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Joao

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(54) **SPORTS BETTING APPARATUS AND METHOD**

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CPC ***G07F 17/3288*** (2013.01); ***G06Q 50/34*** (2013.01); ***G07F 17/3241*** (2013.01)

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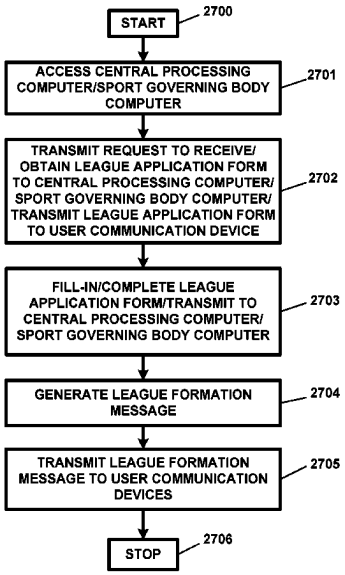
(57) **ABSTRACT**

An apparatus, including a processor, which provides an electronic forum which provides a video or audio broadcast or transmission of a sporting event or an esports sporting event or competition, an entertainment event, or educational or instructional content, and a user profile of a participant in, or person depicted in, the video or audio broadcast or transmission; a transmitter which transmits the electronic forum to a first user communication device of or associated with the first user; and a receiver which receives information transmitted from the first user communication device. The apparatus processes esports recruitment information and tryout information and generates a tryout notification message. The apparatus transmits the tryout notification message to the first user communication device or to a second user communication device of or associated with the first user or of or associated with an individual.

22 Claims, 37 Drawing Sheets



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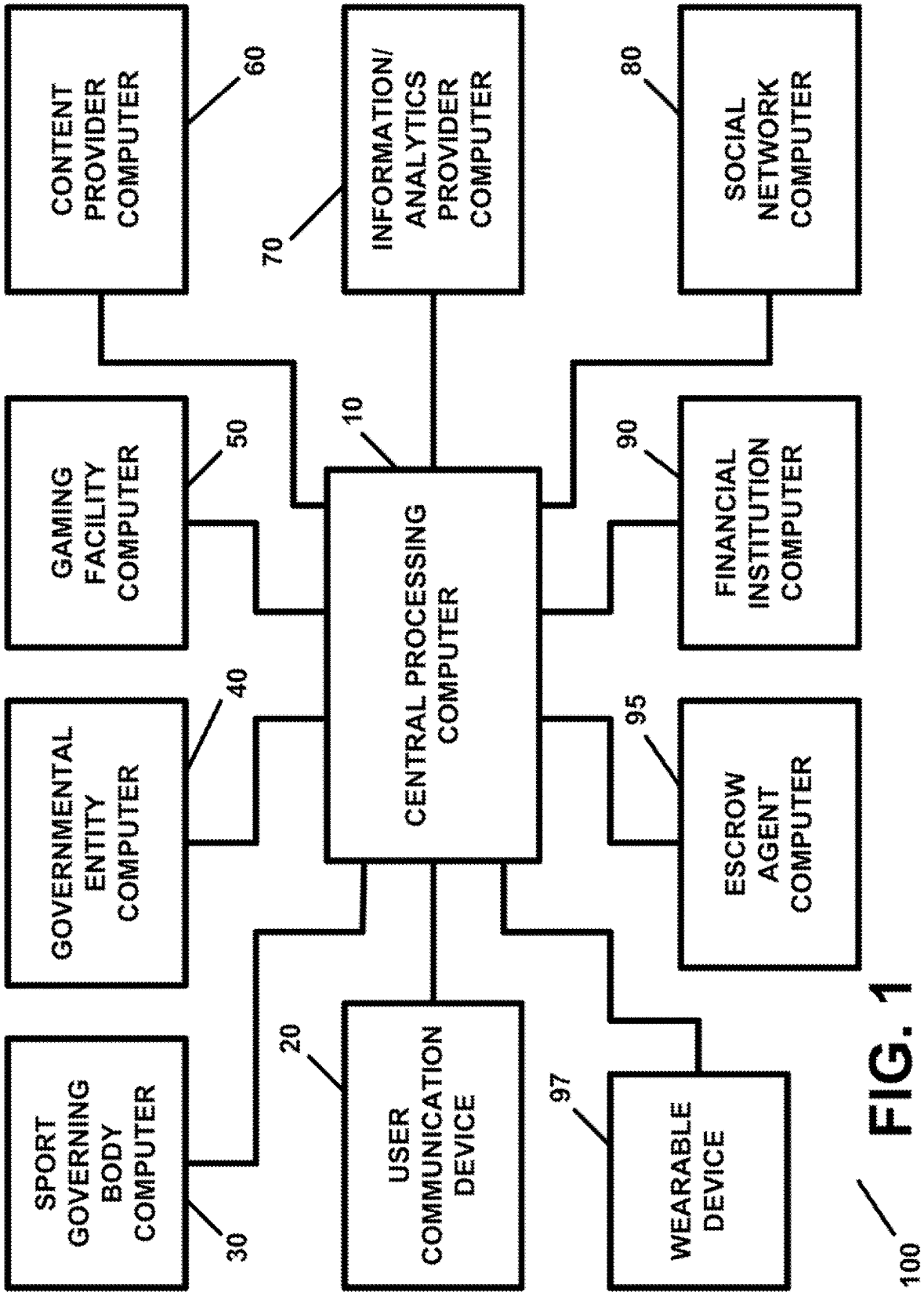
CONTENT PROVIDER COMPUTER
60
INFORMATION/ ANALYTICS PROVIDER COMPUTER
70
SOCIAL NETWORK COMPUTER
80
GAMING FACILITY COMPUTER
50
10
CENTRAL PROCESSING COMPUTER
90
FINANCIAL INSTITUTION COMPUTER
GOVERNMENTAL ENTITY COMPUTER
40
95
ESCROW AGENT COMPUTER
SPORT GOVERNING BODY COMPUTER
30
20
USER COMMUNICATION DEVICE
97
WEARABLE DEVICE
100

FIG. 1

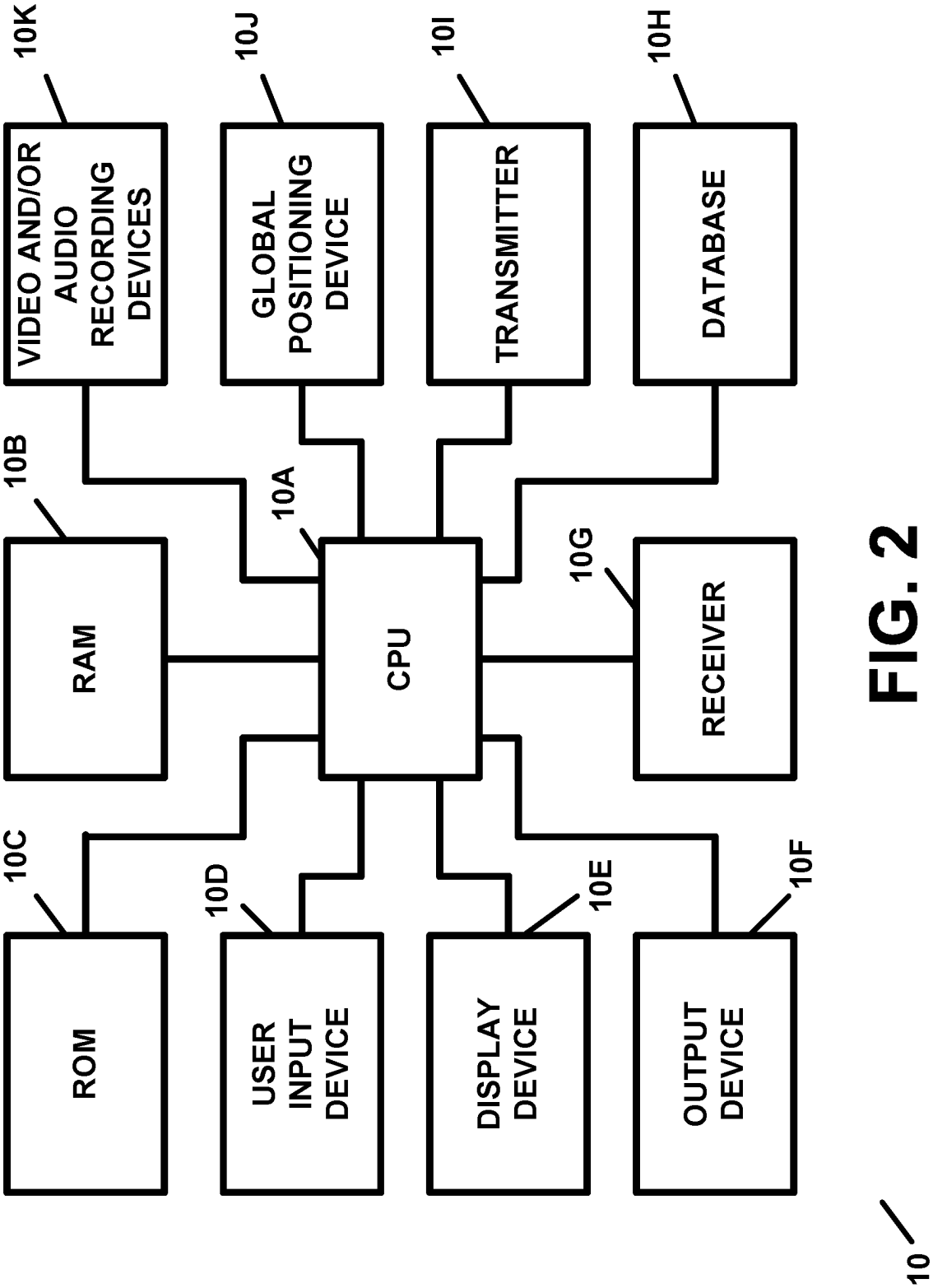
10K
VIDEO AND/OR AUDIO RECORDING DEVICES
10J
GLOBAL POSITIONING DEVICE
10I
TRANSMITTER
10H
DATABASE
10B
RAM
10A
CPU
10G
RECEIVER
10C
ROM
10D
USER INPUT DEVICE
10E
DISPLAY DEVICE
10F
OUTPUT DEVICE
10

FIG. 2

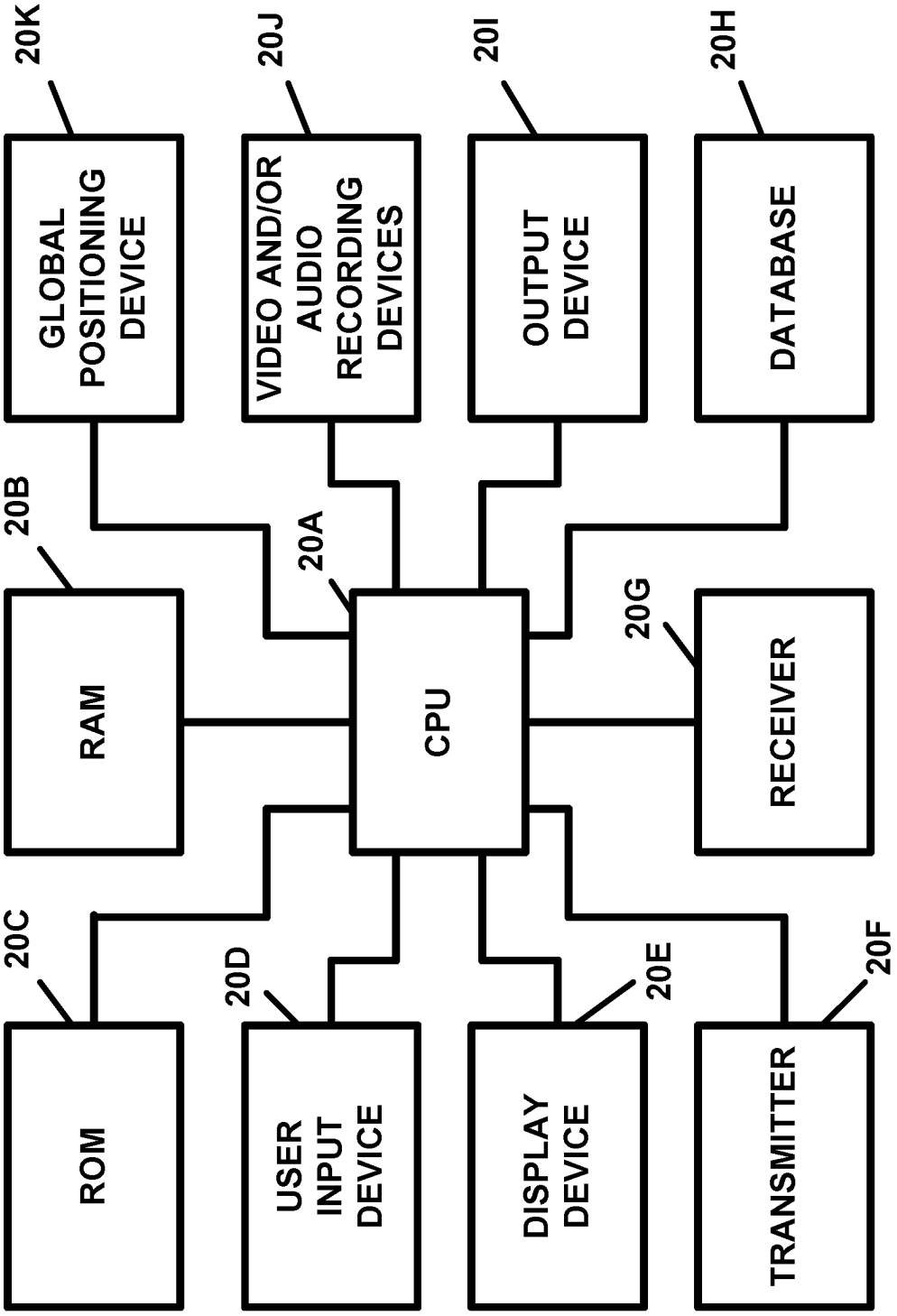
20K
GLOBAL POSITIONING DEVICE
20J
VIDEO AND/OR AUDIO RECORDING DEVICES
20I
OUTPUT DEVICE
20H
DATABASE
20B
RAM
20A
CPU
20G
RECEIVER
20C
ROM
20D
USER INPUT DEVICE
20E
DISPLAY DEVICE
20F
TRANSMITTER

FIG. 3

20

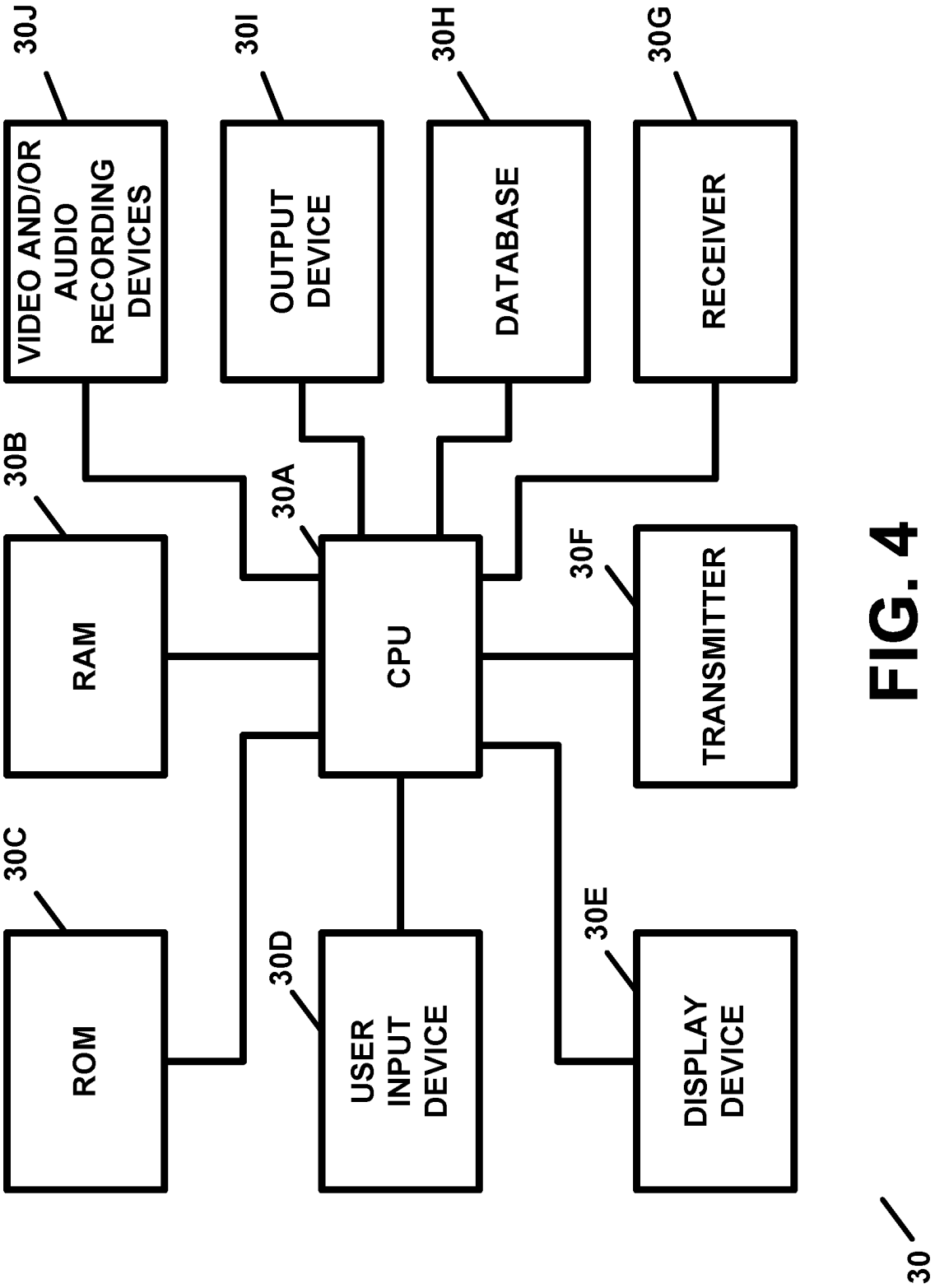
30J
VIDEO AND/OR AUDIO RECORDING DEVICES
30I
OUTPUT DEVICE
30H
DATABASE
30G
RECEIVER
30B
RAM
30A
CPU
30F
TRANSMITTER
30C
ROM
30D
USER INPUT DEVICE
30E
DISPLAY DEVICE
30

FIG. 4

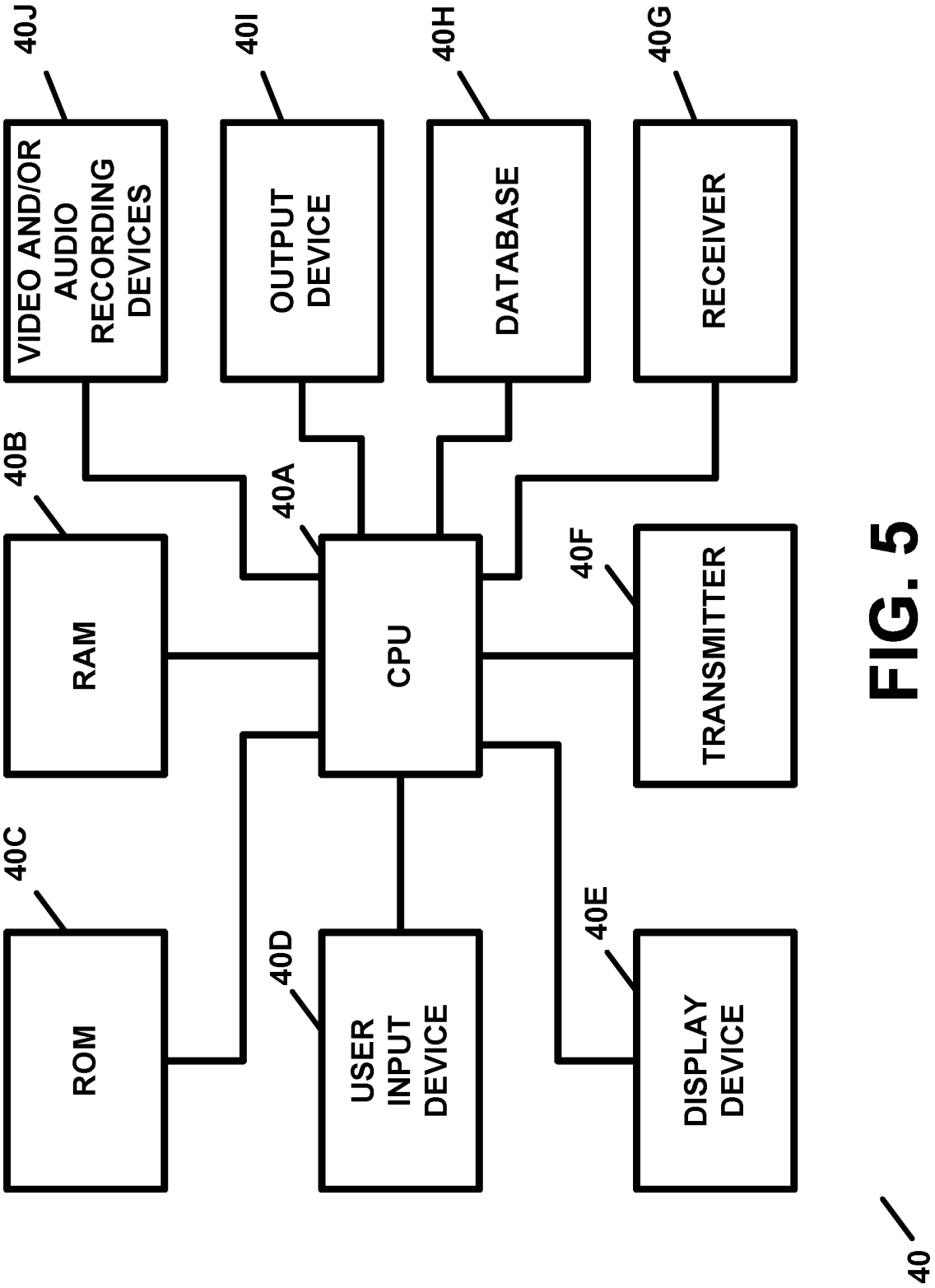
40J
VIDEO AND/OR AUDIO RECORDING DEVICES
40I
OUTPUT DEVICE
40H
DATABASE
40G
RECEIVER
40B
RAM
40A
CPU
40F
TRANSMITTER
40C
ROM
40D
USER INPUT DEVICE
40E
DISPLAY DEVICE
40

