whether sports-related or non-sports-related, to watch and/or listen to a video and/or audio transmission of the same in a group environment, a social networking environment, or in a chat room environment, and to place bets or wagers during the respective game, match, activity, or event, as well as to place bets or wagers on game events, match event, or micro-events, during the respective game, match, activity, or event.

The apparatus and methods of the present invention can also allow individuals, parties, and/or entities, to watch and/or listen to games, matches, activities, or events, in and/or using 360 degree video, virtual reality (“VR”), and/or augmented reality (“AR”), technologies while allowing the individuals, parties, and/or entities to also engage in placing bets or wagers via the respective 360 degree video, VR, or AR, user interface(s).

The apparatus and methods of the present invention can also allow individuals, parties, and/or entities, to engage in social networking activities while watching and/or listening to a game, match, activity, or event, and in discussing or engaging in sports betting and/or sports betting activities. Individuals, parties, and/or entities, can also place bets or wagers during any social networking activities or discussions.

The apparatus and methods of the present invention can also allow individuals, parties, and/or entities (also referred to as “users”), to engage in a chat room discussion prior to, after, or while watching and/or listening to, a sporting event or any other game, match, activity, or event, and can allow users to place bets on the same. The apparatus and methods of the present invention can also be utilized to allow users to place private bets with one another and/or in pools of individuals, parties, and/or entities.

The apparatus and methods of the present invention can also be utilized to provide users with sports analytics data and/or information, analytics information, news information, and/or statistical, probabilistic, or other, information, for use in engaging in sports betting activities.

The apparatus and methods of the present invention can also be utilized to allow users to engage in selecting or predicting next plays or other activities and/or game events, match events, or micro-events, during a sporting event or any game, match, activity, or event. Users can place bets on game events, match events, or micro-events, and/or users can engage in competitions to predict game events, match events, or micro-events, for betting or wagering purposes, for recreational purposes, such as to engage in competitions

with other users, and/or for training purposes such as when an individual may desire to train to be a team coach or manager.

The apparatus and methods of the present invention can be utilized to provide any and/or all of the functionality described herein in order to provide a new and novel sports betting platform which can provide users with a safe, regulated, and dynamic, environment for engaging in sports betting and/or wagering activities of any kind or type.

Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. patent application Ser. No. 16/039,491, filed Jul. 19, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety.

Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. Provisional Patent Application Ser. No. 62/542,827, filed Aug. 9, 2017, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety.

Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. Provisional Patent Application Ser. No. 62/616,485, filed Jan. 12, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety.

Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. Provisional Patent Application Ser. No. 62/613,520, filed Jan. 4, 2018, and entitled "SPORTS BETTING APPARATUS AND METHOD", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety.

FIG. 1 illustrates a preferred embodiment of the apparatus of the present invention which is designated by reference numeral 100, in block diagram form. With reference to FIG. 1, the apparatus includes a central processing computer or server computer 10 (hereinafter "central processing computer 10"). The central processing computer 10 can include any number of central processing computers and/or computer systems. In this regard, the central processing computer 10 can be a single computer or server computer or can include a plurality of any number of computers, server computers, or computer systems. In this regard, in any and/or all of the embodiments described herein, the central processing computer 10 can be comprised of one computer or computer system and/or can be comprised of a plurality of computers or computer systems. Any number of central processing computers 10 can be utilized in the apparatus 100 of the present invention.

In the preferred embodiment, the central processing computer 10 is specially programmed and specially configured to provide a sports betting, gambling, or gaming, platform which can provide and/or which can perform all the functionalities described herein as being performed by the apparatus 100 and methods of the present invention. The central processing computer 10, in the preferred embodiment, is also specially programmed and/or specially configured to perform any of and/or all of the processing routines and/or functionalities described herein as being performed by the apparatus 100 of the present invention.

The central processing computer 10, in a preferred embodiment, can be associated with, and/or can be used by, any sports betting provider, sports gaming provider, sports gaming facility, or sports gaming venue, and/or any betting provider, and/or any number of betting providers, sports betting providers, sports gaming providers, sports gaming

facilities, or sports gaming venues. In a preferred embodiment, the central processing computer 10 can also be associated with, and/or can be used by, any sports betting provider or service of or associated with any sports governing body such as, for example, the International Olympic Committee, national Olympic committees, international sports federations, regional sports federations and/or confederations, national sports federations, sports conferences, or sports leagues, with any governmental entities, and/or with any gaming facilities, in providing sports betting. In the preferred embodiment, the central processing computer 10 will have a website or websites associated therewith as an interface for any of the users or other entities described herein as using or participating in using the apparatus 100 and methods of the present invention.

With reference to FIG. 1, the apparatus 100 also includes any number of user computers or user communication devices 20 (hereinafter "user communication device 20"). The user communication device 20 can be utilized by any user, individual, party, or entity, who or which uses the apparatus 100 of the present invention in order to communicate with the central processing computer(s) 10 described herein and/or to communicate with any of the other computers and communication devices described herein as being utilized in or with the apparatus 100.

In the preferred embodiment, the user communication device 20 can communicate with, and/or can be linked with, the central processing computer(s) 10 and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The user communication device 20 can be utilized by any of the herein-described users in order to interface with, and/or interact with, the central processing computer 10 or with any of the other computers and communication devices described herein as being used in or with the apparatus 100. In the preferred embodiment, the user communication device 20 can be a computer, a computer terminal, a terminal device connected to, or associated with, the central processing computer 10, a kiosk, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a videophone, a video telephone, a personal digital assistant, a watch, a smart watch, a 360 degree video headset or interface, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The user communication device 20 can also be a server computer, a network computer, or any other computer capable of being utilized in a network.

The user communication device 20 can also include and/or be utilized in conjunction with a network computer or any other computer which can be utilized to send and receive text messages and/or e-mail messages for or on behalf of a user. The network computer, in the preferred embodiment, can be any computer which can be used in a computer communication network to transmit and/or receive text messages or e-mail messages to and/or from any of the herein-described user communication devices 20 and/or can provide a text message or an e-mail message to the user communication device 20. In any and/or all of the embodiments described herein, the respective network computer or other computer can also automatically transmit or "push" a

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text message or an e-mail message or e-mail messages to a user communication device 20 as soon as same are received and/or in real-time.

In any and/or all of the embodiments described herein, the respective network computer or computer can also serve as a conventional text message server or as an e-mail server which can allow a user to request or “pull” a text message or an e-mail message or e-mail messages to a user communication device 20 when requested by the user or other authorized individual. In this regard, any network computer or other computer, such as one that can receive and send text messages or email messages to a user communication device 20 is also considered to be a user communication device 20 in and of itself. In this regard, text message server or an e-mail server can also be deemed to be a user communication device 20. In a preferred embodiment, each user communication device 20 can also have a website or websites associated therewith.

In the preferred embodiment, any number of user communication devices 20 can be utilized in, or in connection with, the apparatus 100. The user communication devices 20 described herein can be utilized to communicate with the central processing computer(s) 10 and/or with any other computers or communication devices described herein in a bi-directional manner.

With reference once again to FIG. 1, the apparatus also includes a sport governing body computer or computer system 30 (hereinafter “sport governing body computer 30”) or any number of sport governing body computers 30 which can be used by, and/or which can be associated with, any sports governing body, such as, for example, but not limited to, the International Olympic Committee, a national Olympic committee, an international sports federation, a regional sports federation or confederation, a national sports federation, a sports conference, a sport league (such as, for example, the U.S. Professional leagues such as the National Football League (NFL), the National Basketball Association (NBA), Major League Baseball (MLB), the National Hockey League (NHL), Major League Soccer (MLS), or any other U.S. sports league or conference, or in Europe, for example, the Premier League, La Liga, or the UEFA Champions League, in soccer (also referred to as “football” outside the U.S.), or any sports governing body, league, or conference, of or on any level.

The respective sport governing body can utilize its respective sport governing body computer 30 to utilize the apparatus 100 and methods of the present invention for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities or sports wager activities regarding games, matches, events, activities, competitions, or tournaments, in its sport, country or political subdivision, league, or conference. The sport governing body computer 30 can be utilized to allow the sport governing body, or an employee or agent of same, to communicate with and/or to interact with the central processing computer(s) 10, the user communication devices 20, and/or with any of the other computers and communication devices described herein as being used in or with the apparatus 100. In the preferred embodiment, the sport governing body computer 30 can communicate with, and/or be linked with, the central processing computer(s) 10 and/or any other computer or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The sport governing body computer 30 can be utilized by any of the herein-described sport governing bodies in order

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to interface with, and/or interact with, the central processing computer 10 or with any other computers and communication devices described herein as being utilized in or with the apparatus 100. In a preferred embodiment, each sport governing body computer 30 can include any number of computers, server computers, or computer systems. In a preferred embodiment, each sport governing body computer 30 can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus also includes a governmental entity computer or computer system 40 (hereinafter “governmental entity computer 40”) which can be used by, and/or which can be associated with, a governmental entity which can, for example, be a national government, federal government, regional government, state government, provincial government, state government, local government, municipal government, or any other government of any political or geographical subdivision. The governmental entity computer 40 can also be used by, and/or can be associated with, a gaming commission, a gaming administrator, or any other entity which can regulate, oversee, and/or administer, sports betting activities or sports wagering activities, or any other betting, wagering, gambling, or gaming activities, of any kind or type.

The governmental entity computer 40 can be utilized to allow the governmental entity, or an employee or agent of same, to communicate with and/or interact with the central processing computer(s) 10, the user communication devices 20, the sport governing body computer 30, and/or with any of the other computers and communication devices described herein as being utilized in or with the apparatus 100. In the preferred embodiment, the governmental entity computer 40 can communicate with, and/or can be linked with, the central processing computer(s) 10 and/or any other computer or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The governmental entity computer 40 can be used by its respective governmental entity for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities or sports wager activities regarding games, matches, events, or activities, within its jurisdiction.

The governmental entity computer 40 can be utilized by any of the herein-described governmental entities in order to interface with, and/or interact with, the central processing computer 10 or with any other computers and communication devices described herein as being used in or with the apparatus 100. In a preferred embodiment, each governmental entity computer 40 can include any number of computers, server computers, or computer systems. In a preferred embodiment, each governmental entity computer 40 can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus also includes a gaming facility or venue computer or computer system 50 (hereinafter “gaming facility computer 50”) which can be used by, and/or which can be associated with, a gaming facility or venue such as, for example, a casino, a race track, or a betting establishment or a sport betting establishment, or a stadium, an arena, a gambling hall, a gaming outlet, a boat, a ship, a cruise ship, a commercial boat, a passenger boat, a ferry, a marine vehicle, a marine vessel, an aircraft, an airplane, a jet, a passenger aircraft, a shuttle aircraft, a commercial aircraft, a train, a subway train, a bus, and/or an automobile, a website, and/or any other entity or venue which can be the place, location, and/or venue, of a sporting event or an entity at which one may

engage in sports betting activities or gambling or gaming activities of any type or kind.

The gaming facility computer **50** can be utilized to allow the gaming facility or venue, or an employee or agent of same, to communicate with and/or interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental computer **40**, and/or with any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the gaming facility computer **50** can communicate with, and/or can be linked with, the central processing computer(s) **10** and/or any other computer or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks.

The gaming facility computer **50** can be used by its respective gaming facility or venue for any purpose such as, for example, for monitoring and/or for providing oversight and/or for regulating sports betting activities or sports wager activities regarding games, matches, events, or activities, within its facility or venue.

The gaming facility computer **50** can be utilized by any of the herein-described gaming facilities or venues in order to interface with, and/or interact with, the central processing computer **10** or with any other computers and communication devices described herein as being used in or with the apparatus **100**. In a preferred embodiment, each gaming facility computer **50** can include any number of computers, server computers, or computer systems. In a preferred embodiment, each gaming facility computer **50** can also have a website or websites associated therewith.

The gaming facility computer **50** can also include a kiosk, or any number of kiosks, or a computer terminal or any number of computer terminals, or any other interface(s), for allowing an individual attending the gaming facility or venue, such as to attend a sporting event, game, or match, to access the central processing computer in order to place a bet or a wager on the same or to place a bet or wager on any other sporting event, game, or match. In this regard, an individual can use the gaming facility computer **50** to place a bet or wager on a sporting event taking place at the gaming facility or venue while the individual is at or in the facility or venue and without using his or her user communication device **20**.

With reference once again to FIG. 1, the apparatus also includes a content provider computer or computer system **60** (hereinafter “content provider computer **60**”) which can be used by, and/or which can be associated with a television broadcasting network or station, a radio broadcasting network or station, an Internet streaming video and/or audio provider, a video game developer, a video game publisher, an esports video game developer, an esports video game publisher, or any other content provider. The content provider computer **60** can be utilized to allow the content provider to broadcast or transmit, whichever the case may be, its respective content to any users of the apparatus **100** as well as to communicate with and/or interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental entity computer **40**, the gaming facility computer **50**, and/or with any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the content provider computer **60** can communicate with, and/or can be linked with, the central processing computer(s) **10**,

any of the user communication devices **20**, and/or any other computers or communication devices described herein.

In the preferred embodiment, the content provider computer **60** can communicate with, and/or can be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. In a preferred embodiment, the content provider computer **60** can transmit content, such as television broadcasts or Internet streaming broadcasts of video or audio of sporting events directly to a user communication device **20** or to the central processing computer **10** for re-transmission to a user communication device **20**. In a preferred embodiment, the content provider computer **60** can also transmit content, such as television broadcasts or Internet streaming broadcasts of video and/or audio of sporting events, in or as 360 degree videos, immersive videos, spherical videos, in virtual reality, or in augmented reality, directly to a user communication device **20** or to the central processing computer **10** for re-transmission to a user communication device **20**. In this regard, in a preferred embodiment, the content provider computer **60** and the central processing computer **10** are also specially programmed and specially configured to transmit sporting events in or as 360 degree video, immersive video, or spherical video, in virtual reality (VR), and/or in augmented reality (AR).

In a preferred embodiment, each content provider computer **60** can include any number of computers, server computers, or computer systems. In a preferred embodiment, each content provider computer **60** can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus also includes an information/analytics provider computer or computer system **70** (hereinafter “information/analytics provider computer **70**”) which can be used by, and/or which can be associated with an information provider, such as for example, a news service, a news website, a website associated with a newspaper or other periodical, an analytics company, a sports analytics company, an analytics provider, an analytics service, and/or any other provider of any data and/or information which can be utilized by users of the apparatus **100** in engaging in sports betting activities or sports wagering activities, of any kind or type.

The information/analytics provider computer **70** can be utilized to provide information, news, analytics information, sports analytics data and/or information, or any other statistical, historical, predictive, or forecasting, data and/or information, to any users of the apparatus **100** of the present invention. The information/analytics provider computer **70** can be utilized by the respective information/analytics provider associated with the same in order to communicate with and/or to interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental entity computer **40**, the gaming facility computer **50**, the content provider computer **60**, and/or any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the information/analytics provider computer **70** can communicate with, and/or can be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein.

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In the preferred embodiment, the information/analytics provider computer **70** can communicate with, and/or can be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. In a preferred embodiment, the information/analytics provider computer **70** can transmit information, news, analytics information, sports analytics data and/or information, or any other statistical, historical, predictive, or forecasting, data and/or information, directly to a user communication device **20** or to the central processing computer **10** for re-transmission to a user communication device **20**.

In a preferred embodiment, each information/analytics provider computer **70** can include any number of computers, server computers, or computer systems. In a preferred embodiment, each information/analytics provider computer **70** can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus also includes a social network computer or computer system **80** (hereinafter “social network computer **80**”) which can be used by any social networking company or any social networking provider to provide social networks, social networking services, and/or social networking forums, to and/or for any of the users of the apparatus **100** of the present invention.

The social network computer **80** can be utilized by the social networking company or a social networking provider associated with the same in order to communicate with and/or to interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental entity computer **40**, the gaming facility computer **50**, the content provider computer **60**, the information/analytics provider computer **70**, and/or any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the social network computer **80** can communicate with, and/or can be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein.

In the preferred embodiment, the social network computer **80** can communicate with, and/or be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or via any combination of wired and/or wireless communication networks. In a preferred embodiment, the social network computer **80** can transmit information directly to a user communication device **20** or to the central processing computer **10** for re-transmission to a user communication device **20**.

In a preferred embodiment, each social network computer **80** can include any number of computers, server computers, or computer systems. In a preferred embodiment, each social network computer **80** can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus **100** also includes a financial institution/intermediary computer or computer system **90** (hereinafter “financial institution computer **90**”) which can be used by, and/or which can be associated with a bank, a credit card company or service, a debit card company or service, a charge card company or service, an electronic money account service, or any other financial institution which can administer and/or service

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financial accounts and/or any of the sports betting accounts, gaming accounts, or gambling accounts, for any of the herein-described individuals, users, entities, sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networking companies or social networking providers, and/or escrow agent service providers, who or which use the apparatus **100** of the present invention.

The financial institution computer **90**, in a preferred embodiment, can communicate with and/or can interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental entity computer **40**, the gaming facility computer **50**, the content provider computer **60**, the information/analytics provider computer **70**, the social network computer **80**, and/or with any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the financial institution computer **90** can communicate with, and/or be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein.

In the preferred embodiment, the financial institution computer **90** can communicate with, and/or be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks.

In a preferred embodiment, each financial institution computer **90** can include any number of computers, server computers, or computer systems. In a preferred embodiment, each financial institution computer **90** can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus **100** can also include an escrow agent computer or computer system **95** (hereinafter referred to as “escrow agent computer **95**”) which can be used by, and/or associated with, an escrow agent or an escrow facility for holding bets or wagers and/or any other monies or objects which can be the subject of the bet or wager, for any user of the apparatus **100**. In the preferred embodiment, the escrow agent or escrow facility is a neutral administrator who or which can act as the escrow agent for a party or parties to a bet or wager and/or who or which can be the officiating party or entity over a bet or wager when and/or if such a service or services are or may be needed and/or desired.

The escrow agent computer **95**, in a preferred embodiment, can communicate with and/or interact with the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computer **30**, the governmental entity computer **40**, the gaming facility computer **50**, the content provider computer **60**, the information/analytics provider computer **70**, the social network computer **80**, the financial institution computer **90**, and/or any of the other computers and communication devices described herein as being utilized in or with the apparatus **100**. In the preferred embodiment, the escrow agent computer **95** can communicate with, and/or can be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication devices described herein.

In the preferred embodiment, the escrow agent computer **95** can communicate with, and/or be linked with, the central processing computer(s) **10**, any of the user communication devices **20**, and/or any other computers or communication

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devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks.

In a preferred embodiment, each escrow agent computer 95 can include any number of computers, server computers, or computer systems. In a preferred embodiment, each escrow agent computer 95 can also have a website or websites associated therewith.

With reference once again to FIG. 1, the apparatus 100 can also include a wearable device 97 which can be worn by, or attached to the clothing or uniform of, an athlete or player during a respective game, match, or competition. In the preferred embodiment, the wearable device 97 can be any one the many wearable devices which are equipped for, or utilized for, measuring and transmitting biological data and/or information, physiological data and/or information, pulse rate, heart rate, blood pressure, blood-sugar level or blood-glucose level data and/or information, and/or any other data and/or information. The wearable device 97 can also be equipped for, or utilized for, measuring steps taken, distance traveled, speed of travel, and/or any other data and/or information for monitoring an athlete's or a player's movements and/or performance during a game, match, or competition. Any number of wearable devices 97 can be utilized with or in conjunction with the apparatus 100.

The wearable device 97, in a preferred embodiment, can communicate with and/or can interact with the central processing computer(s) 10, the user communication devices 20, the sport governing body computer 30, the governmental entity computer 40, the gaming facility computer 50, the content provider computer 60, the information/analytics provider computer 70, the social network computer 80, the financial institution computer 90, and/or any of the other computers and communication devices described herein as being utilized in or with the apparatus 100. In the preferred embodiment, the wearable device 97 can communicate with, and/or can be linked with, the central processing computer(s) 10, any of the user communication devices 20, and/or any other computers or communication devices described herein.

In the preferred embodiment, the wearable device 97 can communicate with, and/or be linked with, the central processing computer(s) 10, any of the user communication devices 20, and/or any other computers or communication devices described herein, via a wired communication network, a wireless communication network, or any combination of wired and/or wireless communication networks.

In a preferred embodiment, any number of central processing computers 10, user communication devices 20, sport governing body computers 30, governmental entity computers 40, gaming facility computers 50, content provider computers 60, information/analytics provider computers 70, social network computers 80, financial institution computers 90, escrow agent computers 95, and wearable devices 97, can be utilized in, and/or in connection with or in association with, the apparatus 100 of the present invention.

In a preferred embodiment, any of the central processing computers 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and/or wearable devices 97, can communicate with any other central processing computer(s) 10, user communication device(s) 20, sport governing body computer(s) 30, governmental entity computer(s) 40, gaming facility com-

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puter(s) 50, content provider computer(s) 60, information/analytics provider computer(s) 70, social network computer(s) 80, financial institution computer(s) 90, escrow agent computer(s) 95, and/or wearable device(s) 97, in a bi-directional manner. In this regard, any computer or communication device described herein can communicate, in a bi-directional manner, with any other computer or communication device regardless of whether the respective computer or communication device is a central processing computer 10, a user communication device 20, a sport governing body computer 30, a governmental entity computer 40, a gaming facility computer 50, a content provider computer 60, an information/analytics provider computer 70, a social network computer 80, a financial institution computer 90, an escrow agent computer 95, and/or a wearable device 97.

In the preferred embodiment, the apparatus 100 and methods of the present invention is utilized on, over, or via, the Internet and/or the World Wide Web. In the preferred embodiment, the apparatus 100 and methods of the present invention can also be utilized over any suitable communication network and/or any combination of computer networks, including, but not limited to the Internet, the World Wide Web, a telecommunication network or system, a telephone network or system, a cable television communication network or system, a satellite television communication network or system, a digital television network or system, a satellite communication network or system, a broadband communication network or system, a radio frequency communication network or system, an optical communication network or system, a line-connected network or system, a wireless network or system, a radio communication network or system, a digital communication network or system, a personal communications services (PCS) network or system, a local area network (LAN), a wide area network (WAN), a wireless Internet network or system, a wireless World Wide Web network or system, an optical communication network or system, a broadband communication network or system, a Bluetooth communication network or system, a streaming video and communication network or system, a streaming audio communication network or system, a live video communication network or system, and/or any other suitable communications network or system, and/or any combination(s) thereof.

FIG. 2 illustrates the central processing computer 10 of FIG. 1, in block diagram form. With reference to FIG. 2, the central processing computer 10 includes a central processing unit (CPU) 10A. The central processing unit (CPU) 10A may be a microprocessor, a microcomputer, a minicomputer, a macro-computer, or a mainframe computer, depending upon the application. The CPU 10A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the central processing computer 10.

The central processing computer 10 also includes a random access memory (RAM) device(s) 10B and a read only memory (ROM) device(s) 10C which are connected to the CPU 10A. The central processing computer 10 also includes a user input device(s) 10D which can be or can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, instructions, or commands, to be entered into the central processing computer 10. The input device(s) 10D is also connected to the CPU 10A. In a preferred embodiment,

data, information, instructions, or commands, can also be input using voice a microphone as an input device and recognition software.

The central processing computer **10** also includes a display device **10E**, such as a display monitor and/or a display screen, for providing the herein-described data and/or information to the operator or user of the central processing computer **10**. The display device **10E** is also connected to the CPU **10A**.

The central processing computer **10** can also include an output device **10F**, such as a printer, a display device, and/or a modem, for outputting, in either or both of hard copy form or electronic form, any of the data and/or information which is described herein as being provided by, from, or at, the central processing computer **10**. The output device **10F** can also be connected to the CPU **10A**.

The central processing computer **10** can also include a receiver **10G** for receiving data and/or information, including any of the herein-described data and/or information, and/or any of the other data and/or information described herein as being provided to the central processing computer **10** from any of the user communication devices **20**, from any of the sport governing body computers **30**, from any of the governmental entity computers **40**, from any of the gaming facility computers **50**, from any of the content provider computers **60**, from any of the information/analytics provider computers **70**, from any of the social network computers **80**, from any of the financial institution computers **90**, from any of the escrow agent computers **95**, from any of the wearable devices **97**, or from any of the other central processing computers **10**.

The central processing computer **10** can also include a database(s) **10H**, which can contain any data and/or information, and/or software programs or software applications, which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the central processing computer **10** and/or the apparatus **100**.

In a preferred embodiment, the database **10H** can contain data and/or information regarding each individual, party, entity, or user, who or which uses the apparatus **100** of the present invention to engage in sports betting or in any other sports betting, gambling, gaming, betting, or wagering, activities. The database **10H** can also contain data and/or information for each sports governing body, league, team, and player of any team or club, for each governmental entity, for each gaming facility or venue, for each content provider, for each information/analytics provider, for each social network, for each financial institution, and for each escrow agent, and for each team, club, or player, which or who participates in games, matches, or competitions, which can be the subject of a bet or on which bets can be placed.