FIG. 5

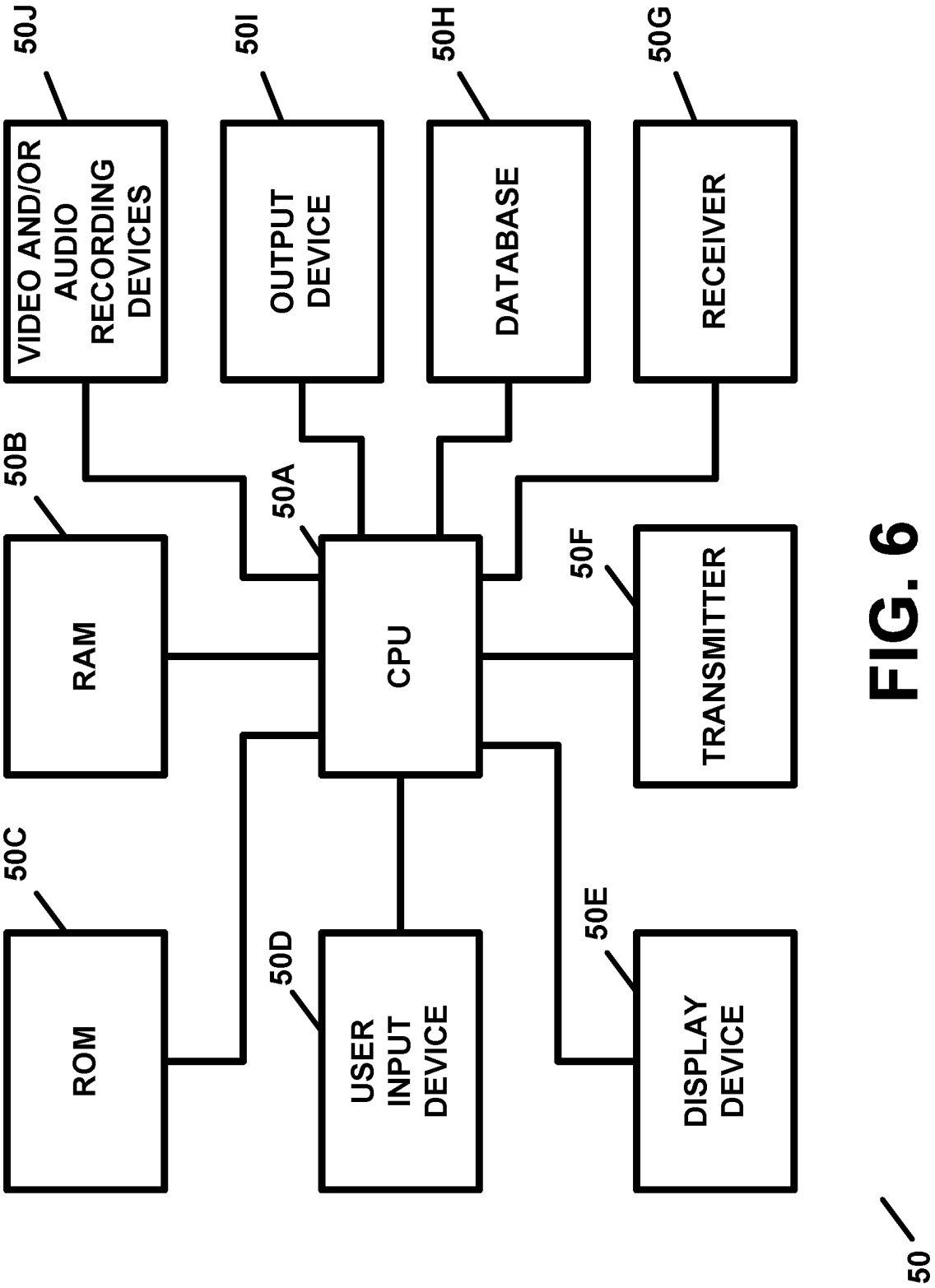
50J
VIDEO AND/OR AUDIO RECORDING DEVICES
50I
OUTPUT DEVICE
50H
DATABASE
50G
RECEIVER
50B
RAM
50A
CPU
50F
TRANSMITTER
50C
ROM
50D
USER INPUT DEVICE
50E
DISPLAY DEVICE
50

FIG. 6

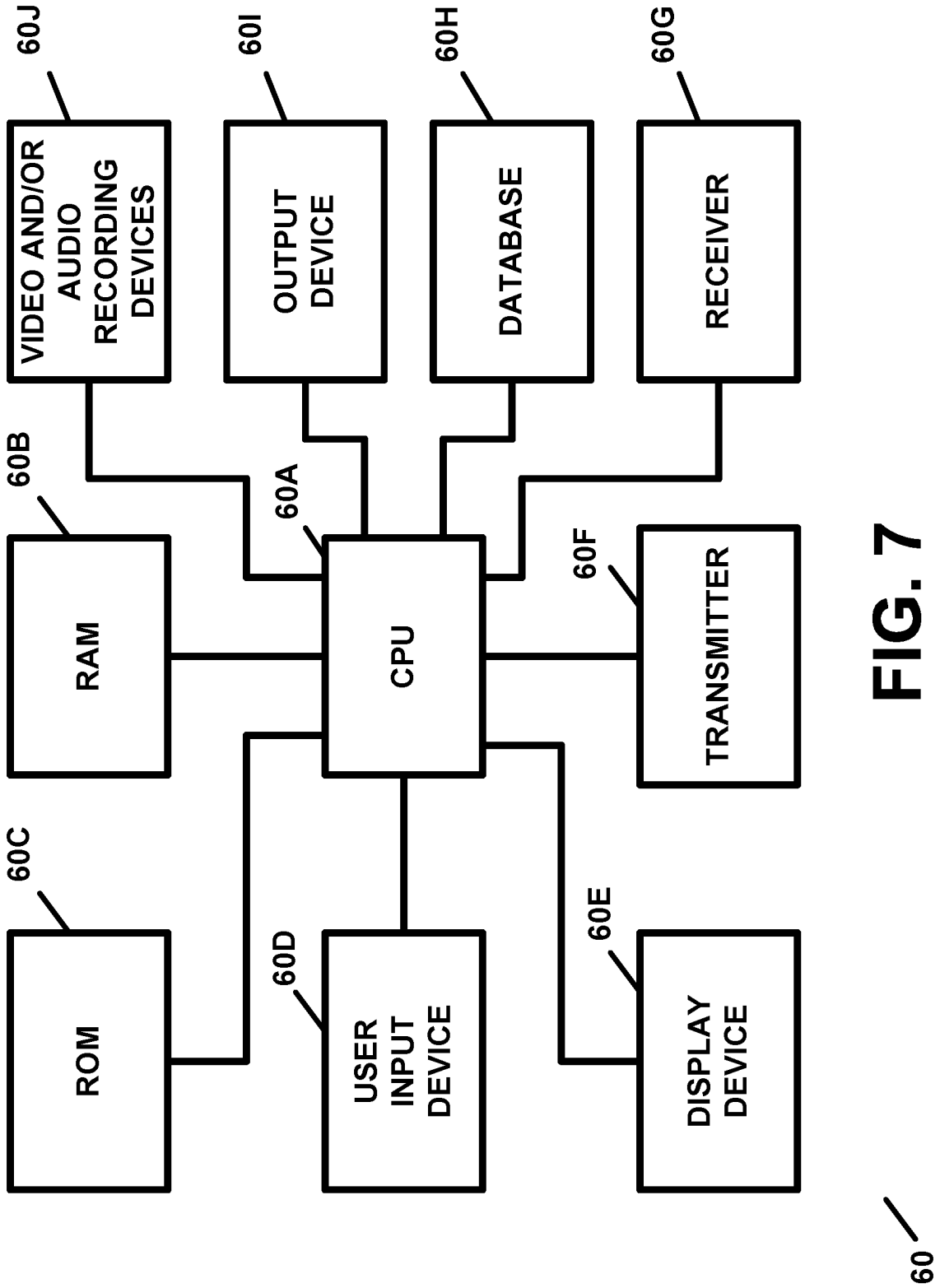
60J
VIDEO AND/OR AUDIO RECORDING DEVICES
60I
OUTPUT DEVICE
60H
DATABASE
60G
RECEIVER
60B
RAM
60A
CPU
60F
TRANSMITTER
60C
ROM
60D
USER INPUT DEVICE
60E
DISPLAY DEVICE
60

FIG. 7

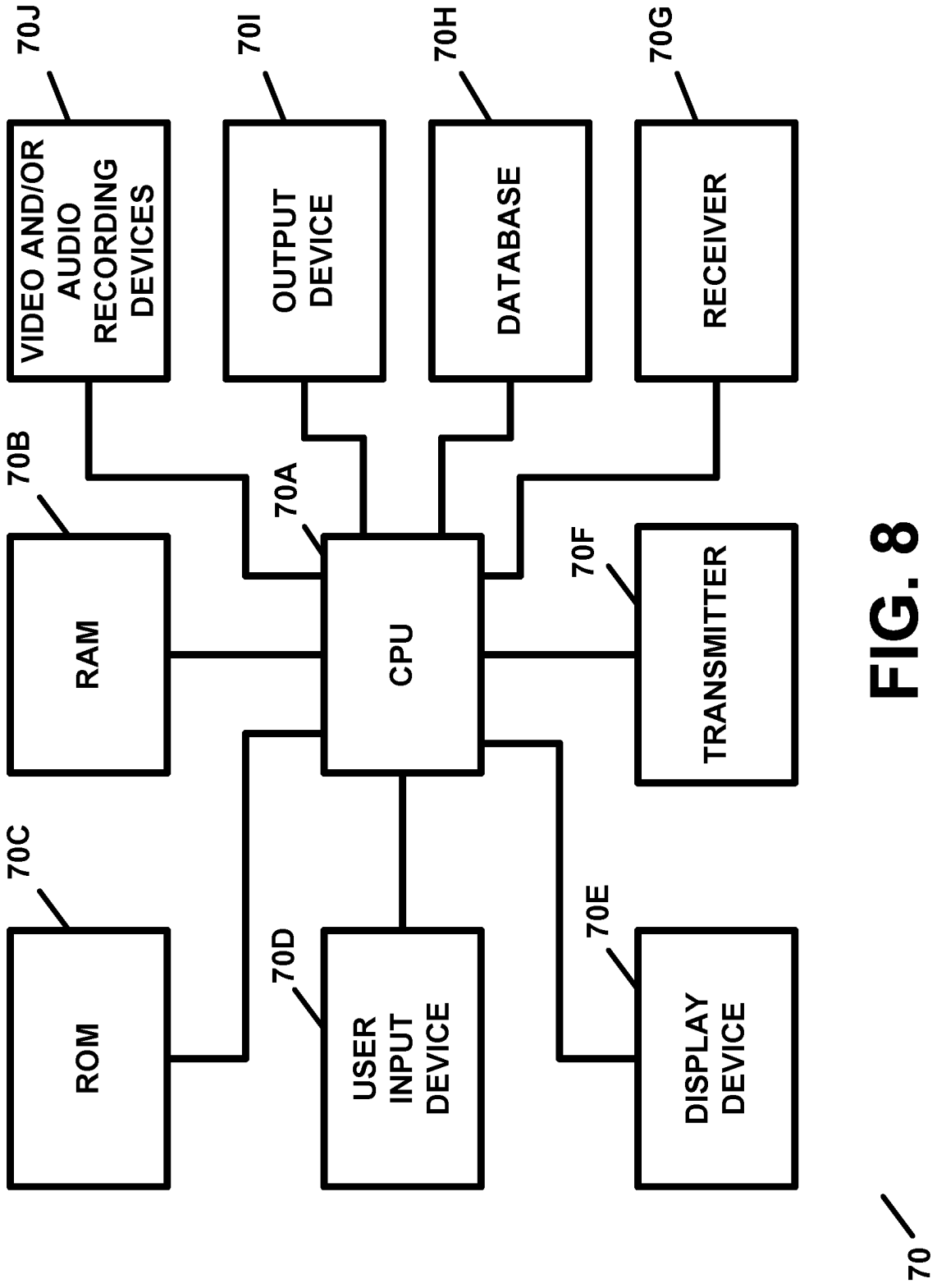
70J
VIDEO AND/OR AUDIO RECORDING DEVICES
70I
OUTPUT DEVICE
70H
DATABASE
70G
RECEIVER
70B
RAM
70A
CPU
70F
TRANSMITTER
70C
ROM
70D
USER INPUT DEVICE
70E
DISPLAY DEVICE
70

FIG. 8

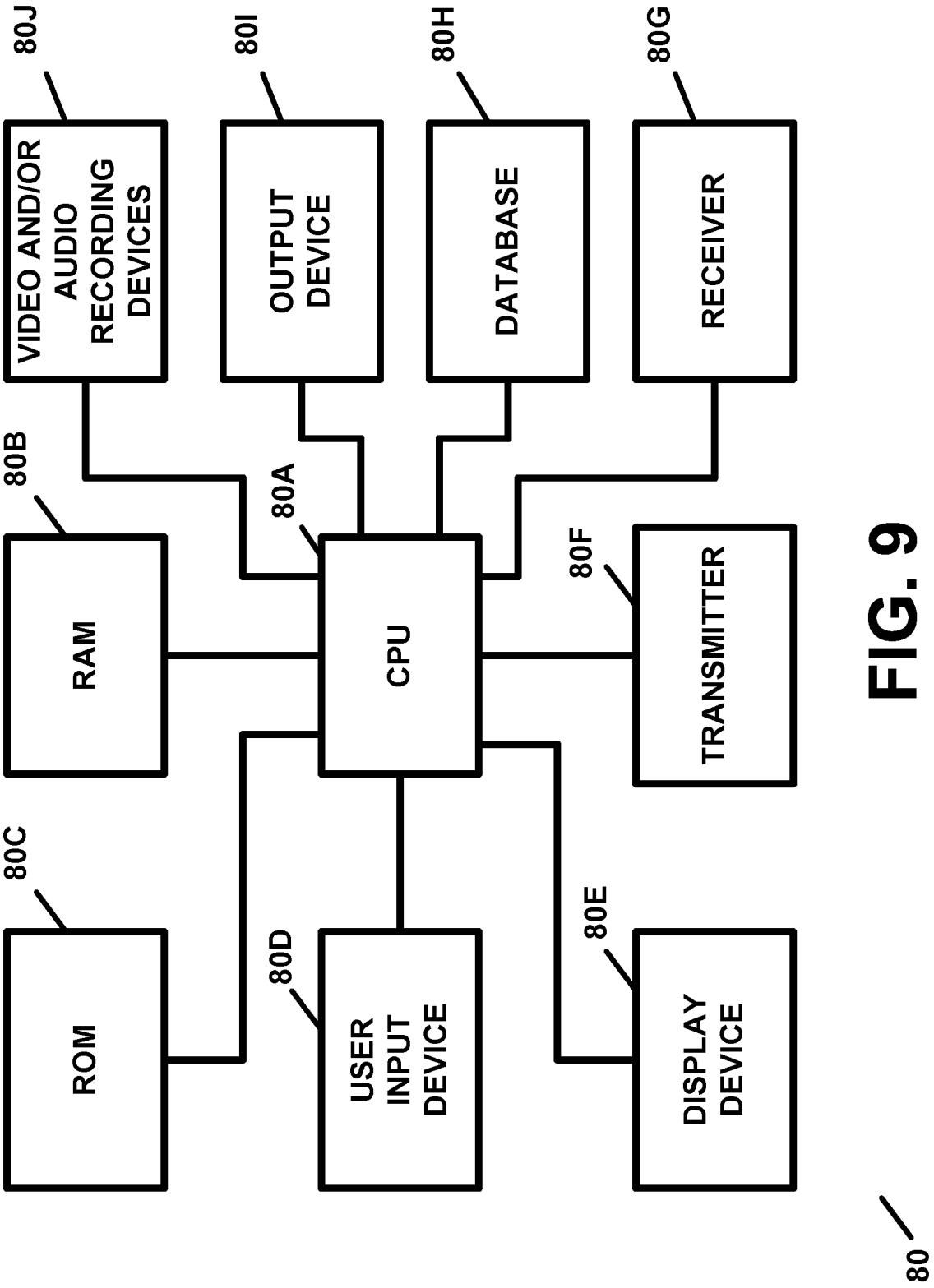
80J
VIDEO AND/OR AUDIO RECORDING DEVICES
80I
OUTPUT DEVICE
80H
DATABASE
80G
RECEIVER
80B
RAM
80A
CPU
80F
TRANSMITTER
80C
ROM
80D
USER INPUT DEVICE
80E
DISPLAY DEVICE
80

FIG. 9

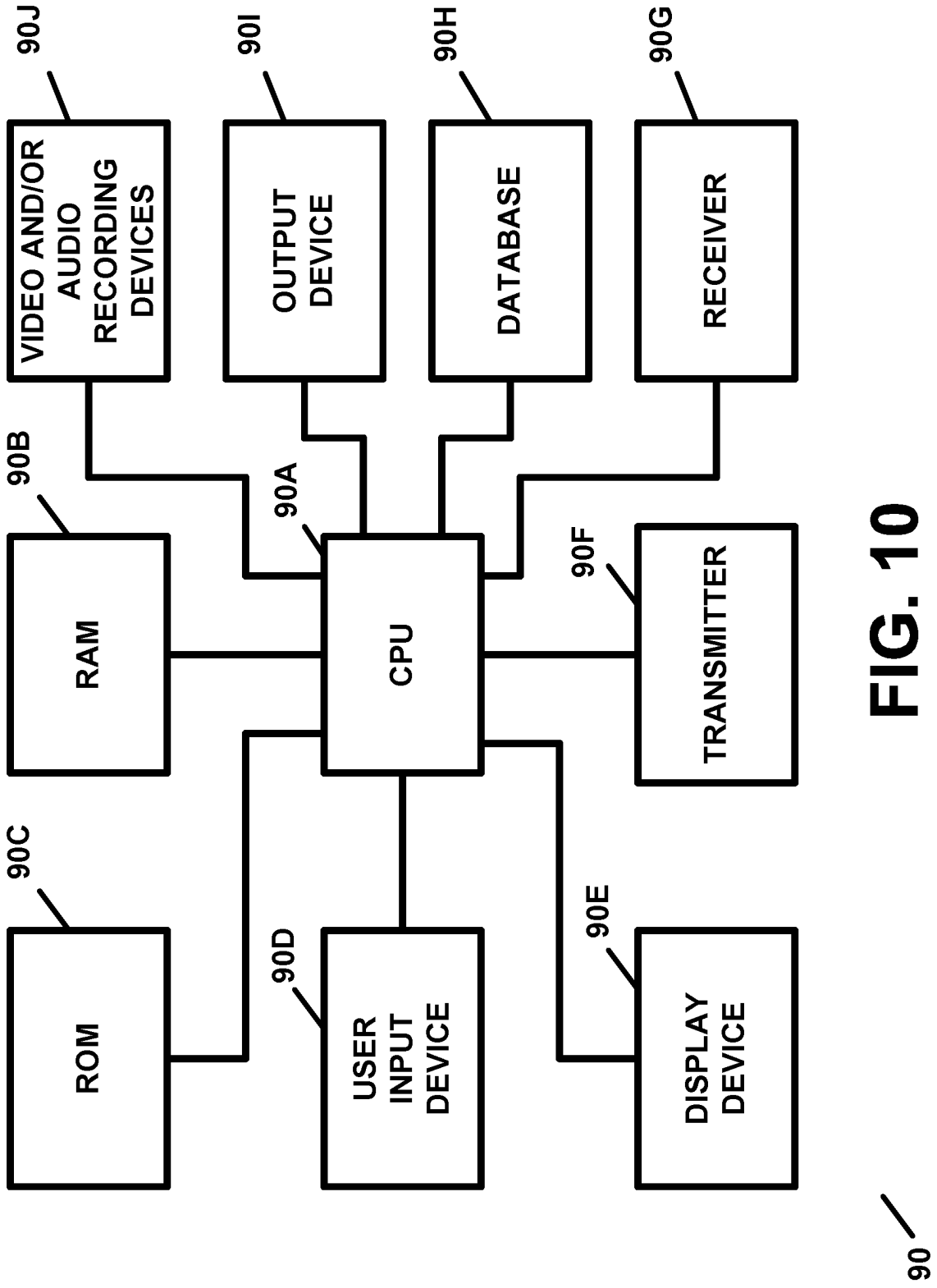
90J
VIDEO AND/OR AUDIO RECORDING DEVICES
90I
OUTPUT DEVICE
90H
DATABASE
90G
RECEIVER
90B
RAM
90A
CPU
90F
TRANSMITTER
90C
ROM
90D
USER INPUT DEVICE
90E
DISPLAY DEVICE
90

FIG. 10

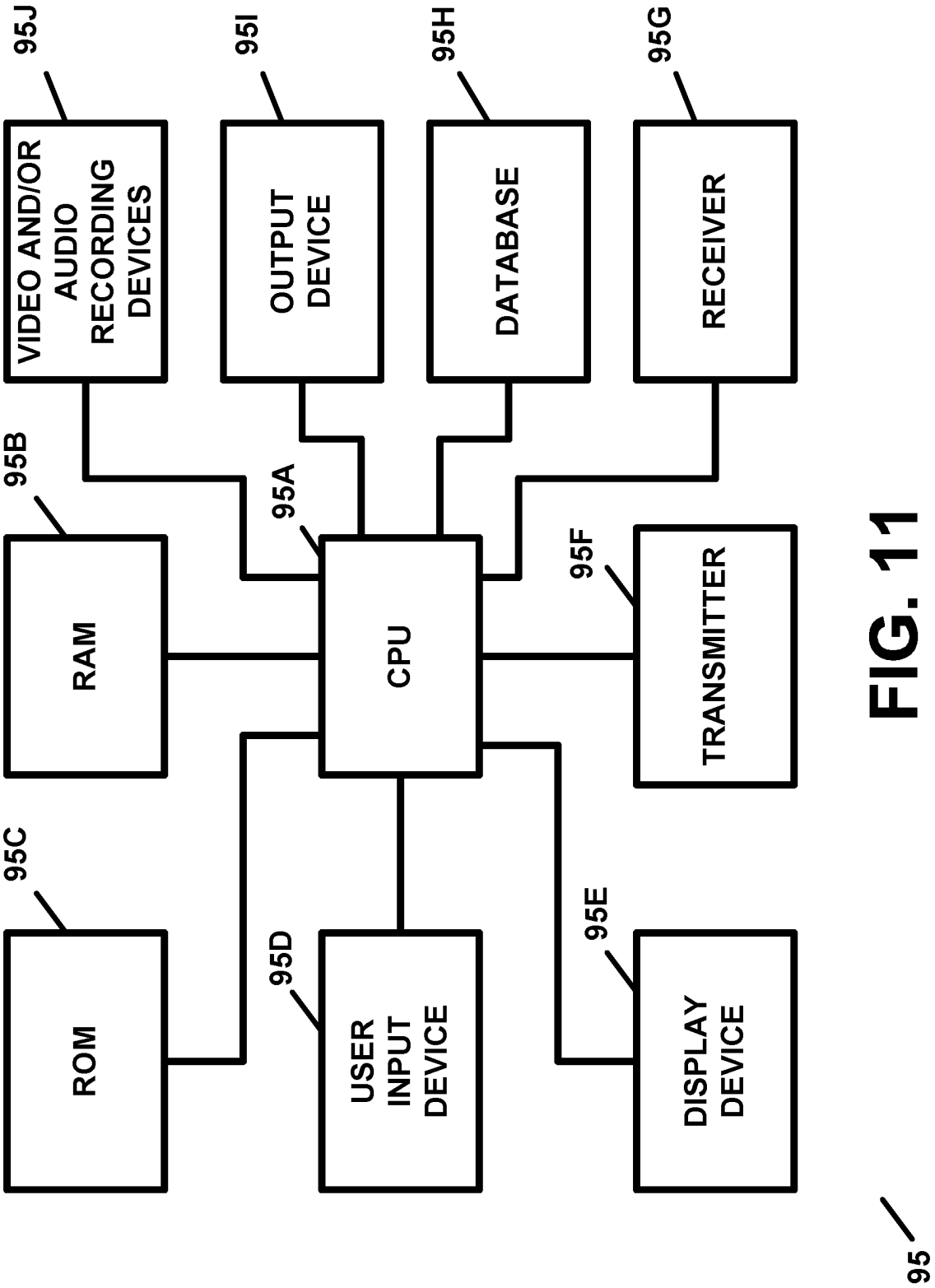
95J
VIDEO AND/OR AUDIO RECORDING DEVICES
95I
OUTPUT DEVICE
95H
DATABASE
95G
RECEIVER
95B
RAM
95A
CPU
95F
TRANSMITTER
95C
ROM
95D
USER INPUT DEVICE
95E
DISPLAY DEVICE
95