For each individual, party, entity, or user, the database **10H** can contain any and/or all data and/or information regarding the sports betting, or other betting, history and/or betting patterns. For each sports betting account, gaming account, or gambling account, serviced by the apparatus **100** of the present invention, the database **10H** can contain data and/or information for each bet placed on the respective account, the data and time of the bet, the sporting event, game, match, activity, competition, or tournament, which was the subject of the bet, the position taken by the bet or the bet made, the amount of the bet, whether or not the bet was placed in escrow, whether suspected game fixing, match fixing, or cheating, activity was noted for the sporting event, game, match, activity, competition, or tournament, the outcome of the sporting event, game, match, activity, compe-

tion, or tournament, whether the bet was a winning bet or a losing bet, a link to a recording of the respective electronic forum, chat room, or webpage, activity for the respective electronic forum, chat room, or webpage, via which the sporting event, game, match, activity, competition, or tournament, was watched or listened to, and/or any other data and/or information pertaining to each bet placed on the respective sporting event, game, match, activity, competition, or tournament. A video and/or audio recording of the placement of, or the making of, the bet can also be stored in the database **10H** for each bet for which such a recording was made.

For each individual, party, entity, or user, and for each sports governing body, league, team, and player of the team, for each governmental entity, for each gaming facility or venue, for each content provider, for each information/analytics provider, for each social network, for each financial institution, and for each escrow agent, the database **10H** can contain data and/or information regarding he, she, or its, name, address, telephone number, cellular telephone number, text messaging number, mail address, website (if applicable), financial account information, sports betting account information, gaming account information, gambling account information, bank account number, credit account number, credit card account number, debit account number, debit card account number, charge account number, charge card account number, electronic money account number, payment service provider (for example, PayPal® or other payment system), information regarding any limitation(s) or restrictions on an individual's, party's, entity's, or user's, sports betting account, gaming account, gambling account, sports betting, gaming account, or gambling account, betting limits for an individual's, party's, entity's, or user's, any restrictions or limitations placed on a use of the sports betting account, gaming account, gambling account, respective account, sports, leagues, teams, clubs, or players, or games, matches, or events for which an individual, party, entity, or user, has expressed an interested in placing sports bets or wagers, information regarding an individual's, party's, entity's, or user's, sports betting history, sports wagering history, or gambling or gaming history, information regarding an individual's, party's, entity's, or user's, request to receive alerts regarding sporting events for which the individual, party, entity, or user, may be interested in placing a bet or wager, information regarding an individual's, party's, entity's, or user's, request to receive alerts regarding betting odds, changes in betting odds, and/or analytics information, regarding sporting events for which the individual, party, entity, or user, may be interested in placing a bet or wager, sports, games, matches, events, or activities in which the individual, party, entity, or user, is interested in placing a sports bet or wager or any bet or wager, games or games of chance which can be played via the apparatus **100** of the present invention, sporting events, games, matches, activities, competitions, or tournaments, and/or or any other gaming activities or games of chance, for which bets can be placed or which can be the subject of sport betting activities, schedules of sporting events, games, matches, activities, competitions, or tournaments, results of, sporting events, games, matches, activities, competitions, or tournaments, analytical information, historical information, statistical information, and/or forecasting information, and information regarding results regarding, sporting events, games, matches, activities, competitions, or tournaments, and/or any other data and/or information described herein and/or otherwise which is needed and/or desired in order to perform any and/or all of the processing routines and/or functionality

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described herein as being performed by and/or provided by the apparatus 100 and methods of the present invention and/or by the central processing computer 10, and/or by any of the user communication devices 20, sport governing body computers 30, governmental entity computers 40, gaming facility computers 50, content provider computers 60, information/analytics provider computers 70, social network computers 80, financial institution computers 90, escrow agent computers 95, and/or wearable devices 97, described herein.

The database 10H can also contain any needed software for providing electronic forums, chat rooms, video conference calls, Skype™ or other video conference calls, and telephone conference calls, which can be monitored and recorded, and the database 10H can store recorded electronic forum sessions, chat room sessions, video conference calls, Skype™ or other video conference calls, and/or telephone conference calls, involving any individuals, parties, entities, or users, and/or any individuals representing any of the users or operators of any of the herein-described sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, and/or the escrow agent computers 95.

The database 10H can also contain data and/or information regarding schedules, and/or television broadcast schedules, or streaming video and/or audio transmission schedules, if applicable and/or available, for all games, matches, events, competitions, tournaments, or activities, for all sports, leagues, teams, players, or athletes, for which sports betting activity can occur via the apparatus 100, and/or any other sport betting, gaming, or gambling, activities which can be performed with or via the apparatus 100 of the present invention.

The database 10H can also contain software programs or software applications needed for providing 360 degree videos, immersive videos, and/or spherical videos, of sporting events, games, matches, activities, competitions, or tournaments, and/or for sporting events, games, matches, activities, competitions, or tournaments, in virtual reality (VR), and for providing data and/or information along with sporting events, games, matches, activities, competitions, or tournaments, in augmented reality (AR).

The database 10H also contains any data and/or information regarding each sports governing body or league which uses the apparatus 100 including, but not limited to, data and/or information regarding the body, its bylaws, its teams, and any and/or all players or athletes on each team, and/or analytics or statistical data and/or information for or regarding each body, its teams, and the players or athletes on each team, and/or sports betting fees or gambling fees charged by the sports governing body or league, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each governmental entity which uses the apparatus 100 including, but not limited to, information regarding the name of the governmental entity and its betting, wagering, and gambling, laws, rules, and/or regulations, fees charged by the governmental entity, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each gaming facility or venue which uses the apparatus 100 including, but not limited to, information regarding the name of the gaming facility or venue, and any

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betting, wagering, and gambling, laws, rules, and/or regulations, of or relating to the gaming facility or venue, and/or fees charged by the gaming facility or venue, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each content provider which uses the apparatus 100 including, but not limited to, information regarding the games, matches, events, activities, and/or players or athletes, broadcasted by, or streamed by, the provider, schedules of television broadcasts and streaming video and/or audio transmissions or broadcasts, fees charged by the content provider, if applicable, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each information provider or analytics provider which uses the apparatus 100 including, but not limited to, the type or kind of data and/or information it provides, the price for same, subscriptions available and the prices for same, other fees charged by the data and/or information provider or analytics provider, if applicable, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each social network which uses the apparatus 100 including, but not limited to, the website for same, the names and profile pages for each member of the social network as well for each individual, user, party, or entity, who or which used the apparatus 100, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each financial institution which uses the apparatus 100 including, but not limited to, the type or kind of accounts they provide, the types or kinds of financial services they provide, and any fees charged by the financial institution, if applicable, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains any data and/or information regarding each escrow agent which or who uses the apparatus 100 including, but not limited to, the type or kind of escrow services it/he/she provides, and any fees charged by the escrow agent, if applicable, and/or any other data and/or information which can be used in connection with the apparatus 100 of the present invention.

The database 10H also contains data and/or information regarding each wearable device 97 used in connection with the apparatus 100 including, but not limited to, the make and model of the wearable device, the player or athlete who uses the same, and any data and/or information recorded by the wearable device 97 for each sporting event, game, match, activity, competition, or tournament, in which it is used.

The apparatus 100 of the present invention can also provide a social network for all of its members which can include all individual, parties, entities, and users, and all sports governing bodies, leagues, teams, and players of the teams, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, financial institutions, and escrow agents, and their respective employees and agents. For each member, the database 10H can store the respective member's profile information, profile pages, posts, comments, posted picture or video clips, and/or any other information typically found on a social network. In a preferred embodiment, posts and comments can be shared to or on any social networks which

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use the apparatus 100 as well as shared to or on any social networks which may not use the apparatus.

The database 10H can also store any data and/or information, and/or software programs or software applications, needed or required for allowing the central processing computer 10 to accept bets or wagers, process game, match, event, or activity results, determine if a bet or wager is a winning bet or wager or a losing bet or wager, effectuate payment to a winning party, and exact payment from a losing party.

The database 10H can also contain any data and/or information, and/or software programs or software applications, which is known to a person having ordinary skill in the art in gambling platforms and betting platforms as of the filing date of this application, which is or may be needed or required for operating a sports betting platform or other gambling or gaming platform.

The database 10H can also contain information regarding sports betting laws, regulations, and rules, gaming laws, regulations, and rules, income tax laws, withholding laws, and/or any other information, for each country or jurisdiction in which the apparatus 100 and methods of the present invention can be utilized in order to provide for proper oversight, monitoring, and/or regulation, of all sports betting activities which can take place via the apparatus 100 of the present invention.

The database 10H can also contain any data and/or information stored in the respective databases of any of the herein-described user communication devices 20, sport governing body computers 30, governmental entity computers 40, gaming facility computers 50, content provider computers 60, information/analytics provider computers 70, social network computers 80, financial institution computers 90, escrow agent computers 95, and wearable devices 97, which are utilized in conjunction with the apparatus 100 and methods of the present invention.

The database 10H can also contain any other data and/or information, and/or software programs or software applications, which may be needed and/or desired for performing any and/or all of the processing routines and/or functionality described herein as being provided by the central processing computer 10 and/or apparatus 100. In this regard, whether or not noted herein, the database 10H can contain any and/or all data and/or information which may be needed or desired in performing any and/or all of the functionality described herein as being performed by the apparatus 100, the central processing computer 10, and any of the herein-described user communication devices 20, sport governing body computers 30, governmental entity computers 40, gaming facility computers 50, content provider computers 60, information/analytics provider computers 70, social network computers 80, financial institution computers 90, escrow agent computers 95, and any wearable devices 97. The database 10H can also be connected to the CPU 10A.

The central processing computer 10 can also include a transmitter 10I for transmitting data and/or information, including any of the herein-described data and/or information, and/or any other data and/or information described herein as being provided by, from, or to, the central processing computer 10, any of the user communication devices 20, any of the sport governing body computers 30, any of the governmental entity computers 40, any of the gaming facility computers 50, any of the content provider computers 60, any of the information/analytics provider computers 70, any of the social network computers 80, any of the financial institution computers 90, any of the escrow agent computers 95, and any wearable devices 97, or to any of the other

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central processing computer 10. The transmitter 10I can also be connected to the CPU 10A.

With reference to FIG. 2, the central processing computer 10 can also include a global positioning device 10J for determining the position or location of the central processing computer 10. In a preferred embodiment, the global positioning device 10J can be utilized in order to determine the position or location of the central processing computer 10 so as to, for example, determine a jurisdiction in which the central processing computer 10 is located at any given time.

For example, if the central processing computer 10 is located on board a boat, ship, aircraft, or jet, the global positioning device 10J can be utilized in order to determine if the respective boat, ship, aircraft, or jet, is in or over international waters or international airspace, and, therefore, outside of a state's or a country's gaming laws, or within the jurisdiction of international gaming laws, etc., if applicable. In another embodiment, when traveling over land, such as in a bus, automobile, or train, etc., the global positioning device 10J can be utilized in order to determine the position or location of the central processing computer 10 and/or to determine when a state or national line has been crossed in order to ascertain that new or different sports betting or gaming laws should be used in administering, governing, or processing a bet. The global positioning device 10J can also be connected with the CPU 10A.

The central processing computer 10 can also include a video and/or audio recording device(s) 10K which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the central processing computer 10, or which can be recorded by, and stored at or in, the central processing computer 10 for transmission by or from the central processing computer 10 at a later time. The video and/or audio recording device(s) 10K can also be utilized to facilitate one-way broadcasts from the central processing computer 10, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, the user or operator of the central processing computer 10 can engage in telephone calls and video conferencing calls via the same. The user or operator of the central processing computer 10 can also use the video and/or audio recording device(s) 10K to record and broadcast or transmit content via its transmitter 10I.

FIG. 3 illustrates the user communication device 20 of FIG. 1, in block diagram form. The user communication device 20, in the preferred embodiment, can be a computer, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a videophone, a video telephone, a personal digital assistant, a watch, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, or any other communication device or equipment. The user communication device can also be a computer terminal, a terminal device connected to, or associated with, the central processing computer 10, or a kiosk. The user communication device 20 can also be any headset or other wearable device which can have all of the herein-described components of the user communication device 20. In instances when a headset is used as, or in conjunction

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with, the user communication device 20, the user of the same can verbally input information and/or instructions into the user communication device 20 via the microphone of the video and/or audio recording device(s) 20J described herein. In such an embodiment, the user communication device 20, and/or the headset utilized in conjunction with the same, can be specially programmed and/or equipped with voice recognition software in order to process the user's verbal or voice comments, commands, and/or instructions. The user communication device 20 can also be integrated within a headset or other wearable device. The headset or other wearable device can also be a component of the user communication device 20. The user communication device 20 can also be a server computer, a network computer, or any other computer capable of being utilized in a network.

With reference to FIG. 3, in the preferred embodiment, the user communication device 20 includes a central processing unit or CPU 20A which, in the preferred embodiment, is a microprocessor. The CPU 20A may also be a microcomputer, a minicomputer, a macro-computer, and/or a main-frame computer, depending upon the application. The CPU 20A is specially programmed and/or specially configured to perform any and/or all of the functionality described herein as being performed by the user communication device 20.

The user communication device 20 also includes a random access memory (RAM) device(s) 20B and a read only (ROM) memory device(s) 20C, each of which is connected to the CPU 20A, and a user input device 20D, for entering data or information and/or instructions and/or commands into the user communication device 20. The user input device 20D can be or can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the user communication device 20. The input device(s) 20D is/are also connected to the CPU 20A.

The user communication device 20 also includes a display device 20E for displaying data and/or information to a user. The user communication device 20 also includes a transmitter(s) 20F, for transmitting signals and/or data and/or information to any one or more of the central processing computers 10, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other user communication devices 20, which may be utilized in conjunction with the apparatus 100 of the present invention. The user communication device 20 also includes a receiver 20G, for receiving signals and/or data and/or information from any one or more of the central processing computers 10, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other user communication devices 20, which may be utilized in conjunction with the apparatus 100 of the present invention.

The user communication device 20 also includes a database(s) 20H. The database 20H can contain and/or be linked

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to any of the data and/or information described herein as being stored in the database 10H.

The database 20H can also contain and/or include any data and/or information regarding the individual, party, or entity, or user ("user") who or which utilizes the user communication device 20, and for each user, the database 10H can contain and/or include, but not be limited to, data and/or information regarding the user's, or each user's name, address, telephone number (s), cellular telephone number(s), mobile or wireless telephone number(s), e-mail address or e-mail addresses, and/or text message, instant message, SMS message, or MMS message, or any other messaging, telephone number or other address or identifier. The database 20H can also contain data and/or information regarding the user's or each user's sports betting account, gaming account, or gambling account.

The database 20H can also contain any data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the user communication device 20 and/or the apparatus 100. In a preferred embodiment, the database 20H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97. The database 20H can also be connected to the CPU 20A.

The user communication device 20 also includes an output device 20I for outputting any of the data, information, and/or reports, described herein as being generated by or via the user communication device 20. In the preferred embodiment, the output device 20I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The user communication device 20 also includes a video and/or audio recording device(s) 20J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the user communication device 20, or which can be recorded by, and stored at or in, the user communication device 20 for transmission by or from the user communication device 20 at a later time. The video and/or audio recording device(s) 20J can also be utilized to facilitate one-way broadcasts from the user communication device 20, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, the user of the user communication device 20 can engage in telephone calls and video conferencing calls via the same. The user of the user communication device 20 can also use the video and/or audio recording device(s) 20J to record and broadcast or transmit content via its transmitter 20F.

With reference to FIG. 3, the user communication device 20, in the preferred embodiment, also includes a global positioning device 20K for determining the position or location of the user communication device 20. In a preferred embodiment, the global positioning device 20K can be

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utilized to determine the position or location of the user communication device **20** so as to, for example, determine a jurisdiction in which the user communication device **20** is located and/or is being utilized while placing a bet or a wager on a sporting event, game, match, activity, competition, or tournament, while engaging in sports betting or in a sports betting activity, while placing a bet or wager on or involving any sports betting activity, or while engaging in any gaming or gambling activity.

For example, if the user and his or her user communication device **20** is at a fixed location, or is moving, the global positioning device **20K** can determine the position or location of the user's user communication device **20K** at the time or instant the user places any bet or wager on or involving a sporting event, game, match, activity, competition, or tournament, or any other gambling activity or gaming activity. The global positioning device **20K** can also be utilized when the user communication device **20** is located on board a boat, ship, aircraft, or jet, in order to determine if the user communication device **20** and the respective boat, ship, aircraft, or jet, are in or over international waters or international airspace, and, therefore, outside of a state's or a country's gaming laws, or within the jurisdiction of international gaming laws, etc., if applicable. In another embodiment, when traveling over land, such as in a bus, automobile, or train, etc., the global positioning device **20K** can be utilized in order to determine the position or location of the user communication device **20** and/or to determine when a state or national line has been crossed in order to ascertain that new or different sports betting or gaming laws should be used in administering, governing, or processing a bet. The global positioning device **20K** can also be connected with the CPU **20A**.

FIG. 4 illustrates the sports governing body computer **30** of FIG. 1, in block diagram form. The sports governing body computer **30**, in the preferred embodiment, can be a computer, a server computer, a computer terminal or a terminal device connected to a computer or a server computer, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a video phone, a video telephone, a personal digital assistant, a watch, a smart watch, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The sports governing body computer **30** can also be any computer capable of being utilized in a network.

With reference to FIG. 4, in the preferred embodiment, the sports governing body computer **30** includes a central processing unit or CPU **30A** which, in the preferred embodiment, is a microprocessor. The CPU **30A** may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **30A** is specially programmed to perform all of the functionality described herein as being performed by the sports governing body computer **30**.

The sports governing body computer **30** also includes a random access memory (RAM) device(s) **30B** and a read only memory (ROM) device(s) **30C**, each of which is connected to the CPU **30A**, and a user input device **30D**, for entering data and/or information or instructions and/or commands into the sports governing body computer **30**, and which can be or can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a

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microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the sports governing body computer **30**. The input device(s) **30D** is/are also connected to the CPU **30A**.

The sports governing body computer **30** also includes a display device **30E** for displaying data and/or information to a user. The sports governing body computer **30** also includes a transmitter(s) **30F**, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) **10**, the user communications devices **20**, the governmental entity computers **40**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, the wearable devices **97**, and/or any other sport governing body computers **30**, which may be utilized in conjunction with the apparatus **100** of the present invention.

The sport governing body computer **30** also includes a receiver **30G**, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) **10**, the user communication devices **20**, the governmental entity computers **40**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, the wearable devices **97**, and/or any other sport governing body computers **30**, which may be utilized in conjunction with the apparatus **100** of the present invention.

The sport governing body computer **30** also includes a database(s) **30H**. The database **30H** can contain and/or be linked to any of the data and/or information described herein as being stored in the database **10H**.

The database **30H** can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the sport governing body computer **30** and/or the apparatus **100**. In a preferred embodiment, the database **30H** can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) **10**, the user communication devices **20**, the governmental entity computers **40**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, and the wearable devices **97**. The database **30H** can also be connected to the CPU **30A**.

The sport governing body computer **30** also includes an output device **30I** for outputting any of the data, information, and/or reports, described herein as being generated by or via the sport governing body computer **30**. In the preferred embodiment, the output device **30I** can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The sport governing body computer **30** can also include a video and/or audio recording device(s) **30J** which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the sport governing body computer **30**, or which can

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be recorded by, and stored at or in, the sport governing body computer **30** for transmission by or from the sport governing body computer **30** at a later time. The video and/or audio recording device(s) **30J** can also be utilized to facilitate one-way broadcasts from the sport governing body computer **30**, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus **100** and method of the present invention. In this regard, the user of the sport governing body computer **30** can engage in telephone calls and video conferencing calls via the same. The user of the sport governing body computer **30** can also use the video and/or audio recording device(s) **30J** to record and broadcast or transmit content via its transmitter **30F**.

FIG. **5** illustrates the governmental entity computer **40** of FIG. **1**, in block diagram form. The governmental entity computer **40**, in the preferred embodiment, can be a computer, a server computer, a computer terminal or a terminal device connected to a computer or a server computer, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a video phone, a video telephone, a personal digital assistant, a watch, a smart watch, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The governmental entity computer **40** can also be any computer capable of being utilized in a network.

With reference to FIG. **5**, in the preferred embodiment, the governmental entity computer **40** includes a central processing unit or CPU **40A** which, in the preferred embodiment, is a microprocessor. The CPU **40A** may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **40A** is specially programmed to perform all of the functionality described herein as being performed by the governmental entity computer **40**.

The governmental entity computer **40** also includes a random access memory (RAM) device(s) **40B** and a read only memory (ROM) device(s) **40C**, each of which is connected to the CPU **40A**, and a user input device **40D**, for entering data or information and/or instructions and/or commands into the governmental entity computer **40**, which can be or which can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the governmental entity computer **40**. The input device(s) **40D** is/are also connected to the CPU **40A**.

The governmental entity computer **40** also includes a display device **40E** for displaying data and/or information to a user. The governmental entity computer **40** also includes a transmitter(s) **40F**, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) **10**, the user communications devices **20**, the sport governing body computers **30**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, the wearable devices **97**, and/or

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any other governmental entity computers **40**, which may be utilized in conjunction with the apparatus **100** of the present invention. The governmental entity computer **40** also includes a receiver **40G**, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) **10**, the user communication devices **20**, the sport governing body computers **30**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, the wearable devices **97**, and/or any other governmental entity computers **40**, which may be utilized in conjunction with the present invention.

The sport governing body computer **30** also includes a database(s) **40H**. The database **40H** can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10H**.

The database **40H** can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the governmental entity computer **40** and/or the apparatus **100**. In a preferred embodiment, the database **40H** can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) **10**, the user communication devices **20**, sport governing body computers **30**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network computers **80**, the financial institution computers **90**, the escrow agent computers **95**, and the wearable devices **97**. The database **40H** can also be connected to the CPU **40A**.

The governmental entity computer **40** also includes an output device **40I** for outputting any of the data, information, and/or reports, described herein as being generated by or via the governmental entity computer **40**. In the preferred embodiment, the output device **40I** can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The governmental entity computer **40** also includes a video and/or audio recording device(s) **40J** which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the governmental entity computer **40**, or which can be recorded by, and stored at or in, the governmental entity computer **40** for transmission by or from the governmental entity computer **40** at a later time. The video and/or audio recording device(s) **40J** can also be utilized to facilitate one-way broadcasts from the governmental entity computer **40**, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus **100** and method of the present invention. In this regard, a user of the governmental entity computer **40** can engage in telephone calls and video conferencing calls via the same. The user of the governmental entity computer **40** can also use the video and/or audio recording device(s) **40J** to record and broadcast or transmit content via its transmitter **40F**.

FIG. **6** illustrates the gaming facility computer **50** of FIG. **1**, in block diagram form. The gaming facility computer **50**, in the preferred embodiment, can be a computer, a server

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computer, a computer terminal or a terminal device connected to a computer or a server computer, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a videophone, a video telephone, a personal digital assistant, a watch, a smart watch, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The gaming facility computer 50 can also be any computer capable of being utilized in a network.

With reference to FIG. 6, in the preferred embodiment, the gaming facility computer 50 includes a central processing unit or CPU 50A which, in the preferred embodiment, is a microprocessor. The CPU 50A may also be a microcomputer, a minicomputer, a macro-computer, and/or a main-frame computer, depending upon the application. The CPU 50A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the gaming facility computer 50.

The gaming facility computer 50 also includes a random access memory (RAM) device(s) 50B and a read only memory (ROM) device(s) 50C, each of which is connected to the CPU 50A, and a user input device 50D, for entering data or information and/or instructions and/or commands into the gaming facility computer 50, and which can be, or can include, any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the gaming facility computer 50.

The input device(s) 50D can also include any kiosks or computer terminals used by individuals to place a sports bet or sports wager via the gaming facility computer 50 and while at the gaming facility or venue. The input device(s) 50D is/are also connected to the CPU 50A.

The gaming facility computer 50 also includes a display device 50E for displaying data and/or information to a user. The gaming facility computer 50 also includes a transmitter(s) 50F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other gaming facility computers 50, which may be utilized in conjunction with the apparatus 100 of the present invention.

The gaming facility computer 50 also includes a receiver 50G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other gaming facility computers 50, which may be utilized in conjunction with the apparatus 100 of the present invention.

The gaming facility computer 50 also includes a database(s) 50H. The database 50H can contain and/or can

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be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 50H can also contain and/or can include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the gaming facility computer 50 and/or the apparatus 100. In a preferred embodiment, the database 50H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97. The database 50H can also be connected to the CPU 10A.

The gaming facility computer 50 also includes an output device 50I for outputting any of the data, information, and/or reports, described herein as being generated by or via the gaming facility computer 50. In the preferred embodiment, the output device 50I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The gaming facility computer 50 also includes a video and/or audio recording device(s) 50J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the gaming facility computer 50, or which can be recorded by, and stored at or in, the gaming facility computer 50 for transmission by or from the gaming facility computer 50 at a later time. The video and/or audio recording device(s) 50J can also be utilized to facilitate one-way broadcasts from the gaming facility computer 50, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the gaming facility computer 50 can engage in telephone calls and video conferencing calls via the same. The user of the gaming facility computer 50 can also use the video and/or audio recording device(s) 50J to record and broadcast or transmit content via its transmitter 50F.

FIG. 7 illustrates the content provider computer 60 of FIG. 1, in block diagram form. The content provider computer 60, in the preferred embodiment, can be a computer, a server computer, a computer terminal or a terminal device connected to a computer or a server computer, a personal computer, a home computer, a personal communication device, a telephone, an interactive television, a smart phone, a cellular telephone, a wireless telephone, a videophone, a video telephone, a personal digital assistant, a watch, a smart watch, a VR (virtual reality) headset or interface, an AR (augmented reality) headset or interface, a wearable communication device, glasses equipped with communications equipment, a beeper or a pager, or any other communication device or equipment. The content provider computer 60 can also be any computer capable of being utilized in a network.

With reference to FIG. 7, in the preferred embodiment, the content provider computer 60 includes a central processing unit or CPU 60A which, in the preferred embodiment, is a microprocessor. The CPU 60A may also be a microcomputer, a minicomputer, a macro-computer, and/or a main-frame computer, depending upon the application. The CPU 60A is specially programmed and/or specially configured to

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perform all of the functionality described herein as being performed by the content provider computer 60.

The content provider computer 60 also includes a random access memory (RAM) device(s) 60B and a read only memory (ROM) device(s) 60C, each of which is connected to the CPU 60A, and a user input device 60D, for entering data or information and/or instructions and/or commands into the content provider computer 60, which can be, or which can include, any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the content provider computer 60. The input device(s) 60D is/are also connected to the CPU 60A.

The content provider computer 60 also includes a display device 60E for displaying data and/or information to a user. The content provider computer 60 also includes a transmitter(s) 60F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other content provider computers 60, which may be utilized in conjunction with the apparatus 100 of the present invention.

The content provider computer 60 also includes a receiver 60G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other content provider computers 60, which may be utilized in conjunction with the apparatus 100 of the present invention.

The content provider computer 60 also includes a database(s) 60H. The database 60H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 60H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the content provider computer 60 and/or the apparatus 100. In a preferred embodiment, the database 60H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97. The database 60H can also be connected to the CPU 10A.

The content provider computer 60 also includes an output device 60I for outputting any of the data, information, and/or reports, described herein as being generated by or via the content provider computer 60. In the preferred embodiment, the output device 60I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

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The content provider computer 60 also includes a video and/or audio recording device(s) 60J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the content provider computer 60, or which can be recorded by, and stored at or in, the content provider computer 60 for transmission by or from the content provider computer 60 at a later time. The video and/or audio recording device(s) 60J can also be utilized to facilitate one-way broadcasts from the content provider computer 60, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the content provider computer 60 can engage in telephone calls and video conferencing calls via the same. The user of the content provider computer 60 can also use the video and/or audio recording device(s) 60J to record and broadcast or transmit content via its transmitter 60F.

FIG. 8 illustrates the information/analytics provider computer 70 of FIG. 1, in block diagram form. With reference to FIG. 8, in the preferred embodiment, the information/analytics provider computer 70 includes a central processing unit or CPU 70A which, in the preferred embodiment, is a microprocessor. The CPU 70A may also be a microcomputer, a minicomputer, a macro-computer, and/or a main-frame computer, depending upon the application. The CPU 70A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the information/analytics provider computer 70.

The information/analytics provider computer 70 also includes a random access memory (RAM) device(s) 70B and a read only memory (ROM) device(s) 70C, each of which is connected to the CPU 70A, and a user input device 70D, for entering data or information and/or instructions and/or commands into the information/analytics provider computer 70, which can be or which can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the information/analytics provider computer 70. The input device(s) 70D is/are also connected to the CPU 70A.

The information/analytics provider computer 70 also includes a display device 70E for displaying data and/or information to a user. The information/analytics provider computer 70 also includes a transmitter(s) 70F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other information/analytics provider computers 70, which may be utilized in conjunction with the apparatus 100 of the present invention.

The information/analytics provider computer 70 also includes a receiver 70G, for receiving signals and/or data and/or information from any one or more of the central

processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other information/analytics provider computers 70, which may be utilized in conjunction with the apparatus 100 of the present invention.

The information/analytics provider computer 70 also includes a database(s) 70H. The database 70H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 70H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the information/analytics provider computer 70 and/or the apparatus 100. In a preferred embodiment, the database 70H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97. The database 70H can also be connected to the CPU 70A.

The database 70H can also contain any and/or all of the data, information, news, statistical data and/or information, historical data and/or information, forecasting data and/or information, predictive data and/or information, analytics data and/or information, and/or sports analytics data and/or information, and/or information regarding products and/or services, and/or information regarding subscriptions for products and/or services which are, or can be, provided by the information/analytics provider which or who utilizes the information/analytics provider computer 70.

The information/analytics provider computer 70 also includes an output device 70I for outputting any of the data, information, and/or reports, described herein as being generated by or via the information/analytics provider computer 70. In the preferred embodiment, the output device 70I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The information/analytics provider computer 70 also includes a video and/or audio recording device(s) 70J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the information/analytics provider computer 70, or which can be recorded by, and stored at or in, the information/analytics provider computer 70 for transmission by or from the information/analytics provider computer 70 at a later time. The video and/or audio recording device(s) 70J can also be utilized to facilitate one-way broadcasts from the information/analytics provider computer 70, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the information/analytics provider computer 70 can engage in telephone calls and

video conferencing calls via the same. The user of the information/analytics provider computer 70 can also use the video and/or audio recording device(s) 70J to record and broadcast or transmit content via its transmitter 70F.

FIG. 9 illustrates the social network computer 80 of FIG. 1, in block diagram form. With reference to FIG. 9, in the preferred embodiment, the social network computer 80 includes a central processing unit or CPU 80A, which in the preferred embodiment, is a microprocessor. The CPU 80A may also be a microcomputer, a minicomputer, a macrocomputer, and/or a mainframe computer, depending upon the application. The CPU 80A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the social network computer 80.

The social network computer 80 also includes a random access memory (RAM) device(s) 80B and a read only memory (ROM) device(s) 80C, each of which is connected to the CPU 80A, and a user input device 80D, for entering data or information and/or instructions and/or commands into the social network computer 80, which can be, or which can include, any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the social network computer 80. The input device(s) 80D is/are also connected to the CPU 80A.

The social network computer 80 also includes a display device 80E for displaying data and/or information to a user. The social network computer 80 also includes a transmitter(s) 80F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other social network computers 80, which may be utilized in conjunction with the apparatus 100 of the present invention.

The social network computer 80 also includes a receiver 80G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the financial institution computers 90, the escrow agent computers 95, the wearable devices 97, and/or any other social network computers 80, which may be utilized in conjunction with the apparatus 100 of the present invention.

The social network computer 80 also includes a database(s) 80H. The database 80H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 80H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the social network computer 80 and/or the apparatus 100. In a preferred embodiment, the database 80H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body com-

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puters 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97. The database 80H can also be connected to the CPU 10A.

The database 80H can also contain information including profiles, posts, comments, and any other social network information for or regarding the members of the social network which can include all of the herein-described individuals, parties, entities, and users, and all sports governing bodies, leagues, teams, and players of the teams, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, financial institutions, and escrow agents, and their respective employees and agents. For each member, the database 80H can store the respective member's profile information, profile pages, posts, comments, posted pictures or video clips and any other information typically found on a social network website or in an on-line social network community.

The social network computer 80 also includes an output device 80I for outputting any of the data, information, and/or reports, described herein as being generated by or via the social network computer 80. In the preferred embodiment, the output device 80I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The social network computer 80 also includes a video and/or audio recording device(s) 80J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the social network computer 80, or which can be recorded by, and stored at or in, the social network computer 80 for transmission by or from the social network computer 80 at a later time. The video and/or audio recording device(s) 80J can also be utilized to facilitate one-way broadcasts from the social network computer 80, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the social network computer 80 can engage in telephone calls and video conferencing calls via the same. The user of the social network computer 80 can also use the video and/or audio recording device(s) 80J to record and broadcast or transmit content via its transmitter 80F.

FIG. 10 illustrates the financial institution computer 90 of FIG. 1, in block diagram form. With reference to FIG. 10, in the preferred embodiment, the financial institution computer 90 includes a central processing unit or CPU 90A which, in the preferred embodiment, is a microprocessor. The CPU 90A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU 90A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the financial institution computer 90.

The financial institution computer 90 also includes a random access memory (RAM) device(s) 90B and a read only memory (ROM) device(s) 90C, each of which is connected to the CPU 90A, and a user input device 90D, for entering data or information and/or instructions and/or commands into the financial institution computer 90, which can be, or which can include, any one or more of a keyboard, a

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touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the financial institution computer 90. The input device(s) 90D is/are also connected to the CPU 90A.

The financial institution computer 90 also includes a display device 90E for displaying data and/or information to a user. The financial institution computer 90 also includes a transmitter(s) 90F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the escrow agent computers 95, the wearable devices 97, and/or any other financial institution computers 90, which may be utilized in conjunction with the apparatus 100 of the present invention.

The financial institution computer 90 also includes a receiver 90G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the escrow agent computers 95, the wearable devices 97, and/or any other financial institution computers 90, which may be utilized in conjunction with the apparatus 100 of the present invention.

The financial institution computer 90 also includes a database(s) 90H. The database 90H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 90H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the financial institution computer 90 and/or the apparatus 100. In a preferred embodiment, the database 90H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the escrow agent computers 95, and the wearable devices 97. The database 90H can also be connected to the CPU 10A.

The database 90H can also contain information regarding any sports betting accounts, gaming accounts, or gambling accounts, maintained or serviced by the financial institution computer 90, and can also contain financial account information, payment information, payment identifier information, bank account information, credit account information, credit card account information, debit account information, debit card account information, charge account information, charge card account information, electronic money account information, and/or any other financial account information and/or payment information, for any of the herein-described individuals, parties, entities, and users, and/or their respective sports betting accounts, gaming accounts, or gambling

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accounts, and for of the sports governing bodies, leagues, teams, and players of the teams, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, financial institutions, and escrow agents, and their respective employees and agents, who or which use the apparatus 100 of the present invention.

The financial institution computer 90 also includes an output device 90I for outputting any of the data, information, and/or reports, described herein as being generated by or via the financial institution computer 90. In the preferred embodiment, the output device 90I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The financial institution computer 90 also includes a video and/or audio recording device(s) 90J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the financial institution computer 90, or which can be recorded by, and stored at or in, the financial institution computer 90 for transmission by or from the financial institution computer 90 at a later time. The video and/or audio recording device(s) 90J can also be utilized to facilitate one-way broadcasts from the financial institution computer 90, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the financial institution computer 90 can engage in telephone calls and video conferencing calls via the same. The user of the financial institution computer 90 can also use the video and/or audio recording device(s) 90J to record and broadcast or transmit content via its transmitter 90F.

FIG. 11 illustrates the escrow agent computer 95 of FIG. 1, in block diagram form. With reference to FIG. 11, in the preferred embodiment, the escrow agent computer 95 includes a central processing unit or CPU 95A, which in the preferred embodiment, is a microprocessor. The CPU 95A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU 95A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the escrow agent computer 95.

The escrow agent computer 95 also includes a random access memory (RAM) device(s) 95B and a read only memory (ROM) device(s) 95C, each of which is connected to the CPU 95A, and a user input device 95D, for entering data or information and/or instructions and/or commands into the escrow agent computer 95, which can be, or which can include, any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the escrow agent computer 95. The input device(s) 95D is/are also connected to the CPU 95A.

The escrow agent computer 95 also includes a display device 95E for displaying data and/or information to a user. The escrow agent computer 95 also includes a transmitter(s) 95F, for transmitting signals and/or data and/or information

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to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the wearable devices 97, and/or any other escrow agent computer 95, which may be utilized in conjunction with the apparatus 100 of the present invention.

The escrow agent computer 95 also includes a receiver 95G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the wearable devices 97, and/or any other escrow agent computers 95, which may be utilized in conjunction with the present invention.

The escrow agent computer 95 also includes a database(s) 95H. The database 95H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H.

The database 95H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the functionality and/or processing routines described herein as being performed by the escrow agent computer 95 and/or the apparatus 100. In a preferred embodiment, the database 95H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, and the wearable devices 97. The database 95H can also be connected to the CPU 10A.

The database 95H can also contain any data and/or information regarding any of individuals, parties, entities, or users, who or which utilize the services provided by the escrow agent computer 95 or by the escrow service or company providing these escrow services. The database 95H can, for example, contain data and/or information regarding, for each individual, party, entity, or user, and of each escrow accounts associated with the respective individual, party, entity, or user, the escrow account number and the terms or conditions of the escrow agreement governing the escrow relationship.

The escrow agent computer 95 also includes an output device 95I for outputting any of the data, information, and/or reports, described herein as being generated by or via the escrow agent computer 95. In the preferred embodiment, the output device 95I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data or information of any kind or type.

The escrow agent computer 95 also includes a video and/or audio recording device(s) 95J which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the escrow agent computer 95, or which can be recorded by, and stored at or in, the escrow agent computer 95 for transmission by or from the escrow agent computer 95

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at a later time. The video and/or audio recording device(s) 95J can also be utilized to facilitate one-way broadcasts from the escrow agent computer 95, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the escrow agent computer 95 can engage in telephone calls and video conferencing calls via the same. The user of the escrow agent computer 95 can also use the video and/or audio recording device(s) 95J to record and broadcast or transmit content via its transmitter 95F.

FIG. 12 illustrates the wearable device 97 of FIG. 1, in block diagram form. With reference to FIG. 12, in the preferred embodiment, the wearable device 97 includes a central processing unit or CPU 97A, which in the preferred embodiment, is a microprocessor. The CPU 97A may also be a microprocessor or any other processor which can be utilized in connection with any wearable devices. The CPU 97A is specially programmed and/or specially configured to perform all of the functionality described herein as being performed by the wearable device 97.

The wearable device 97 also includes a random access memory (RAM) device(s) 97B and a read only memory (ROM) device(s) 97C, each of which is connected to the CPU 97A, and a user input device 97D, for entering data or information and/or instructions and/or commands into the wearable device 97, which can include any one or more of a keyboard, a touch screen keyboard, a scanner, a user pointing device, such as, for example, a mouse, an audio input device, a microphone, a camera, a video recording device, a touch pad, or a touch screen, or any other device or component for allowing data, information, or instructions and/or commands, to be entered into the wearable device 97. The input device(s) 97D is/are also connected to the CPU 97A.

The wearable device 97 can also include a display device 97E for displaying data and/or information to a user. The wearable device 97 also includes a transmitter(s) 97F, for transmitting signals and/or data and/or information to any one or more of the central processing computer(s) 10, the user communications devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 90, and/or any other wearable devices 97, which may be utilized in conjunction with the apparatus 100 of the present invention.

The wearable device 97 also includes a receiver 97G, for receiving signals and/or data and/or information from any one or more of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, and financial institution computers 90, the escrow agent computers 90, and/or any other wearable devices 97, which may be utilized in conjunction with the apparatus 100 of the present invention.

The wearable device 97 can also include a database(s) 97H which can contain and/or can be linked to any of the data and/or information described herein as being stored in the database 10H. The database 97H can also contain and/or include data and/or information which may be required, and/or which may be desired, for performing any of the

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functionality and/or processing routines described herein as being performed by the wearable devices 97 and/or the apparatus 100. In a preferred embodiment, the database 97H can also include any of the data and/or information described herein as being contained in the respective databases of the central processing computer(s) 10, the user communication devices 20, the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider computers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, and the escrow agent computers 95. The database 97H can also be connected to the CPU 97A.

The wearable device 97 also includes an output device 97I for outputting any of the data, information, and/or reports, described herein as being generated by or via the wearable device 97. In the preferred embodiment, the output device 97I can be a printer, a display, a transmitter, a modem, and/or any other device which can be used to output data and/or information of any kind or type.

The wearable device 97, in a preferred embodiment, also includes wearable device equipment system(s) 97J which can be utilized to measure biological, physiological, or any other data and/or information related to the athlete or player or the athlete's or player's performance. For example, the equipment system(s) 97J can be, or can include, equipment for measuring pulse rate, heart rate, blood pressure, blood-sugar level, glucose-sugar level, speed of movement, steps taken, distance traveled, or any other data and/or information regarding the athlete or player, or the performance and/or movements of the athlete or player during a game, match, or competition. The wearable device equipment system(s) 97J can also include a gyroscope or other device which can measure and record information regarding three-dimensional movements of an athlete or player.

The wearable device 97 also includes a video and/or audio recording device(s) 95K which can include a camera and/or a video recording device for recording pictures or video and/or video clips and/or a microphone or an audio recording device for recording audio or audio clips which can be recorded by, and/or transmitted live, by or from the wearable device 97, or which can be recorded by, and stored at or in, the wearable device 97 for transmission by or from the wearable device 97 during a game, match, or competition, or at a later time. The video and/or audio recording device(s) 95K can also be utilized to facilitate one-way broadcasts from the wearable device 97, and/or can be utilized to facilitate video conferencing, video chatting, and/or audio conferencing, and/or video and audio conferencing, between any of the herein-described users, individuals, parties, or entities, who or which utilize the apparatus 100 and method of the present invention. In this regard, a user of the wearable device 97 can engage in telephone calls and video conferencing calls via the same. The user of the wearable device 97 can also use the video and/or audio recording device(s) 95K to record and broadcast or transmit content via its transmitter 97F.

With reference to FIG. 12, the wearable device 97, in the preferred embodiment, also includes a global positioning device 97L for determining the position or location of the wearable device 97. In a preferred embodiment, the global positioning device 97L can be utilized to determine the position or location of the wearable device 97 and can be utilized to track and measure an amount of movement, and/or a distance traveled, and/or a speed of movement or travel, by an athlete or player during a game, match, or competition.

For example, the wearable device **97** can utilize the global positioning device **97L** in determining an athlete's or a player's speed of movement, direction of travel, frequency of movements, and/or total distance traveled, during a game, match, or competition.

The apparatus **100** of the present invention can be utilized in a number of various preferred embodiments in order to allow individuals or users, or groups of individuals or users, to place bets on sporting events, games, matches, activities, competitions, or tournaments, of all types or kinds, via the apparatus **100**. Individuals or users can also watch and/or listen to a sporting event, game, match, activity, competition, or tournament, via an electronic forum, chat room, or webpage, with others or while alone, communicate with other individuals or users participating in the electronic forum or chat room, place bets via the electronic forum, chat room, or webpage, obtain information via the apparatus **100**, electronic forum, chat room, or webpage, and/or report instances of suspected game fixing, match fixing, or cheating, via the apparatus **100**, electronic forum, chat room, or webpage.

The apparatus **100** of the present invention can also be utilized by an individual or user to communicate with, and/or obtain information from, a sports governing body, governmental entity, gaming facility, or content provider, before, during, or after, a sporting event, game, match, activity, competition, or tournament, obtain analytics information from a sports information and/or analytics provider regarding a sporting event, game, match, activity, competition, or tournament, obtain betting odds information regarding a sporting event, game, match, activity, competition, or tournament, and/or obtain data and/or information from wearable devices worn by players or athletes during sporting events, games, matches, activities, competitions, or tournaments.

The apparatus **100** of the present invention can also be utilized in order to obtain services from a financial institution and/or an escrow agent or escrow service before, during, or after, a sporting event, game, match, activity, competition, or tournament, as well as for placing bets or bet monies in escrow for safekeeping.

The apparatus **100** of the present invention can also be utilized in order to allow an individual or user to watch and/or listen to sporting events, games, matches, activities, competitions, or tournaments, with other individuals or users, who may be friends of the individual or user or members of the individual's or user's social network or social networking group, and to place bets while watching or listening to the sporting events, games, matches, activities, competitions, or tournaments.

The apparatus **100** of the present invention can also be utilized by an individual or user to watch and/or listen to a sporting event, game, match, activity, competition, or tournament, using 360 degree video, virtual reality (VR), or augmented reality (AR), or any combination of same.

The apparatus **100** of the present invention can be utilized in connection with sports betting activities for any and all types or kinds of sporting events, games, matches, activities, competitions, or tournaments. In this regard, and without any limiting the use the use of the apparatus **100** of the present invention in any way, the apparatus **100** can be utilized to engage in sports betting activities and/or any sports betting-related activities involving football games, soccer games, baseball games, basketball games, ice hockey games, field hockey, American football games, cricket games or matches, lacrosse games, tennis matches, car races, track and field events, contests, or tournaments, swimming

tournaments, dividing tournaments, boxing matches, martial arts matches, mixed martial arts matches, curling matches, bobsledding matches, as well as any and/or all variations of any sporting, athletic, gymnastic, or any other games, matches, activities, competitions, or tournaments, for which a bet can be placed. The apparatus **100** of the present invention can also be utilized to place bets on Esports (or "esports") games, matches, or competitions, and/or any video games, matches, or competitions. The apparatus **100** of the present invention can also be utilized to place bets on any team or club, as well as individual, sporting events, games, matches, activities, competitions, or tournaments, of any type or kind.

In a preferred embodiment, the apparatus **100** of the present invention can also be utilized to allow an individual or user to search for, find, and/or be notified regarding, a sporting event, game, match, activity, competition, or tournament, on which he or she can place a bet, allow the individual or user to place a bet on the respective sporting event, game, match, activity, competition, or tournament, allow the individual or user to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, via the apparatus **100**, an electronic forum, a chat room, or a webpage, either alone or with other individuals or users, and allow the individual or user to engage in, or participate in, a number of various activities.

The apparatus **100** can provide an electronic forum or chat room (not shown), or a webpage, which can provide an individual or user with a video screen via which he or she can watch and/or listen to a sporting event, game, match, activity, competition, or tournament. The apparatus **100**, the electronic forum, the chat room, or the webpage can also provide the individual or user with sports betting and other data and/or information, which can be continuously updated, and allow the individual or user to place bets, communicate with others, and engage in a wide variety of activities described herein.

FIGS. **13A** and **13B** illustrate a preferred embodiment method for utilizing the apparatus **100** and methods of the present invention, in flow diagram form. With reference to FIGS. **13A** and **13B**, the operation of the apparatus **100** commences at step **1300**. At step **1301**, the individual or user can access the central processing computer **10** by using the user communication device **20**. In a preferred embodiment, the central processing computer **10** can be operated and/or maintained by any on-line sports betting, gaming, or gambling, company or entity of any type of kind. In a preferred embodiment, the individual or user can utilize any user communication device **20** in order to access the central processing computer **10**.

In another preferred embodiment of FIGS. **13A** and **13B**, the individual or user can utilize a headset as, or in conjunction with, the user communication device **20**. In a preferred embodiment, whenever the individual or user uses a headset as, or in conjunction with, the user communication device **20**, the individual or user can utilize the microphone of the video and/or audio recording device(s) **20J** of the communication device **20** and associated voice recognition software in order to verbally input data, information, commands, or instructions, into the user communication device **20**, and the individual or user can also utilize the same to verbally communicate with the central processing computer(s) **10**, the sport governing body computers **30**, the governmental entity computers **40**, the gaming facility computers **50**, the content provider computers **60**, the information/analytics provider computers **70**, the social network

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computers **80**, the financial institution computers **90**, the escrow agent computers **95**, and the wearable devices **97**.

With reference once again to step **1301**, the individual or user can search for a sporting event, game, match, activity, competition, or tournament, on which he or she can place a bet. At step **1301**, the individual or user can, using the user communication device **20** in communication with the central processing computer **10**, search for the sporting event, game, match, activity, competition, or tournament, on which he or she wants to place a bet, or the individual or user can search for and locate a sporting event, game, match, activity, competition, or tournament, by searching for same via the central processing computer **10**. In instances when the individual or user is in search of a sporting event, game, match, activity, competition, or tournament, on which to place a bet, the individual or user can search for the same by searching by sport, by country or region in the world in which the sporting event, game, match, activity, competition, or tournament, is being held, by team or teams playing in or participating in the sporting event, game, match, activity, competition, or tournament, by player or players playing in or participating in the sporting event, game, match, activity, competition, or tournament, by betting odds placed on the sporting event, game, match, activity, competition, or tournament, or by any other criteria. At step **1301**, after entering the search criteria into the user communication device **20**, the search criteria can be transmitted to, and received by, the central processing computer **10**. At step **1301**, the central processing computer **10** can receive and process the search criteria and can generate a search results message containing information regarding one or more sporting events, games, matches, activities, competitions, or tournaments, on or for which a bet(s) can be placed.

At step **1302**, central processing computer **10** can transmit the search results message to the user communication device **20**. At step **1302**, user communication device **20** can receive the search results message. At step **1302**, the individual or user can review the information contained in the search results message and select the sporting event, game, match, activity, competition, or tournament, on or for which he or she desires to place a bet. In a preferred embodiment, the individual or user, at step **1302**, can, but not need, access the information/analytics provider computer **70** in order to obtain any data and/or information, or analytics data and/or information, which he or she may want to obtain and review in advance of placing any bet.

At step **1302**, the individual or user can also request that the information/analytics provider computer **70** transmit updated data and/or information, including, but not limited to, analytics data and/or information, information regarding betting odds or betting odds changes, information regarding new betting opportunities, and/or any other data and/or information regarding the sporting event, game, match, activity, competition, or tournament, for which the individual or user wants to place a bet, or data and/or information regarding any teams and/or players or participants in or of same, to the user communication device **20**, before the start of, during, or after, the selected sporting event, game, match, activity, competition, or tournament. At step **1302**, the individual or user can also request to be notified regarding, and be provided with, data and/or information, including, but not limited to, analytics data and/or information, data and/or information regarding betting odds or betting odds changes, information regarding new betting opportunities, and/or any other data and/or information regarding any other sporting events, games, matches, activities, com-

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petitions, or tournaments, or any teams, players, or participants, involved in same, in which the individual or user may be interested.

At step **1302**, the individual or user can place a bet on the selected sporting event, game, match, activity, competition, or tournament. In a preferred embodiment, the individual or user can utilize is or her sports betting account, gaming account, or gambling account, or any appropriate or suitable payment identifier, in order to place, and make payment for, the bet. In another preferred embodiment, the individual or user can provide a payment identifier such as, but not limited to, a credit account number, a credit card account number, a debit account number, a debit card account number, a charge account number, a charge card account number, a savings account number, a checking account number, or any other payment account number.