FIG. 11

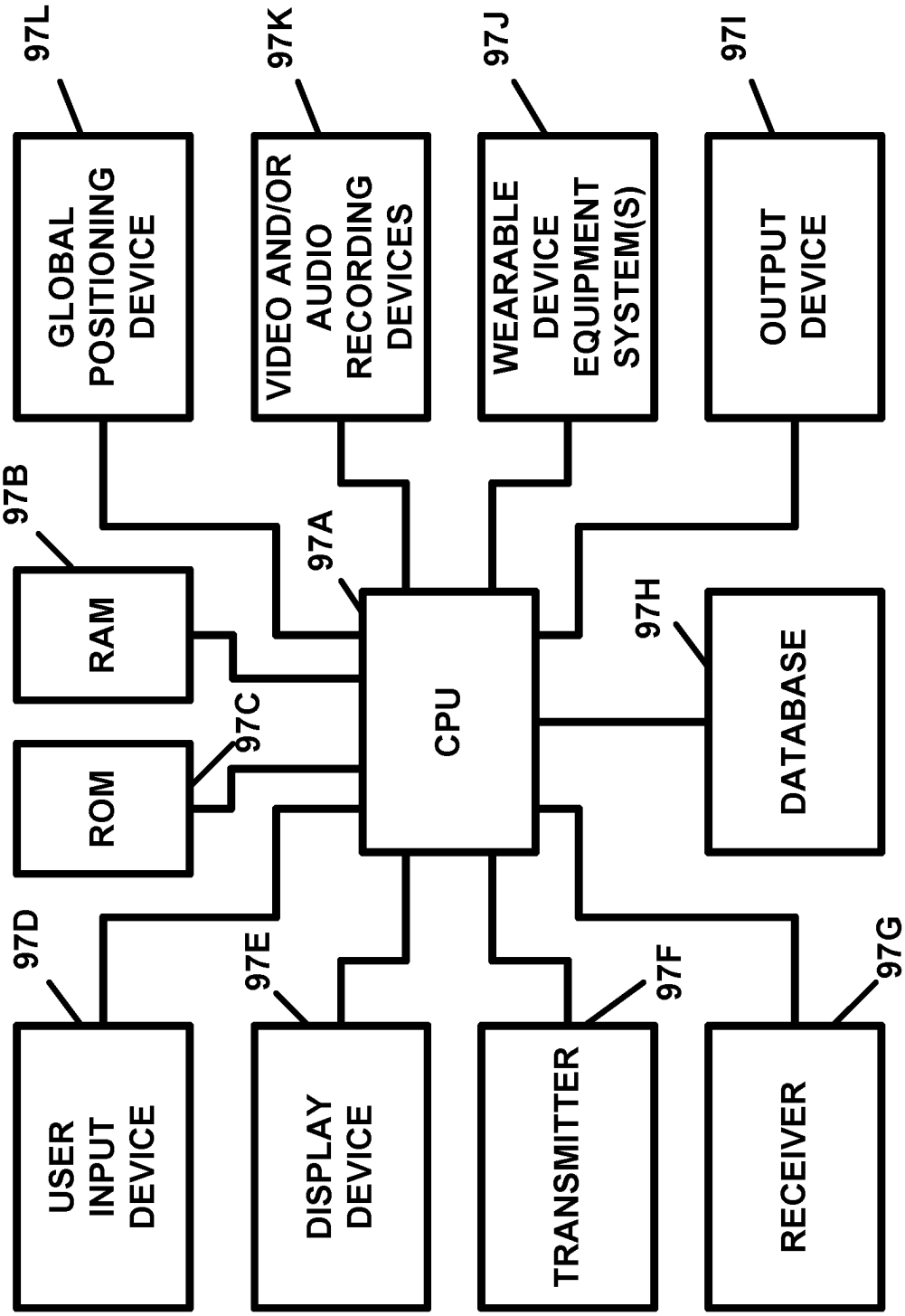
97L
GLOBAL POSITIONING DEVICE
97K
VIDEO AND/OR AUDIO RECORDING DEVICES
97J
WEARABLE DEVICE EQUIPMENT SYSTEM(S)
97I
OUTPUT DEVICE
97B
RAM
97A
CPU
97H
DATABASE
97C
ROM
97D
USER INPUT DEVICE
97E
DISPLAY DEVICE
97F
TRANSMITTER
97G
RECEIVER

FIG. 12

97

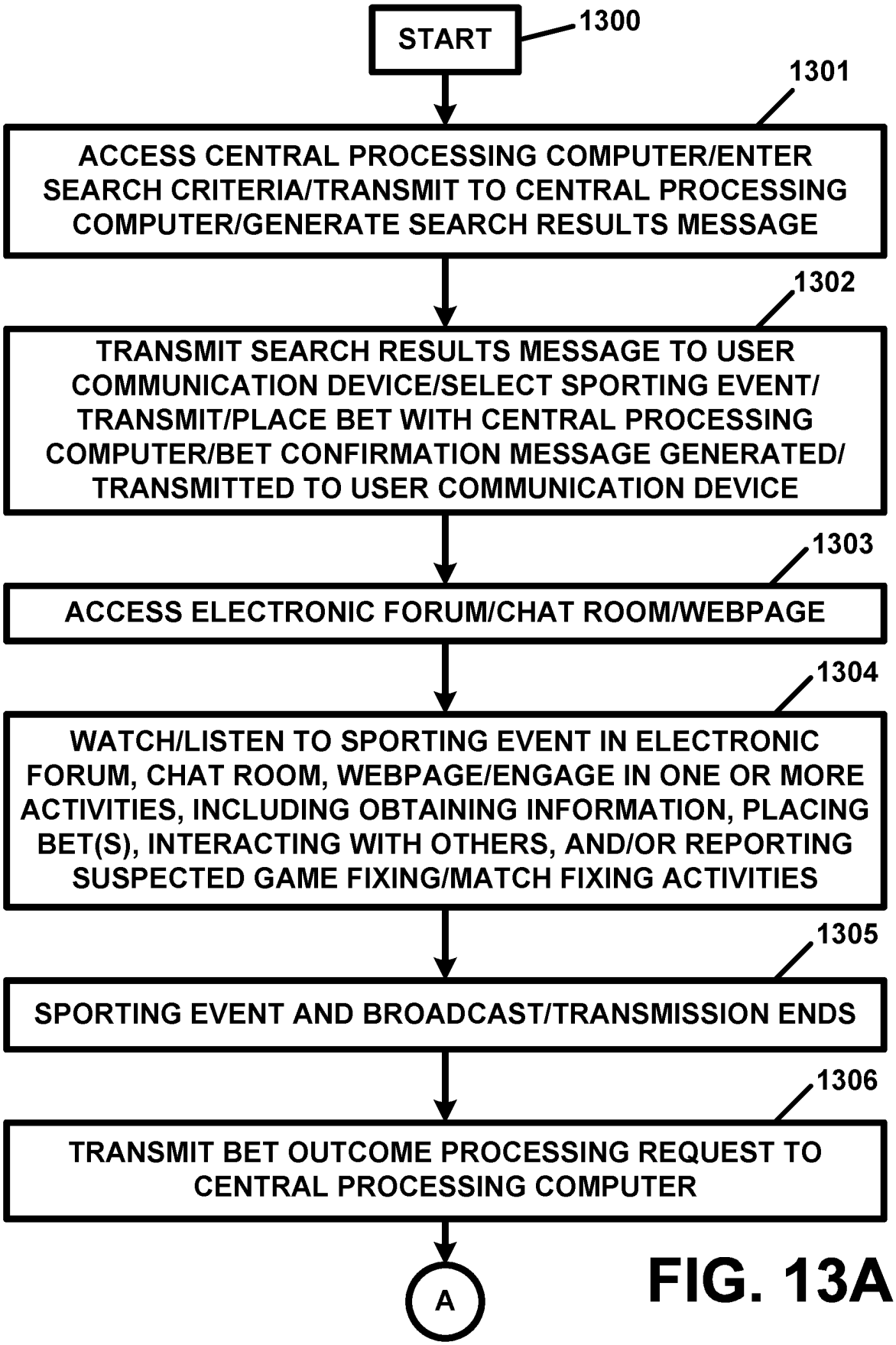
START
1300
1301
ACCESS CENTRAL PROCESSING COMPUTER/ENTER SEARCH CRITERIA/TRANSMIT TO CENTRAL PROCESSING COMPUTER/GENERATE SEARCH RESULTS MESSAGE
1302
TRANSMIT SEARCH RESULTS MESSAGE TO USER COMMUNICATION DEVICE/SELECT SPORTING EVENT/ TRANSMIT/PLACE BET WITH CENTRAL PROCESSING COMPUTER/BET CONFIRMATION MESSAGE GENERATED/ TRANSMITTED TO USER COMMUNICATION DEVICE
1303
ACCESS ELECTRONIC FORUM/CHAT ROOM/WEBPAGE
1304
WATCH/LISTEN TO SPORTING EVENT IN ELECTRONIC FORUM, CHAT ROOM, WEBPAGE/ENGAGE IN ONE OR MORE ACTIVITIES, INCLUDING OBTAINING INFORMATION, PLACING BET(S), INTERACTING WITH OTHERS, AND/OR REPORTING SUSPECTED GAME FIXING/MATCH FIXING ACTIVITIES
1305
SPORTING EVENT AND BROADCAST/TRANSMISSION ENDS
1306
TRANSMIT BET OUTCOME PROCESSING REQUEST TO CENTRAL PROCESSING COMPUTER
A

FIG. 13A

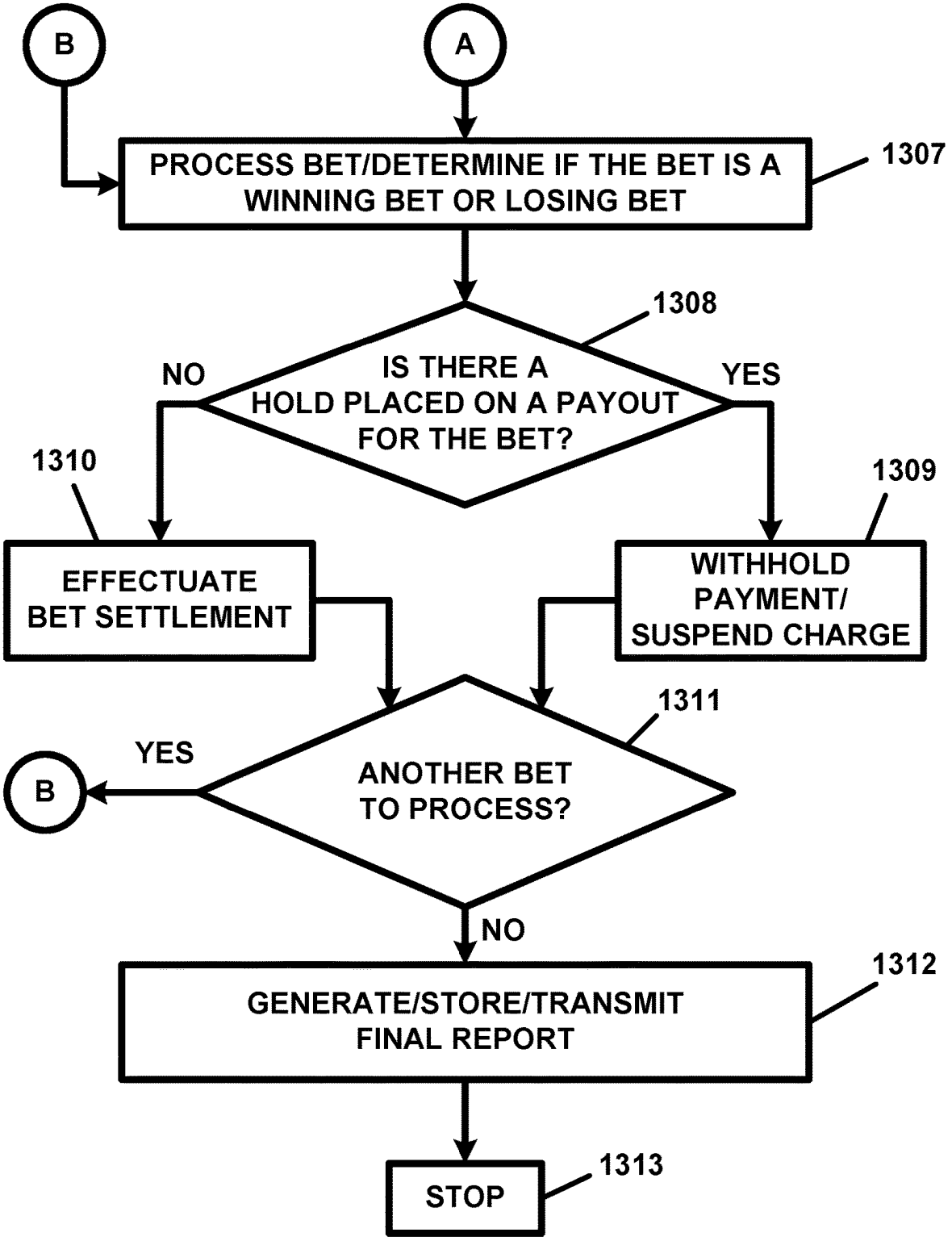
B
A
PROCESS BET/DETERMINE IF THE BET IS A WINNING BET OR LOSING BET
1307
1308
IS THERE A HOLD PLACED ON A PAYOUT FOR THE BET?
NO
YES
1310
1309
EFFECTUATE BET SETTLEMENT
WITHHOLD PAYMENT/ SUSPEND CHARGE
1311
YES
B
ANOTHER BET TO PROCESS?
NO
1312
GENERATE/STORE/TRANSMIT FINAL REPORT
1313
STOP

FIG. 13B

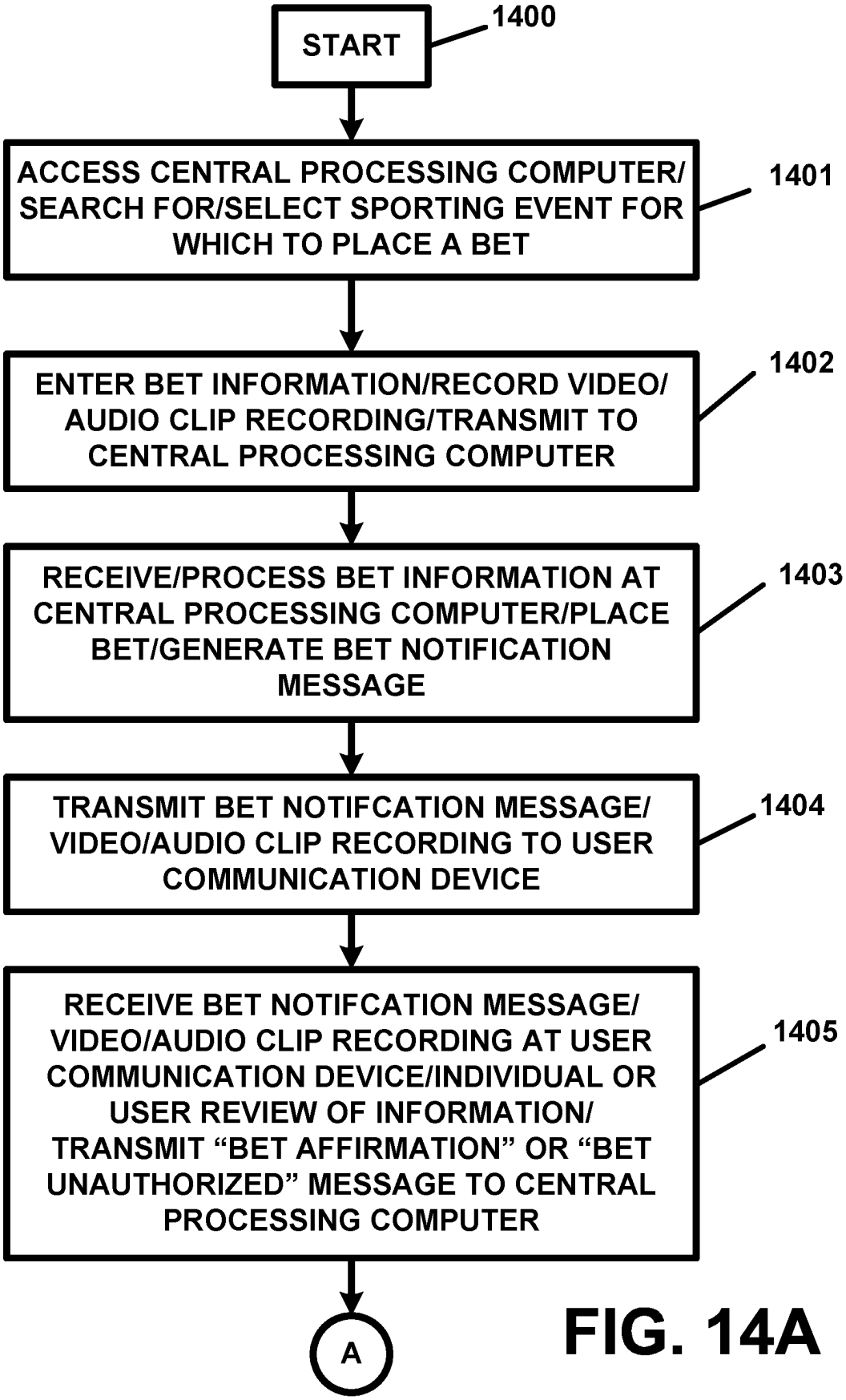
START
1400
ACCESS CENTRAL PROCESSING COMPUTER/ SEARCH FOR/SELECT SPORTING EVENT FOR WHICH TO PLACE A BET
1401
ENTER BET INFORMATION/RECORD VIDEO/ AUDIO CLIP RECORDING/TRANSMIT TO CENTRAL PROCESSING COMPUTER
1402
RECEIVE/PROCESS BET INFORMATION AT CENTRAL PROCESSING COMPUTER/PLACE BET/GENERATE BET NOTIFICATION MESSAGE
1403
TRANSMIT BET NOTIFCATION MESSAGE/ VIDEO/AUDIO CLIP RECORDING TO USER COMMUNICATION DEVICE
1404
RECEIVE BET NOTIFCATION MESSAGE/ VIDEO/AUDIO CLIP RECORDING AT USER COMMUNICATION DEVICE/INDIVIDUAL OR USER REVIEW OF INFORMATION/ TRANSMIT "BET AFFIRMATION" OR "BET UNAUTHORIZED" MESSAGE TO CENTRAL PROCESSING COMPUTER
1405
A

FIG. 14A

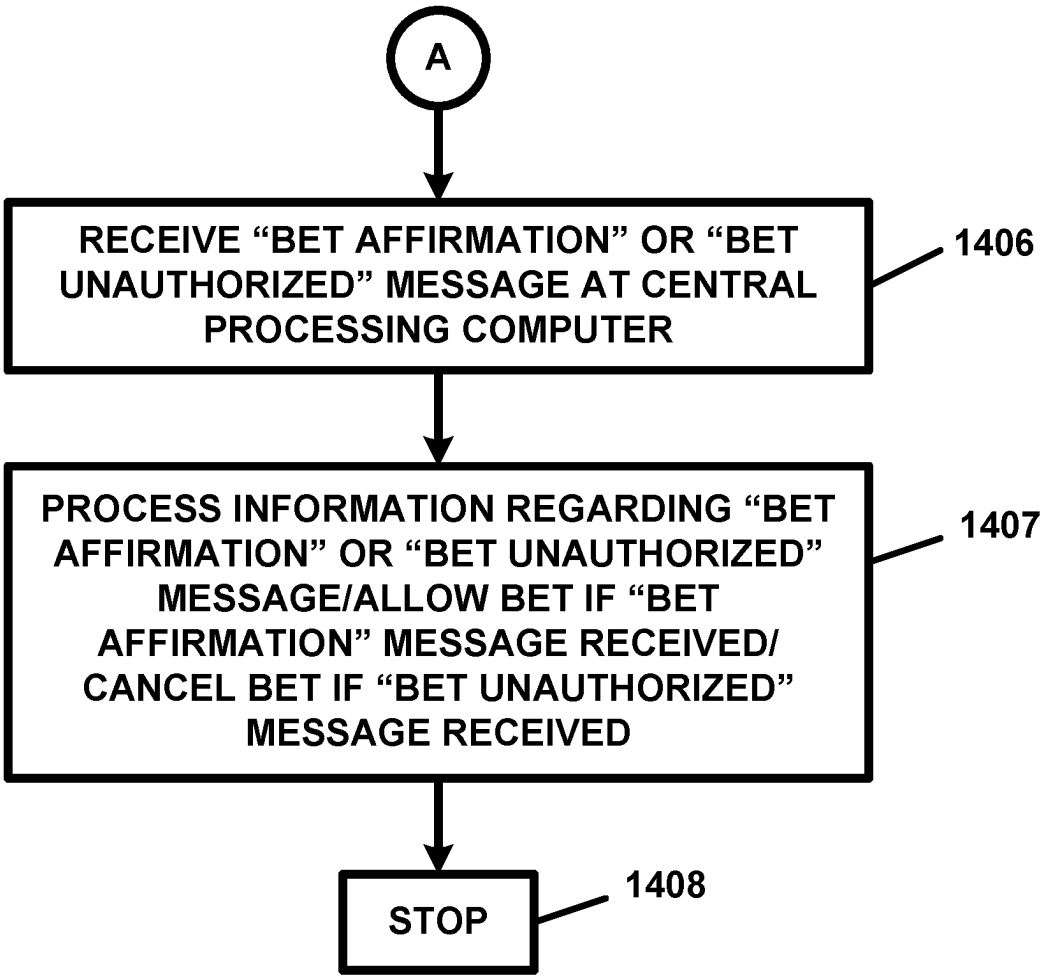
A
RECEIVE "BET AFFIRMATION" OR "BET UNAUTHORIZED" MESSAGE AT CENTRAL PROCESSING COMPUTER
1406
PROCESS INFORMATION REGARDING "BET AFFIRMATION" OR "BET UNAUTHORIZED" MESSAGE/ALLOW BET IF "BET AFFIRMATION" MESSAGE RECEIVED/ CANCEL BET IF "BET UNAUTHORIZED" MESSAGE RECEIVED
1407
STOP
1408

FIG. 14B

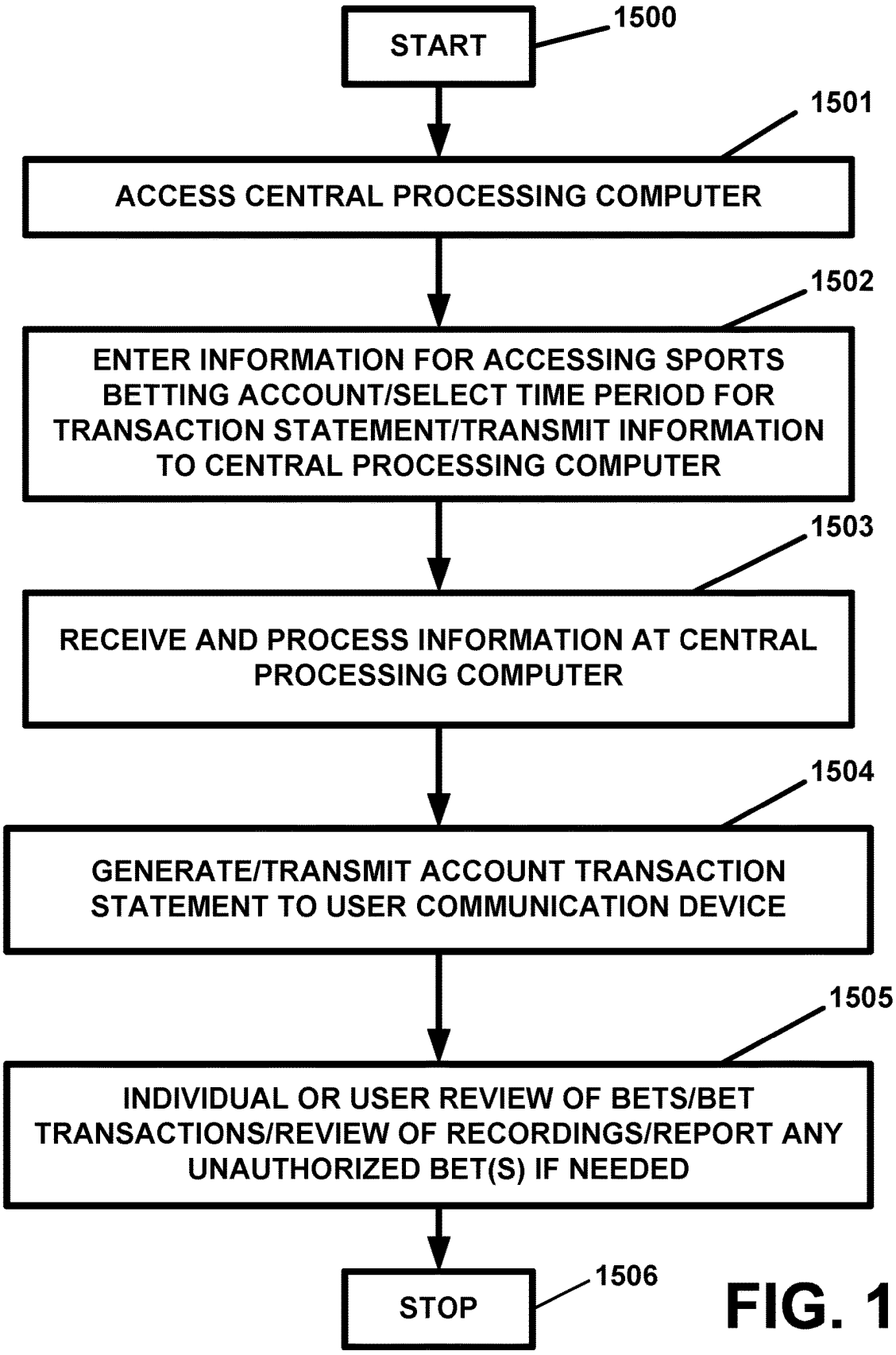
START
1500
ACCESS CENTRAL PROCESSING COMPUTER
1501
ENTER INFORMATION FOR ACCESSING SPORTS BETTING ACCOUNT/SELECT TIME PERIOD FOR TRANSACTION STATEMENT/TRANSMIT INFORMATION TO CENTRAL PROCESSING COMPUTER
1502
RECEIVE AND PROCESS INFORMATION AT CENTRAL PROCESSING COMPUTER
1503
GENERATE/TRANSMIT ACCOUNT TRANSACTION STATEMENT TO USER COMMUNICATION DEVICE
1504
INDIVIDUAL OR USER REVIEW OF BETS/BET TRANSACTIONS/REVIEW OF RECORDINGS/REPORT ANY UNAUTHORIZED BET(S) IF NEEDED
1505
STOP
1506

FIG. 15

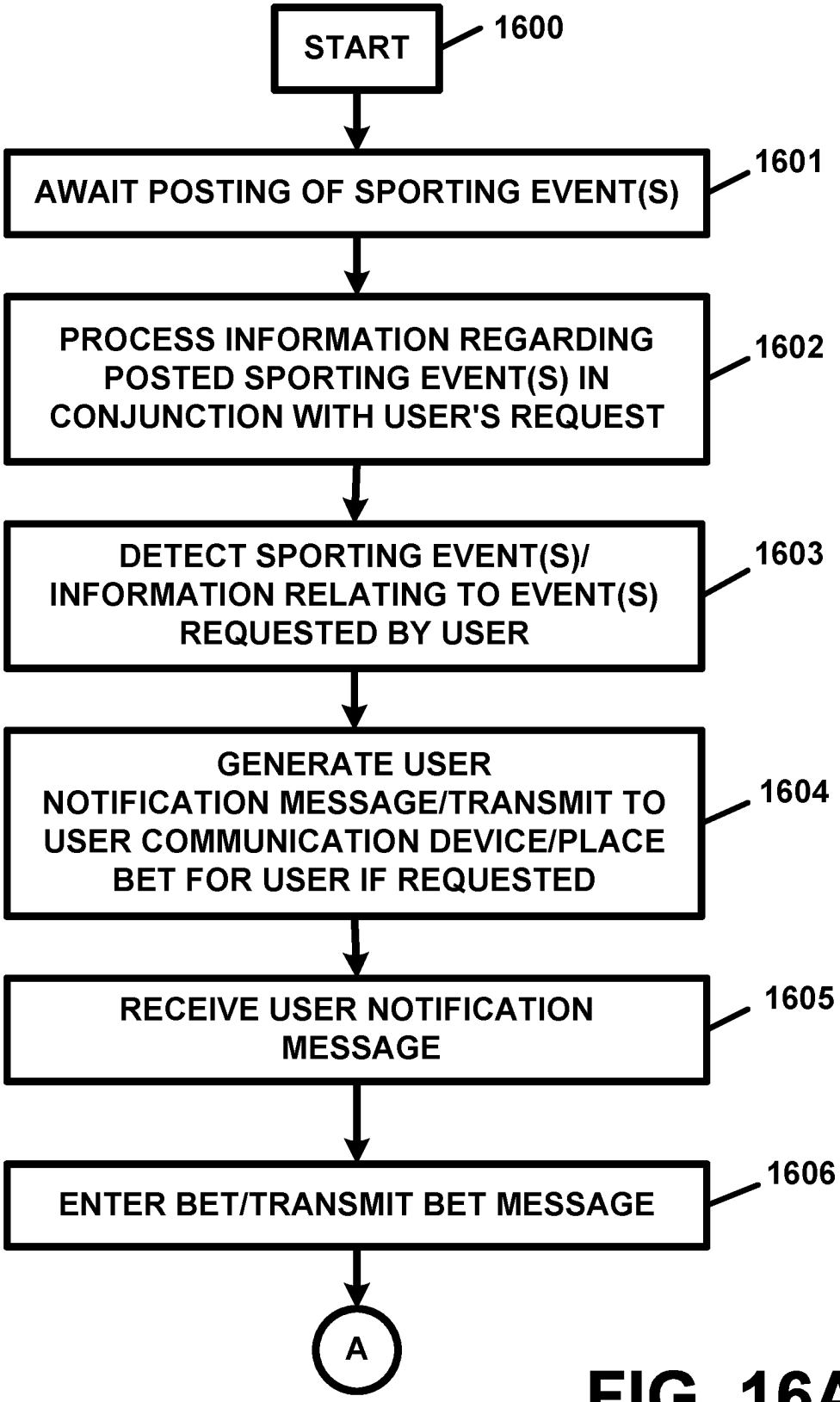
START
1600
AWAIT POSTING OF SPORTING EVENT(S)
1601
PROCESS INFORMATION REGARDING POSTED SPORTING EVENT(S) IN CONJUNCTION WITH USER'S REQUEST
1602
DETECT SPORTING EVENT(S)/ INFORMATION RELATING TO EVENT(S) REQUESTED BY USER
1603
GENERATE USER NOTIFICATION MESSAGE/TRANSMIT TO USER COMMUNICATION DEVICE/PLACE BET FOR USER IF REQUESTED
1604
RECEIVE USER NOTIFICATION MESSAGE
1605
ENTER BET/TRANSMIT BET MESSAGE
1606
A

FIG. 16A

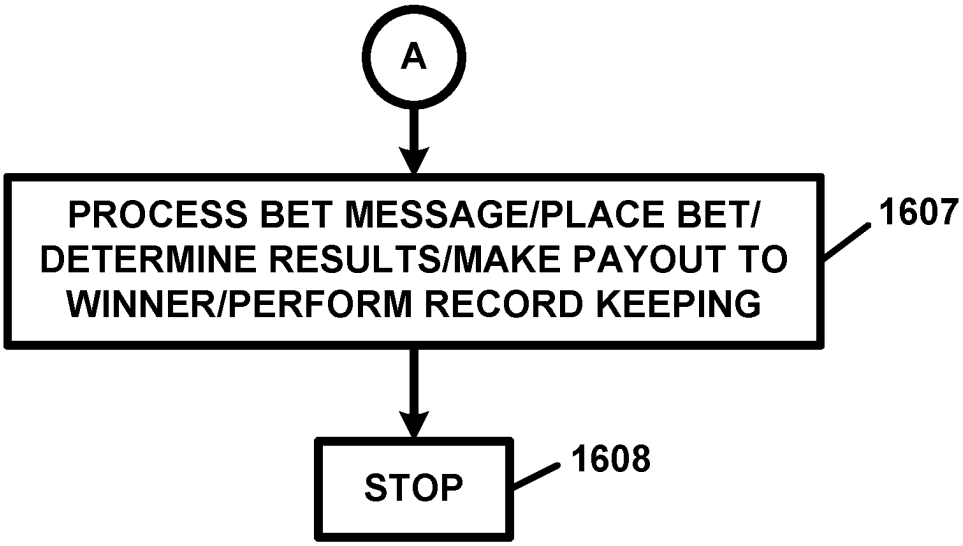
A
PROCESS BET MESSAGE/PLACE BET/ DETERMINE RESULTS/MAKE PAYOUT TO WINNER/PERFORM RECORD KEEPING
1607
STOP
1608

FIG. 16B

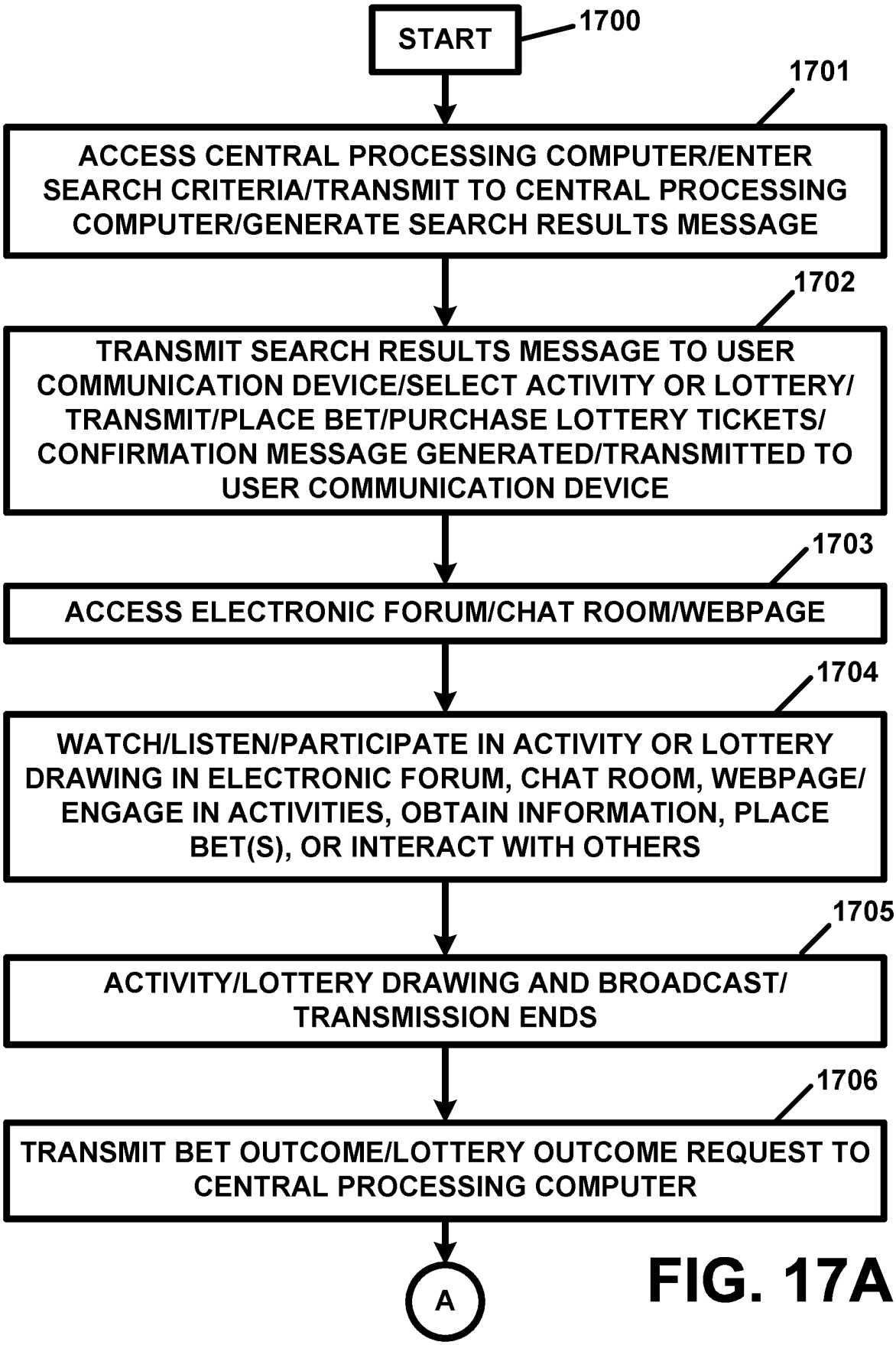
START
1700
1701
ACCESS CENTRAL PROCESSING COMPUTER/ENTER SEARCH CRITERIA/TRANSMIT TO CENTRAL PROCESSING COMPUTER/GENERATE SEARCH RESULTS MESSAGE
1702
TRANSMIT SEARCH RESULTS MESSAGE TO USER COMMUNICATION DEVICE/SELECT ACTIVITY OR LOTTERY/ TRANSMIT/PLACE BET/PURCHASE LOTTERY TICKETS/ CONFIRMATION MESSAGE GENERATED/TRANSMITTED TO USER COMMUNICATION DEVICE
1703
ACCESS ELECTRONIC FORUM/CHAT ROOM/WEBPAGE
1704
WATCH/LISTEN/PARTICIPATE IN ACTIVITY OR LOTTERY DRAWING IN ELECTRONIC FORUM, CHAT ROOM, WEBPAGE/ ENGAGE IN ACTIVITIES, OBTAIN INFORMATION, PLACE BET(S), OR INTERACT WITH OTHERS
1705
ACTIVITY/LOTTERY DRAWING AND BROADCAST/ TRANSMISSION ENDS
1706
TRANSMIT BET OUTCOME/LOTTERY OUTCOME REQUEST TO CENTRAL PROCESSING COMPUTER
A

FIG. 17A

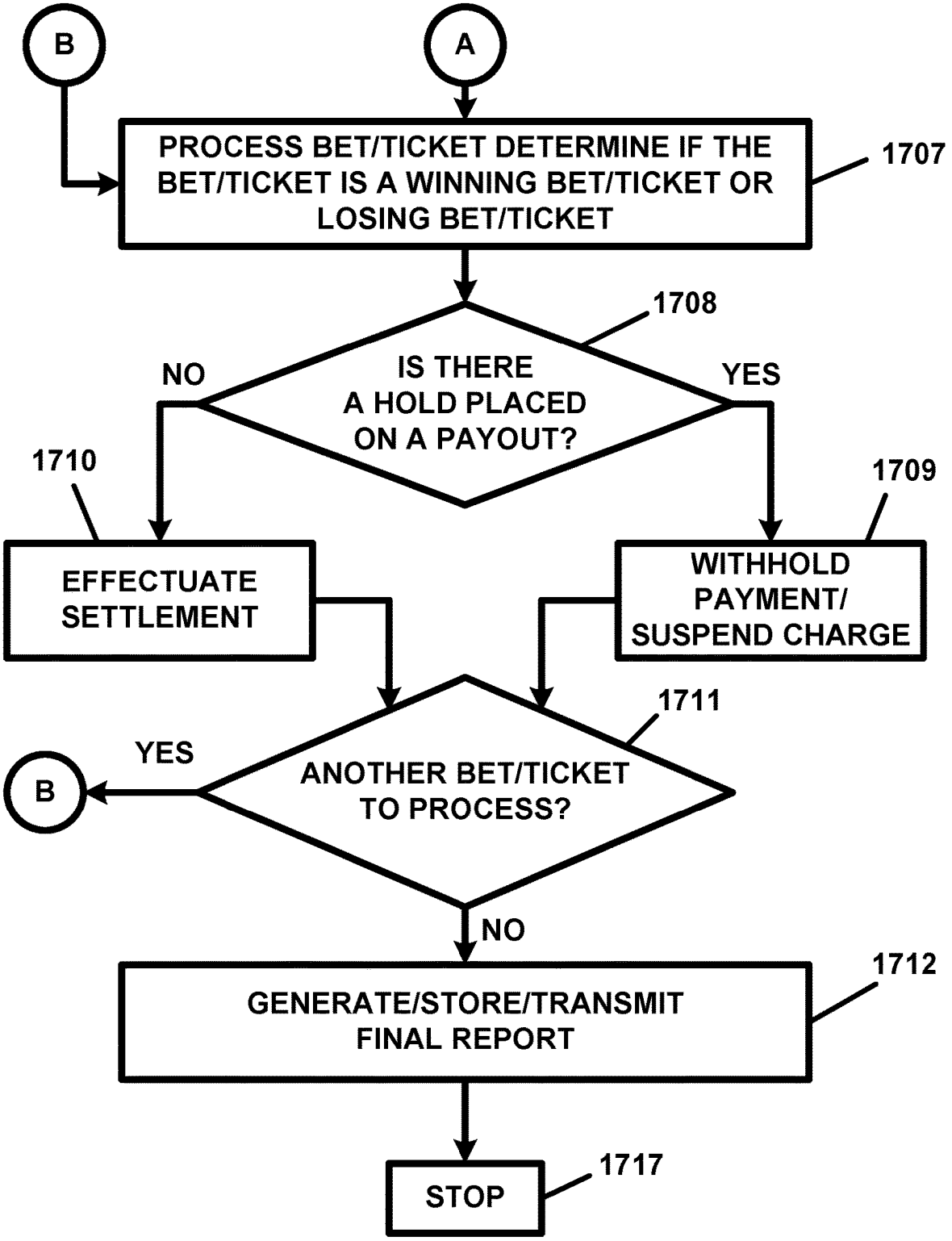
B
A
PROCESS BET/TICKET DETERMINE IF THE BET/TICKET IS A WINNING BET/TICKET OR LOSING BET/TICKET
1707
1708
IS THERE A HOLD PLACED ON A PAYOUT?
NO
YES
1710
1709
EFFECTUATE SETTLEMENT
WITHHOLD PAYMENT/ SUSPEND CHARGE
1711
YES
B
ANOTHER BET/TICKET TO PROCESS?
NO
1712
GENERATE/STORE/TRANSMIT FINAL REPORT
1717
STOP

FIG. 17B

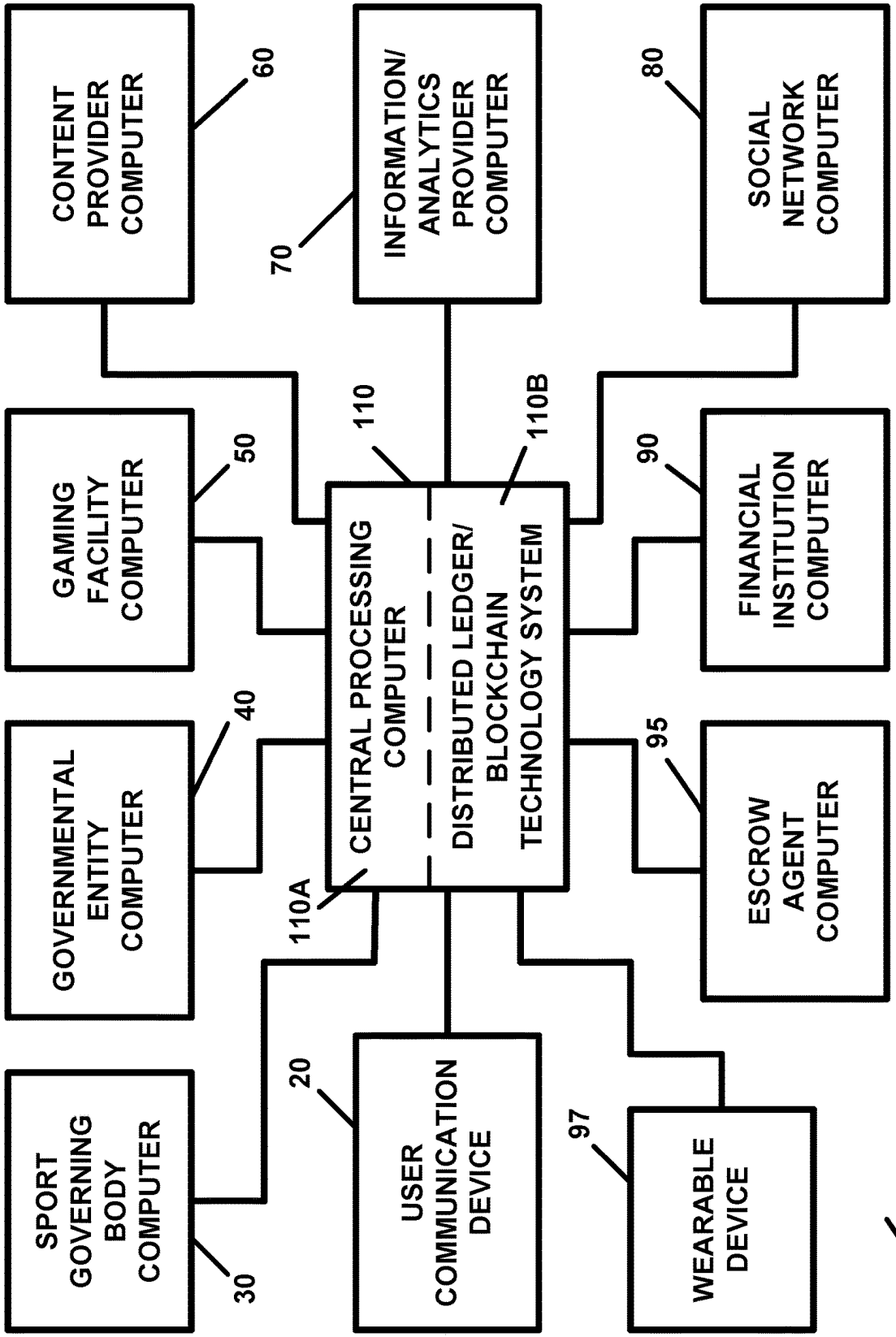
CONTENT PROVIDER COMPUTER
60
INFORMATION/ ANALYTICS PROVIDER COMPUTER
70
SOCIAL NETWORK COMPUTER
80
GAMING FACILITY COMPUTER
50
110
110B
CENTRAL PROCESSING COMPUTER
DISTRIBUTED LEDGER/ BLOCKCHAIN TECHNOLOGY SYSTEM
90
FINANCIAL INSTITUTION COMPUTER
GOVERNMENTAL ENTITY COMPUTER
40
95
ESCROW AGENT COMPUTER
110A
SPORT GOVERNING BODY COMPUTER
30
20
USER COMMUNICATION DEVICE
97
WEARABLE DEVICE
150