In a preferred embodiment, the individual or user, at step **1302**, can also access his or her sports betting account, gaming account, or gambling account, by accessing the same via the financial institution computer **90**, of the financial institution which services the respective account, in order to ascertain the status of the same or to make payment for the bet by utilizing the same. In another preferred embodiment, the individual or user can also instruct the central processing computer **10** to place his or her bet into an escrow account in order to protect the individual or user in instances of game fixing, match fixing, or cheating, should such conduct be reported or discovered before, during, or after, the selected sporting event, game, match, activity, competition, or tournament. At step **1302**, the individual or user can also instruct that the escrow computer **95** not make payment of any lost bet until after a certain and/or pre-defined time period has elapsed, so that the individual or user can be protected against any game fixing, match fixing, or cheating, activities.

For example, if the apparatus **100** is utilized in connection with practices designed to identify and combat game fixing, match fixing, or cheating, activities, then the individual or user, or any entities who or which utilize the apparatus **100** of the present invention, can utilize the escrow agent computer **95** so as to hold any or all bets in escrow for a certain amount of time, which can be any pre-selected time period, such as, but not limited to, one hour, two hours, six hours, twelve hours, twenty four hours, or any other desired time period, so as to provide operators of the apparatus **100**, and any other individuals to entities, with sufficient opportunity to ensure that no game fixing, match fixing, or cheating, activities have occurred, with regards to a sporting event, game, match, activity, competition, or tournament, which could defraud the individual or user or any other individuals or users of the apparatus **100**.

The above-described features of the apparatus **100**, including the use of the escrow agent computer **95** to hold and keep a placed bet in escrow, can provide a safeguard against game fixing, match fixing, or cheating, activities and provide a more secure sports betting environment. At step **1302**, the central processing computer **10** can receive and process the information regarding the bet and store the information regarding the bet in the database **10H**. At step **1302**, the user communication device **20** used by the individual or user can also store the information regarding the bet in the database **20H**. The bet, described as being placed above, at step **1302**, can be referred to herein as the "outcome bet".

At step **1302**, the central processing computer **10** can also generate a bet confirmation message containing information regarding the bet that was placed, the date and time of the

bet, the amount of the bet, the date and time of the selected sporting event, game, match, activity, competition, or tournament, on or for which the bet was placed, and a link to an electronic forum, a chat room, or a webpage of a website, in or via which the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, in or via which the individual or user can interact with other individuals or users in a group or social networking environment, and/or in or via which the individual or user can engage in any of the other herein-described activities.

In a preferred embodiment, the central processing computer 10 can be specially programmed and/or specially configured to provide multiple broadcasts simultaneously of the sporting event, game, match, activity, competition, or tournament, to any number of different and distinct social networking groups in or via any number of electronic forums, chat rooms, or webpages of websites, allow individuals or users to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, with others, with friends or acquaintances, with social network group members, or while alone, and allow individuals or users to communicate and/or interact with other individuals or users or with one another, engage in a video conference or video chat with others or with one another, post messages, comments, and other postings, place additional bets on the sporting event, game, match, activity, competition, or tournament, place bets on other sporting events, matches, games, competitions, or tournaments, request and be provided with data and/or information or analytical data and/or information for the sporting event, game, match, activity, competition, or tournament, or for another sporting event, game, match, activity, competition, or tournament, and report instances of game fixing, match fixing, or cheating.

In instances in which the individual or user initially selected to watch and/or listen the sporting event, game, match, activity, competition, or tournament, by himself or herself, the individual or user can, at any time before or during the sporting event, game, match, activity, competition, or tournament, join any available electronic forum or chat room provided in the betting confirmation message. Links to any such electronic forums or chat rooms can also be provided along with a broadcast of the sporting event, game, match, activity, competition, or tournament provided on a website.

At step 1302, the bet confirmation message can be transmitted from the central processing computer 10 to the user communication device 20 used by the individual or user to place the bet, and/or the bet confirmation message can also be transmitted in or as an email message and be transmitted to the email server servicing the individual's or user's email account so that the individual or user can access the bet confirmation message from any user communication device 20. The betting confirmation message can also be transmitted, as an instant message or as an SMS message, to the user communication device 20 or to another user communication device 20 which can be used by the individual or user to receive the same and to access the sporting event, game, match, activity, competition, or tournament or the electronic forum, chat room, or webpage.

In another preferred embodiment, the individual or user can program, or request, at the time of the placing of the bet on the sporting event, game, match, activity, competition, or tournament, or upon registering an account with the apparatus 100 or the central processing computer 10, that the central processing computer 10 generate a sporting event message, containing information or containing reminder

information regarding the sporting event, game, match, activity, competition, or tournament, on which the bet, or a bet, has been placed by the individual or user, and transmit the sporting event message to any user communication device 20 used by the individual or user, as a text message, as an instant message, or as an SMS message, or in or as an email message, transmitted to the email server servicing the individual's or user's email account, prior to the start of the sporting event, game, match, activity, competition, or tournament. In a preferred embodiment, the sporting event message can contain all of the information and link or links described herein as being included in the betting confirmation message, and can serve to remind the individual or user about the sporting event, game, match, activity, competition, or tournament. In a preferred embodiment, the sporting event message can be transmitted and/or retransmitted multiple times and/or at pre-defined time intervals in advance of the sporting event, game, match, activity, competition, or tournament, to serve to remind the individual or user of the same and provide the individual or user with a sufficient amount of time to be ready to watch and/or listen to the same.

At step 1303, the individual or user, prior to the start of the sporting event, game, match, activity, competition, or tournament, or at any time thereafter, can access the respective electronic forum, chat room, or webpage of the website, in or via which the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, and, in the case of the individual or user accessing the electronic forum or chat room, interact with other individuals or users or interact with individuals or users in the individual's or user's social networking group or in the individual or user's group of friends, or, in the case of the webpage of the website, watch and/or listen to the sporting event, game, match, activity, competition, or tournament, by himself or herself. Thereafter, the individual or user can watch and/or listen to the respective sporting event, game, match, activity, competition, or tournament, and/or interact with any other individual(s) or user(s), and/or engage in any of activities described herein.

At step 1304, the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, which is the subject of the bet. In a preferred embodiment, the sporting event, game, match, activity, competition, or tournament, can be transmitted, broadcast, or "streamed" from or via a gaming facility computer 50 and/or a content provider computer 60 located at the venue of the sporting event, game, match, activity, competition, or tournament, to the central processing computer 10, or directly to the individual's or user's user communication device 20. In this regard, the sporting event, game, match, activity, competition, or tournament, which is the subject of the bet, can be transmitted, broadcast, or "streamed" to the user communication device 20 from either the central processing computer 10 or from the gaming facility computer 50 or the content provider computer 60 located at the venue of the sporting event, game, match, activity, competition, or tournament.

In a preferred embodiment, the respective electronic forum, chat room, of website, can transmit and provide, to the user communication 20, for display via the display device 20E of same, a live video or a streaming video and/or audio of the sporting event, game, match, activity, competition, or tournament, data and/or information and/or analytics data and/or information regarding the respective teams, players, or other competitors involved in or participating in the sporting event, game, match, activity, compe-

tion, or tournament, a listing of all available bets and their respective odds, and a listing of all private bets offered by any of the individuals or users who may be watching and/or listening to the sporting event, game, match, activity, competition, or tournament, via the respective electronic forum or chat room. In a preferred embodiment, in instances where the electronic forum or chat room is being used, any and all comments, messages, or postings, posted by any of the individuals or users who may be watching and/or listening to the sporting event, game, match, activity, competition, or tournament, via the respective electronic forum or chat room can also be displayed via the display device 20E of the user communication device 20. In a preferred embodiment, the individual or user can also engage in video conference calls or video chats with other individuals or users via the respective electronic forum or chat room. In a preferred embodiment, the individual or user watching and/or listening to the sporting event, game, match, activity, competition, or tournament, via the webpage of the website can also post comments in a comments section on the website.

In a preferred embodiment, the individual or user can also watch and/or listen to the sporting event, game, match, activity, competition, or tournament, in 360 degree video, in virtual reality (VR), or in augmented reality (AR). In a preferred embodiment, any data and/or information, and any functionalities and/or individual or user activities, described herein as being provided in and via the respective electronic forum, chat room, or website, can also be provided to the individual or user in and via a 360 degree video, a virtual reality (VR), or an augmented reality (AR), presentation and experience. In a preferred embodiment, the individual or user can download, from the central processing computer 10 to his or her user communication device, any needed or desired 360 degree video, virtual reality (VR), and/or augmented reality (AR), software or software applications (also referred to as “apps”). Any such downloading of any 360 degree video, virtual reality (VR), and/or augmented reality (AR), software or apps can take place during step 1301.

At step 1304, the individual or user can watch and/or listen to the sporting event, game, match, activity, competition, or tournament, via the respective electronic forum, chat room, or website. In the preferred embodiment, the respective electronic forum, chat room, or webpage of the website, via which the sporting event, game, match, activity, competition, or tournament, is being watch and/or listen to, can be specially designed to allow the individual or user, or any other individuals or users, to watch and/or listen to the sporting event, game, match, activity, competition, or tournament, and to communicate with other individuals or users in the electronic forum or chat room.

In a preferred embodiment, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the sporting event, game, match, activity, competition, or tournament, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to post comments or messages regarding the sporting event, game, match, activity, competition, or tournament, and/or to communicate with any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, via the electronic forum or chat room, and/or to communicate with the central processing computer 10, and/or with any of the sport governing body computers 30, the governmental entity computers 40, the gaming facility computers 50, the content provider comput-

ers 60, the information/analytics provider computers 70, the social network computers 80, the financial institution computers 90, the escrow agent computers 95, and the wearable devices 97, described herein as being utilized with the apparatus 100.

In the preferred embodiment, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the sporting event, game, match, activity, competition, or tournament, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to view data and/or information and/or analytics and/or information regarding the sporting event, game, match, activity, competition, or tournament, and/or the teams, players, or participants, participating in the same, to view information obtained by of from any wearable devices 97 worn or used by any players or participants in the sporting event, game, match, activity, competition, or tournament, and/or to view any analytics data and/or information relating to any data and/or information obtained by or from any of the wearable devices 97 during the sporting event, game, match, activity, competition, or tournament.

In the preferred embodiment, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the sporting event, game, match, activity, competition, or tournament, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to view information regarding available bets being offered by various book makers or other gaming or gambling entities or individuals or users, to view private bets being offered by other individuals or users participating in the electronic forum or chat room, and/or to view private bets being offered by other individuals or users who or which utilize the apparatus 100 and method of the present invention.

In the preferred embodiment, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the sporting event, game, match, activity, competition, or tournament, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the sporting event, game, match, activity, competition, or tournament, allow the individual or user, or any other individuals or users, to place a bet or any number of bets on the outcome of the sporting event, game, match, activity, competition, or tournament, at any time prior to the conclusion of the sporting event, game, match, activity, competition, or tournament, and/or to place a bet or any numbers of bets on any plays, calls, occurrences, or events, which occur during the game (hereinafter referred to as “game events”, “match events”, or “micro-events”). Game events, match events, or micro-events, can include, for example, but are not limited to, any play, activity, action by a team, action by a player or participant, penalty call, type of penalty, infraction, type of infraction, violation, type of violation, scoring play, type of play, type of activity engaged in, a score at a particular time of the sporting event, game, match, activity, competition, or tournament, such as, for example, the score at the end of a quarter or at the half-time, or at any other specified time in or during the sporting event, game, match, activity, competition, or tournament, and/or any other play, activity, and/or call made by a game or match official, referee, or umpire, which can be the subject of a bet.

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Any bets on game events or match event can also be referred to herein as “game event bets” or “match event bets”.

Private bets, which can be, or which can include, outcome bets or game event bets or match event bets, and which can be offered by the individual or user or by any other individual(s) or user(s), can also be offered via the electronic forum, chat room, or the webpage of the website. Betting odds for any bets described herein, as well as continuous updates to any betting odds for any of the bets described herein, can also be provided via the electronic forum, chat room, or the webpage of the website.

At step **1304**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can place any number and/or types of bets, including outcome events and bets on game events (“game event bets”) or match events (“match event bets”) which can or may take place during the course of the sporting event, game, match, activity, competition, or tournament. Each time a bet is placed by the individual or user or by any other individual or user, the central processing computer **10** can process and store information regarding the bet placed, the individual or user who placed the bet, the sporting event, game, match, activity, competition, or tournament, on or during which the bet was placed, the amount of the bet, the time of the bet, the date of the bet, any counterparty to the event, the sports betting account, gaming account, or gambling account, used in placing the bet, and/or any information regarding whether or not any bet monies were instructed to be placed in escrow with the escrow agent computer **95**, and/or any other information regarding the bet.

At step **1304**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can request any data and/or information and/or analytics data and/or information at any time before, during, or after, the sporting event, game, match, activity, competition, or tournament. Any data and/or information and/or any analytics data and/or information requested, or any data and/or information and/or analytics data and/or information which is provided without request, can be transmitted from the information/analytics provider computer **70** and/or from the central processing computer **10** and can be viewed in or via the electronic forum, chat room, or webpage of the website.

At step **1304**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can place any number of posts or comments in the electronic forum, chat room, or webpage of the website. At step **1304**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can place any number of outcome bets, or game event bets or match event bets, before or during the sporting event, game, match, activity, competition, or tournament.

In a preferred embodiment, the individual or user can, at step **1304** or at any other time, place any bet while in, or via, the respective electronic forum, chat room, or webpage of the website, or via the central processing computer **10**. In all instances when the individual or user places any bet, information regarding or pertaining to the bet can be transmitted from the user communication device **20** and can be received and processed by the central processing computer **10**. At step **1304**, each time a bet is placed by the individual or user, information regarding the same can be stored in his or her sports betting account, gaming account, or gambling account, which information can be stored and maintained at

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the central processing computer **10**, the individual’s or user’s user communication device **20**, the financial institution computer **90**, and/or the escrow agent computer **95**.

In a preferred embodiment, the central processing computer **10** can transmit information regarding any and/or all of the individual’s or user’s bets which are placed on the sporting event, game, match, activity, competition, or tournament, as well as any information regarding any and/or all of the individual’s or user’s bets which are placed on any other sporting event(s), game(s), match(es), activities, competition(s), or tournament(s), along with the playing time(s) of same, which might be occurring concurrently with, or which might overlap in time in any way with, the sporting event, game, match, activity, competition, or tournament watched and/or listened to. In another preferred embodiment, in instances when the individual or user has bet on, seeks to bet on, or simply wants to watch and/or listen to, another sporting event, game, match, activity, competition, or tournament, the individual or user can request a link to the respective electronic forum, chat room, or website, on or via which that other sporting event, game, match, activity, competition, or tournament can be watched or listened to.

With reference once again to FIGS. **13A** and **13B**, at any time during the sporting event, game, match, activity, competition, or tournament, the central processing computer **10** can, at step **1304**, provide, via the respective electronic forum, chat room, or website, for each bet placed by the individual or user, an indication as to whether the individual or user is winning the bet or losing the bet at that point in time or at that point in the sporting event, game, match, activity, competition, or tournament. For example, information regarding a bet which is a winning bet at that point in time, or at that point in the sporting event, game, match, activity, competition, or tournament, can be provided or displayed in one color, such as, for example, green, while information regarding a bet which is losing bet at that point in time, or at that point in the sporting event, game, match, activity, competition, or tournament, can be provided or displayed in another color, such as, for example, red. In instances in which it cannot be determined whether a bet is a winning or a losing bet, that bet can be provided or displayed in a third and neutral color such as, for example yellow, white, or any other appropriate color.

In a preferred embodiment, at step **1304**, the central processing computer **10** can also provide, via the electronic forum, chat room, or webpage of the website, and during the sporting event, game, match, activity, competition, or tournament, information regarding available new bets, betting odds for same, and/or any new or updated betting odds for bets corresponding to the sporting event, game, match, activity, competition, or tournament, as well as the availability of bets and/or betting odds for same which can provide the individual or user with an opportunity to increase his or her winnings, minimize his or her losses, or obtain any hedge position to protect his or her interests regarding any bets he or she has already placed. The individual or user can place any bet or bets using this above-described information. In a preferred embodiment, at step **1304**, the central processing computer **10** can also provide, via the electronic forum, chat room, or webpage of the website, and during the sporting event, game, match, activity, competition, or tournament, information regarding a gaming insurance product or any number of gaming insurance products, and/or a gaming derivative product or any number of gaming derivative products, which the individual or user can purchase in order to minimize his or her losses.

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If the individual or user chooses to purchase any gaming insurance product(s) or any gaming derivative product(s), the individual or user can enter the purchase request(s) at step **1304** and the same can be transmitted to the central processing computer **10** for processing and information storage regarding the same. Thereafter, any information regarding the individual's or user's purchase of any gaming insurance product(s) or any gaming derivative product(s) can be stored at the central processing computer **10** and, in particular, in the database **10H** of same and in the individual's or user's sports betting account, gaming account, or gambling account.

Any information regarding any bets placed by the individual or user can be displayed to the individual or user in an appropriate location or section of the electronic forum, chat room, or webpage of the website. Any information regarding any gaming insurance product(s) or any gaming derivative product(s) can also be displayed to the individual or user in an appropriate location or section of the electronic forum, chat room, or webpage of the website.

In a preferred embodiment, at step **1304**, the individual or user, can also decide to sell his position in a bet, or purchase another individual's or user's position in a bet. In such instances, bets available for sale can be displayed to the individual or user in an appropriate location or section of the electronic forum, chat room, or webpage of the website.

In a preferred embodiment, at step **1304**, the individual or user, as well as any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can report suspected instances of match fixing, game fixing, cheating, play irregularities, officiating irregularities, or any other instances which may call into question the integrity of the sporting event, game, match, activity, competition, or tournament. Information, postings, or comments, can be posted by the individual or user, or any other individual(s) or user(s) watching and/or listening to the sporting event, game, match, activity, competition, or tournament, in a section of the electronic forum, chat room, or webpage of the website, dedicated for same, and the information, postings, or comments, can be time stamped. This allows for information, postings, or comments, relating to the integrity of the respective sporting event, game, match, activity, competition, or tournament, to be posted by the individual or user, and by any other individual(s) or user(s) watching and/or listening to the respective sporting event, game, match, activity, competition, or tournament, during the same. The posted information, postings, or comments can be transmitted to the central processing computer **10** for dissemination to the appropriate entities and/or authorities.

In this regard, the apparatus **100** of the present invention can be utilized to obtain and report instances of suspected game fixing, match fixing, or cheating, as reported by the individuals or users who use the apparatus **100** of the present invention to watch and/or listen to sporting events, games, matches, activities, competitions, or tournaments, on which they have placed bets.

The central processing computer **10** can receive the submitted information or comments received from the individual or user, or from any other individuals or users, store the same in a file associated with the sporting event, game, match, activity, competition, or tournament, and automatically transmit the same to the sport governing body computer **30** of the sport governing body for the sport associated with, or which governs, the sporting event, game, match, activity, competition, or tournament, or the league, team, players, or participants, participating in the sporting event,

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game, match, activity, competition, or tournament. In this manner, the apparatus **100** can be utilized to report instances of suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, to the sport governing body computer **30** of the respective sport. In this regard, an international federation, the International Olympic Committee, a nation federations, and/or any national Olympic Committee, can be apprised of the suspected game fixing, match fixing, or cheating, activity, or any other game integrity or match integrity issue.

The central processing computer **10** can also automatically transmit information regarding suspected game fixing, match fixing, or cheating, activity, or any other game integrity or match integrity issue, to the respective governmental entity computer **40** for each government which may have an interest in receiving the same. In this regard, each government having an interest in receiving this information can be apprised of the suspected game fixing, match fixing, or cheating, activity, or any other game integrity or match integrity issue.

In a preferred embodiment, at step **1304**, the individual or user, as well as any other individuals or users watching and/or listening to the sporting event, game, match, activity, competition, or tournament, can also report any complaints regarding the placing of any bets, the payment or satisfaction regarding any bets, and/or any suspected betting fraud, and/or any other problems encountered in using via the apparatus **100**. Information regarding any such complaints can be transmitted from the user communication device **20** to the central processing computer **10**.

In a preferred embodiment, if the individual or user is utilizing a headset as or with the user communication device **20**, and any all data or information inputs, postings, comments, information requests, placing of bets, or reportings of any kind, can be input verbally via the microphone of the video and/or audio recording device(s) **20J** of the user communication device **20**. Any voice inputs can also translated into text and displayed in the electronic forum, chat room, or webpage of the website. The present invention can also be equipped with any needed software for translating text from one language into another language and/or translating verbal information into text and then translating the text into another language.

In a preferred embodiment, any and all interactions between the individual or user and/or any other individuals or users which take place in or via the electronic forum, chat room, or webpage of the website, can be recorded and stored by and at the central processing computer **10** in a file associated with the electronic forum, chat room, or webpage of the website, and/or in a file associated with the sporting event, game, match, activity, competition, or tournament.

In a preferred embodiment, at step **1304**, any sport governing body computer **30**, any governmental entity computer **40**, any gaming facility computer **50**, and/or any escrow agent computer **95**, can be used by an authorized operator of same to monitor any and/or all activity occurring or transpiring in or via one or more electronic forums, chat rooms, or web pages of any websites, associated with any watching and/or listening to the sporting event, game, match, activity, competition, or tournament.

In a preferred embodiment, the sporting event, game, match, activity, competition, or tournament, and the streaming broadcast or transmission of same, will end at step **1305**. At step **1306**, the individual or user can transmit a bet outcome request to the central processing computer **10** to request that the central processing computer **10** process and determine a bet outcome or result, such as, for example,

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whether the individual or user has won the bet or has lost the best, for each and every bet made by the individual or user regarding and/or during the sporting event, game, match, activity, competition, or tournament. At step 1307, the central processing computer can process each bet, one at a time as described herein. For each bet, the central processing computer 10 can determine whether the bet which is being processed is a winning bet or a losing bet. After determining whether the bet is a winning bet or a losing bet, the operation of the central processing computer 10 can proceed to step 1308 and the central processing computer 10 can determine whether or not a hold has been placed on any payouts for the bet, such as may occur in cases of suspected betting fraud, game fixing, match fixing, or cheating.

If, at step 1308, it is determined that information regarding any suspected betting fraud, game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported to the central processing computer 10 regarding the sporting event, game, match, activity, competition, or tournament, by or from any sport governing body computer 30, by or from any governmental entity computer, by or from any gaming facility computer 50, by or from any information/analytics provider computer 70, by or from any social network computer 80, by or from any financial institution computer 70, by or from any escrow agent computer 95, or by any user communication device 20, such as can be reported in any electronic forum, chat room, or web page of a website, as described herein, or by or through any other independent or other means, then the operation of the central processing computer 10 will proceed to step 1309 and the central processing computer 10 can withhold any payment on a winning bet, and/or suspend or withhold any charge on any losing bet, until the matter is resolved. In another preferred embodiment, the central processing computer 10 can also automatically process information for placing all bets regarding the sporting event, game, match, activity, competition, or tournament, into escrow with the escrow agent computer 95 until the matter is resolved. Thereafter, the operation of the apparatus will proceed to step 1311.

If, at step 1308, it is determined that no information regarding any suspected betting fraud, game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported to the central processing computer 10 regarding the sporting event, game, match, activity, competition, or tournament, then the operation of the central processing computer 10 will proceed to step 1310. At step 1310, the central processing computer 10 will effectuate a settlement of the bet by, in the event of a winning bet, effectuating a payment to the sports betting account, gaming account, or gambling account, of the individual or user, or, in the event of a losing bet, extracting payment from the sports betting account, gaming account, or gambling account, of the individual or user.

In an instance where the individual or user placed the bet monies into escrow with the escrow agent computer 95, the central processing computer 10 can generate and transmit, to the escrow agent computer 95, a request for funds, along with an official certification that no suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity, exists or has been reported for the sporting event, game, match, activity, competition, or tournament, and thereby request the escrow agent computer 95 release the bet monies to the central processing computer 10 if all other escrow agreement conditions have been met or satisfied.

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At step 1310, the central processing computer 10 can also effectuate a gaming fee payment to the respective financial account associated with the respective sport governing body computer 30 for each sport governing body which is due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective governmental entity computer 40 for each governmental entity due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective gaming facility computer 50 for each gaming facility due a gaming fee payment, effectuate a gaming fee payment to the respective financial account associated with the respective content provider computer 60 for each content provider, if any, due a gaming fee payment, and/or effectuate a gaming fee payment to the respective financial account associated with the respective information/analytics provider computer 70 for each information/analytics provider, if any, due a gaming fee payment. In this regard, any stakeholders in or of the sports betting system of the apparatus 100 of the present invention can be paid any gaming fees due them for each bet placed using the apparatus 100. Thereafter, the operation of the apparatus will proceed to step 1311.

At step 1311, the central processing computer 10 can determine if another bet or if any other bets need to be processed for the individual or user. If, at step 1311, it is determined that there are no more bets that need to be processed for the individual or user, then the operation of the apparatus 100 will proceed to step 1312. If, however, it is determined that there are other bets which need to be processed, then the operation of the apparatus 100 will proceed to step 1307 and the above-described processes of steps 1307 through 1311 can be repeated for the next bet to be processed, and thereafter for all remaining bets to be processed.

At step 1312, the central processing computer 10 can also generate a final report regarding and including information regarding all of the bets placed on the sporting event, game, match, activity, competition, or tournament, including outcome bets, and any game event bets or match event bet, the outcomes of all such bets, the identities of the all individuals or users who placed each of the bets and/or who watched and/or listened to the sporting event, game, match, activity, competition, or tournament, via any electronic forum, chat room, or web page of any website, and a record of all posting, comments, and messages, bets placed, and any and/or all activity which took place in or via the respective electronic forum(s), chat room(s), and web pages of any websites. The final report can also contain any comments or reports regarding any instances of any suspected game fixing, match fixing, or cheating, activity, or any other issues pertaining to game integrity or match integrity.