FIG. 18

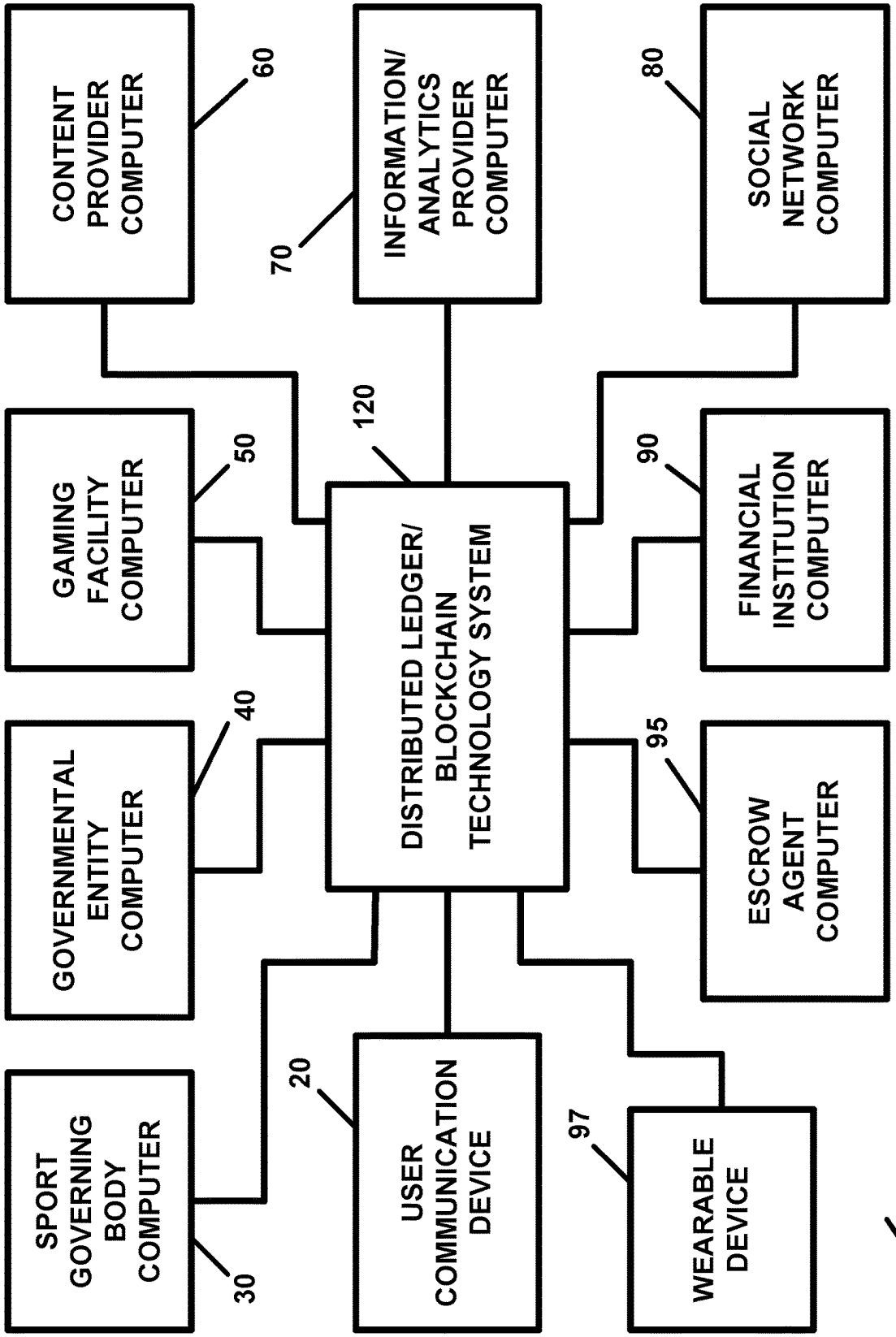
CONTENT PROVIDER COMPUTER
60
INFORMATION/ ANALYTICS PROVIDER COMPUTER
70
SOCIAL NETWORK COMPUTER
80
GAMING FACILITY COMPUTER
50
120
DISTRIBUTED LEDGER/ BLOCKCHAIN TECHNOLOGY SYSTEM
90
FINANCIAL INSTITUTION COMPUTER
GOVERNMENTAL ENTITY COMPUTER
40
95
ESCROW AGENT COMPUTER
SPORT GOVERNING BODY COMPUTER
30
20
USER COMMUNICATION DEVICE
97
WEARABLE DEVICE
160

FIG. 19

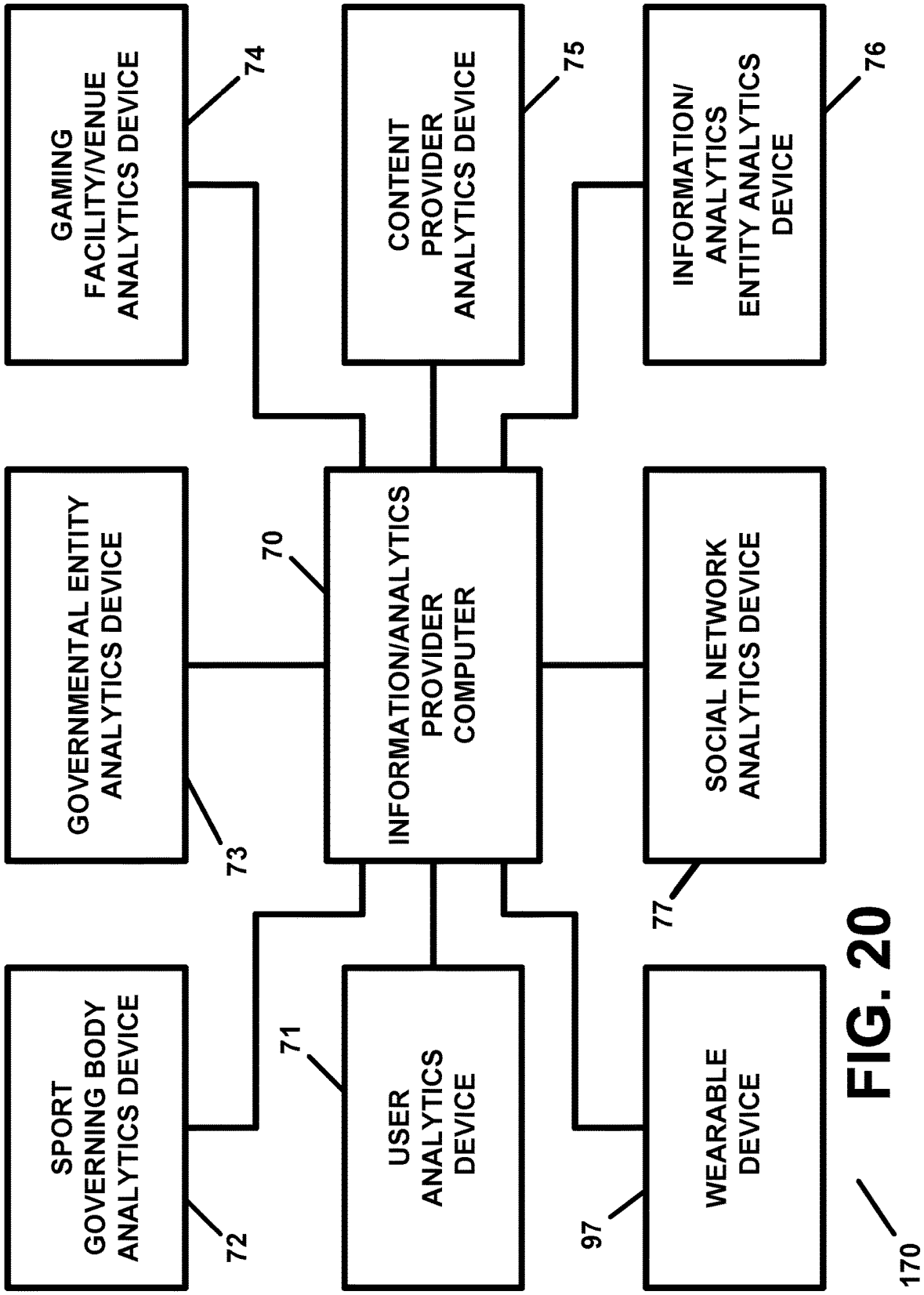
GAMING FACILITY/VENUE ANALYTICS DEVICE
74
CONTENT PROVIDER ANALYTICS DEVICE
75
INFORMATION/ ANALYTICS ENTITY ANALYTICS DEVICE
76
GOVERNMENTAL ENTITY ANALYTICS DEVICE
73
70
INFORMATION/ANALYTICS PROVIDER COMPUTER
SOCIAL NETWORK ANALYTICS DEVICE
77
SPORT GOVERNING BODY ANALYTICS DEVICE
72
71
USER ANALYTICS DEVICE
97
WEARABLE DEVICE
170

FIG. 20

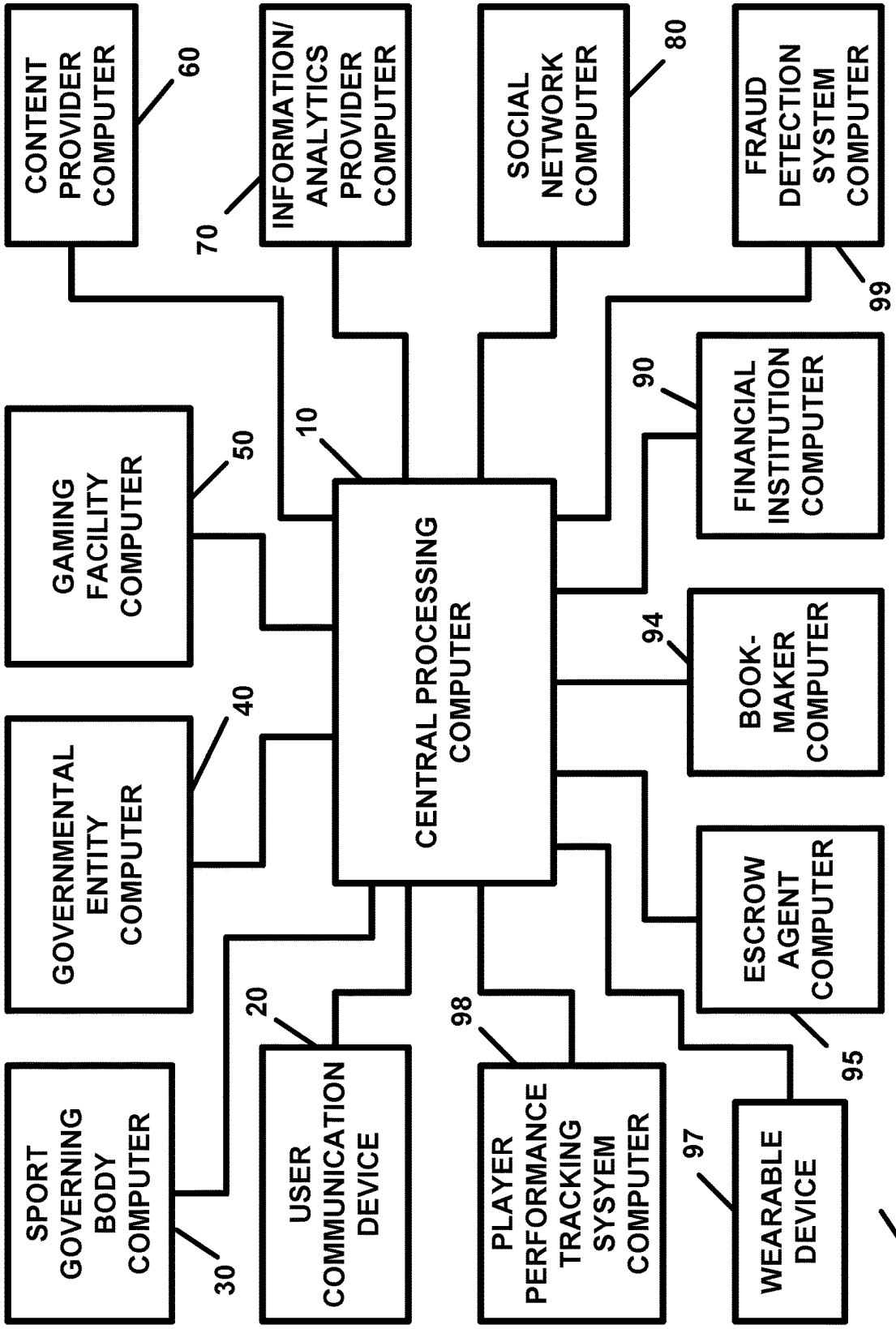
CONTENT PROVIDER COMPUTER
60
INFORMATION/ ANALYTICS PROVIDER COMPUTER
70
SOCIAL NETWORK COMPUTER
80
FRAUD DETECTION SYSTEM COMPUTER
99
GAMING FACILITY COMPUTER
50
10
CENTRAL PROCESSING COMPUTER
90
FINANCIAL INSTITUTION COMPUTER
94
BOOK-MAKER COMPUTER
GOVERNMENTAL ENTITY COMPUTER
40
ESCROW AGENT COMPUTER
95
20
98
SPORT GOVERNING BODY COMPUTER
30
USER COMMUNICATION DEVICE
PLAYER PERFORMANCE TRACKING SYSYEM COMPUTER
97
WEARABLE DEVICE
200

FIG. 21

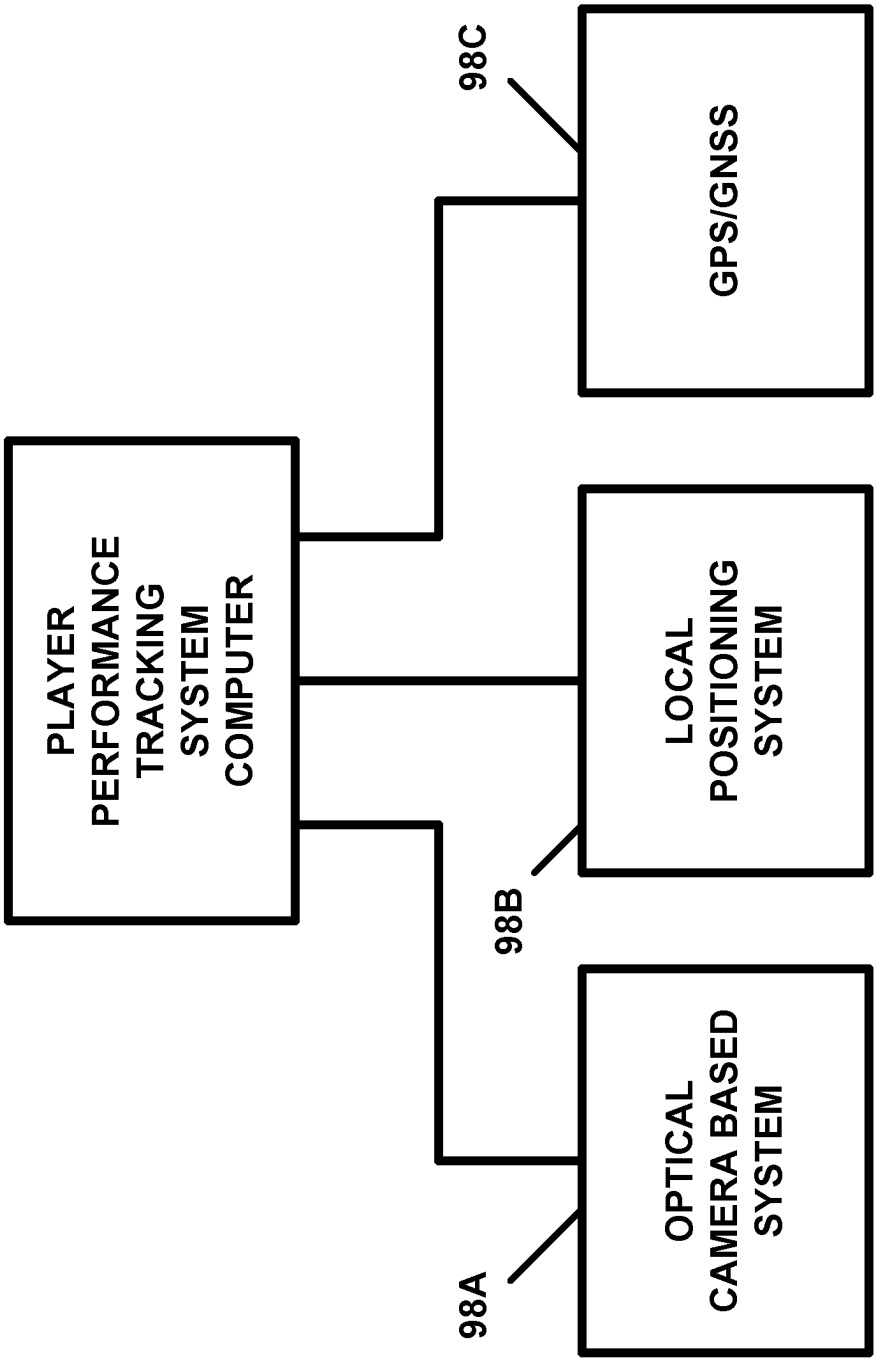
PLAYER PERFORMANCE TRACKING SYSTEM COMPUTER
98A
OPTICAL CAMERA BASED SYSTEM
98B
LOCAL POSITIONING SYSTEM
98C
GPS/GNSS

FIG. 22

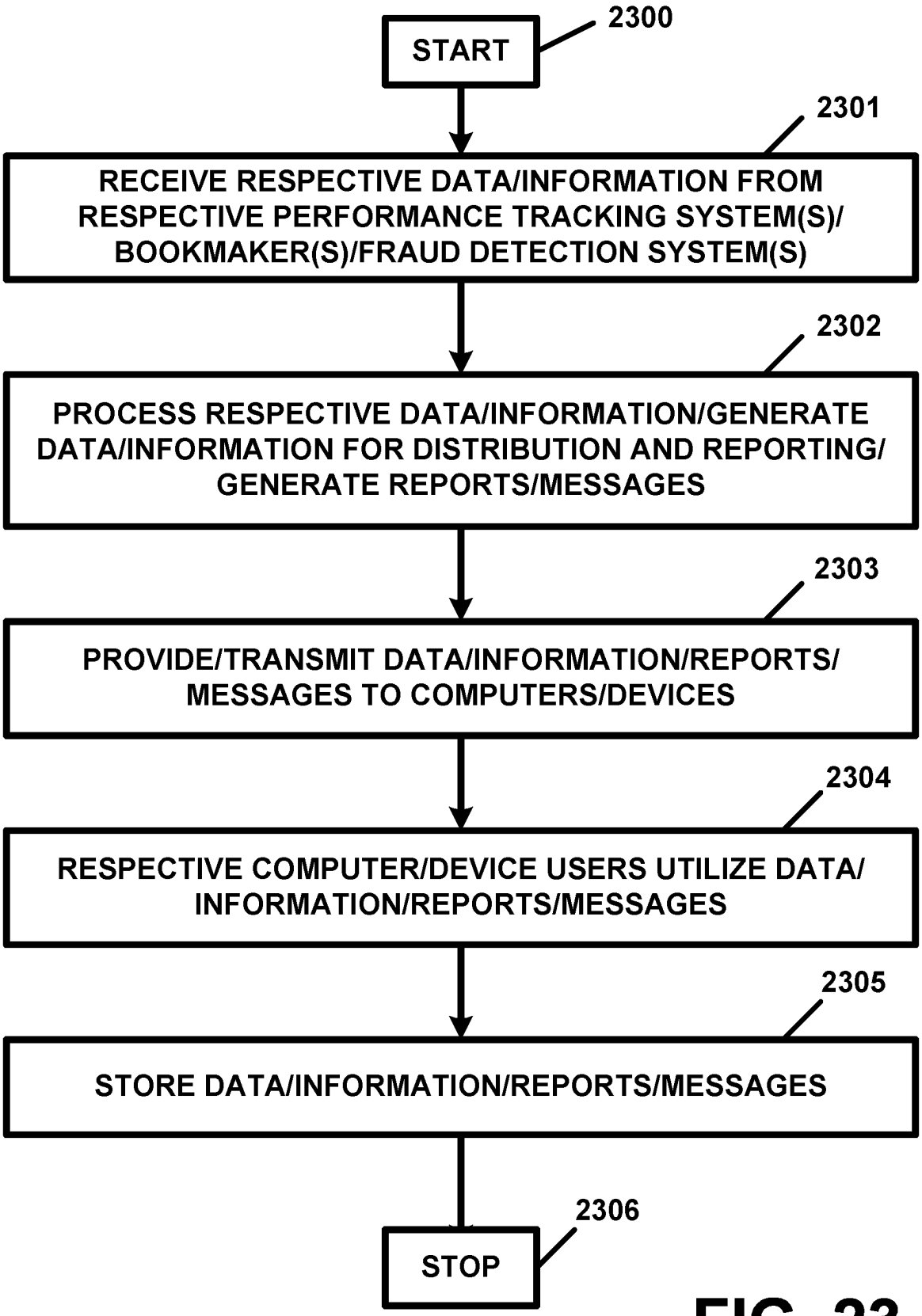
START
2300
2301
RECEIVE RESPECTIVE DATA/INFORMATION FROM RESPECTIVE PERFORMANCE TRACKING SYSTEM(S)/ BOOKMAKER(S)/FRAUD DETECTION SYSTEM(S)
2302
PROCESS RESPECTIVE DATA/INFORMATION/GENERATE DATA/INFORMATION FOR DISTRIBUTION AND REPORTING/ GENERATE REPORTS/MESSAGES
2303
PROVIDE/TRANSMIT DATA/INFORMATION/REPORTS/ MESSAGES TO COMPUTERS/DEVICES
2304
RESPECTIVE COMPUTER/DEVICE USERS UTILIZE DATA/ INFORMATION/REPORTS/MESSAGES
2305
STORE DATA/INFORMATION/REPORTS/MESSAGES
2306
STOP

FIG. 23

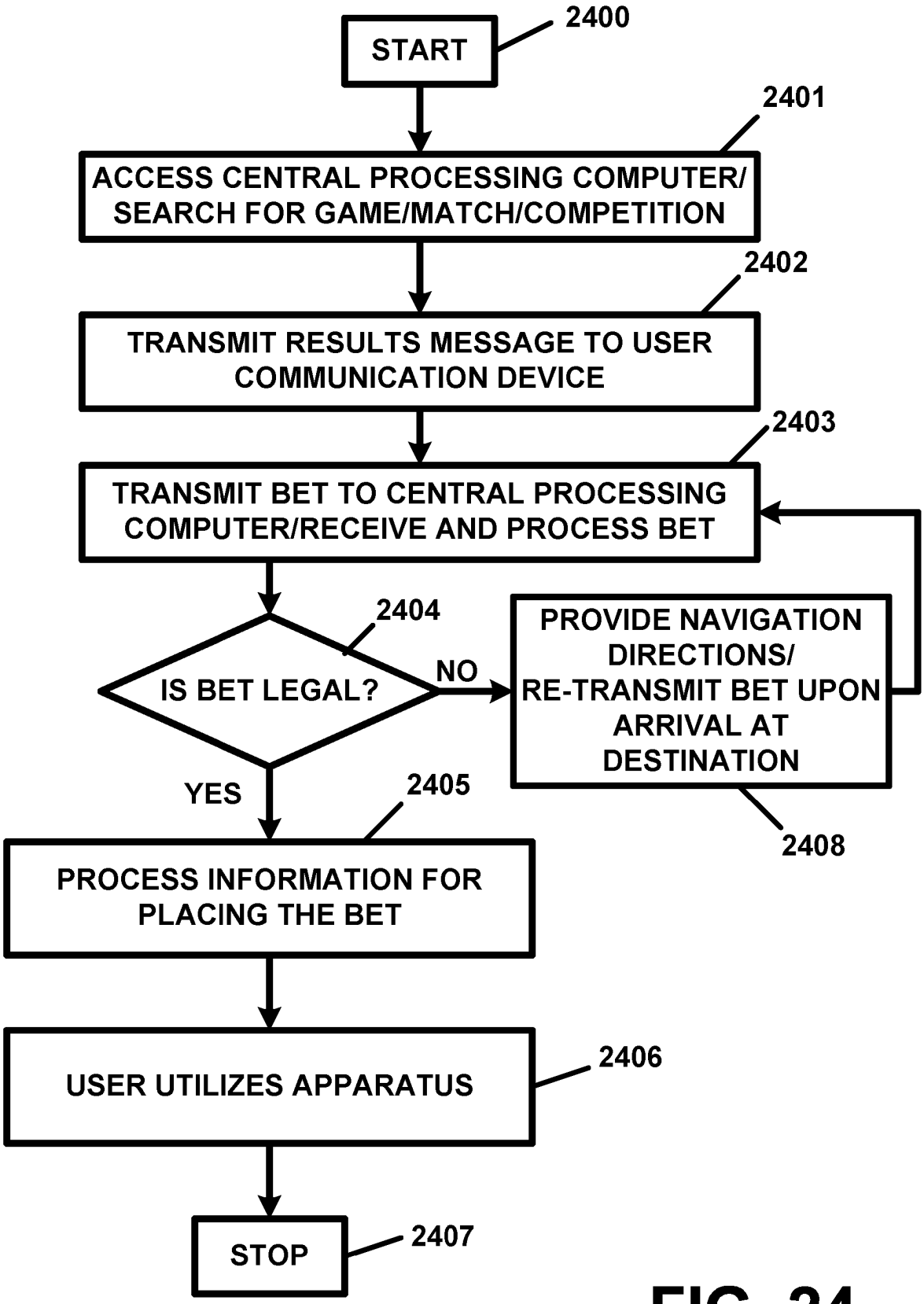
START
2400
ACCESS CENTRAL PROCESSING COMPUTER/ SEARCH FOR GAME/MATCH/COMPETITION
2401
TRANSMIT RESULTS MESSAGE TO USER COMMUNICATION DEVICE
2402
TRANSMIT BET TO CENTRAL PROCESSING COMPUTER/RECEIVE AND PROCESS BET
2403
IS BET LEGAL?
2404
NO
PROVIDE NAVIGATION DIRECTIONS/ RE-TRANSMIT BET UPON ARRIVAL AT DESTINATION
2408
YES
PROCESS INFORMATION FOR PLACING THE BET
2405
USER UTILIZES APPARATUS
2406
STOP
2407

FIG. 24

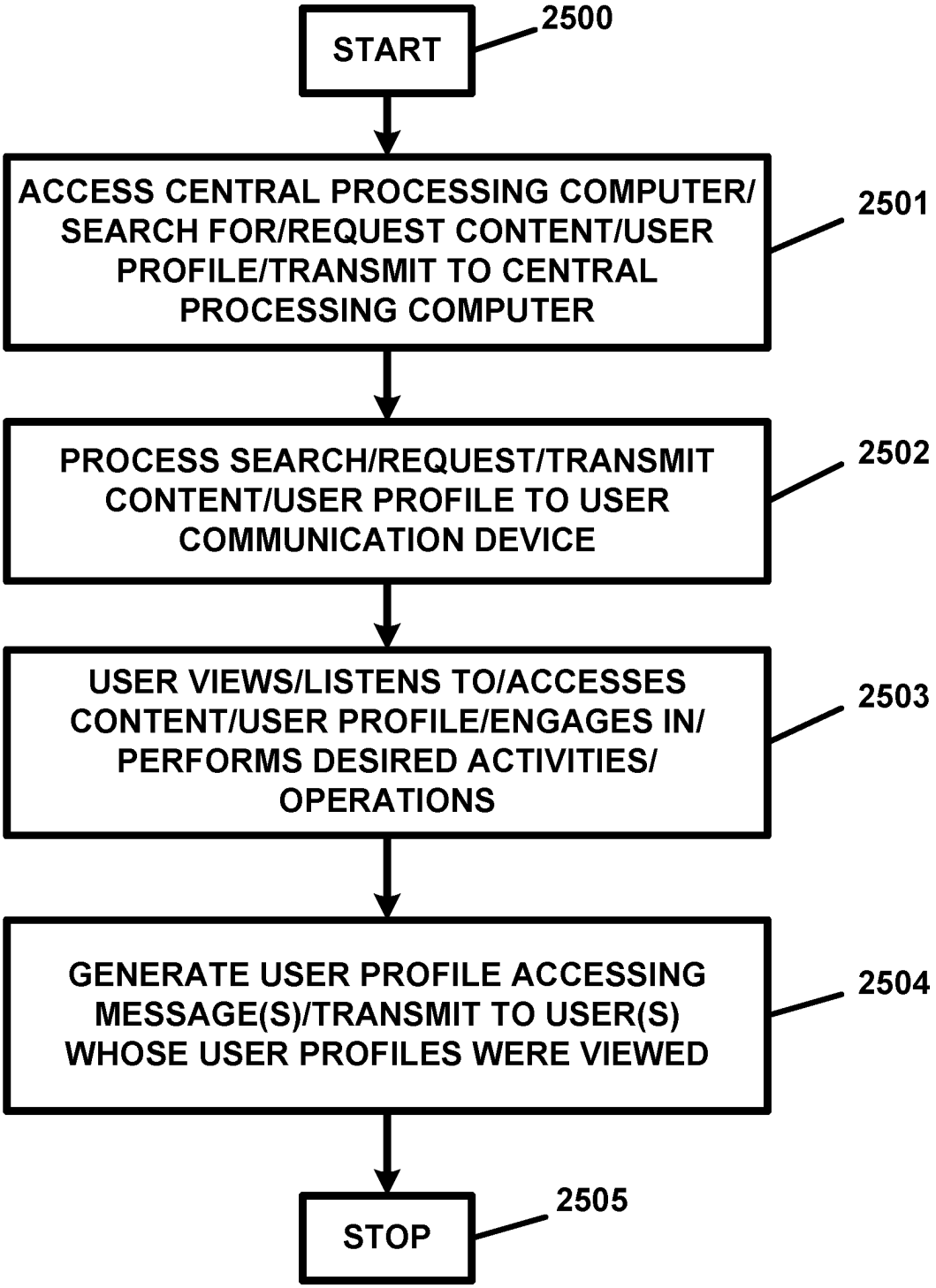
START
2500
ACCESS CENTRAL PROCESSING COMPUTER/ SEARCH FOR/REQUEST CONTENT/USER PROFILE/TRANSMIT TO CENTRAL PROCESSING COMPUTER
2501
PROCESS SEARCH/REQUEST/TRANSMIT CONTENT/USER PROFILE TO USER COMMUNICATION DEVICE
2502
USER VIEWS/LISTENS TO/ACCESSES CONTENT/USER PROFILE/ENGAGES IN/ PERFORMS DESIRED ACTIVITIES/ OPERATIONS
2503
GENERATE USER PROFILE ACCESSING MESSAGE(S)/TRANSMIT TO USER(S) WHOSE USER PROFILES WERE VIEWED
2504
STOP
2505

FIG. 25

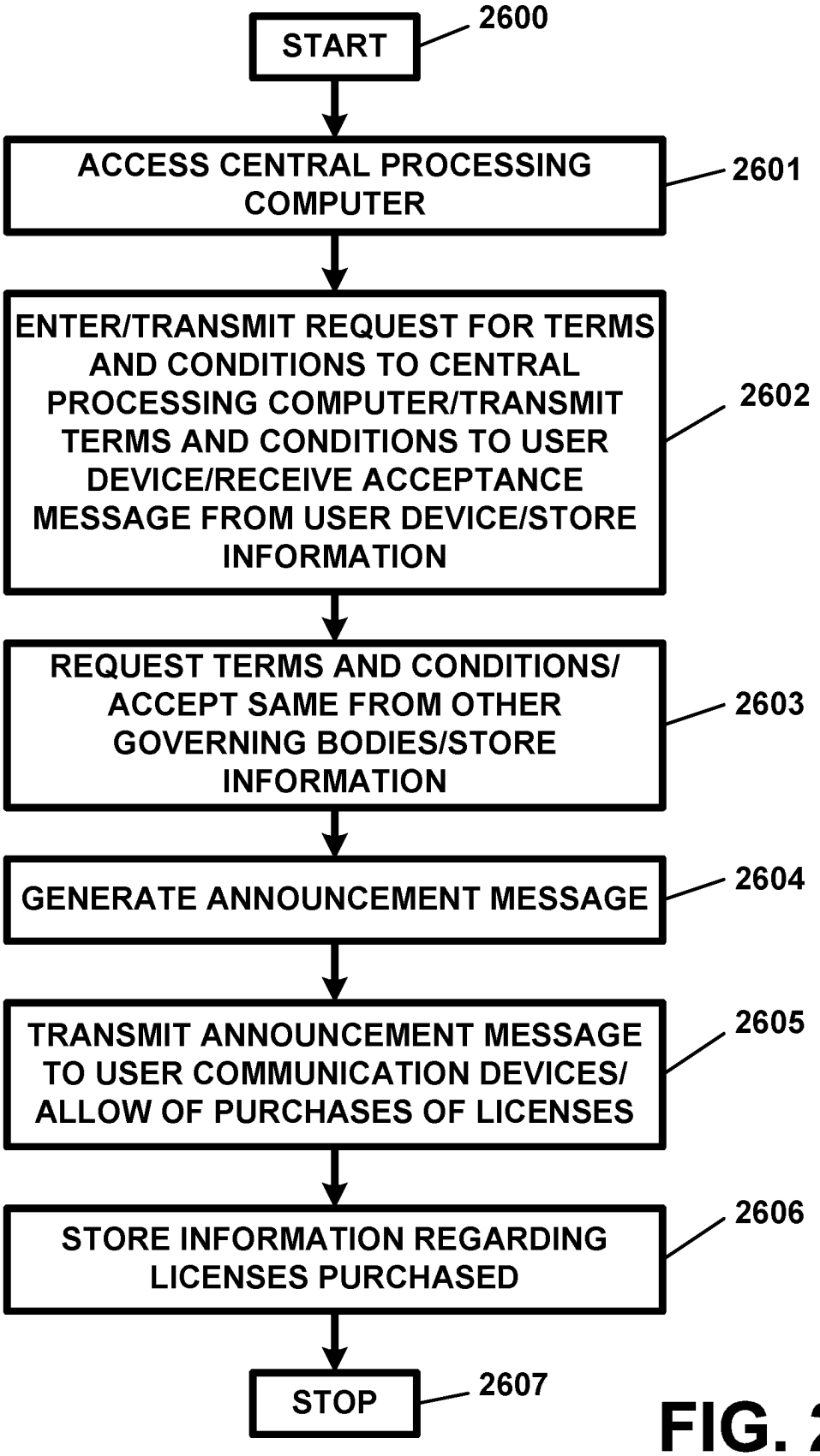
START
2600
ACCESS CENTRAL PROCESSING COMPUTER
2601
ENTER/TRANSMIT REQUEST FOR TERMS AND CONDITIONS TO CENTRAL PROCESSING COMPUTER/TRANSMIT TERMS AND CONDITIONS TO USER DEVICE/RECEIVE ACCEPTANCE MESSAGE FROM USER DEVICE/STORE INFORMATION
2602
REQUEST TERMS AND CONDITIONS/ ACCEPT SAME FROM OTHER GOVERNING BODIES/STORE INFORMATION
2603
GENERATE ANNOUNCEMENT MESSAGE
2604
TRANSMIT ANNOUNCEMENT MESSAGE TO USER COMMUNICATION DEVICES/ ALLOW OF PURCHASES OF LICENSES
2605
STORE INFORMATION REGARDING LICENSES PURCHASED
2606
STOP
2607

FIG. 26

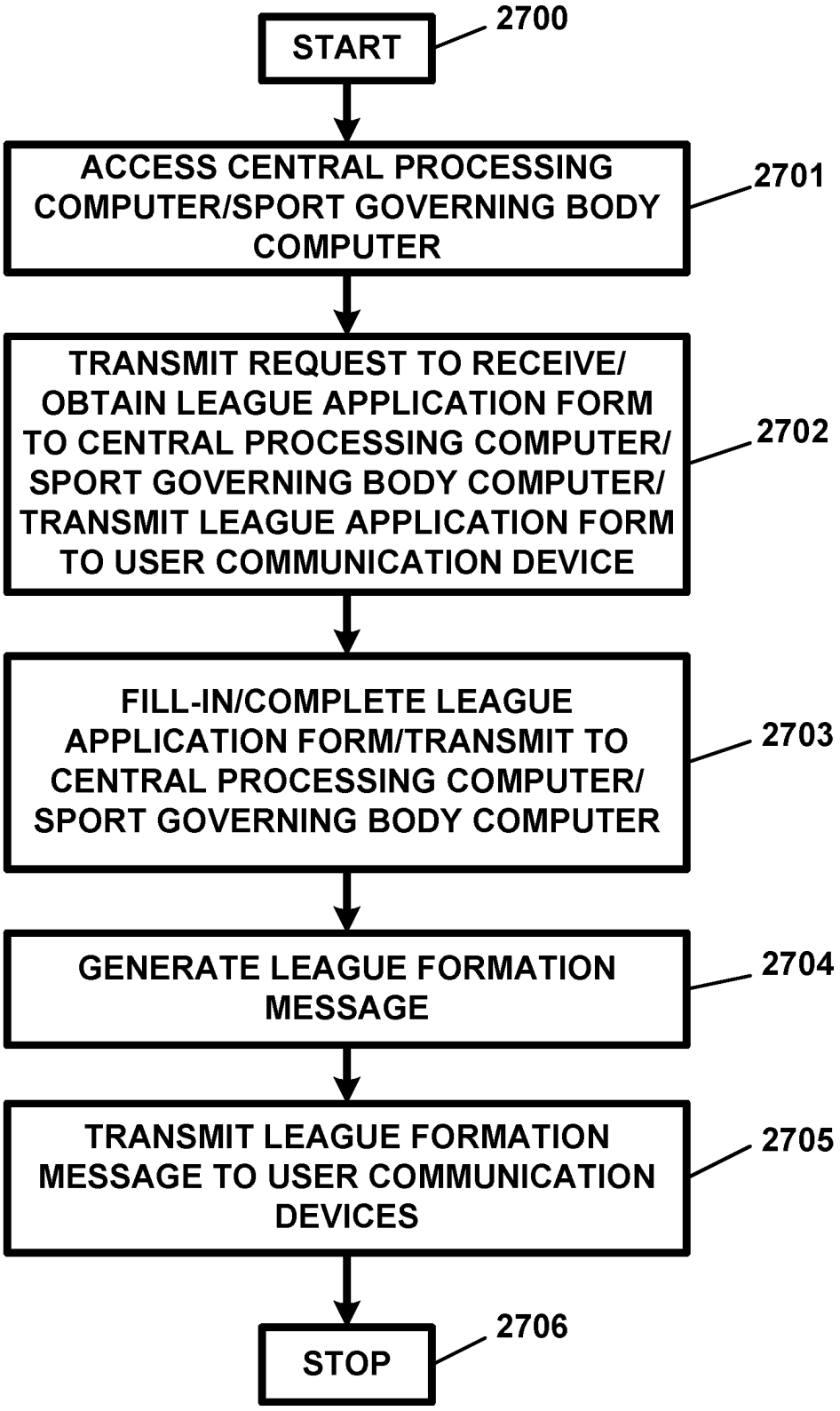
START
2700
ACCESS CENTRAL PROCESSING COMPUTER/SPORT GOVERNING BODY COMPUTER
2701
TRANSMIT REQUEST TO RECEIVE/ OBTAIN LEAGUE APPLICATION FORM TO CENTRAL PROCESSING COMPUTER/ SPORT GOVERNING BODY COMPUTER/ TRANSMIT LEAGUE APPLICATION FORM TO USER COMMUNICATION DEVICE
2702
FILL-IN/COMPLETE LEAGUE APPLICATION FORM/TRANSMIT TO CENTRAL PROCESSING COMPUTER/ SPORT GOVERNING BODY COMPUTER
2703
GENERATE LEAGUE FORMATION MESSAGE
2704
TRANSMIT LEAGUE FORMATION MESSAGE TO USER COMMUNICATION DEVICES
2705
STOP
2706

FIG. 27

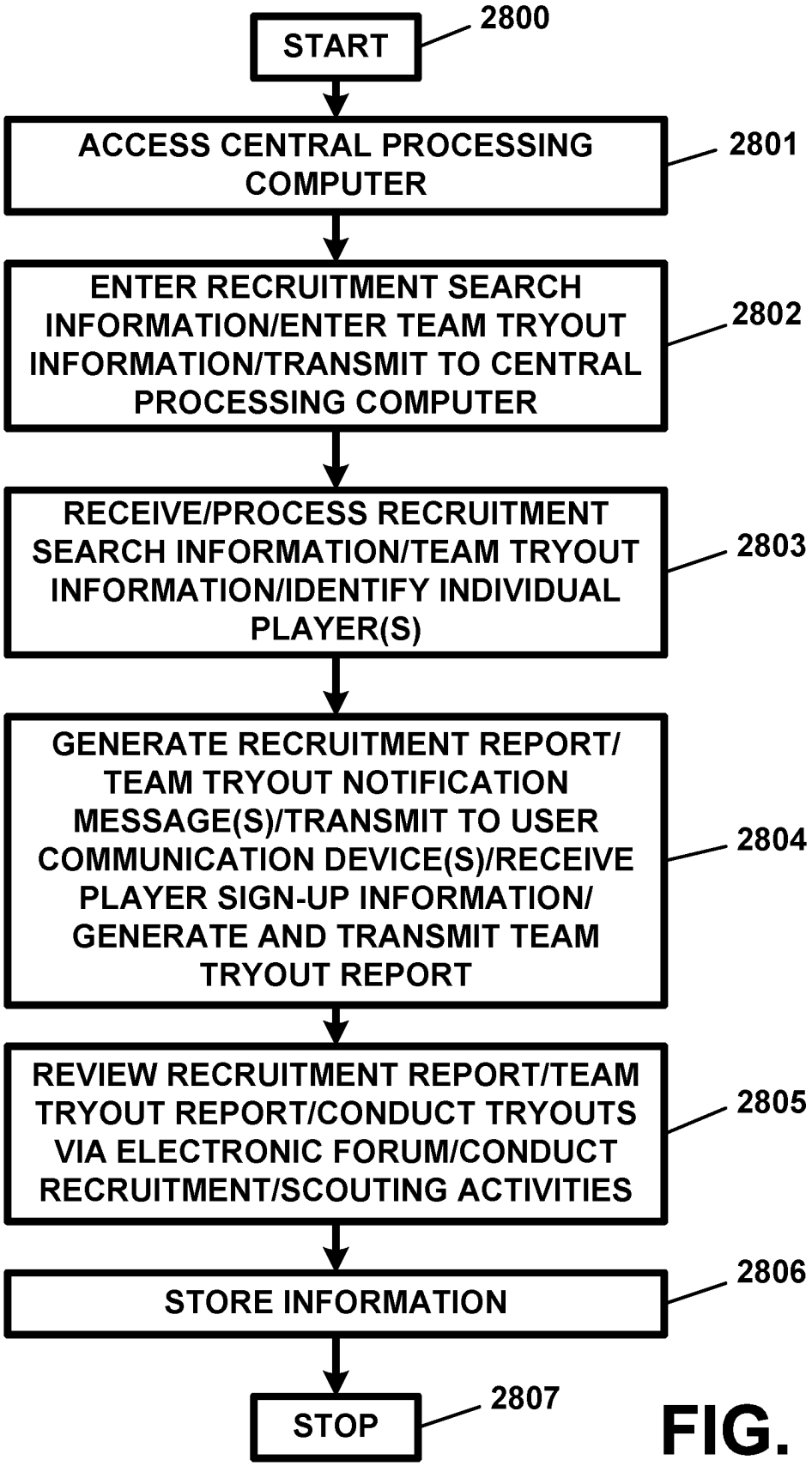
START
2800
ACCESS CENTRAL PROCESSING COMPUTER
2801
ENTER RECRUITMENT SEARCH INFORMATION/ENTER TEAM TRYOUT INFORMATION/TRANSMIT TO CENTRAL PROCESSING COMPUTER
2802
RECEIVE/PROCESS RECRUITMENT SEARCH INFORMATION/TEAM TRYOUT INFORMATION/IDENTIFY INDIVIDUAL PLAYER(S)
2803
GENERATE RECRUITMENT REPORT/ TEAM TRYOUT NOTIFICATION MESSAGE(S)/TRANSMIT TO USER COMMUNICATION DEVICE(S)/RECEIVE PLAYER SIGN-UP INFORMATION/ GENERATE AND TRANSMIT TEAM TRYOUT REPORT
2804
REVIEW RECRUITMENT REPORT/TEAM TRYOUT REPORT/CONDUCT TRYOUTS VIA ELECTRONIC FORUM/CONDUCT RECRUITMENT/SCOUTING ACTIVITIES
2805
STORE INFORMATION
2806
STOP
2807

FIG. 28

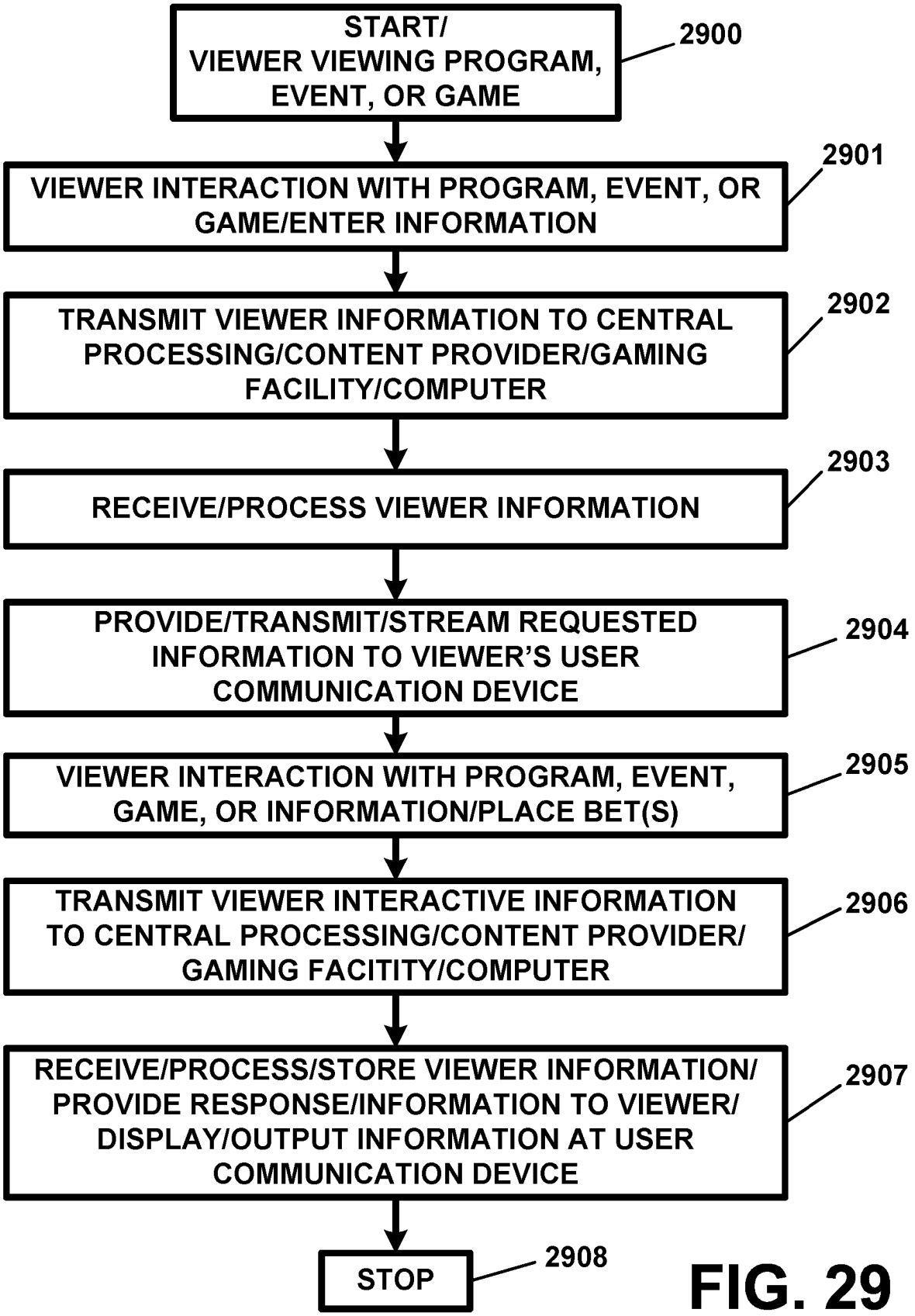
START/
VIEWER VIEWING PROGRAM,
EVENT, OR GAME
2900
VIEWER INTERACTION WITH PROGRAM, EVENT, OR GAME/ENTER INFORMATION
2901
TRANSMIT VIEWER INFORMATION TO CENTRAL PROCESSING/CONTENT PROVIDER/GAMING FACILITY/COMPUTER
2902
RECEIVE/PROCESS VIEWER INFORMATION
2903
PROVIDE/TRANSMIT/STREAM REQUESTED INFORMATION TO VIEWER'S USER COMMUNICATION DEVICE
2904
VIEWER INTERACTION WITH PROGRAM, EVENT, GAME, OR INFORMATION/PLACE BET(S)
2905
TRANSMIT VIEWER INTERACTIVE INFORMATION TO CENTRAL PROCESSING/CONTENT PROVIDER/ GAMING FACITITY/COMPUTER
2906
RECEIVE/PROCESS/STORE VIEWER INFORMATION/ PROVIDE RESPONSE/INFORMATION TO VIEWER/ DISPLAY/OUTPUT INFORMATION AT USER COMMUNICATION DEVICE
2907
STOP
2908