In a preferred embodiment, the final report can be stored in the database 10H of the central processing computer 10, can be transmitted to any party or entity requesting same, and/or can be transmitted to any sport governing body computer 30, any governmental entity computer 40, any gaming facility computer 50, any information/analytics provider computer 70, any social network computer 80, any financial institution computer 90, and/or any escrow agent computer 95, either upon request or automatically. In a preferred embodiment, any requests for automated transmissions of any and/or all of the herein-described final reports, by any of the operators or owners of any of the above-described computers or communication devices, can be previously transmitted to, received by, and stored at, the central processing computer 10. Thereafter, the operation of the apparatus 100 will cease at step 1313.

In another preferred embodiment, the individual or user can, at any time, access the respective electronic forum, chat room, or website, to obtain information, such as the score, time remaining, or any other information, regarding the sporting event, game, match, activity, competition, or tournament, simply by linking to same using the link in the betting confirmation message. In this regard, the individual or user need not watch or listen to the entire sporting event, game, match, activity, competition, or tournament, but can simply access the respective electronic forum, chat room, or website, via which same can be watched and/or listened to in order to obtain information regarding same at any time. The individual or user can obtain information which may be displayed via the video screen on which the score of the sporting event, game, match, activity, competition, or tournament, and/or the individual or user can obtain information from the postings of the other individuals or users.

In another preferred embodiment, in instances in which the individual or user initially selected to watch and/or listen the sporting event, game, match, activity, competition, or tournament, by himself or herself, the individual or user can, at any time before or during the sporting event, game, match, activity, competition, or tournament, join any available electronic forum or chat room provided in the betting confirmation message. Links to any such electronic forums or chat rooms can also be provided along with a broadcast of the sporting event, game, match, activity, competition, or tournament provided on a website.

In another preferred embodiment, as well and any and/or all of the embodiments described herein, any data and/or information obtained by, recorded by, processed by, or stored in, any wearable device **97** can also be automatically transmitted to the information/analytics computer **70** for use in generating data and/or information and/or analytics data and/or information using the same. Once processed by the information/analytics computer **70**, the information so generated can be transmitted to or provided to the central processing computer **10**, to any user communication device **20**, to the electronic forum, chat room, or webpage of a website broadcasting a sporting event, game, match, activity, competition, or tournament, to any sport governing body computer **30**, to any governmental entity computer **40**, to any gaming facility computer **50**, to any information/analytics provider computer **70**, to any social network computer **80**, to any financial institution computer **90**, or to any escrow agent computer **95**, either automatically or upon request from a respective individual or entity.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus **100** and/or the central processing computer **10** can be specially programmed and/or specially configured to account for any time zone differences between the local time of a respective sporting event, game, match, activity, competition, or tournament, and the time zone from which an individual or user is watching and/or listening to the sporting event, game, match, activity, competition, or tournament, in or via a respective electronic forum, chat room, or webpage of a website.

In another preferred embodiment, the apparatus **100** and/or the central processing computer **10** can also be specially programmed and/or specially configured to delay any presentation of any information, comments, or postings, which are posted or presented to or in an electronic forum, chat room, or webpage of a website, in order to adjust for any time delays detected in any streaming video and/or audio of the sporting event, game, match, activity, competition, or tournament. In this manner, the apparatus **100** can delay any

posting of any information, comments, or postings, until after a play has been completed so as to adjust for any time delays in the video being streamed to the electronic forum, chat room, or webpage of a website and, therefore, prevent instances where a posting regarding a play or occurrence is displayed in the electronic forum, chat room, or webpage of a website, before the play or occurrence is shown in or via the electronic forum, chat room, or webpage of a website.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus **100** and/or the central processing computer **10** can be specially programmed by the individual to provide the individual with a notification message(s) regarding upcoming an sporting event, game, match, activity, competition, or tournament, which the individual desires to be notified. In a preferred embodiment, the individual can access the central processing computer **10** via any user communication device **20** and enter a request to be notified, with or by means of an event notification message, which can be generated and transmitted via email, instant message, SMA message, or any other electronic message transmission, regarding any one or more upcoming sporting events, games, matches, activities, competitions, or tournaments, for which bets can be placed. The event notification message can identify any number of sporting events, games, matches, activities, competitions, or tournaments, the teams, players, or participants in or of same, any betting odds associated with same, and a link for use in accessing the central processing computer **10** in order to place a bet or bets regarding any sporting event(s), game(s), match(es), competition(s), or tournament(s), identified in the event notification message.

In another preferred embodiment, as well as in any and/or all of the embodiments described herein, the individual or user or any individual or user, who uses the apparatus **100** of the present invention, can place any of the bets described herein, including, but not limited to, any of the herein-described outcome bets, game event bets, match event bets, private bets, or any other bets while at a gaming facility or venue, either by using his or her user communication device **20** or by using any gaming facility computer **50**.

The apparatus **100** of the present invention can also be utilized in order to facilitate account owner authorization, notification, and/or security, for and/or in connection with, any financial transaction(s) involving any of the herein-described sports betting accounts, gaming accounts, or gambling accounts, and/or in connection with any checking accounts, savings accounts, credit accounts, credit card accounts, debit accounts, debit card accounts, charge accounts, or charge card accounts, which are or which can be utilized in connection with the placing of any of the herein-described bets. In such a preferred embodiment, the apparatus **100**, and the various components of same, can provide for the recording of a picture or a video clip, and/or a recording of an audio clip, of the individual or user while the individual or user is actually placing a bet on or involving his or her sports betting account, gaming account, or gambling account, or on or involving any checking account, savings account, credit account, credit card account, debit account, debit card account, charge account, or charge card account, or any other financial account.

In another preferred embodiment, the apparatus **100** and methods of the present invention can be used to prevent and/or to thwart fraudulent transactions on or involving any sports betting accounts, gaming accounts, or gambling accounts, of the individuals, users, and/or entities who or which utilize the apparatus **100** and methods of the present invention. In such a preferred embodiment, the individual or

user can place any bet using any of the user communication devices **20** described herein, or using any gaming facility computer **50**, or any kiosk or any computer terminal, or any other interface, associated with the gaming facility computer **50**. In instances when the individual is using a 360 degree video headset, VR headset, or AR headset, with or as the user communication device **20**, the individual or user can place the bet verbally, with all verbal instructions and commands associated with the bet being recorded by the respective audio input device or microphone of the input device **20D**, or by the video and/or audio recording device(s) **20J**, of the user communication device **20**. In all other instances, a video recording or a video clip, and an audio recording, of the individual or user placing the bet can be recorded and stored.

The audio recording which is recorded, in the case of the individual or user placing the bet via the 360 degree video headset, VR headset, or AR headset, or the video recording or video clip and the audio recording recorded, in the case of the individual or user using any other user communication device **20**, can be recorded by and stored at the user communication device **20**, and can be transmitted to, and stored at, the central processing computer **10**. A copy of the recorded audio recording, in the case of the individual placing the bet via the 360 degree video headset, VR headset, or AR headset, or a copy of the recorded video recording or video clip and the audio recording, in the case of the individual using any other user communication device **20**, can thereafter be transmitted to the user communication device **20**, or to any other user communication device **20** associated with the individual or user, in or attached to an alert message which contains information regarding the bet placed on the individual's sports betting account, gaming account, or gambling account, and any other information regarding the transaction associated with the bet ("the bet transaction"), including, but not limited to, any one or more of the respective account number, or other identifying information for or regarding, the respective sports betting account, gaming account, or gambling account, used in or involved in the bet, or any other account number of any other financial account (such as, for example, checking account, savings account, credit account, credit card account, debit account, debit card account, charge account, or charge card account) used in or involved in the bet, the date and time of the bet, sporting event, game, match, activity, competition, or tournament, on which the bet was placed, the party with whom the bet was placed, and any information regarding any other parties or counterparties to the bet, if available.

In a preferred embodiment, information regarding the placement of the bet, along with the copy of the respective audio recording or the video recording or video clip and the audio recording, along with any of the herein-described information regarding or pertaining to the bet or the bet transaction can be stored in the individual's sports betting account, gaming account, or gambling account, information or file stored in the database **10H** of the central processing computer **10**.

Information regarding the placement of the bet, along with the copy of the respective audio recording or the video recording or video clip and the audio recording, along with any of the herein-described information regarding or pertaining to the bet transaction can also be transmitted to, and stored in, the database **20H** of the individual's user communication device **20**, and/or the respective databases **30H**, **40H**, **50H**, **90H**, and/or **95H**, of the respective sports governing body computer **30**, governmental entity computer **40**, gaming facility computer **50**, financial institution computer

90, and/or escrow agent computer **95**. In this regard, an audio record and/or a video record and audio record for each bet placed can be recorded and stored for security purposes by and at any of the herein-described computers or communication devices **10**, **20**, **30**, **40**, **50**, **90**, and **95**, so as to serve to prevent or combat fraud involving any of the herein-described sports betting account, gaming accounts, or gambling accounts.

FIGS. **14A** and **14B** illustrate another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. With reference to FIGS. **14A** and **14B**, the operation of the apparatus commences at step **1400**. At step **1401**, the individual or user can access the central processing computer **10** and search for and/or select the sporting event, game, match, activity, competition, or tournament, on or for which he or she wants to place a bet. If the individual or user is already watching and/or listening a sporting event, game, match, activity, competition, or tournament, and/or is participating in an electronic forum, chat room, or webpage, the individual can select the sporting event, game, match, activity, competition, or tournament, on or for which the he or she wants to place a bet via the respective electronic forum, chat room, or webpage.

At step **1402**, the individual or user can enter information for placing the bet on the sporting event, game, match, activity, competition, or tournament, by utilizing the input device **20D** of the user communication device **20** to enter information regarding the bet into the user communication device, and by, at the same time, obtaining a video and audio clip recording of himself or herself placing the bet by using the video and/or audio recording device(s) **20J** of the user communication device **20**. At step **1402**, the individual or user can then submit the bet by transmitting the information for placing the bet and the video and audio clip recording to the central processing computer **10**. In a preferred embodiment, the information regarding the bet can contain information regarding the date and time of the bet, the sporting event, game, match, activity, competition, or tournament, on which the bet has been placed, the actual bet being made, such as, for example, that Team A will beat Team B in the game, the amount of the bet, an identification of the sports betting account the individual or user, or other payment identifier, used in the placing of the bet, and any other information, such as whether or not the bet is to be placed in escrow. In another preferred embodiment, if the individual or user is placing the bet using a 360 degree video headset, a VR headset, or an AR headset, he or she can enter all information regarding the bet verbally using the microphone of the input device **20D** and all can be recorded in an audio clip recording by using the microphone of the video and/or audio recording device(s) **20J**.

At step **1403**, the central processing computer **10** can receive the information regarding the bet and the video and audio clip recording. At step **1403**, the central processing computer **10** can process the information regarding the bet and place the bet for the individual or user. At step **1403**, the central processing computer **10** can also generate a bet notification message. In the preferred embodiment, the bet notification message can contain the herein-described information regarding the bet, such as to example, the date and time of the bet, the sporting event, game, match, activity, competition, or tournament on which the bet has been placed, the actual bet being made, such as, for example, that Team A will beat Team B in the game, the amount of the bet, an identification of the sports betting account the individual or user, or other payment identifier, used in the placing of the bet, and/or any other information. The bet notification mes-

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sage can also contain, contain as an attachment, or contain a link to, the video and audio clip recording. The bet notification message can be generated as a text message, an instant message, an SMS message, or an email message, or any other message, which can contain, contain as an attachment, or contain a link to, the video and audio clip recording. At step 1403, the central processing computer can store information regarding the bet, the bet message, and the video and audio clip recording in the database 10H and in a file associates the individual or user in the database 10H.

At step 1404, the central processing computer can transmit bet notification message and the video and audio clip recording to the user communication device 20 which has been registered by the individual or user as being the user communication device 20 to which bet notification messages should be transmitted. At step 1405, the user communication device 20 can receive the bet notification message and the video and audio clip recording, or the bet notification message and the video and audio clip recording can be accessed via the user communication device 20. At step 1405, the individual or user can review the information contained in the bet notification message and view the video and audio clip recording. At step 1405, the individual or user can transmit a "bet affirmation message" to the central processing computer 10 if he or she recognizes that he or she placed the bet identified therein, or that the bet identified therein was authorized, or the individual or user can transmit a "bet unauthorized message" to the central processing computer 10 if he or she recognizes that he or she did not place the bet identified therein, or that the bet identified therein is an unauthorized bet.

At step 1406, the "bet affirmation message" or the "bet unauthorized message" can be received at the central processing computer 10. At step 1407, the central processing computer 10 can process information regarding the "bet affirmation message" or the "bet unauthorized message" and can either allow the bet to stand in the case where the message received is a "bet affirmation message", or cancel the bet in the case where the message received is a "bet unauthorized message". Thereafter, the operation of the apparatus 100 will cease at step 1408.

In another preferred embodiment, at step 1405, the user or individual can also choose to ignore the bet notification message if he or she recognizes that he or she placed the bet identified therein, or that the bet identified therein was authorized.

In another preferred embodiment, the individual or user can access the central processing computer 10 to view and review a statement of bets or bet transactions which have occurred on his or her sports betting account(s), gaming account(s), or gambling account(s). In a preferred embodiment, the individual or user can also access and view and/or listen to, for any given bet, the hereinabove-described video and audio clip recording or audio clip recording associated for each bet.

FIG. 15 illustrates another preferred embodiment method for utilizing the apparatus 100 of the present invention, in flow diagram form. With reference to FIG. 15, the operation of the apparatus commences at step 1500. At step 1501, the individual or user can access the central processing computer 10. At step 1502, the individual or user can enter the needed information for accessing his or her sports betting account, gaming account, or gambling account, and select or enter the time period for which he or she wants to view bets or bet transactions which have occurred on his or her sports betting account, gaming account, or gambling account. After entering the above information into the user communication

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device 20, the individual or user, at step 1502, can transmit the same to the central processing computer 10.

At step 1503, the central processing computer 10 can receive and process the information received. At step 1504, the central processing computer 10 can generate and transmit the requested bet transaction statement and/or a link to same to the user communication device 20. In a preferred embodiment, the bet transaction statement can include, for each bet or each bet transaction, a link to the video and audio clip recording or the audio clip recording associated with each bet or bet transaction.

At step 1505, the individual or user can thereafter review all bets or bet transactions made on his or her sports betting account, gaming account, or gambling account. At step 1505, the individual or user can also view or listen to any video and audio clip recording or the audio clip recording associated with each bet or bet transaction. If all of the bets or bet transactions in the bet transaction statement are deemed to be authorized bets or bet transaction, then the individual or user will not need to take any action and the operation of the apparatus 100 will proceed to step 1506.

If, however, at step 1505, the individual or user identifies a fraudulent or unauthorized bet or a fraudulent or unauthorized bet transaction in the transaction statement, or an attempt to place a fraudulent or unauthorized bet or a fraudulent or unauthorized bet transaction on his or her sports betting account, gaming account, or gambling account, the individual or user can report the bet or the bet transaction to the central processing computer 10, to the sport governing body computer 30 for the sport governing body overseeing the sporting event, game, match, activity, competition, or tournament, which was the subject of the bet or bet transaction, to the governmental entity computer(s) 40 for the respective governmental entity or entities which might have an interest in receiving information regarding the fraudulent activity, to the gaming facility computer 50 for the respective gaming facility at which the sporting event, game, match, activity, competition, or tournament, is being, or has been, held, to the information/analytics provider computer(s) 70 of the information/analytics provider(s) which may desire to receive information regarding fraudulent activity, to the financial institution computer 90 of the financial institution computer, if any, which administers or services the individual's or user's sports betting account, gaming account, or gambling account, or other financial account or accounts used in connection with the sports betting account, gaming account, or gambling account, and/or to the escrow agent computer 95 of the escrow agent who or which is providing, or has provided, escrow services for the bet or bet transaction. In this regard, the individual or user can report any fraudulent betting activity involving his or her sports betting account, gaming account, or gambling account.

In a preferred embodiment, the report made by the individual or user can contain a copy of the bet transaction statement, information regarding the identified unauthorized bet, and a copy of the video and audio clip recording or the audio clip recording. In a preferred embodiment, the video and audio clip recording or the audio clip recording can thereafter be utilized to provide evidence and assistance in the attempt to identify and/or to apprehend the perpetrator of the fraudulent activity and/or the unauthorized bet or bet transaction involving the individual's or user's sports betting account, gaming account, or gambling account. Thereafter, the operation of the apparatus 100 will cease at step 1506.

In another preferred embodiment, the apparatus 100 and method the present invention can also be utilized to allow

video game developers, video game publishers, esports video game developers, and esports video game publishers, or any distributors, licensees, or agents, of same, or any other authorized entities, to promote, provide, distribute, and/or make available for use, their respective video games or esports video games to any of the herein-described sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any individuals or users, of the apparatus **100** of the present invention. The various video games or esports video games can be played for competitive purposes, recreational purposes, training purposes, or for any other purpose or purposes by leagues, teams, tournaments, competitions, or any game or match, by any user of the apparatus **100** of the present invention.

The apparatus **100** and method the present invention can also be utilized by video game developers, video game publishers, esports video game developers, and esports video game publishers, or any distributors, licensees, or agents, of same, or any other authorized entities, to promote, provide, distribute, and/or make available for use, their respective video games or esports video games to any leagues, teams, and/or individual video game users (“individual video gamers”) or individual esports video game users (“Esports video gamers” or “esports video gamers”) as well as any teams or leagues which participate in the sports of competitive video gaming, video gaming, or esports video gaming. In this regard, the apparatus **100** of the present invention can be utilized to promote and/or distribute video games or esports video games to individual video gamers, esports video gamers, video game teams, esports teams, video game leagues, esports leagues, as well as any other individuals or entities who or which use the apparatus **100** of the present invention. As noted herein, the terms “esports” and “eSports” each refer to the sport of competitive video gaming, and these terms may be utilized interchangeably herein.

In a preferred embodiment, users of the apparatus **100** of the present invention, which can include individual users, teams of users, teams, leagues, or any of the herein-described sports governing bodies, such as but not limited to, international sports federations, national sports federations, the International Olympic Committee, national Olympic committees, and any other sports governing bodies, as well as any of the herein-described governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, sponsors, advertisers, and/or any other individuals or entities who or which utilize the apparatus **100** of the present invention, can pre-register with the apparatus **100** of the present invention to receive notification messages each time a video game or esports video game has been authorized, officially approved for use, licensed, or endorsed, by the International e-Sports Federation (IeSF), the world governing body for esports or eSports, and/or by any national e-Sports federation or any other sports governing body, to promote, provide, distribute, or make available for use, via the apparatus **100** of the present invention, its respective video game or esports video game, under certain agreed upon terms or conditions, to those members or other individuals or entities who belong to or are governed by that respective sports governing body.

The aforementioned agreed upon terms or conditions can, for example, include, but shall not limited to, the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to adopt, admin-

ister, and/or enforce, uniform game rules and/or regulations of play, so as to ensure uniformity in the play of its respective video game or esports video game, the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to join the International e-Sports federation as a member organization, to join any one or more national e-Sports federations as a member organization, or any leagues, tournaments, or competitions, as a member organization, with the commitment to abide by the statutes, rules and/or regulations, of the respective International e-Sports federation, any one or more national e-Sports federations, or any leagues, tournaments, or competitions, and/or the agreement by, and/or the commitment of, the respective video game or esports video game developer or publisher to agree to offer next generation and/or new revisions of the video games or sports video games via the apparatus **100** of the present invention under the same terms or conditions, and/or any other terms or conditions which may be specified by the respective sports governing body in exchange for respective sports governing body allowing the respective video game or esports video game developer or publisher to promote, provide, distribute, and/or market, its respective video game or esports video game to all individuals or entities who or which are members of, or who or which otherwise are governed by or fall within or under the authority of, the International e-Sports federation, any one or more national e-Sports federations, or any leagues, tournaments, or competitions, or any other respective sports governing body.

FIG. **16** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. As and for an example, the preferred embodiment of FIG. **16** will be described in connection with an esports video game developer or publisher seeking access, for purposes of promoting, providing, distributing, making available for use, and/or marketing, its respective esports video game, to the members of, and to any individuals or entities who or which belong to or are governed by, the IeSF and/or any number of national esports federations, including any and all leagues, teams, tournaments, competitions, individual esports video gamers, and any fans or followers of same, in exchange for the esports video game developer or publisher agreeing to the terms and conditions specified by that respective sports governing body. In the same manner, the apparatus **100** of FIG. **16** can be utilized by any video game developer or publisher, or by any esports video game developer or publisher, to promote, provide, distribute, make available for use, or market, its respective game to any members, or individuals or entities, who belong to or are governed by any sports governing body in exchange for the game developer or publisher agreeing to the terms and conditions specified by that sports governing body.

In a preferred embodiment, the terms and conditions of any number of sports governing bodies can be posted to, stored in, and/or accessed via, the apparatus **100**, the central processing computer **10**, or the sports governing body computer **30** of each respective sports governing body.

With reference to FIG. **16**, the operation of the apparatus **100** commences at step **1600**. At step **1601**, an esports video game developer or publisher, or an authorized representative of same, can access the central processing computer **10** or the sports governing body computer **30** for the IeSF, via a user communication device **20** or a content provider computer **60**. At step **1602**, the esports video game developer or publisher, or authorized representative of same, can enter, into the respective user communication device **20** or content provider computer **60**, and can transmit to the central

processing computer **10**, information for requesting a copy of the terms and conditions mandated by the IeSF ("IeSF terms and conditions") for obtaining the authorization of, or a license from, the IeSF to promote, provide, distribute, or make available for use, its respective esports video game via the apparatus **100**, to IeSF members and other individuals or entities who belong to or are governed by the IeSF. At step **1602**, the IeSF terms and conditions can be transmitted to and received by the respective user communication device **20** or content provider computer **60** being used by the esports video game developer or publisher or its authorized representative. At step **1602**, the esports video game developer or publisher or its authorized representative can accept and agree to be bound by the IeSF terms and conditions by transmitting a message or signal, evidencing its acceptance of or its agreement to be bound by the IeSF's terms and conditions, from the communication device **20** or content provider computer **60** to the central processing computer **10** or the IeSF's sports governing body computer **30**. The message or signal can be received and processed by, and information regarding the same can be stored in, either or both of the central processing computer **10** or the IeSF's sports governing body computer **30**.

Thereafter, at step **1603**, the esports video game developer or publisher or its authorized representative can request, can be provided with, and can agree to be bound by, the terms and conditions of any one or more, or any number of, national esports federations, by accessing and transmitting, to the central processing computer **10** and/or each national esports federation sports governing body computer **30**, its agreement to be bound by the terms and conditions of and for each national esports federation from which it seeks authorization or a license to promote, provide, distribute, or make available for use, its respective esports video game to members and other individuals and entities governed by the respective national esports federation. Information regarding any and all authorizations or licenses can also be stored, at step **1603**, in either or both of the central processing computer **10** or the respective sports governing body computer **30** for each national esports federation or in their respective databases **10H** or **30H**.

At step **1604**, the central processing computer **10** can generate a message which can include information announcing that the esports video game of the esports video game developer or publisher is an authorized, approved for use, licensed, or endorsed, esports video game by the IeSF and by each of the respective national esports federations and can contain a link or a hyperlink to the website or content provider computer **60** of the respective esports video game developer or publisher.

At step **1605**, the message can be transmitted as an email message and/or as an instant messaging message to the respective user communication devices **20** or the respective sports governing body computers **30** of each of the leagues, tournaments, competitions, teams, individual esports video gamers, and any other individuals or fans, who or which are registered as members of, or who or which are individuals or entities governed by, the IeSF and each of the national esports federations. In a preferred embodiment, the message, or the website of the esports video game developer or publisher, can contain information for allowing the respective leagues, tournaments, competitions, teams, individual esports video gamers, and/or any other individuals or fans, to purchase a license to use the esports video game. At step **1605**, any of the leagues, tournaments, competitions, teams, individual esports video gamers, and/or any other individuals or fans, can purchase a license for, or to use, the esports

video game. In this manner, the apparatus **100** of the present invention can be utilized by an esports video game developer or publisher to promote, provide, distribute, and/or make available for use, and/or to sell licenses to or for, its esports video game by utilizing the network of members of, and individuals and entities governed by, the IeSF and any number of national esports federations.

At step **1606**, information regarding any licenses purchased for the esports video game can be recorded and stored in the database **10H** of the central processing computer **10** and/or in the databases **30H** of the respective sports governing body computers **30** of the IeSF and each of the national esports federations. Thereafter, the esports video game can be used by all licensees of same and, in another preferred embodiment, the esports video game can be accessed via the apparatus **100** or via the central processing computer **10**. Thereafter, the operation of the apparatus will cease at step **1607**.

In another preferred embodiment, the apparatus **100** can be utilized in a same, a similar, or an analogous manner, by any video game developer or publisher or by any esports video game developer or publisher to promote, provide, distribute, and/or make available for use, its respective video game or esports video game to any network of members of, and individuals or entities governed by, any sports governing body described herein or otherwise, or to any of the herein-described or other users of the apparatus **100** of the present invention.

In another preferred embodiment, any video game or esports video game which has been authorized, approved for use, licensed, or endorsed, by a respective sports governing body, can be the subject of sports betting activity which can include, but which is not limited to, the various sports betting activities described herein with regards of the embodiment of FIGS. **13A** and **13B** as well as any other sports betting activities which can be performed with or using the apparatus **100** of the present invention.

In another preferred embodiment, the apparatus **100** of the present invention can be utilized to allow and individual or entity to form a video gaming league or an esports league, a video game tournament or an esports tournament, or a video game competition or an esports competition. In a preferred embodiment, the individual or entity can utilize the apparatus **100** of the present invention in order to obtain an authorization, approval, or endorsement, of one or more sports governing bodies in order to form or organize a video gaming league or an esports league, a video game tournament or an esports tournament, or a video game competition or an esports competition.

FIG. **17** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. As and for an example, the preferred embodiment of FIG. **17** will be described in connection an individual or entity forming an esports league. Although described as using the apparatus **100** to form or organize an esports league, the apparatus **100** and the preferred embodiment of FIG. **17** can also be utilized to form or organize any video gaming league, video game tournament or esports tournament, or video game competition or esports competition.

With reference to FIG. **17**, the operation of the apparatus **100** can commence at step **1700**. At step **1701**, the individual or an authorized representative of the entity desiring to form the esports league can use his, her, or its, user communication device **20** in order to access the central processing computer **10** and/or the sport governing body computer **30** of or for the sport governing body from which the proposed

esports league seeks authorization or approval. At step 1702, the individual or an authorized representative can use his or her, or any other, user communication device 20 in order to transmit, to the central processing computer 10 and/or to the respective sport governing body computer 30, a request to receive or obtain a league application form for the respective sport governing body. At step 1702, the central processing computer 10 and/or the respective sport governing body computer 30 can receive and process the request and can transmit the league application form electronically to the user communication device 20.

At step 1703, the individual or an authorized representative can fill out the league application form and can indicate the esports game of or for the esports league, the initial number of teams which are to be in the esports league, the esports league's agreement to be bound by any and/or all of the statutes, rules and/or regulations, of the respective sport governing body, and/or any other information deemed necessary or desired. At step 1703, the individual or authorized representative can transmit the filled-in or the completed league application form to the central processing computer 10 and/or to the respective sport governing body computer 30. At step 1704, the central processing computer 10 and/or the respective sport governing body computer 30 can receive and process the information contained in the completed league application, and can store information regarding the newly formed esports league in the database 10H of the central processing computer 10 and/or in the database 30H of the respective sport governing body computer 30.

At step 1704, the central processing computer 10 and/or to the respective sport governing body computer 30 can also generate a new esports league formation message containing information regarding the newly formed esports league and can, at step 1705, transmit the new esports league formation message, via email and/or via instant messaging message or text message to the respective user communication devices 20 of or for all members of, and/or all individuals or entities governed by, the respective sport governing body. Upon receiving the new esports league formation message, any member of, or individual or entity governed by, the respective sport governing body can review the new esports league formation message and can obtain information for or regarding the newly formed esports league. Thereafter, the operation of the apparatus 100 will cease at step 1706.

In another preferred embodiment of the embodiment of FIG. 17, teams of or for the newly formed league can be posted as being available or offered for sale by the league or by any other individual or entity, and the central processing computer 10 and/or the sport governing body computer 30 can receive and process requests, transmitted from any user communication device 20, for information regarding any team(s) which is/are available or offered for sale. The central processing computer 10 and/or the sport governing body computer 30 can, in response to receiving these requests, can transmit any information in response thereto to the requesting user communication device 20.

In another preferred embodiment, the herein-described embodiment of FIG. 17 can be utilized in a same, a similar, and/or an analogous, manner in order to form any type or kind of video game gaming league, any type or kind of esports league, any type or kind of video game or esports tournament, or any type or kind of video game or esports competition.

In another preferred embodiment, the apparatus 100 of the present invention can be utilized by esports teams, and/or by other video gaming teams, to recruit team members or players as well as to conduct tryouts for new team members

or players. In a preferred embodiment, a team, whether it be an esports team or a video gaming team, when seeking a team member or player, or when seeking any number of team members or players, can conduct recruiting activities and/or team tryouts via, and using, the apparatus 100 of the present invention. For example, for an individual player(s) who has/have already been identified by a team, the team, or an authorized representative of the team, can access any one or more of the information/analytics provider computers 70 in order to obtain information, analytics information, and/or statistical information, about the individual player(s). In instances when a team wants to hold a team tryout or team tryouts, it can also utilize the apparatus 100 of the present invention in order to announce and hold team tryouts for individual players, such as by having the individual player(s) play the respective esports game or video game while being observed or while being viewed by team representatives or scouts, via the herein-described electronic forum. In this regard, the herein-described electronic forum can be utilized to hold tryouts in order to allow team representatives or scouts to observe or view the tryouts of individual players remotely and regardless of the geographic location of the individual players.

FIG. 18 illustrates another preferred embodiment method for utilizing the apparatus 100 of the present invention, in flow diagram form. As and for an example, the preferred embodiment of FIG. 18 will be described in connection with an embodiment wherein an esports team can use the apparatus 100 of the present invention to recruit individual players and/or to hold a team tryout or team tryouts for individual players. Although described as using the apparatus 100 of the present invention to recruit individual players and/or to hold a team tryout or team tryouts for individual players for an esports team, the preferred embodiment of FIG. 18 can also be utilized by a team or by any individual or entity to recruit and/or to hold a tryout or tryouts for individual players or for teams of players for any video game as well as for any other sport or athletic competition. In another preferred embodiment, the apparatus 100 of the present invention can be utilized by a team or by any individual or entity to recruit and/or to hold a tryout or tryouts for individual players or for teams of players for any sport or athletic competition for which any sport of athletic competition or event described herein which can be the subject of sports betting or sports betting activities.

In a preferred embodiment, it is envisioned that individual players can pre-register with the apparatus 100 as an individual player, or that teams of players can pre-register with the apparatus 100 as a team of players, so that information, analytics information, and/or statistical information, for and regarding these respective individual players and/or teams of players can be stored, maintained, and/or accessed, by any individual or entity when seeking to recruit individual players or teams of players. It is also envisioned that individual players or teams of players can pre-register with the apparatus 100 to receive alerts regarding team openings, team recruiting activities, and/or team tryouts.

With reference to FIG. 18, the operation of the apparatus 100 can commence at step 1800. At step 1801, an authorized team representative of a team seeking to recruit an individual player, individual players, or a team of individual players, can access the central processing computer 10 using his or her user communication device 20. At step 1802, the authorized team representative can either enter recruitment search information, for one of more individual players or for a team of players, into the user communication device 20 and can transmit the recruitment search information to the

central processing computer **10**. At step **1802**, the authorized team representative can also enter team tryout information regarding a team tryout or team tryouts into the user communication device **20** and can transmit the team tryout information to the central processing computer **10**.

At step **1803**, the central processing computer **10** can receive and process the recruitment search information and/or the team tryout information and the central processing computer **10** can identify one or more individual players or one or more teams of players for the team to consider and/or the central processing computer **10** can identify one or more individual players or one or more teams of players who desire to be notified regarding a team tryout or team tryouts. At step **1804**, the central processing computer **10** can generate, and can transmit to the user communication device **20** of the authorized team representative, a recruitment report in response to the processing of the recruitment search information. In a preferred embodiment, the recruitment report can include information regarding one or more individual players or one or more teams of players who or which have been identified along with information or links to information, analytics information, and/or statistical information, if available, for each individual player or team of players.

At step **1804**, the central processing computer can also generate a team tryout notification message or messages and can transmit the same to the respective user communication devices **20** of each individual player or team of players who expressed a desire to be notified about or regarding any team tryout or team tryouts of this team or any other teams. The team tryout notification message can include information regarding the team, the date(s) and time(s) of the tryouts, and link or hyperlink to a tryout sign-up page which can be maintained at the central processing computer **10**. At step **1804**, any individual players or teams of players who received the team tryout notification message, or who otherwise learned of the tryout or tryouts, can access the central processing computer **10** and can sign up for the team tryout or team tryouts.

At step **1804**, the central processing computer **10** can also process the information regarding the individual players or teams of players who signed up for the tryout or tryouts and can generate a team tryout report containing the names and any other information or links to information, analytics information, and/or statistical information, if available, of and for each individual player or team of players who have signed up for the team tryout or tryouts. At step **1804**, the central processing computer **10** can also transmit the team tryout report to the user communication device **20** of the authorized team representative.

At step **1805**, the authorized team representative can review any information contained in the recruitment report and/or the team tryout report and can proceed with the process of recruiting any number of individual players or teams of players. For example, the authorized team representative can access any information, analytics information, and/or statistical information, regarding any one or more individual players or teams of players which may be stored in any information/analytics provider computers **70**, and/or the authorized team representative can identify and invite individual players or teams of players for team tryouts. At step **1805**, the team can also hold a team tryout of tryouts for any individual players or teams of players. In a preferred embodiment, a team tryout or team tryouts can be held via the electronic forum described herein, whereby the individual players or teams of players can play the selected game or esports games, or engage in any other activity in and via

the electronic forum while being observed and/or while being viewed by team representatives, team officials, and/or team scouts.

In a preferred embodiment, at step **1805**, the video and/or audio recording device(s) **20J** of a respective player's user communication device **20** can be utilized to record video and/or audio of the individual player who is engaging in a tryout, with the video and audio being transmitted to the central processing computer **10** and being displayed via the electronic forum during the tryout. In this manner, individual players can be verified as being the actual players who are participating in the tryout or tryouts.

At step **1805**, the team can also attend to any other recruitment activities, tryout activities, and/or scouting activities, in order to identify individual players or teams of players for scouting, recruitment, and/or acquisition, purposes, and/or in order to determine whether additional recruitment and/or scouting activities may be needed or desired.

At step **1806**, any data and/or information obtained from any of the previously described steps or activities for the embodiment of FIG. **18** can be stored for the team in the database **10H** of the central processing computer **10**. Thereafter, the operation of the apparatus **100** will cease at step **1807**.

In another preferred embodiment, as well as in any and/or all of the embodiments described herein, the apparatus **100** of the present invention can also be utilized in order to provide for the video and/or audio verification of a player or players, such as described in step **1805** of the embodiment of FIG. **18**, for or in any sport, game, match, tournament, or competition, and/or in any video game, in any esports video game, game, match, tournament, or competition, and/or in any tryouts, such as those team tryouts described herein with regards to the preferred embodiment of FIG. **18** or other tryouts. In this regard, the apparatus **100** of the present invention can be utilized to verify the identity of players or participants in any game, match, tournament, or competition, and/or in any tryout or tryouts by players for any team, game, match, tournament, or competition. In this manner, the apparatus **100** of the present invention can also be used to prevent, or to guard against, situations wherein another person might attempt to play or participate in a game, match, or activity, for or on behalf of an identified player.

In another preferred embodiment, as well as in any and/or all of the embodiments described herein, the apparatus **100** of the present invention can allow players of video games or esports video games to engage in playing these video games or esports video games with or using virtual reality or augmented reality headsets and/or equipment.

In another preferred embodiment of the present invention, the apparatus **100** and methods of FIGS. **16**, **17**, and **18** can be utilized for, involving, or in connection with, any game, competition, or any other activity, including those in which can be the subject of sports betting or sports betting activities, or which can be the subject of any betting or gambling activities or any other gaming or non-gaming activities.

In another preferred embodiment, the apparatus **100** and methods of the present invention can be utilized to provide and/or facilitate viewer or listener interaction with, viewer or listener participation in, and/or viewer or listener control over the presentation of, any program, any event, any game, any sporting event, game, tournament, or competition, and/or any marketing information.

The apparatus **100** and methods of the present invention can facilitate viewer or listener interaction with a program, programs, an event, events, a game, games, a sporting event,

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sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials (hereinafter also referred to as a “program”, “event”, or “game”). The apparatus 100 and methods of the present invention can also be utilized in conducting transactions of any kind or type.

In another preferred embodiment, the apparatus 100 and methods of the present invention can also be utilized in order to facilitate user or viewer or listener interaction with advertisements, and/or user or viewer selection of advertisements. The apparatus 100 and methods of the present invention can also be utilized in order to perform targeted advertising and/or marketing activities. The apparatus 100 and methods of the present invention can also be utilized in order to perform market research and/or to gather market research information as well as any analytics information relating to any of the herein-described activities.

The apparatus 100 and methods of the present invention can also facilitate viewer or listener participation in, with, or in connection with, a program, programs, an event, events, a game, games, a sporting event, sporting events, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials. The apparatus and method of the present invention can also facilitate user or viewer or listener communication(s) with participants of any of the herein-described programs, events, or games, in connection with which the apparatus 100 and/or methods of the present invention can be utilized.

The apparatus 100 and methods of the present invention can also be utilized in order to facilitate user or viewer participation in games, television, radio, and/or other media, games, contests, and/or sporting events. The apparatus 100 of the present invention can also be utilized in order to allow users or viewers to assist or help, or otherwise communicate and/or interactive with, participants in a program, event, or game. The apparatus 100 of the present invention can also be utilized in order to allow users or viewers to share in prizes, winnings, and/or compensation, which can be provided by the respective program, event, or game. The apparatus 100 and methods of the present invention can also be utilized in order to allow users or viewers to participate in game strategy exercises or games.

The apparatus 100 and methods of the present invention can also facilitate viewer or listener control over the presentation of a program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

The apparatus 100 and methods of the present invention can also be utilized in order to allow a user or viewer to select the camera, microphone, and/or vantage point or

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location, from which the user or viewer desires to view or listen to a program, an event, or a game. For example, a viewer can select the camera angles from which he or she desires or view a program, an event, or a game (i.e. a viewer watching a football game can select the cameras via which he or she wants to view a play or a portion of the game).

The apparatus 100 and methods of the present invention can also be utilized by a user or viewer in order to order or to control the viewing of instant replays, the viewing of a program, event, or game, or portion thereof, in split screen or multiple screen format, in order to allow for the viewing of the instant replay as well as the broadcast. The apparatus 100 and methods of the present invention can also be utilized by a user or viewer in order to order video and/or audio recordings of a program, event, or game, or portions thereof.

The apparatus 100 and methods of the present invention can be utilized in conjunction with, or in connections with, any of the various types of kinds of user communication devices 20 or other computers described herein as well as with any types of kinds of interactive televisions, interactive personal computers, interactive computers, telephones, video telephones, personal communication devices, two-radios, radio receivers having the capability to communicate with the broadcasting entity, and/or any other device which can receive video information, audio information, audio/visual (“AV”) information, text information, multimedia information, and which can facilitate the interactive functionality described herein as being provided by the apparatus 100 and methods of the present invention.

The apparatus 100 and methods of the present invention can also be utilized by a user or viewer to select and/or to control the user’s or viewer’s viewing and/or listening vantage point(s), to select to view and/or to hear an instant replay or recording of previously presented material, and/or to select and/or to control any viewing or listening functionality related to the respective program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

The apparatus 100 and methods of the present invention, in a preferred embodiment, can also be utilized in conjunction with an interactive television or interactive televisions. In another preferred embodiment, the apparatus 100 and methods of the present invention can also be utilized in conjunction with any one or more of a computer, a personal computer, a telephone, a wireless telephone, a personal digital assistant, a video telephone, a videophone, a radio, a personal communication device, a wireless device, a handheld device, a palm-top device, a watch, a two-way radio, and/or any other communication device(s) and/or computer(s), or any other of the various types or kinds of user communication devices 20 described herein.

In a preferred embodiment of the apparatus 100 and methods of the present invention, the central processing computer 10 as well as any of the herein-described content provider computers 60 can be used by a content provider to broadcast or to stream video and/or audio information of, for, or regarding, any of the herein-described programs, events, games, sporting events, athletic events, competitions, tournaments, television programs, television shows, television game shows, movies, radio programs, marketing

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programs, infomercials, marketing information, and/or commercials. In addition to the various content providers described herein who or which can utilize the apparatus **100** and methods of the present invention in any and/or all of the embodiments described herein, content providers who or which utilize the apparatus **100** and methods of the present invention can also include any television broadcaster, television broadcasting company or entity, any radio broadcaster, radio broadcasting company or entity, any cable, satellite, or network, television broadcaster, cable, satellite, or network, television broadcasting company or entity, any internet streaming broadcaster or entity, or any other media broadcaster or media streaming entity.

Similarly, any of the herein-described gaming facility computers **50** can be used by a respective gaming facility owner or operator to broadcast or to stream video and/or audio information of, for, or regarding, any of the herein-described programs, events, games, sporting events, athletic events, competitions, tournaments, television programs, television shows, television game shows, movies, radio programs, marketing programs, infomercials, marketing information, and/or commercials.

In addition to the various types or kinds of user communication devices **20** described herein, which can be utilized with the apparatus **100** of the present invention, the user communication device **20** can also be, or can include, an interactive television, a telephone, a personal computer, a laptop computer, a tablet computer, a cellular telephone, a wireless telephone, a smart phone, a wireless communication device, a personal digital assistant, a personal communication device, an internet-enabled watch, internet-enabled glasses, a virtual reality (VR) headset, an augmented reality (AR) headset, a video telephone, a videophone, a radio, an interactive radio, a two-way radio, and/or any other communication device(s) and/or computer(s), or any other device, for enabling the respective user, viewer, or listener, to interact with, participate in, and/or provide control over the presentation of, the program, event, or game, which is being broadcast to and/or being provided to, the user, viewer, or listener.

In a preferred embodiment, any of the central processing computer(s) **10**, the content provider computers **60**, and the gaming facility computers **50**, used in connection with the apparatus **100** of the present invention, can include and/or can have associated therewith, any and/or all of the components, computers, systems, cameras, microphones, recording devices, receivers, transmitters, amplifiers, repeaters, and/or any other devices which are normally associated with conventional and/or interactive broadcasting systems, or networks. In the case of cameras, microphones, and/or their respective recording devices, any number of cameras, microphones, or associated recording devices, can be utilized and can be located at any appropriate location in, on, and/or around, a respective venue, stage, set, filming venue, filming stage, filming set, stadium, arena, hall, or other place or location of the program, event, or game. In a preferred embodiment, any cameras and/or microphones can be moveable, pivotable, and/or can otherwise be controlled or manipulated, by the respective central processing computer **10**, the respective content provider computer(s) **60**, and/or the respective gaming facility computer(s) **50**. Any camera(s) can also be controlled or manipulated by user or viewer via his or her user communication device **20**.

In a preferred embodiment, the database **10H** of the central processing computer **10**, the database(s) **60H** of the content provider computer(s) **60**, and/or the databases **50H** of the gaming facility computer(s) **50**, can also contain data

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and/or information regarding the various programs, events, games, and/or other broadcasts which are provided by apparatus **100**, by the central processing computer (s) **10**, and/or by any of the content provider computers **60** and/or gaming facility computers **50** described herein, data and/or information regarding schedules for programs, events, and/or games, data and/or information regarding the users, viewers, or listeners, who or which utilize the apparatus **100**, including but not limited to name, address, telephone number, fax number, e-mail address, account number, interactive account number, user or individual profile information, user or individual viewing habit information, user or individual viewing selections, past viewing and/or interactive behavior, and/or any other information regarding the users, viewers, or listeners.

The database **10H** of the central processing computer **10**, the database(s) **60H** of the content provider computer(s) **60**, and/or the databases **50H** of the gaming facility computer(s) **50**, and/or any of the other databases **70H**, **80H**, **90H**, **95H**, and/or **97H** described herein, can also contain account information relating to the user's, viewer's, or listener's, interactions with programs, events, or games, gaming accounts, game accounts, and/or financial accounts, as well as data and/or information regarding e-mail accounts, communication accounts, bulletin board accounts, chat room accounts, etc., for facilitating communication between any of the users, viewers, listeners, content providers, gaming facilities, participants, players, and/or other users or individuals or entities who or which utilize the apparatus **100**.

In another preferred embodiment, the user communication device **20** can also be, or can include, a television or an interactive television which can be, and/or can include the components and/or systems (i.e. television receiver, speaker(s), television display screen, picture tube, projection device, control panel, antenna and/or cable interface, remote control, etc.) of, a conventional television, a digital television, projection television, a high definition television, and/or any other type of television and/or television system. The user communication device **20**, and/or its television or interactive television, can also include any other components and/or systems for facilitating the operation of the user communication device **20** as described herein. In another preferred embodiment, the user communication device **20** can also be, or can include, a radio or an interactive radio.

In a preferred embodiment, the database(s) **20H** of the user communication device(s) **20**, the database **10H** of the central processing computer **10**, the database(s) **60H** of the content provider computer(s) **60**, and/or the databases **50H** of the gaming facility computer(s) **50**, and/or any of the other databases **70H**, **80H**, **90H**, **95H**, and/or **97H** described herein, can also contain data and/or information regarding the various programs, events, games, and/or other broadcasts of streaming content, which are provided by the apparatus **100**, the central processing computer **10**, and/or any other computer or communication device described herein, data and/or information regarding schedules for programs, events, and/or games, data and/or information regarding the users, viewers, or listeners, who or which utilize the apparatus **100**, including but not limited to name, address, telephone number, fax number, e-mail address, account number, interactive account number, user or individual profile information, user or individual viewing habit information, user or individual viewing selections, past viewing and/or interactive behavior, and/or any other information regarding the users, viewers, or listeners.

In a preferred embodiment, the database(s) **20H** of the user communication device(s) **20**, the database **10H** of the

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central processing computer **10**, the database(s) **60H** of the content provider computer(s) **60**, and/or the databases **50H** of the gaming facility computer(s) **50**, and/or any of the other databases **70H**, **80H**, **90H**, **95H**, and/or **97H** described herein, can also contain data and/or information regarding account information relating to the user's, viewer's, or listener's interactions with programs, events, or games, gaming accounts, game accounts, and/or financial accounts, data and/or information regarding e-mail accounts, communication accounts, bulletin board accounts, chat room accounts, etc., for facilitating communication between any of the users, viewers, listeners, content providers, participants, players, and/or other users or individuals or entities who or which utilize the apparatus **100**. The respective databases **20H**, **10H**, **30H**, **40H**, **50H**, **60H**, **70H**, **90H**, **95H**, and/or **97H** can also contain any other data and/or information described herein as being processed and/or utilized by the apparatus **100** and/or any of its component systems and/or devices.

In a preferred embodiment, the apparatus **100** and methods of the present invention can be utilized in order to facilitate viewer or listener interaction with a program, programs, an event, events, a game, games, a sporting event, sporting events, an athletic event, athletic events, a competition, competitions, a tournament, tournaments, a television program, television programs, a television show, television shows, a television game show, television game shows, a movie, movies, a radio program, radio programs, a marketing program, marketing programs, an infomercial, infomercials, marketing information, a commercial, and/or commercials.

FIG. **19** illustrates a preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. With reference to FIG. **19**, the operation of the apparatus **100** commences at step **1900** with the user's or the viewer's viewing of, or deciding to view, a television program, event, game, sporting event, or athletic event, on or via the user communication device **20**. In the case of a radio program, event, or game, the operation of the apparatus **100** can commence with the user's listening, or deciding to listen, to the radio program, event, game, sporting event, or athletic event, on or via the user communication device **20**.

At step **1900**, the television program, event, game, sporting event, or athletic event, game, can also be or include a commercial, an advertisement, and/or marketing information, which is being provided to and/or on or via the user communication device **20**. The content provider, gaming facility, or other broadcaster or streamer or streaming provider of the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, can be any content provider, broadcaster, streamer or streaming provider, or media provider. The respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, can be broadcast or streamed from the central processing computer **10** and/or by any content provider computer **60** or any gaming facility computer **50**.

At step **1901**, the user or viewer can interact with the content provider, broadcaster, streamer or streaming provider, or media provider, of the of the program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, by entering information in the form of a request for information, a response to a query or question provided by the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, and/or can enter information

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in any other form. For example, at step **1901**, the user or viewer can request that the respective content provider, broadcaster, streamer or streaming provider, or media provider, provide the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, to the user or viewer in any one or more of in color, in black and white, in three dimensional (3D) form, in a VR format, in an AR format, in high definition format, in stereo sound, and/or in any other broadcasting, streaming, or presentation, form or format.

The user or viewer can, using his or her user communication device **20** and/or any video and/or audio recording device(s) **20J** of same, interact with the respective content provider, broadcaster, streamer or streaming provider, or media provider, of the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, by any one or more of voice conferencing, video chat, telephone conversation, video-phone conversation, speaking directly with an individual, text messaging, instant messaging, e-mail messaging, facsimile messaging, and/or via any other appropriate manner or technique, and/or via any combination of same via the central processing computer **10** and/or any video and/or audio recording device(s) **10K** of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60J** of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50J** of same.

The user or viewer, at step **1901**, can also enter a request for schedules of any of the respective programs, events, games, sporting events, athletic events, commercials, advertisements, and/or marketing information, and/or a request for information, including, but not limited to descriptions of, actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, and/or related information, and/or any other information, pertaining to and/or relating to any of the respective programs, events, games, sporting events, athletic events, commercials, advertisements, and/or marketing information. For example, a user or viewer can request a short description of a respective program, event, game, sporting events, athletic events, commercial, advertisement, and/or marketing information, such as, for example, but not limited to, actors involved, players involved, athletes involved, event description, game participants, user or viewer participation in a game or game show, commercial type, and/or compensation paid for the commercial, and/or any other information.

At step **1901**, the user or viewer can also request information on any goods, products, and/or services, which he or she is interested in purchasing, order, or leasing. The information can be in the form of requested commercials, advertisements, marketing information, and/or infomercials, which may or which may not facilitate user or viewer interactivity.