FIG. 29

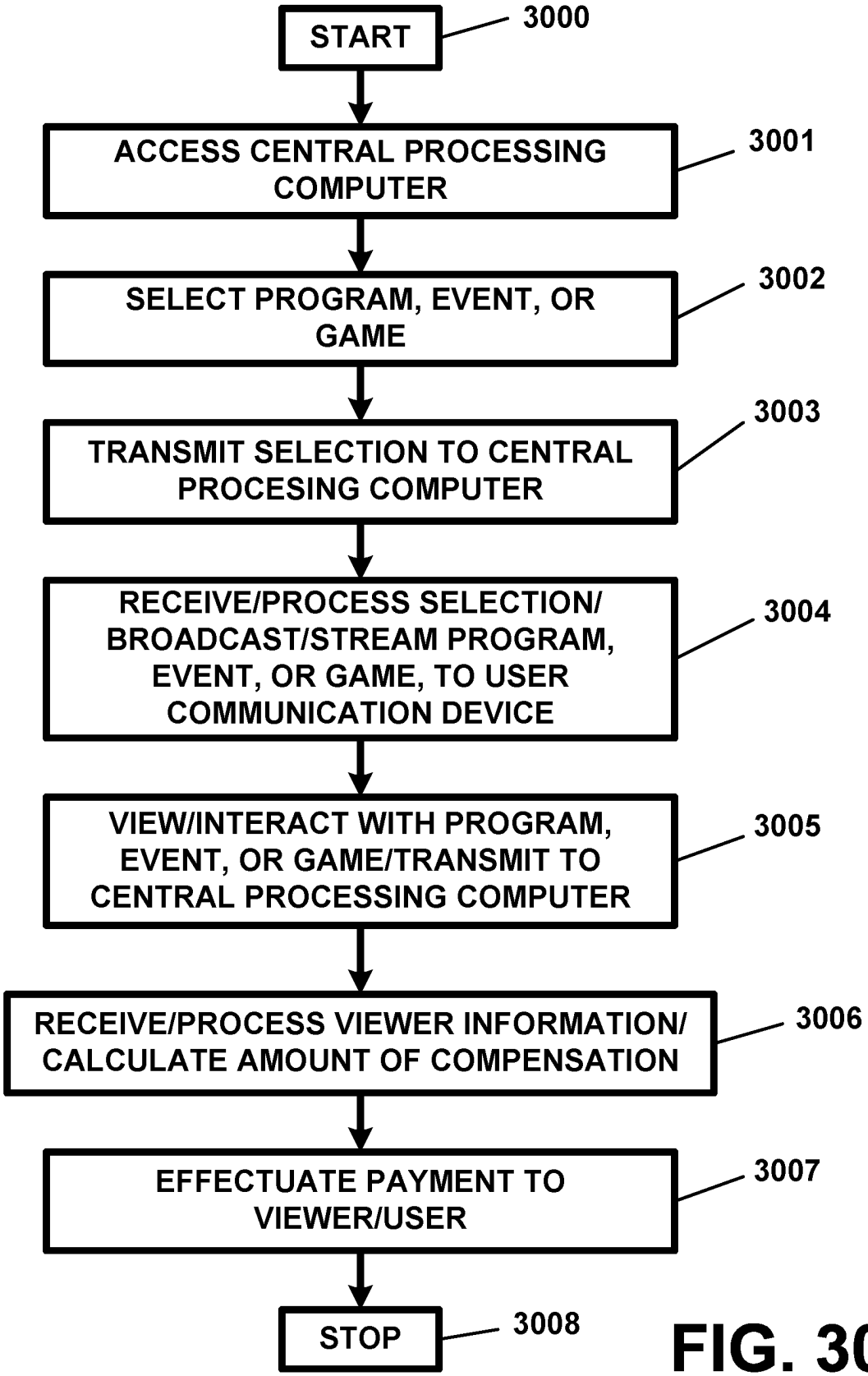
START
3000
ACCESS CENTRAL PROCESSING COMPUTER
3001
SELECT PROGRAM, EVENT, OR GAME
3002
TRANSMIT SELECTION TO CENTRAL PROCESING COMPUTER
3003
RECEIVE/PROCESS SELECTION/ BROADCAST/STREAM PROGRAM, EVENT, OR GAME, TO USER COMMUNICATION DEVICE
3004
VIEW/INTERACT WITH PROGRAM, EVENT, OR GAME/TRANSMIT TO CENTRAL PROCESSING COMPUTER
3005
RECEIVE/PROCESS VIEWER INFORMATION/ CALCULATE AMOUNT OF COMPENSATION
3006
EFFECTUATE PAYMENT TO VIEWER/USER
3007
STOP
3008

FIG. 30

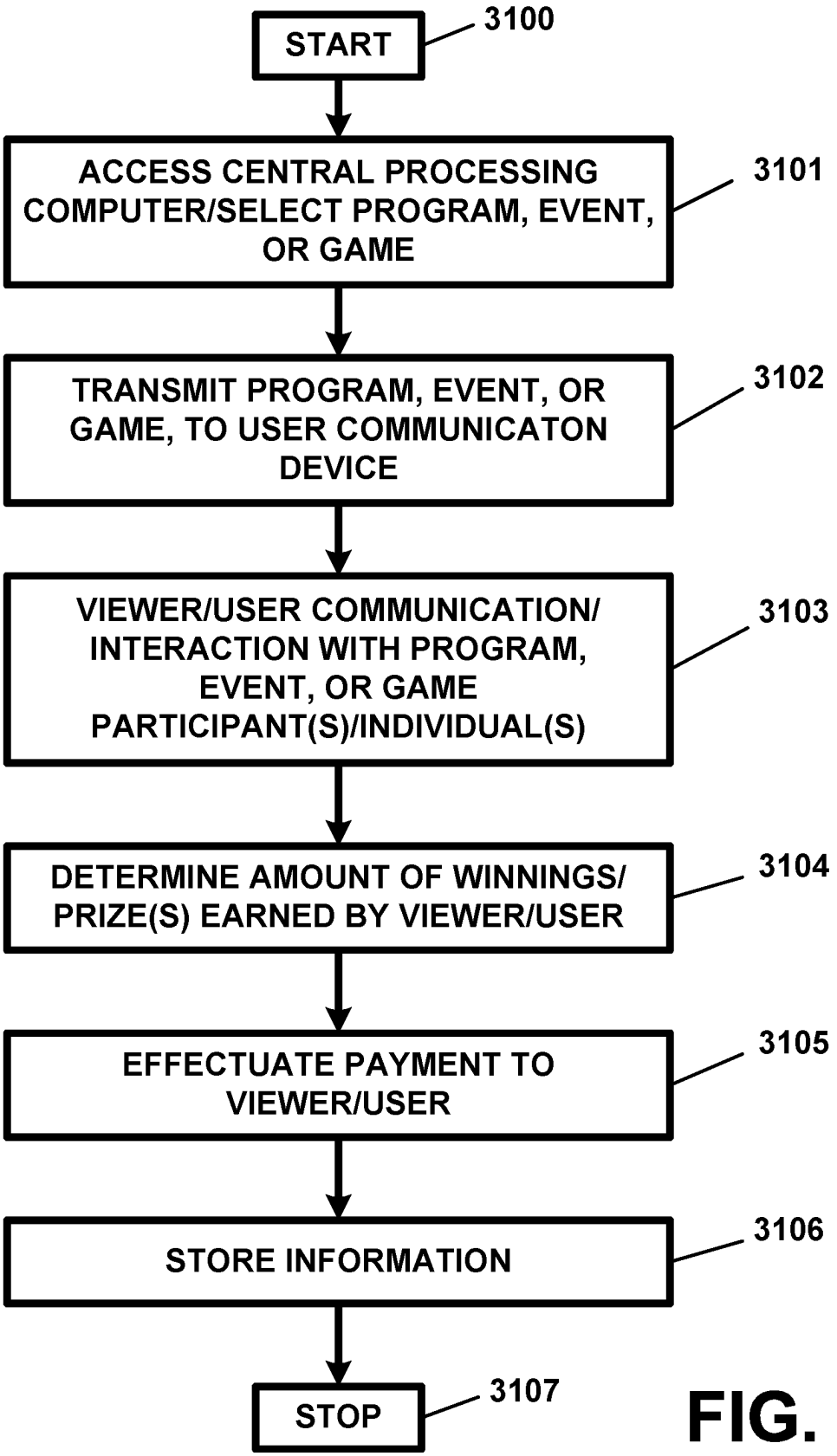
START
3100
ACCESS CENTRAL PROCESSING COMPUTER/SELECT PROGRAM, EVENT, OR GAME
3101
TRANSMIT PROGRAM, EVENT, OR GAME, TO USER COMMUNICATON DEVICE
3102
VIEWER/USER COMMUNICATION/ INTERACTION WITH PROGRAM, EVENT, OR GAME PARTICIPANT(S)/INDIVIDUAL(S)
3103
DETERMINE AMOUNT OF WINNINGS/ PRIZE(S) EARNED BY VIEWER/USER
3104
EFFECTUATE PAYMENT TO VIEWER/USER
3105
STORE INFORMATION
3106
STOP
3107

FIG. 31

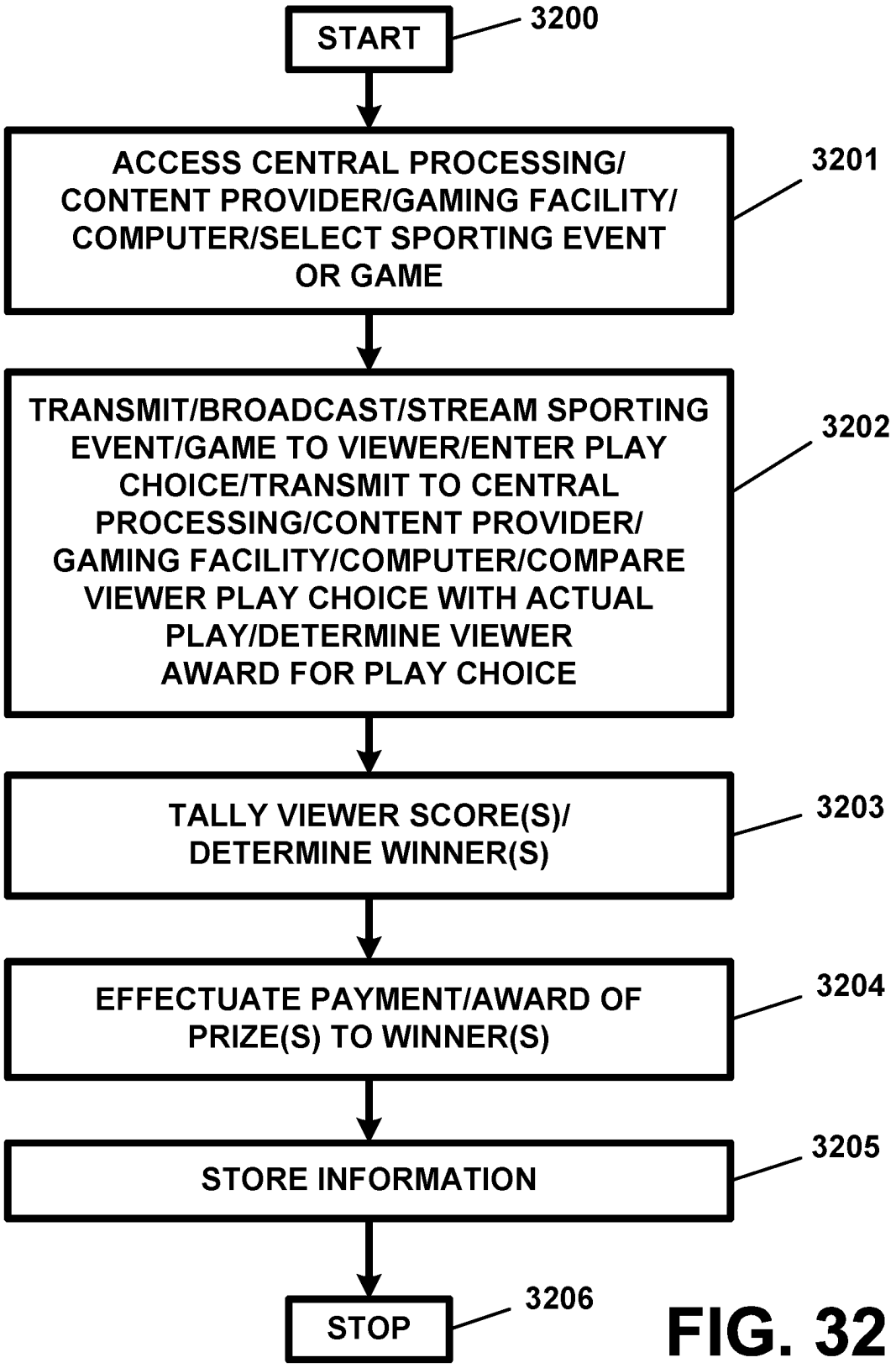
START
3200
ACCESS CENTRAL PROCESSING/ CONTENT PROVIDER/GAMING FACILITY/ COMPUTER/SELECT SPORTING EVENT OR GAME
3201
TRANSMIT/BROADCAST/STREAM SPORTING EVENT/GAME TO VIEWER/ENTER PLAY CHOICE/TRANSMIT TO CENTRAL PROCESSING/CONTENT PROVIDER/ GAMING FACILITY/COMPUTER/COMPARE VIEWER PLAY CHOICE WITH ACTUAL PLAY/DETERMINE VIEWER AWARD FOR PLAY CHOICE
3202
TALLY VIEWER SCORE(S)/ DETERMINE WINNER(S)
3203
EFFECTUATE PAYMENT/AWARD OF PRIZE(S) TO WINNER(S)
3204
STORE INFORMATION
3205
STOP
3206

FIG. 32

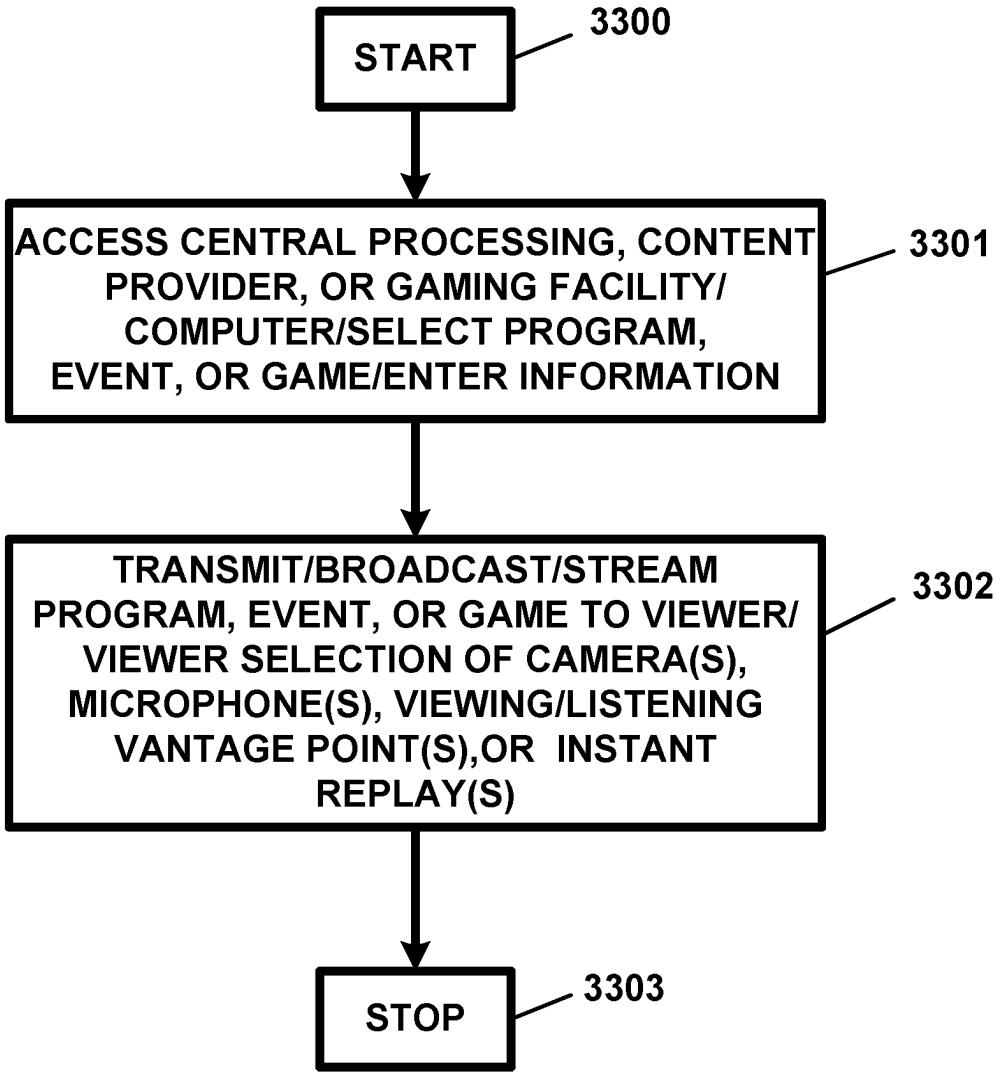
START
3300
ACCESS CENTRAL PROCESSING, CONTENT PROVIDER, OR GAMING FACILITY/ COMPUTER/SELECT PROGRAM, EVENT, OR GAME/ENTER INFORMATION
3301
TRANSMIT/BROADCAST/STREAM PROGRAM, EVENT, OR GAME TO VIEWER/ VIEWER SELECTION OF CAMERA(S), MICROPHONE(S), VIEWING/LISTENING VANTAGE POINT(S),OR INSTANT REPLAY(S)
3302
STOP
3303

FIG. 33

SPORTS BETTING APPARATUS AND METHOD

RELATED APPLICATIONS

This application claims the benefit of the priority of U.S. Provisional Patent Application Ser. No. 62/981,426, filed Feb. 25, 2020, 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.

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, gamming 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 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 can also be utilized in order to distribute, provide, promote, and/or facilitate the distribution of and/or the playing of, and/or the betting on or regarding, esports games and/or the playing of same. In this regard, the present invention can be used by television broadcasting networks or stations, radio broadcasting networks or stations, Internet streaming video and/or audio providers, video game developers, video game publishers, esports (also referred to as "eSports") video game developers, esports video game publishers, or any other content providers. The terms "esports" and "eSports", as used herein, refer to the sport of competitive video gaming, and these terms may be utilized interchangeably herein.

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 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 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 be 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 computer 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, at or 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 com-

puter 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, or any other content provider. The content provider computer or computer system described herein can also be used by, and/or 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 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, an/do 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 sys-

tem, 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 microcomputer, a minicomputer, a macro-computer, or a mainframe 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.

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.

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 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 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 com-

puter 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 watches 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 computers, 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 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 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 payment 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, 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 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 hereindescribed 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 in gaming or gambling activities involving bets placed on fantasy sports teams, leagues, events, or activities, and/or esports teams, leagues, events, or activities.

An individual or user can utilize the present invention to request to be notified upon a detected or an identified availability or scheduled occurrence or happening of a sporting event for which a bet or bets can be placed. For example, an individual or user desiring to bet on a game, match, team, tournament, player, or athlete, in or regarding any sporting event, can request to be notified or informed about the same, and the present invention can provide the individual or user with a notification regarding the same. As and for another example, an individual or user desiring to bet on a baseball, football, soccer, basketball, hockey, and/or any other sporting event, can request to be notified when a desired match up is scheduled (for example, a game featuring the New York Mets vs. New York Yankees). The individual or user can, thereafter, place a bet or bets on or regarding the respective sporting event.

The individual or user can also utilize the present invention to request any additional information, including, but not limited to, information regarding betting odds regarding the sporting event, analytics information for or regarding the sporting event, including, but not limited to, the teams or players participating in the sporting event, team records, sports players records, averages, and/or statistics, and/or any statistical and/or historical records regarding any of the herein-described sporting events, information regarding previous winning numbers and the probabilistic information regarding same, player statistics against an opposing team, historical records regarding prior meetings of the teams, player injuries, or line-ups for the game, and/or any other information which a user may find desirable, and/or any other information which an individual or user may be interested in receiving, considering, or using, in or regarding his or her betting activities regarding the respective sporting event.

The present invention can also be utilized in connection with any other gaming activities and/or gambling activities including any gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, any casinos, including casinos housed in or at physical venues, brick and mortar casinos, and/or on-line or virtual casinos. For example, the present invention can be utilized in connection with gaming activities and/or gambling activities offered by and at casinos in Las Vegas, Atlantic City, and other locations in the U.S. and around the world, Indian reservations, horseracing tracks, racetracks, and/or any other gaming and/or gambling venues.

The present invention can also be utilized by individuals and users to play and bet on gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, casinos or other gaming venues and/or gambling venues, as well as to watch and place bets on or regarding any gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, casinos or other gaming venues and/or gambling venues, as well as to place derivative bets on any of the above-described gaming activities and/or gambling activities.

The present invention can also be utilized in connection with lottery games, lottery drawings, and/or any lottery-related gaming activities and/or gambling activities offered by any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies. Individuals or users can utilize the present invention to purchase lottery tickets for various lottery games or lottery drawings offered by any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies which desire to sell lottery tickets via the present invention. Individuals and users can also utilize the present invention to watch or view lottery drawings and/or to place bets relating to or regarding a lottery game or a lottery drawing, and/or to place derivative bets on or regarding lottery drawings. The present invention can be utilized so as to allow individuals and users to purchase lottery tickets remotely and/or on-line and/or via the Internet and/or the World Wide Web from any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies which desire to sell lottery tickets via the present invention.

The apparatus and methods of the present invention can be utilized in connection with a distributed ledger and with Blockchain technology. A distributed ledger and Blockchain technology can be utilized along with a central processing computer, in a combined system, wherein certain of the transactions can be processed and/or performed by and/or with a central processing computer and/or certain other transactions can be processed and/or performed by and/or with, and/or using, a distributed ledger and Blockchain technology or Blockchain technologies. Any and/or all transactions, described herein as being performed by the present invention, can also be processed and/or performed by and/or with, and/or using, a distributed ledger and Blockchain technology or Blockchain technologies, and/or any cryptocurrency Blockchain technology or technologies.

Any type of Blockchain technology can be utilized in connection with the present invention. In this regard, the present invention can utilize a distributed ledger(s) along with any Blockchain technology or technologies, Bitcoin Blockchain technology or technologies, Ethereum Blockchain technology or technologies, Bitcoin Cash Blockchain technology or technologies, Litecoin Blockchain technology or technologies, Privacy Coin Bitcoin technology or technologies, and/or any other suitable Blockchain technology or technologies, and/or Smart contracts and/or Smart contract technology or technologies and/or decentralized autonomous organizations (DAOs), decentralized autonomous organizations (DAOs) technology or technologies, and/or any combination of same.