At step **1901**, the user or viewer can also enter a request to receive a respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, on demand. In the case of commercials, advertisements, and/or marketing information, which seek to obtain user or viewer responses and/or participation, a user or viewer can request information regarding the respective commercials, advertisements, and/or marketing information, along with information concerning the compensation, if any, paid of provided to the user or viewer for the user or viewer's participation in same.

At step **1901**, the user or viewer can also request to participate in the respective commercials, advertisements,

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and/or marketing information. At step 1901, the user or viewer can also request to receive certain types of, and/or specific, commercials, advertisements, and/or marketing information, during commercial breaks in a program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information. The user or viewer can also request a program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, to be provided with commercial interruption. At step 1901, the user or viewer can also enter any other information and/or requests which can be related to the interactive use of the apparatus 100 of the present invention.

At step 1902, the user's of viewer's entered information or request can be transmitted to the central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50. At step 1903, the entered information or request can be received and processed by the central processing computer 10 and/or by the respective content provider computer 60 or gaming facility computer 50.

At step 1904, the central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50 will provide the user or viewer with the requested program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, by transmitting the same to the user's or viewer's user communication device 20, in the requested form or format and/or in any other requested manner, if appropriate. In a preferred embodiment, the requested program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, can also be provided via the herein-described electronic form, chat room, or web page.

At step 1905, the user or viewer can view, interact with, and/or place a bet or bets on or regarding, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, or any activity before, during, or after, the same, as well as interact with the same and/or interact with any participants, players, athletes, coaches, managers, or any other users or viewers before, during, or after the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information. For example, in the case of a commercial, an advertisement, marketing information, a program, an event, and/or a game, which allows or requests user, viewer, or listener, involvement, user, viewer, or listener, interaction, and/or user, viewer, or listener, responses, of any kind, the user, viewer, or listener, can interact with the event, enter responses to surveys, commercials, advertisements, marketing information, enter information or comments relating to programs, events, and/or games, place a bet or bets on or regarding the same, and/or in any other way interact with and/or provide information to the respective content provider, broadcaster, streamer or streaming provider, or media provider, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information.

At step 1905, the user or viewer can also enter into transactions to purchase, lease, or place an order for, any goods, products, and/or services, which can be seen in and/or which can be featured in any of the programs, events, games, sporting events, athletic events, commercials, advertisements, and/or marketing information or infomercials.

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At step 1906, the data and/or information indicative of, or representing, the user's or viewer's actions, activities, bets, and/or responses, can be transmitted from the user communication device 20 to the central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50. At step 1907, the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, can receive and process the user or viewer entered data and/or information indicative of, or representing, the user's or viewer's actions, activities, bets, and/or responses.

At step 1907, the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, can store the data and/or information received from the user or viewer and/or can store information derived from the user or viewer entered actions, activities, bets, and/or responses and any data and/or information indicative of the same. In instances when the user or viewer's interaction calls for a response, the providing of additional information, the providing of a service, and/or the providing of compensation, to the user or viewer, the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, can, at step 1907, provide the respective response, additional information, service, and/or compensation, to the user or viewer, to the user or viewer's user communication device 20, and/or to an account, gambling, financial, or otherwise, which is associated with the user or viewer.

In instances when the user or viewer places a bet or bets, or purchases, leases, or orders, goods, products, and/or services, the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, can process the placement of the bet or bets, or process the purchases, orders, and/or related transactions, and can facilitate, or process information for facilitating, the placement of any bet or bets or any transactions between the user or viewer and the respective content provider, broadcaster, streamer or streaming provider, or media provider, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information. At step 1907, the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, can provide, and transmit, an appropriate bet confirmation message, or order confirmation message, and/or transaction report, to the user communication device 20.

The user or viewer, or listener, interaction information and/or responses can be stored at the respective central processing computer 10 and/or to the respective content provider computer 60 or gaming facility computer 50, and/or in their respective databases 10H, 60H, or 50H, and can be made available for later use by any of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information.

At step 1907, any of the herein-described information provided by the respective central processing computer 10, and/or to the respective content provider computer 60 or gaming facility computer 50, to the user communication

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device **20** can also be output in hard copy form from the output device **20I** such as from a printer, and/or stored in electronic form in the database **20H**.

Steps **1905** through **1907** can be repeated throughout the duration of the presentation of the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information. Thereafter, the operation of the apparatus **100** will cease at step **1908**.

The embodiment of FIG. **19** can also be utilized in order to allow the user or viewer to request certain programs, events, games, sporting events, athletic events, commercials, advertisements, and/or marketing information, which the user or viewer desires to view and/or to interact with, to place a bet or bets on or regarding same, to allow the user or viewer to request or select the form of presentation of the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, and/or to allow the user or viewer to interact with, to place a bet or bets with a bookmaker or with other users or viewers, to enter information, and/or to respond to information, provided by, and/or found or featured in, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information.

In another preferred embodiment of the embodiment of FIG. **19**, the information which is stored, at step **1907**, in the respective central processing computer **10** and/or to the respective content provider computer **60** or gaming facility computer **50**, and/or in their respective databases **10H**, **60H**, or **50H**, can be utilized by any of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, and/or by any advertisers or marketers, or bookmakers, or any other users of the apparatus **100**, in order to perform targeted advertisement and/or marketing campaigns to certain user or viewers.

In another preferred embodiment of the embodiment of FIG. **19**, the information which is stored, at step **1907**, in the respective content provider computer **60** or gaming facility computer **50**, and/or in their respective databases **10H**, **60H**, or **50H**, can be utilized to perform market research activities and/or to gather market research data and/or information. The apparatus **100** of FIG. **19** can also be utilized in order to conduct market research activities, test marketing activities, and/or focus group activities.

In another preferred embodiment, the apparatus **100** of the present invention can also be utilized in order to provide for a compensation-based user or viewer, or listener, interaction. In this embodiment, the user or viewer, or listener, can be compensated and/or can be otherwise paid for his or her interactivity and/or participation in programs, events, games, sporting events, athletic events, commercials, advertisements, surveys, and/or marketing activities, provided to the user or viewer, or listener. In this regard, for example, a producer of a television program or movie can ascertain which actors or types of stories the user, viewer, or listener, or users, viewers, or listeners, enjoy or desire to see, which types of programs, events, games, sporting events, athletic events, commercials, advertisements, surveys, and/or marketing activities, or which event performers the users, viewers, or listeners, desire to see, which types of games, sporting events, athletic events, and which types of compensation. the users, viewers, or listeners, desire to see played and/or

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provided to participants and/or to participating user, viewers, or listeners, which types of advertisements, commercials, and/or marketing information users, viewers, or listeners, or desire to view, listen to, or participate in, and/or any other information which any of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, participating in, or of, the respective program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, may be interested in obtaining from users, viewers, or listeners, in an interactive user environment.

FIG. **20** illustrates another preferred method for utilizing the apparatus **100** of the present invention. With reference to FIG. **20**, the operation of the apparatus **100** commences at step **2000**. At step **2001**, the user or viewer can access the central processing computer **10** via the user communication device **20**.

At step **2002**, the user or viewer can select the program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, which the user or viewer desires to view and/or with which the user or viewer desires to interact. The user or viewer can select the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, from a menu(s) or listing(s) which identifies the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, the schedule(s) of the broadcasting or the streaming of the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, along with the amount and type of compensation offered for viewing and/or interacting with the same. For example, a program producer can provide a program to a user or viewer and ask the user or viewer for story suggestions any time or times throughout the playing of the program. The program producer can offer compensation to a user or viewer for providing information or suggestions via the user communication device **20** to the central processing computer **10**, at any time during, prior to, and/or subsequent to, the playing of the program, television show, movie, and/or other program, which may assist the program producer in obtaining ideas for new or later program stories and/or story lines and/or for getting an indication of which subject matter a viewer or group of viewers may be interested.

Similarly, an event promoter can obtain valuable information concerning the types, or subject matter, of events in which a viewer or group of viewers may be interested. In a similar manner, a team owner can obtain information from viewing fans regarding which players the viewer or group of viewers desire to see play and/or the types of plays which they desire to see being executed.

Providers of goods, products, and/or services, advertisers, marketers, and/or sponsors, can also obtain information and/or feedback regarding advertisements, commercials, marketing campaigns, and/or prior experience and/or degrees of satisfaction and/or dissatisfaction with any of the respective goods, products, and/or services.

At step **2002**, the user or viewer can make a selection or the selections of any number of kinds and/or types of program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information.

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At step **2003**, the user's or viewer's selection(s) can be transmitted from the user communication device **20** to the central processing computer **10**. At step **2004**, the central processing computer **10** can receive and process the user's or viewer's selection(s). At step **2004**, the central processing computer **10** can provide the selected program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, to the user's or viewer's user communication device **20**, one at a time and/or in any order selected or desired by the user or viewer, and/or selected randomly by the central processing computer **10**.

At step **2005**, the user or viewer can view the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, and interact with the same by any one or more of providing answers to specific questions, by providing answers to general questions, by responding to specific prompts or requests for user or viewer feedback, and/or by making suggestions and/or comments regarding the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information.

At step **2005**, the user's or viewer's replies, responses, comments, and/or suggestions, can be transmitted from the user communication device **20** to the central processing computer **10** in real-time or shortly after entered into the user communication device **20** and/or during the broadcast or the streaming of the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, or all at once upon the completion of the broadcast or the streaming of the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information.

At step **2006**, the central processing computer **10** can receive and process the user's or viewer's replies, responses, comments, and/or suggestions. At step **2006**, the central processing computer **10** can store the user's or viewer's replies, responses, comments, and/or suggestions, as well as any information derived therefrom. At step **2006**, the central processing computer **10** can also calculate the amount of compensation earned by the user or viewer.

At step **2007**, the central processing computer **10** can effectuate payment of the compensation to a financial account associated with the user or viewer and transmit a message to the user communication device **20** in order to provide notification to the user or viewer of the compensation which the user or viewer earned for his or her participation in the respective program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information.

In the preferred embodiment, the central processing computer **10** can manage and/or administer financial accounts for any of the herein-described users or viewers, as well as for any of the herein-described content providers, broadcasters, streamers or streaming providers, media providers, producers, disseminators, sponsors, advertisers, or marketers, of any of the herein-described program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information. In a preferred embodiment, the central processing computer **10** can make payments of compensation from any of the accounts or financial accounts associated with any of the herein-described content providers, broadcasters, streamers or streaming providers, media providers, producers, disseminators, sponsors, advertisers, or marketers, of any of the herein-described program, event,

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game, sporting event, athletic event, commercial, advertisement, and/or marketing information.

Any of the information obtained and/or processed at or during steps **2005** and **2006** can be stored in the database **10H** of the central processing computer **10** for later use by any of the herein-described content providers, broadcasters, streamers or streaming providers, media providers, producers, disseminators, sponsors, advertisers, or marketers, of any of the herein-described program, event, game, sporting event, athletic event, commercial, advertisement, and/or marketing information, and/or for later use in market research activities. Steps **2004** through **2007** can also be repeated for each of the program(s), event(s), game(s), sporting event(s), athletic event(s), advertisement(s), commercial(s), and/or marketing information, selected by the user or viewer. Thereafter, the operation of the apparatus **100** will cease at step **2008**.

The apparatus **100** of FIG. **20** can also be utilized in conjunction with providing compensation-based user or viewer interactivity and/or participation with television programs, events, games, sporting event(s), athletic event(s), advertisements, commercials, and/or marketing information, via any of the herein-described user communication devices **20**.

In the herein-described manner, the apparatus **100** of the present invention can be utilized in order to provide compensation-based user, viewer, or listener, interactivity and/or participation with any types or kinds of programs, events, games, sporting event(s), athletic event(s), advertisements, commercials, and/or marketing information. The information obtained from the operation of the embodiment of FIG. **20** can also be utilized in order to conduct targeted advertising and/or marketing campaigns and/or activities.

In another preferred embodiment, the apparatus **100** of the present invention can be utilized in order to enable a user or viewer to participate in a program, event, and/or game. In this preferred embodiment, the user or viewer can participate in a program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event. The user or viewer can communicate with actors, hosts, directors, newscasters, broadcasters, event performers, performers, game contestants, game players, athletes, professional sports athletes, professional sports players, amateur sports athletes, amateur sports players, and/or any other individual(s) participating in and/or located at the respective set, studio, performance hall, event venue, stadium, arena, and/or other venue. For example, in the case of a program, a user or viewer can communicate with the participants, such as, for example, a talk show host, a talk show guest, a reporter, or any other individual, and/or the user or viewer can be a member of the live studio audience. In the case of a television game show, a user or viewer or users of viewers can communicate with and/or can assist a game show contestant such as, for example, assist them in answering game questions, etc., and/or the user or viewer or users or viewers can share in game show prizes along with the contestants.

In the case of a sporting event, such as, for example, a baseball game, football game, soccer match, basketball game, hockey game, and/or any other sporting event, the user or viewer or users or viewers can communicate with a player, players, coaches, team benches, team dugouts, broadcasters, and/or other individuals participating in the sporting event and/or participating in the broadcast or the streaming of the same.

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In the case of television game shows and/or radio game shows, it is envisioned that any one or more of the herein-described content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, of or participating in, any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, and/or any marketers of same, can contribute and/or can donate prizes and/or prize moneys, which can be shared and/or split, in any appropriate manner, between a game show's contestant(s) and the user or viewer or the users or viewers who are assisting and/or who are aligned with the contestant(s). For example, it is envisioned that the participation of users or viewers in, or along with, a game show's viewing audience, and hence, the opportunity to draw a larger viewing audience, can be an incentive for content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, of or participating in, the same to contribute prizes and/or moneys, or to contribute to increased amounts of same. In a similar manner, the opportunity for members of the viewing audience to win prizes or money can be an incentive for users or viewers to view, listen to, and/or participate, in the game show.

FIG. 21 illustrates another preferred embodiment method for utilizing the apparatus 100 of the present invention, in flow diagram form. With reference to FIG. 21, the operation of the apparatus 100 commences at step 2100. At step 2101, the user or viewer can access the central processing computer 10 using his or her user communication device 20 and can select the respective program, television show, news broadcast, event, performance, television game show, game show, game, contest, and/or sporting event or athletic event, which he or she desires to view. In the case of a radio listener, the listener can select the radio program, event, game, or game show, and/or sporting event or athletic event, which he or she desires to listen to. At step 2101, information regarding the user's or viewer's selection can be transmitted from the user communication device 20 to the central processing computer 10.

At step 2102, the central processing computer 10 can commence transmitting, broadcasting, or streaming, the respective program, television show, news broadcast, event, performance, television game show, game show, game, contest, and/or sporting event or athletic event, to the viewer's user communication device 20.

At step 2103, at any time during, prior to, and/or subsequent to, the transmission of, the broadcasting of, or the streaming of, the respective program, television show, news broadcast, event, performance, television game show, game show, game, contest, and/or sporting event or athletic event, the respective user, viewer, or listener, can, via his or her communication device 20 and/or any video and/or audio recording device(s) 20J of same, communicate with a respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, participating in and/or located at the respective set, studio, performance hall, event venue, stadium, arena, and/or other venue, of the respective program,

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television show, news broadcast, event, performance, television game show, game show, game, contest, and/or sporting event or athletic event.

The user or viewer can, via his or her user communication device 20, communicate with, converse with, and/or transmit messages to, a respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, by any one or more of voice conversation, telephone conversation, videophone conversation, video conferencing conversation, audio and video telephone conversation, Internet telephony conversation, speaking directly with an individual, text messaging, instant messaging, e-mail message, facsimile messaging, and/or via any other appropriate manners or techniques, and/or via any combination of same. In a preferred embodiment, the respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, can communicate with the user or viewer via his or her own user communication device 20 and/or any video and/or audio recording device(s) 20K of same, via the central processing computer 10 and/or any video and/or audio recording device(s) 10K of same, via the content provider computer 60 and/or any video and/or audio conferencing device(s) 60J of same, and/or via the gaming facility computer 50 and/or any video and/or audio conferencing device(s) 50J of same.

For example, in the case of a program, a user or viewer can communicate with the participants of same, such as, for example, a talk show host, talk show guest, reporter, or other person, and/or the user or viewer can be a member of the live studio audience. In the case of a television game show, a user or viewer or users or viewers can communicate with, and/or can assist, a game show contestant such as, for example, by assisting them in answering game questions, or assisting them in any other way, and/or the user or viewer or users or viewers can share in game show prizes along with the contestants.

In the case of a sporting event, such as, for example, but not limited to, a baseball game, football game, basketball game, soccer match, hockey game, and/or any other sporting event, the user or viewer or users or viewers can communicate with a player, players, coaches, team benches, team dugouts, broadcasters, and/or other individuals participating in the sporting event and/or participating in the broadcast or the streaming of the same.

The user, viewer, or listener, can communicate with the respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, via his or her user communication device 20 and the central processing computer 10, content provider computer 60, and/or gaming facility computer 50, and/or any communication devices associated with same. The respective communication devices of the central processing computer 10, content provider computer 60, and/or gaming facility computer 50, can be, or can include, a personal computer, laptop computer, tablet computer, cellular telephone, smart phone, personal digital assistant, telephone, video camera(s), microphone(s), speakerphone(s), videophone(s), and/or any other device(s), or combination of devices for facilitating, or which can facilitate, a voice communication, a video communication, an audio commu-

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nication, and/or a voice and video communication, involving the user or viewer and the respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual.

In the case of a program, a user or viewer can talk with, converse with, speak to, and/or interact with, participants of the same such as, for example, a talk show host, talk show guest, reporter, or any other person. The user or viewer can also be a participating member of the live studio audience. In the case of a television game show, the user or viewer can talk with and/or can assist a game show contestant such as, for example, by assisting them in answering game questions or assisting them in any other manner. The user or viewer or a group of individual users or viewers can also provide assistance to and/or provide consultation to the contestant regarding a game show question(s) and/or a game show playing strategy.

The user or viewer can, via his or her user communication device **20**, communicate with, converse with, speak to, and/or transmit messages to, the game show contestant by any one or more of voice conversation, telephone conversation, videophone conversation, video conferencing conversation, audio and video telephone conversation, Internet telephony conversation, speaking directly with an individual, text messaging, instant messaging, e-mail message, facsimile messaging, and/or via any other appropriate manners or techniques, and/or via any combination of same. The user or viewer can, via his or her user communication device **20**, communicate with, converse with, speak to, and/or transmit messages to, the game show contestant via the contestant's own user communication device **20** and/or any video and/or audio recording device(s) **20K** of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10K** of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60J** of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50J** of same.

The user or viewer can share in game show prizes along with the contestant. The contestant and the user or viewer or the users or viewers can agree to share prizes and and/or prize money as a team. The sharing percentages can be dictated by the game producers and/or by the sponsors and/or can be agreed to by the contestant and the user or viewer or the users or viewers. As described herein, it is envisioned that any one or more of the content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, and/or marketers, can contribute and/or can donate prizes and/or prize monies, which can be shared and/or split, in any appropriate manner, between a game show's contestant(s) and the user or viewer or users or viewers who are assisting, providing consultation to, and/or who are aligned with, the contestant(s).

In another preferred embodiment, the user or viewer can be an actual contestant in a game show in his or her own right by playing the game via his or her user communication device **20**. In this manner, the apparatus **100** can facilitate the remote playing in a game by a user or viewer or by any number of users or viewers.

In the case of a sporting event, such as, for example, a baseball game, football game, basketball game, soccer match, hockey game, and/or any other sporting event or

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athletic event, the user or viewer or users viewers can, via his, her, or their user communication device **20** and/or any video and/or audio recording device(s) **20J** of same, talk with, interact with, and/or monitor, a respective player, players, coaches, teams, team benches, team dugouts, broadcasters, streaming entities, and/or other individuals participating in the sporting event or athletic event and/or participating in the broadcast of same or in the streaming of the same, with the respective player, players, coaches, teams, team benches, team dugouts, broadcasters, streaming entities, and/or other individuals using his, her, or their own user communication device **20** and/or any video and/or audio recording device(s) **20K** of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10K** of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60J** of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50J** of same.

For example, the user or viewer can discuss the game with a player, coach, or other individual, involved in the game and/or in the broadcast of the game or the streaming of the game via his or her user communication device **20**. It is also envisioned that any one or more of the content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, can pay the respective players, coaches, teams, broadcasters, and/or other individuals, and/or contribute and/or donate money and/or other goods, products, and/or services, to the respective players, coaches, teams, broadcasters, and/or other individuals, and/or to their charities, in exchange for their participation in communications with, and/or activities involving, the user or viewer or users or viewers.

In a similar manner, it is also envisioned one or more of the content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the actors, players, athletes, teams, leagues, referees, umpires, participants, directors, producers, disseminators, and/or sponsors or advertisers, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, can pay the actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, and/or other individual, and/or contribute and/or donate money and/or other goods, products, and/or services, to the respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, and/or other individual, and/or to their charities, in exchange for their participation in communications with, and/or activities involving, the user or viewer or users or viewers.

At step **2104**, the central processing computer **10** and/or the content provider computer **60** or gaming facility computer **50** can determine the amount(s) or prizes and/or winnings earned or won by the user or viewer, at step **2103**, and/or the central processing computer **10** and/or the content provider computer **60** or gaming facility computer **50** can determine the amount(s) or money earned by the respective actors, hosts, directors, newscasters, broadcasters, event performers, performers, game contestants, players, coaches,

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teams, broadcasters, and/or other individuals, and/or their charities, for their respective participation in communications with the user or viewer or users or viewers at step 2103.

At step 2105, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can effectuate payment of amounts due to financial accounts associated with the respective user(s), viewer(s), actor(s), host(s), director(s), newscaster(s), broadcaster(s), event performer(s), performer(s), game contestant(s), player(s), coaches, team(s), and/or other individuals, and/or their charities, from the financial accounts of the respective content providers, broadcasters, streamers or streaming providers, or media providers, or any one or more of the producers, disseminators, and/or sponsors or advertisers, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information.

At step 2106, any information concerning any of the communications, interactions, and/or activities, occurring during steps 2102 through 2105, including compensation earned by any of the herein-described respective user(s), viewer(s), actor(s), host(s), director(s), newscaster(s), broadcaster(s), event performer(s), performer(s), game contestant(s), player(s), coaches, team(s), and/or other individuals, can be stored in the respective databases 10H, 60H, and/or 50H, of the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50. Thereafter, the operation of the apparatus 100 will cease at step 2107.

In another preferred embodiment, the apparatus 100 of the present invention can be utilized in order to allow users, viewers, listeners, and/or spectators, to participate in, to engage in, and/or to play in, game strategy games and/or to engage in game strategy contests or exercises, for recreational purposes, for training purposes, and/or for any other purpose or purposes. It is envisioned that users, viewers, listeners, or spectators, can try to anticipate the plays or play strategies of the team(s) or player(s) participating in a game, sporting event, or athletic event. For example, in the case of a baseball game, a user, viewer, listener, or spectator, can try to anticipate a play, which can include, but which is not limited to, a next pitch thrown in a baseball game (such as, for example, a fastball, slider, curve ball, pitch out, intentional walk, etc.), a batter's hitting instructions, a batter's actions (such as, for example, to take a pitch, execute a hit-and-run, etc.), a base runner's actions (such as, for example, to hold the base, to steal a base, execute hit-and-run), a defensive player's positioning and/or fielding strategies, and/or any other player actions and/or plays which can be performed and/or which can be made by a team(s) and/or a player(s) on both the batting team and/or the fielding team.

In the case of a football game, a user, viewer, listener, or spectator, can try to anticipate a play, which can include, but which is not limited to, an offensive play or offensive plays, such as, but not limited to, a rushing play, a run, a pass, a punt, a field goal, a defensive play or defensive plays, such as, but not limited to, covering certain players, blitzes, and/or any other defensive plays, etc., and/or any other type(s), kind(s), and/or variation(s), of any plays which can be made or performed by a team(s) and/or by player(s) in a football game.

The apparatus 100 of the present invention can also be utilized in conjunction with any other game, games, match, matches, contest, and/or contests, in which the respective game, games, match, matches, contest, and/or contests, can

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be segmented into plays which can facilitate a user, viewer, listener, or spectator, attempting to guess or to anticipate a play or action and, thereafter, facilitating the ability to compare the actual play or action with the user's, viewer's, listener's, or spectator's, anticipated play, action, and/or guess.

The apparatus 100 can record the user's, viewer's, listener's, or spectator's, anticipated plays, actions, and/or guesses, compare the same with the actual plays and/or actions, and determine and/or calculate a score for the user, viewer, listener, or spectator. The score can be a score indicative of a user's, viewer's, listener's, or spectator's, successes at correctly anticipating plays or actions. The score can also be a score indicative of a user's, viewer's, listener's, or spectator's, inability to correctly anticipate plays or actions.

It is envisioned that, in order to promote viewership with its attendant advantages (such as, for example, increased advertisement exposure, increased commercial exposure, increased fan participation, team jersey and/or souvenir sales, etc.), the respective content providers, broadcasters, streamers or streaming providers, or media providers, disseminators, and/or sponsors or advertisers, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, can sponsor viewer, listener, or spectator, game strategy, game participation, and/or other, contests which can award monetary and/or other prizes, to contest winners. The prizes can include cash prizes, goods, products, services, tickets to games, trips, private lessons from a player or players, and/or any other type or kind of prize.

FIG. 22 illustrates another preferred embodiment method for utilizing the apparatus 100 of the present invention. The embodiment of FIG. 22 can be utilized in conjunction with any or the user communication devices 20 described herein and can also be utilized in conjunction with an interactive television, an interactive radio, and/or any of the other types or kinds of user devices 20 and/or computers or communication devices described herein. The embodiment of FIG. 22 can also be utilized by users or spectators at the game, game venue, stadium, and/or arena, by utilizing their respective user communication devices 20 which can be any one or more of a device or devices located at their seats, wireless or mobile telephones, cellular telephones, hand-held devices, personal digital assistants, videophones, and/or other communication devices and/or any of the user communication devices described herein. In this manner, the apparatus 100 of FIG. 22 can also be utilized by users, viewers, listeners, and/or spectators, who are present at game, game venue, stadium, and/or arena.

With reference to FIG. 22, the operation of the apparatus commences at step 2200. At step 2201, the user, viewer, listener, or spectator, can access, via his or her user communication device 20, the central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 and can game, sporting event, or athletic event, which he or she desires to view or listen. At step 2202, the broadcast or streaming content of the game, sporting event, or athletic event, can be transmitted to and/or provided to the user communication device 20.

At any time during step 2202, the user, viewer, listener, or spectator, can enter his or her play choice or choices into his or her user communication device 20 and transmit same to the central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50. The play

choice or choices can include any number and/or types of plays or actions which can be made by and/or performed by any of the players on either team, the offensive team, and/or the defensive team (such as, for example the batting team, the fielding team, the offensive team, the defensive team, the special team, etc.). At any time during step 2202, the user, viewer, listener, or spectator, can also place a bet of any kind and/or can place a bet or bets regarding his or her play choice or choices and can transmit same from his or her user communication device 10 to the central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50.

The respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can compare user's, viewer's, listener's, or spectator's, play choice or choices against information regarding the actual play or plays. The actual play information can be entered by a game official or by any other official individual who is designated to enter the same into the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50.

At step 2202, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can compare the actual play information against the user's, viewer's, listener's, or spectator's, play choice or choices. At step 2202, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can award a point to the user, viewer, listener, or spectator, for a play which was correctly anticipated and/or picked. At step 2202, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can also determine, for each bet placed by the user, viewer, listener, or spectator, whether or not the bet was a winning bet or a losing bet.

Depending upon the game rules of the particular game, the user, viewer, listener, or spectator, can receive a point or points when correct, receive no points for a wrong pick, lose points for a wrong pick, and/or bet any number of points on any pick and either win or lose the wagered number of points depending upon the play's outcome. The above operation, at step 2202 will continue and/or can be repeated for any number or amount of plays and/or for any portion of, and/or the full duration of, the game, the sporting event, or the athletic event.

At step 2203, upon the completion of the user's, viewer's, listener's, or spectator's, play and/or upon the conclusion of the game, sporting event, or athletic event, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 will calculate or tally the scores of any participating users, viewers, listeners, or spectators, determine a winner or the winners and determine any respective prizes won by the winner or winners. At step 2203, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can also determine which bets places were sinning bets or losing bets.

At step 2204, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can, for the game, effectuate payment of, and/or the transfer of, the prize or prizes to winning users, viewers, listeners, or spectators. For example, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can effectuate an electronic funds transfer from an account(s) associated with a content provider, broadcaster, streamer or streaming provider, or media provider, disseminator, and/or sponsor or

advertiser, of the game, to an account associated with a user(s), viewer(s), listener(s), or spectator(s). The respective the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can also facilitate the shipment, delivery, and/or transfer, of any prize or prizes to any user(s), viewer(s), listener(s), or spectator(s). At step 2204, the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50 can also effectuate payments to the accounts of any user(s), viewer(s), listener(s), or spectator(s), who won a bet or bets as well as withdraw funds from accounts of any user(s), viewer(s), listener(s), or spectator(s), who lost a bet or bets.

At step 2205, any information relating to or regarding any of the herein-described games, and/or the participants, and/or winners and/or losers of same, can be stored in the respective database(s) 10H, 60H, and/or 50H, of the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50. At step 2205, any information relating to or regarding any bets placed can also be stored in the respective database(s) 10H, 60H, and/or 50H, of the respective central processing computer 10 and/or the content provider computer 60 or gaming facility computer 50. Thereafter, the operation of the apparatus 100 will cease at step 2206.

In another preferred embodiment, the above-described game can be played via an electronic forum, chat room, or web page, as described herein, and can be viewed by spectators who can place a bet or bets on the activities and/or outcomes which occur during the game as well a bet or bets which can be placed by spectators regarding which of the user(s), viewer(s), listener(s), or spectator(s), may win the game or lose the game, or regarding the number of correct play choices a user, viewer, listener, or spectator, may make.

In another preferred embodiment, the apparatus 100 of the present invention can be utilized in order to allow a user or viewer to select and/or to control the selection of any one or more of cameras, video cameras, television cameras, video recorders, microphones, and/or audio recorders, which are utilized in the broadcast or in the streaming of any one or more of the herein-described programs, television shows, news broadcasts, events, performances, television game shows, game shows, radio game shows, games, contests, and/or sporting events or athletic events, commercials, advertisements, and/or marketing information. In such a preferred embodiment, the user or viewer can also request, and receive transmissions of, instant replays, on-demand, and/or instant replays recorded by multiple cameras and/or microphones. The apparatus 100 of this preferred embodiment can also provide split screen displays and/or multiple screen displays for viewing the recordings of any number or plurality of cameras on the display device 20E of the user communication device 20 as well as in any electronic forum, chat room, or web page.

The apparatus 100 of the present invention in this preferred embodiment can also provide instant replays along with live broadcast information or live streaming information to, for example, allow a user or viewer to watch, in split screen format or in multiple screen format, an instant replay, or instant replays, of a prior play or portion of the performance while the live or taped broadcast or live or taped streaming transmission continues to be displayed via the user communication device 20. The apparatus 100 of this preferred embodiment can also provide for user or viewer ordering of a video recording of any portion of, and/or an entire, program, television show, news broadcast, event, performance, television game show, game show, radio game

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show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, for later viewing on-demand.

FIG. 23 illustrates another preferred embodiment method for utilizing the apparatus 100 of the present invention, in flow diagram form. In the preferred embodiment of FIG. 23, the apparatus 100 can be utilized in conjunction with the broadcasting of a sporting event or athletic event, such as, but not limited to, a baseball game, football game, basketball game, hockey game, soccer game, tennis match, and/or any other sporting event or game or athletic event or game. It is, however, to be understood that the apparatus 100 of FIG. 23 can also be utilized to perform or provide any of the above-described functionality in conjunction with any programs, television shows, news broadcasts, events, performances, television game shows, game shows, radio game shows, games, contests, and/or sporting events or athletic events, commercials, advertisements, and/or marketing information, of any type or kind.

For example, the apparatus 100 of FIG. 23 can be used to select a camera for viewing a play, a television program, a movie, or a concert performance, to view an instant replay or instant replays of portions of same, and/or to perform any other function of functionalities described herein as being capable of being performed by facilitated or with the apparatus 100 of FIG. 23. Any camera or cameras which are described herein as capable of being controlled or manipulated by the apparatus 100 can be component or components of the respective central processing computer 10 and/or any video and/or audio recording device(s) 10K of same, content provider computer 60 and/or any video and/or audio conferencing device(s) 60J of same, and/or gaming facility computer 50 and/or any video and/or audio conferencing device(s) 50J of same, and/or a user communication device 20 and/or any video and/or audio recording device(s) 20K of same.

With reference to FIG. 23, the operation of the apparatus 100 commences at step 2300. At step 2301, the user or viewer can, via his or her user communication device 20, access the respective central processing computer 10, and/or the content provider computer 60 or the gaming facility computer 50, and can select the program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, which he or she desires to view. As an example, the user or viewer can select a football game to view or watch. At step 2301, the user or viewer can preprogram information regarding the camera or cameras of the gaming facility computer 50 and/or any video and/or audio conferencing device(s) 50J of same, the content provider computer 60 and/or any video and/or audio conferencing device(s) 60J of same, and/or the central processing computer 10 and/or any video and/or audio recording device(s) 10K of same, from or via which he or she desires to view the game, and/or from which to pre-order instant replays of certain plays (such as, for example, first downs, touchdowns, scoring plays, penalties, and/or pass interceptions, and/or other plays).

At step 2302, the game can be broadcast or streamed to the user or viewer by transmitting same to the user communication device 20 which can any one or more of the user communication devices 20 described herein and/or which can be an interactive television and/or any other suitable device for viewing the game. At any time during the game broadcast of the streaming of the game, prior to the game broadcast of the streaming of the game, and/or at any other

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time, the user or viewer can, via the user communication device 20, transmit a signal to the respective central processing computer 10, to the content provider computer 60, and/or to the gaming facility computer 50 in order to select, and/or change a selection of, the camera or cameras, and/or the microphone or microphones, of the gaming facility computer 50 and/or any video and/or audio conferencing device(s) 50J of same, the content provider computer 60 and/or any video and/or audio conferencing device(s) 60J of same, and/or the central processing computer 10 and/or any video and/or audio recording device(s) 10K of same, from or via which the user or viewer desires to view, watch, or listen to, the game.

For example, the user or viewer can select a camera located at mid-field, a camera in the end zone, an upper deck camera, a rooftop camera, a field level camera, and/or a camera located at any point or location in and/or on the respective stadium, arena, or venue. The user or viewer can also select a camera located on a hovering blimp. The user or viewer can also select a microphone from which to listen to the game. The viewer can select a broadcaster's microphone, a team bench microphone, a referee's or game official's microphone, a stadium or field microphone, and/or any other microphone. The user or viewer can select a camera from a menu of any number of available cameras and/or can select a microphone from any number of available microphones. The user or viewer can select a camera(s) and/or microphone(s) from a menu of camera and/or microphone locations or platforms.

At any time during the broadcast of, or the streaming of, the game, at step 2302, the user or viewer can select and/or change viewing camera(s), listening microphone(s), view the game from multiple camera angles, listen to the game from different listening microphones, and/or otherwise utilize the video and/or audio obtained from the respective and/or different cameras and/or microphones which are available for use. For example, the user or viewer can view the game from mid-field, and can continue to select different viewing cameras and/or listening microphones as the game progresses. In a preferred embodiment, the selection and/or the changing of viewing cameras and/or listening microphones can take place in real-time and/or otherwise.

The providing of, or the transmission of, the video from the selected camera(s) and/or the audio from the selected microphone(s) can be provided to, or transmitted to, the user communication device 20 of the user or the viewer any one or more of instantly, near instantly, in real-time, in a time-delayed manner, and/or in any other manner which can be provided by the apparatus 100. In the preferred embodiment, it is desired to provide the video and/or the audio from the respectively selected camera(s) and/or microphone(s) as quickly as possible after the selection of the respective camera(s) and/or microphone(s) is made and/or as quickly as same can be made possible via, and/or effectuated, by the apparatus 100.

At any time during step 2302, the user or viewer can order or request an instant reply or instant replays of any play or action. The user or viewer can also request or order multiple instant replays of a play or action from different cameras, from different camera angles, and/or from different vantage points. The instant replay or replays can be transmitted to the user's or viewer's user communication device 20 from the central processing computer 10 and/or from any video and/or audio recording device(s) 10K of same, from the content provider computer 60 and/or from any video and/or audio conferencing device(s) 60J of same, and/or from the

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gaming facility computer **50** and/or from any video and/or audio conferencing device(s) **50J** of same.

The instant reply or replays can be provided to the user or viewer in regular single screen format, in split screen format, in multiple screen format, and/or in any other appropriate manner. The instant reply or replays can also be provided to the user or viewer in conjunction with the continuing live broadcast of live streaming of the game, in regular single screen format, in split screen format, in multiple screen format, and/or in any other appropriate manner.

At any time during step **2302**, the user or viewer can request and obtain video, audio, instant replays, and/or game information, analytics information, and/or game background information, from the central processing computer **10**, the content provider computer **60**, the gaming facility computer **50**, and/or the information/analytics provider computer **70**. At any time during step **2302**, the user or viewer can also place one or more bets on or regarding the game or any players, athletes, and/or participants, in or during the game. At any time during step **2302**, and/or at any time after the game, the user or viewer can order, from the central processing computer **10**, the content provider computer **60**, and/or the gaming facility computer **50**, a video recording, or a video tape, of the entire game and/or a portion of the game. Thereafter, the operation of the apparatus **100** will cease at step **2303**.

The apparatus **100** of FIG. **23** can be utilized in a same, a similar, and/or analogous, manner in connection with, or in conjunction with, any type or kind of program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information.

In any and/or all of the embodiments described herein, the user, viewer, or listener, can, via his or her user communication device **20**, communicate with, converse with, and/or transmit messages to, a respective content provider, broadcaster, streamer or streaming provider, media provider, disseminator, and/or sponsor or advertiser, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, or to a respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, by any one or more of voice conversation, telephone conversation, videophone conversation, video conferencing conversation, audio and video telephone conversation, Internet telephony conversation, speaking directly with an individual, text messaging, instant messaging, e-mail message, facsimile messaging, and/or via any other appropriate manners or techniques, and/or via any combination of same.

In any and/or all of the embodiments described herein, the user, viewer, or listener, can, via his or her user communication device **20**, communicate with, converse with, and/or transmit messages to, a respective content provider, broadcaster, streamer or streaming provider, media provider, disseminator, and/or sponsor or advertiser, and/or marketers, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, or to a respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant,

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game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual. In any and/or all of the embodiments described herein, the respective content provider, broadcaster, streamer or streaming provider, media provider, disseminator, and/or sponsor or advertiser, and/or marketer, of any respective program, television show, news broadcast, event, performance, television game show, game show, radio game show, game, contest, and/or sporting event or athletic event, commercial, advertisement, and/or marketing information, or the respective actor, host, director, newscaster, broadcaster, event performer, performer, game contestant, game player, athlete, professional sports athlete, professional sports player, amateur sports athlete, amateur sports player, and/or any other individual, can communicate with, and interact with, the user or viewer via its, his, her, or their, own user communication device **20** and/or any video and/or audio recording device(s) **20K** of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10K** of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60J** of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50J** of same.

It is important to note that the respective databases **10H**, **20H**, **30H**, **40H**, **50H**, **60H**, **70H**, **80H**, **90H**, **95H**, and/or **97H** of the respective computers, communication devices, or devices **10**, **20**, **30**, **40**, **50**, **60**, **70**, **80**, **90**, **95**, and/or **97**, described herein can contain any data and/or information which is needed or desired for performing all of the functionalities described herein as being performed by, or described as capable of being performed by, the apparatus **100** of the present invention. In this regard, any and/or data and/or information needed or desired for performing all of the herein-described functionalities of the apparatus **100**, the central processing computer **10**, and all of the other communication devices, computers, or other devices **20**, **30**, **40**, **50**, **60**, **70**, **80**, **90**, **95**, and **97** shall be stored in the respective databases **10H**, **20H**, **30H**, **40H**, **50H**, **60H**, **70H**, **80H**, **90H**, **95H**, and/or **97H** whether or not such data and/or information is explicitly described or stated herein.

In another preferred embodiment, as well as in any and/or all of the embodiments described herein, the apparatus **100** and methods of the present invention can be utilized in, or in connection with, gaming or gambling activities involving bets placed on fantasy sports teams, leagues, events, or other activities. In another preferred embodiment, as well as in any and/or all of the embodiments described herein, the apparatus **100** and methods of the present invention can also be utilized in, or in connection with, gaming or gambling activities involving bets placed on esports teams, leagues, events, or activities. In any and/or all of the embodiments described herein, each of the central processing computer(s) **10**, the user communication device(s) **20**, the sport governing body computer(s) **30**, the governmental entity computer(s) **40**, the gaming facility computer(s) **50**, the information/analytics provider computer(s) **70**, the social network computer(s) **80**, the financial institution computer(s) **70**, the escrow agent computer(s) **95**, and the wearable device(s) **97**, can each be specially programmed and/or specially configured to perform all of their respective functionalities whether either explicitly disclosed or implicitly disclosed.

The apparatus **100** and methods of the present invention provides and facilitates a global sports betting platform whereby individuals, users, or entities, can place bets on various sporting events, games, matches, activities, competitions, or tournaments, in a safe and secure manner, and in

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a socially enjoyable environment, and provides a platform whereby governmental entities can regulate and oversee sports betting activities while sports governing bodies can regulate and oversee sports betting activities to maintain the integrity of their sport.

While the present invention has been described and illustrated in various preferred and alternate embodiments, such descriptions are merely illustrative of the present invention and are not to be construed to be limitations thereof. In this regard, the present invention encompasses all modifications, variations, and/or alternate embodiments, with the scope of the present invention being limited only by the claims which follow.

What is claimed is:

1. A sports betting apparatus, comprising:

a processor, wherein the processor is specially programmed to provide an electronic forum, wherein the electronic forum is configured to provide a video or audio broadcast of a sporting event to a plurality of users, wherein the electronic forum is configured to allow at least some of the plurality of users to communicate with one another before, during, or after, the sporting event via video conferencing or audio conferencing, post comments or messages in the electronic forum before, during, or after, the video or audio broadcast, place a bet or any number of bets on an outcome of, or on an event which occurs during, the sporting event, receive information regarding bets available, betting odds, changes in betting odds, or analytics information, before, during, or after, the video or audio broadcast, and report an instance of suspected game fixing, match fixing, or cheating, involving the sporting event;

a transmitter, wherein the transmitter transmits the electronic forum to a user communication device associated with a user of the plurality of users; and

a receiver, wherein the receiver receives information transmitted from the user communication device associated with the user of the plurality of users,

wherein the processor processes an outcome of a bet on the sporting event and determines if the bet is a winning bet or a losing bet, and further wherein the processor processes information for settling the bet or for withholding a settlement of the bet,

wherein the sports betting apparatus automatically generates a report, wherein the report contains information regarding a bet placed, or bets placed, on the sporting event, information regarding outcomes of a bet placed, or bets placed, on the sporting event, information regarding an identity of individuals who placed a bet or bets on the sporting event or who watched the sporting event via the electronic forum, information regarding activity which took place in or via the electronic forum, or information regarding a comment or comments regarding an instance of suspected game fixing, match fixing, or cheating, and further wherein the sports betting apparatus transmits the report to a computer associated with a sport governing body, a governmental entity, a gaming facility, an analytics provider, a social network, a financial institution, or an escrow agent.

2. The sports betting apparatus of claim 1, wherein the sports betting apparatus processes information for placing a bet on the sporting event, wherein the bet is placed by the user of the plurality of users, and further wherein the sports betting apparatus generates a bet confirmation message containing information regarding the date and time of the bet, the amount of the bet, the date and time of the sporting

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event, and a link to the electronic forum, and further wherein the sports betting apparatus transmits the bet confirmation message to the user communication device or to a second user communication device associated with the user.

3. The sports betting apparatus of claim 1, wherein the user communication device is specially programmed or specially configured to allow the user to view the video or audio broadcast in 360 degree video, in virtual reality, or in augmented reality.

4. The sports betting apparatus of claim 1, wherein the sports betting apparatus receives information regarding an interaction by the user with the sporting event, and further wherein the sports betting apparatus determines an amount of compensation due the user for the user's interaction with the sporting event.

5. The sports betting apparatus of claim 1, wherein the sports betting apparatus receives information regarding a play choice or play choices of the user regarding a play or plays occurring during the sporting event, wherein the sports betting apparatus processes information for comparing the play choice or the play choices against actual plays which have occurred during the sporting event, and further wherein the sports betting apparatus computes a score indicative of how the play choice of the play choices compared with the actual plays.

6. The sports betting apparatus of claim 1, wherein the sports betting apparatus receives a control signal from the user communication device for selecting or for manipulating a camera or a microphone at a gaming venue at which the sporting event takes place, and further wherein the sports betting apparatus transmits video information from a selected camera or audio information from a selected microphone to the user communication device.

7. The sports betting apparatus of claim 1, wherein the sports betting apparatus receives a request by the user for an instant replay of a play or occurrence in or during the sporting event, and further wherein the sports betting apparatus transmits the instant replay to the user communication device.

8. The sports betting apparatus of claim 1, wherein the sports betting apparatus transmits, broadcasts, or streams, a television program, a radio program, a game, a game show, a television game show, a radio game show, a movie, a marketing program, an infomercial, or an advertisement or a commercial, to the user communication device.

9. The sports betting apparatus of claim 8, wherein the sports betting apparatus provides a communication link for allowing the user to communicate with, or interact with, an individual participating in the television program, the radio program, the game, the game show, the television game show, the radio game show, the movie, the marketing program, the infomercial, or the advertisement or the commercial.

10. The sports betting apparatus of claim 1, wherein the sporting event is an esports game or an esports competition.

11. A sports betting apparatus, comprising:

a processor, wherein the processor is specially programmed to provide an electronic forum, wherein the electronic forum is configured to provide a video or audio broadcast of an esports event to a plurality of users, wherein the electronic forum is configured to allow at least some of the plurality of users to communicate with one another before, during, or after, the esports event via video conferencing or audio conferencing, post comments or messages in the electronic forum before, during, or after, the video or audio broadcast, place a bet or any number of bets on an

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- outcome of, or on an event which occurs during, the esports event, receive information regarding bets available, betting odds, changes in betting odds, or analytics information, before, during, or after, the video or audio broadcast, and report an instance of suspected game fixing, match fixing, or cheating, involving the esports event;
- a transmitter, wherein the transmitter transmits the electronic forum to a user communication device associated with a user of the plurality of users; and
 - a receiver, wherein the receiver receives information transmitted from the user communication device associated with the user of the plurality of users,
- wherein the processor processes an outcome of a bet on the esports event and determines if the bet is a winning bet or a losing bet, and further wherein the processor processes information for settling the bet or for withholding a settlement of the bet,
- wherein the sports betting apparatus automatically generates a report, wherein the report contains information regarding a bet placed, or bets placed, on the esports event, information regarding outcomes of a bet placed, or bets placed, on the esports event, information regarding an identity of individuals who placed a bet or bets on the esports event or who watched the esports event via the electronic forum, information regarding activity which took place in or via the electronic forum, or information regarding a comment or comments regarding an instance of suspected game fixing, match fixing, or cheating, and further wherein the sports betting apparatus transmits the report to a computer associated with a sport governing body, a governmental entity, a gaming facility, an analytics provider, a social network, a financial institution, or an escrow agent.
12. The sports betting apparatus of claim 11, wherein the sports betting apparatus processes information for placing a bet on the esports event, wherein the bet is placed by the user of the plurality of users, and further wherein the sports betting apparatus generates a bet confirmation message containing information regarding the date and time of the bet, the amount of the bet, the date and time of the esports event, and a link to the electronic forum, and further wherein the sports betting apparatus transmits the bet confirmation message to the user communication device or to a second user communication device associated with the user.
13. The sports betting apparatus of claim 11, wherein the user communication device is specially programmed or specially configured to allow the user to view the video or audio broadcast in 360 degree video, in virtual reality, or in augmented reality.
14. The sports betting apparatus of claim 11, wherein the processor is specially programmed to process information for facilitating a providing, a distribution, a making available, or a licensing, of an esports game to an individual or an entity.
15. The sports betting apparatus of claim 11, wherein the processor is specially programmed to process information for allowing an individual or an entity to form an esports league.
16. The sports betting apparatus of claim 11, wherein the processor is specially programmed to process information for allowing an individual or an entity to recruit or to scout a player for an esports team.
17. A sports betting apparatus, comprising:
- a processor, wherein the processor is specially programmed to provide an electronic forum, wherein the

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- electronic forum is configured to provide a video or audio broadcast of an esports event to a plurality of users, wherein the electronic forum is configured to allow at least some of the plurality of users to communicate with one another before, during, or after, the esports event via video conferencing or audio conferencing, post comments or messages in the electronic forum before, during, or after, the video or audio broadcast, place a bet or any number of bets on an outcome of, or on an event which occurs during, the esports event, receive information regarding bets available, betting odds, changes in betting odds, or analytics information, before, during, or after, the video or audio broadcast, and report an instance of suspected game fixing, match fixing, or cheating, involving the esports event;
- a transmitter, wherein the transmitter transmits the electronic forum to a user communication device associated with a user of the plurality of users; and
 - a receiver, wherein the receiver receives information transmitted from the user communication device associated with the user of the plurality of users,
- wherein the processor processes an outcome of a bet on the esports event and determines if the bet is a winning bet or a losing bet, and further wherein the processor processes information for settling the bet or for withholding a settlement of the bet,
- wherein the sports betting apparatus automatically generates a report, wherein the report contains information regarding a bet placed, or bets placed, on the esports event, information regarding outcomes of a bet placed, or bets placed, on the esports event, information regarding an identity of individuals who placed a bet or bets on the esports event or who watched the esports event via the electronic forum, information regarding activity which took place in or via the electronic forum, or information regarding a comment or comments regarding an instance of suspected game fixing, match fixing, or cheating, and further wherein the sports betting apparatus transmits the report to a computer associated with a sport governing body, a governmental entity, a gaming facility, an analytics provider, a social network, a financial institution, or an escrow agent, wherein the sports betting apparatus is specially programmed to generate a tryout notification message, and further wherein the sports betting apparatus transmits the tryout notification message to a plurality of user communication devices associated with one or more esports players.
18. The sports betting apparatus of claim 17, wherein the sports betting apparatus provides a second electronic forum, wherein the second electronic forum is configured to facilitate a tryout by one or more of the one or more esports players.
19. The sports betting apparatus of claim 18, further comprising:
- a video recording device, wherein the video recording device records video of a player of the one or more esports players during the tryout.
20. The sports betting apparatus of claim 1, wherein the sports betting apparatus processes information for forming a league, or wherein the sports betting apparatus processes information for recruiting or for scouting a player for a team.