The present invention can also be utilized with any suitable cryptocurrency, such as, but not limited to, Bitcoin, Bitcoin Cash, Ethereum, Ripple, Dash, Monero, Zcash, Digibyte, Litecoin, any privacy coins, and/or any other cryptocurrency and/or privacy coin cryptocurrency.

Applicant incorporates by reference herein the subject matter and teachings of "Blockchain Technology Explained" by Alan T. Norman, "Blockchain" by Abraham K. White, "Blockchain—A Practical Guide To Developing Business, Law, And Technology Solutions" by Joseph J. Bambara and Paul R. Allen, and "Blockchain—Ultimate Guide To Understanding Blockchain, Bitcoin, Cryptocurrencies, Smart Contracts And The Future of Money" by Mark Gates, in their entirety, for all of their respective subject matter and teachings regarding distributed ledger technology and/or technologies, Blockchain technology and/or technologies, Bitcoin technology and/or technologies, Bitcoin Blockchain technology and/or technologies, Ethereum technology and/or technologies, Ethereum Blockchain technology and/or technologies, cryptocurrencies, cryptocurrency technology and/or technologies, and/or smart contract technology and/or technologies, and/or decentralized autonomous organizations (DAOs) technologies, and/or peer-to-peer technology and/or technologies, and/or any other technology or technologies related thereto or which can be utilized in conjunction distributed ledgers, Blockchain technologies, Smart contracts, decentralized autonomous organizations (DAOs), and/or cryptocurrencies.

By utilizing a distributed ledger and a suitable Blockchain technology, the apparatus and methods of the present invention can reduce the amount of processing performed by, and reliance on, a central processing computer and/or can eliminate the need for a central processing computer and any centralized entity which might operate the central processing computer.

The apparatus can also include a central processing computer and distributed ledger/Blockchain technology system. The central processing computer/distributed ledger/Blockchain technology system can include a central processing computer component, which can perform any and/or all of the functions described herein as being performed by the central processing computer, and a distributed ledger/Blockchain technology system component.

Any and/or all of the various transactions, functions, and/or functionalities, described herein as being provided or performed by the present invention can be provided or performed by either the central processing computer component of the central processing computer/distributed ledger/Blockchain technology system and/or by the distributed ledger/Blockchain technology system component of the central processing computer/distributed ledger/Blockchain technology system.

For example, any and/or all of the financial transactions described herein, which relate to the placing of a bet or bets or which relate to the settlement of a bet or bets, can be performed by the distributed ledger/Blockchain technology system component of the central processing computer/distributed ledger/Blockchain technology system, while any and/or all non-financial transactions can be performed by the central processing computer component of the central processing computer/distributed ledger/Blockchain technology system. Any financial or non-financial transaction(s) or function(s) can also be performed by the distributed ledger/Blockchain technology system component of the central processing computer/distributed ledger/Blockchain technology system, and any financial or non-financial transaction(s) or function(s) can also be performed by the central processing computer component of the central processing computer/distributed ledger/Blockchain technology system. The present invention can also be utilized with any cryptocurrency or cryptocurrencies or with no cryptocurrency.

A distributed ledger/Blockchain technology system can be utilized to process and/or perform any and/or all of the transactions and/or functions described herein as being

provided and/or performed by the apparatus of the present invention. The apparatus can include a distributed ledger/Blockchain technology system which can perform any and/or all of the transaction and/or functions described herein as being performed by the present invention.

In a preferred embodiment, any and/or all of the various transactions, functions, and/or functionalities, described herein as being provided or performed by the present invention can be performed by utilizing the distributed ledger/Blockchain technology system.

The user communication device(s) and/or the central processing computer, the central processing computer/distributed ledger/Blockchain technology system, and/or the distributed ledger/Blockchain technology system, can also transmit a control signal for activating and/or for controlling a selected camera, video recording device, microphone, and/or audio recording device, of any of the video and/or audio recording device(s) described herein, and/or for activating and/or for controlling any wearable device(s) described herein.

The apparatus of the present invention can also be utilized to gather and/or collect analytics information from multiple sources and to provide analytics products and/or services to any of the herein-described stakeholders and users of the present invention. Sports analytics information, casino gambling analytic information, and lottery analytics information, can be recorded, can be gathered and/or collected, and/or can be provided to an information/analytics computer. Various analytics products and/or services can be generated and/or provided to the various users and stakeholders described herein via the present invention.

Analytics data and/or information and/or any other data and/or information deemed useful in serving the needs of users and/or stakeholders of the present invention can be provided by various individuals, entities, or sources, at any time before, during, or after, any of the herein-described games, matches, competitions, or events, for which bets can or may be placed and/or for any casino games, lottery games, and/or lottery drawings. These individuals, entities, or sources can include official data, unofficial data, and/or analytics, sources, such as, for example, but not limited to, sports governing bodies, leagues, teams, tournaments, or competitions, governmental data and/or analytics sources such as, for example, but not limited to, countries, states, provinces, cities, municipalities, or any other political subdivisions, private data and/or analytics sources such as, for example, but not limited to, data and/or analytics entities and/or business entities and/or their employees and/or agents, private individuals and/or freelancers, and/or wearable device sources which wearable devices can be worn by players, athletes, and/or participants, in any of the herein-described games, matches, competitions, or events, and/or casino games, as well as any of the herein-described gaming facilities, gaming venues, content providers, financial institutions, escrow agents, and/or social networks.

Analytics data and/or information can be entered by, generated by, and/or transmitted from, each of the herein-described and respective sports governing bodies, leagues, teams, tournaments, or competitions, governmental data and/or analytics sources, data and/or analytics entities and/or business entities and/or their employees and/or agents, financial institutions, escrow agents, private individuals and/or freelancers, and wearable devices, can utilize a respective computer or communication device to collect and/or gather data, and transmit, analytics data and/or information to the information/analytics computer. Thereafter, any desired analytics data and/or information and/or any analytics products or services which can be derived from the same can be requested by, and/or can be transmitted to, any user, individual, sports governing body, governmental entity, gaming facility, content provider, information/analytics provider, social network, financial institution, and/or escrow agent, who or which utilizes the present invention. Any desired analytics data and/or information and/or any analytics products or services derived from the same can be requested by and/or transmitted to any user, individual, sports governing body, governmental entity, gaming facility, content provider, information/analytics provider, social network, financial institution, and/or escrow agent, at any time.

The analytics apparatus can include the information/analytics provider computer and can also include a user analytics device, which can be any user communication device which is suitably equipped to allow a user or individual to enter, collect, or gather, analytics data and/or information and which can be utilized by any user or individual who or which utilizes the present invention. The user analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer. The analytics apparatus can also include a sport governing body analytics device which can be utilized by any of the sports governing bodies described herein, and/or entities offering, sponsoring, or operating, a lottery or lotteries, in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The sport governing body analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer.

The analytics apparatus can also include a governmental entity analytics device, which can be utilized by any of the governmental entities described herein in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The governmental entity analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer. The analytics apparatus can also include a gaming facility/venue analytics device which can be utilized by any of the gaming facilities or venues described herein, or by any casino or on-line casino, in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The gaming facility/venue analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer. The analytics apparatus can also include a content provider analytics device which can be utilized by any of the content providers described herein in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The content provider analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer.

The analytics apparatus can also include an information entity analytics device which can be utilized by any of the information/analytics providers, who or which utilize the present invention and/or any employees or agents of same, by any financial institutions who or which utilize the present invention and/or any employees or agents of same, and/or by any escrow agents who or which utilize the present invention and/or any employees or agents of same, in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The information entity analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer.

The analytics apparatus can also include a social network analytics device which can be utilized by any of the social

networks which utilize the present invention and/or any employees or agents of same in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The social network analytics device can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer.

The analytics apparatus can also include a wearable device which can be worn by, attached to, or linked with, any player, athlete, or participant, of any sporting event, game, match, competition, or tournament, or to any clothing or equipment of the player, athlete, or participant. The wearable device can be used by a player, athlete, or participant, in order to provide official or unofficial analytics data and/or information to the analytics apparatus. The wearable device can be wirelessly linked to or with the information/analytics provider computer.

Any number of user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can be utilized in and/or with the analytics apparatus.

In another preferred embodiment, any number of user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can also provide analytics data and/or information directly to the central processing computer of the present invention and/or to the central processing computer and distributed ledger/Blockchain technology system of the present invention. Any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can be connected to, or wirelessly linked to or with, the central processing computer of the present invention and/or the central processing computer and distributed ledger/Blockchain technology system of the present invention.

The analytics apparatus, as well as any of the user analytics devices, the sport governing body analytics devices, the governmental entity analytics devices, the gaming facility/venue analytics devices, the content provider analytics devices, the information entity analytics devices, the social network analytics devices, and/or the wearable devices, can be utilized to perform analytics data collection, gathering, recording, and/or reporting to any information/analytics provider computer, and/or the central processing computer of the present invention and/or the central processing computer and distributed ledger/Blockchain technology system of the present invention.

In a preferred embodiment, the analytics apparatus, as well as any of user analytics devices, the sport governing body analytics devices, the governmental entity analytics devices, the gaming facility/venue analytics devices, the content provider analytics devices, the information entity analytics devices, the social network analytics devices, and/or the wearable devices, can be utilized to facilitate analytics data collection, gathering, recording, and/or reporting, from any number of the various users and stakeholders who or which utilize the present invention.

The central processing computer, the central processing computer and distributed ledger/Blockchain technology system, the analytics apparatus, and/or any information/analytics provider computer, can be specially programmed to process any analytics data and/or information collected by the apparatus of the present invention, and/or any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, and can be specially programmed to generate any desired analytics product(s) and/or service(s). The central processing computer, the central processing computer and distributed ledger/Blockchain technology system, the analytics apparatus, and/or any information/analytics provider computer, can be specially programmed generate any desired analytics product(s) and/or service(s) for, or to meet the needs or requests of, any of the herein-described users, individuals, or stakeholders, who or which utilize the apparatus of the present invention.

The apparatus and methods of the present invention, the apparatus, the analytics apparatus, and/or any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can be utilized in order to collect, record, process, and/or disseminate, player performance tracking data and/or information and/or athlete performance tracking data and/or information to any of the herein-described individuals, users, or stakeholders, who or which use the present invention.

The apparatus and methods of the present invention and/or any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can be utilized in conjunction with player performance tracking systems, and/or as a component of the same, for monitoring the performance of players or athletes in and/or during games or matches.

The apparatus and methods of the present invention can process player performance tracking data and/or information and/or athlete performance tracking data and/or information in conjunction with historical or past player performance tracking data and/or information and/or athlete performance tracking data and/or information in order to provide performance assessment information for assessing the performance of any player or athlete, of any number of players or athletes, or any team or any number of teams, before, during, and after a game or match. The player performance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, can be provided to any of the herein-described individuals or users, sports governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents,

Any of the herein-described individuals or users, sports governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, bookmakers, and fraud detection systems, can utilize the player perfor-

mance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, as they desire.

The player performance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, can be used by individuals or users to place bets, can be used by bookmakers to determine, ascertain, or establish, betting odds before and/or during a game, match, or competition, or to determine, ascertain, or establish, betting odds after a game, match, or competition, and/or can be used by sports governing bodies, governmental entities, bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders to detect, report, be notified of, and/or investigate, any evidence and/or allegations indicative of, or evidencing, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

The apparatus and methods of the present invention and/or the analytics apparatus, and/or any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, and/or social network analytics devices, can be utilized in order to collect, record, process, and/or disseminate, bookmaker data and/or information regarding betting odds, betting lines, proposition bets, and/or betting activities, and/or any other sportsbook or sports betting data and/or information, established, determined, offered, or ascertained, by a bookmaker before, during, and/or after, any game(s), matches, or competitions, for which the bookmaker a sportsbook offers betting or wagering activities.

The apparatus and methods of the present invention and/or any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or the wearable devices, can be utilized in conjunction with fraud detection systems which can be utilized to monitor and/or compare changes in betting odds or wagering odds for games or matches before and/or during games with in-game or in-match performance tracking data and/or information.

Any number of bookmakers can provide any types or kinds of bookmaker data and/or information, which be provided to, or disseminated to, any of the individuals or users for placing bets or otherwise using the apparatus and methods of the present invention, to any other bookmakers to determine, ascertain, or establish, betting odds before and/or during a game, match, or competition, or to determine, ascertain, or establish, betting odds after a game, match, or competition, and/or to any sports governing bodies, governmental entities, bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders to detect, report, be notified of, and/or investigate, any evidence and/or allegations indicative of, or evidencing, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

Bookmaker data and/or information can be provided to any of the herein-described individuals or users, sports governing bodies, governmental entities, other bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders, before, during, or after, a game, match, or competition, upon request, automatically, and/or live, in real-time, and/or otherwise.

The apparatus and methods of the present invention can correlate player performance tracking data and/or information and/or athlete performance tracking data and/or information, obtained from any player performance tracking system and/or from any athlete performance tracking system, or obtained from any number of player performance tracking systems and/or from any athlete performance tracking systems, with any type or kind of bookmaker data and/or information, provided by any bookmaker or provided by any number of bookmakers, in order to generate fraud detection system reports or other information which can be used for detecting, reporting, and/or investigating, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

The apparatus of the present invention can also any number of bookmaker computers, any number of player performance tracking system computers, and/or any number of fraud detection system computers.

The player performance tracking system computer can utilize, and/or can receive, player performance tracking data and/or information and/or athlete performance tracking data and/or information obtained with, by, or from, any one or more of the various electronic performance and tracking systems ("EPTS"), which are known by those skilled in the art as of the time of the filing of this patent application, and which can be utilized to monitor, measure, and/or track, the in-game, in-match, or in-competition, performance of any player(s), athlete(s), or participant(s), and/or team(s), participating and/or competing in the respective game, match, or competition, and/or which can also be utilized to monitor and/or to track ball movement and/or speed, puck movement and/or speed, bat movement and/or speed, stick movement and/or speed, and/or the movement and/or speed of any object utilized in the playing of the respective game, match, or competition, and/or any equipment utilized in the playing of the respective game, match, or competition.

The various electronic performance and tracking systems, which can be utilized in conjunction the apparatus and methods of the present invention, can include, but are not limited to, optical camera based systems ("OCBS"), local positioning systems ("LPS"), global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same. Each of the optical camera based systems ("OCBS"), local positioning systems ("LPS"), global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same, can utilize any number of the wearable devices described herein, as a component or components of same, and/or in, during, or for, data and/or information gathering, and/or during system operation, and/or in performing player performance tracking and/or team performance tracking. In this regard, the wearable devices can be

used as a component of each of, or of any of, the herein-described electronic performance and tracking systems, including the optical camera based systems ("OCBS"), the local positioning systems ("LPS"), and/or the global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same, which are described herein as being used in connection with the present invention.

The player performance tracking system computer can be connected to, linked with, and/or wirelessly linked with, optical camera based player performance tracking system ("OCBS"), local positioning player performance tracking system ("LPS"), and global positioning system ("GPS")/global navigation satellite system ("GNSS") player performance tracking system, and can receive the respective provide player performance tracking data and/or information or athlete performance tracking data and/or information, and/or any ball, puck, bat, stick, object, or equipment, movement and/or speed, and/or other, tracking, data and/or information, and/or any team performance tracking data and/or information, which is collected, processed, and/or provided, by each of, or any combination of the optical camera based player performance tracking system ("OCBS"), the local positioning player performance tracking system ("LPS"), or the GPS/GNSS player performance tracking system. Any one or any combination of "player performance tracking systems, that is, any one of, or any combination of, an optical camera based player performance tracking system, a local positioning player performance tracking system, or a GPS/GNSS player performance tracking system, can be deployed at a gaming venue, stadium, arena, field, or other sporting venue or athletic venue, of or for, or which is hosting, a game, match, or competition, in order to obtain performing player performance tracking, team performance tracking, and/or ball, puck, bat, stick, object, or equipment, tracking, for and during any game, match, or competition.

Historical player performance tracking data and/or information, for each player, and historical team performance tracking data, for each team, which can be previously obtained from any one or more of the respective optical camera based player performance tracking systems, local positioning player performance tracking systems, or GPS/GNSS player performance tracking systems, can be recorded, processed, and stored, in the database of the central processing computer, and/or in the respective database(s) of the bookmaker computer(s), the player performance tracking system computer(s), and/or the fraud detection system computer(s). Algorithms and/or data processing routines and/or techniques, such as those which are known by those skilled in the art of player and team performance data tracking and analysis at the time of the filing of this patent application, can be utilized by the central processing computer, and/or the respective database(s) of the bookmaker computer(s), the player performance tracking system computer(s), and/or the fraud detection system computer(s), in order to process any of the herein-described player performance tracking data and/or information and/or any of the herein-described team performance tracking data and/or information, in order to identify averages, means, standard deviations, and/or any other statistical and/or probabilistic measures or metrics, or any number of player performance measurement categories and/or for any team performance measurement categories. For each player performance category or team performance category, historical norms can be identified for later use in future player performance evaluation and/or in team performance evaluation.

Thereafter, player performance tracking data and/or information, and/or team performance tracking data and/or information, obtained from a respective optical camera based player performance tracking systems, local positioning player performance tracking systems, or GPS/GNSS player performance tracking systems, for, from, or during, any subsequent game, match, or competition, can be compared, for each player and/or for each team in order to ascertain the whether or not each player or each team is performing at, or within a range of, their normal performance level(s), below their normal performance level(s), or above their normal performance level(s). Player or team performance irregularities can also be noted, analyzed, and/or recorded.

Each of the central processing computer, the bookmaker computer(s), the player performance tracking system computer(s), and/or the fraud detection system computer(s), can be provided with, and can store and/or can process and/or compare, using any suitable algorithms and/or data processing routines and/or techniques, any of the herein-described historical player performance tracking data and/or information, for each player, and the herein-described historical team performance tracking data, for each team, as well as any player performance tracking data and/or information, and/or team performance tracking data and/or information, obtained for, from, or during, any game, match, or competition.

Each of the central processing computer, the bookmaker computer(s), the player performance tracking system computer(s), and/or the fraud detection system computer(s), can compare the player performance tracking data and/or information for each player and/or the team performance tracking data and/or information for each team, which is obtained for, from, or during, any game, match, or competition against, or in conjunction with, the historical player performance tracking data and/or information for each player and/or the historical team performance tracking data for each team. Each of the central processing computer, the bookmaker computer(s), the player performance tracking system computer(s), and/or the fraud detection system computer(s), can then determine if each player or team is performing at their normal performance level(s), below their normal performance level(s), or above their normal performance level(s), during each game, match, or competition, or if each player or team had performed at their normal performance level(s), below their normal performance level(s), or above their normal performance level(s).

Player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information can be transmitted to the central processing computer from a respective optical camera based player performance tracking system, local positioning player performance tracking system, or GPS/GNSS player performance tracking system, during a game, match, or competition. The central processing computer can also transmit the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information to each bookmaker computer during the game and/or as close to in real-time as possible so that the bookmaker computer can process same and can calculate in-game, in-match, or in-competition, betting odds based on the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information received. The player performance tracking system computer can transmit any of the data and/or

information it records directly to the bookmaker computer(s) for processing thereat, to an information/analytics provider computer(s) for processing thereat, and/or to a fraud detection system computer for processing thereat.

The central processing computer can also transmit the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information to each fraud detection system computer during the game and/or as close to in real-time as possible so that the fraud detection system computer can process the same and can determine if any suspicious activities regarding any action or actions of any player or of team has been identified or could have possibly occurred. The player performance tracking system computer can transmit any of the data and/or information it records directly to the fraud detection system computer(s).

The central processing computer can also process the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information, obtain results therefrom, and can transmit any results, or any data and/or information relating to, or indicative of, the results to any user communication device(s) associated with any individuals or users who may be interested in the same and/or to any of the herein-described electronic forums, chat rooms, or websites. The player performance tracking system computer can transmit any of the data and/or information it records directly to any user communication device(s) associated with any individuals or users who may be interested in the same and/or to any of the herein-described electronic forums, chat rooms, or websites.

Each bookmaker computer can process information regarding any betting activities and/or any bets which have been placed, along with times corresponding to the same, and/or along with any noted irregularities of evidence of suspicious betting activities indicative of game-fixing, match-fixing, or cheating, for and/or during each game, match, or competition, and can transmit the same to the central processing computer and/or to the fraud detection system computer. The central processing computer and/or the fraud detection system computer, can receive and process the information transmitted from the bookmaker **94** of received from any number of bookmaker computers, and determine if irregular or suspicious betting activities are occurring, or have occurred, during the game, match, or competition, which may be indicative of game-fixing, match-fixing, or cheating.

If irregular or suspicious betting activities have been identified, then the central processing computer and/or the fraud detection system computer can generate a suspicious activity report for the game, match, or competition, and can transmit the same to the bookmaker computer(s), to the sports governing body computer(s) for the particular sporting event or competition, and/or to the governmental entity computer(s) for the jurisdiction in which the sporting event or competition is taking, or has taken, place, and/or to any other fraud detection system computer(s). The central processing computer and/or the fraud detection system computer can generate and transmit a suspicious betting activity message and transmit the same to the user communication device(s) of any individual or user who placed a bet on the sporting event or competition and/or to any of the herein-described electronic forums, chat rooms, or websites, associated with or providing a transmission or broadcast of the sporting event or competition.

The apparatus of the present invention can provide information regarding player performance and/or team performance to individuals or users who have placed bets or wagers, or who are placing, or who are continuing to place, bets or wagers, on games, matches, or competitions, via the apparatus of the present invention. The apparatus can also provide bookmaker information, odds for bets or wagers and/or changes in odds for bets or wagers which are offered by one or more bookmakers or sportsbooks, and/or information regarding fraud alerts related to suspicious betting activities and/or related to questionable player performance or team performance, before and/or during a game, match, or competition. The apparatus of the present invention can also provide information regarding player performance and/or team performance to individuals or users who have placed bets or wagers, or who are placing, or who are continuing to place, bets or wagers, on games, matches, or competitions, bookmaker information, odds for bets or wagers and/or changes in odds for bets or wagers which are offered by one or more bookmakers or sportsbooks, and/or information regarding fraud alerts related to suspicious betting activities and/or related to questionable player performance or team performance, before and/or during a game, match, or competition, to any of the herein-described sport governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, fraud detection systems, financial institutions, bookmakers, escrow agents, and/or any other individuals or entities who or which use the present invention.

The apparatus of the present invention and/or the central processing computer can determine if a bet or wager is legal in a jurisdiction, state, country, or political subdivision, based on the individual's or user's position or location when he or she places the bet. If an individual or user must be physically located within a respective jurisdiction, state, country, or political subdivision, when placing a bet or wager, the apparatus or the central processing computer can determine, using position or location data or information obtained by the global positioning device of the user's user communication device, whether or not the individual or user is located within the respective jurisdiction, state, country, or political subdivision, when placing the bet or the wager.

If the individual or user is determined to be within the respective jurisdiction, state, country, or political subdivision, then the apparatus or the central processing computer can determine that the bet or the wager is legal and can process information for placing the bet or the wager. If, however, the apparatus or the central processing computer determines that the individual or user is not located within the respective jurisdiction, state, country, or political subdivision, when placing the bet or the wager, then the apparatus or the central processing computer can determine that the bet or the wager is not legal and can disallow the placing of the bet or the wager. The apparatus or the central processing computer can transmit navigation directions to a destination within the respective jurisdiction, state, country, or political subdivision, so that the bet can be placed automatically by or from the user's user communication device when individual or user arrives at that destination.

The apparatus and/or the central processing computer can also be programmed to use the position or location information regarding or obtained from the user communication device in order to identify a jurisdiction, country, state, province, or political subdivision, in which is sport betting activities are legal and which is located nearest to the user communication device. In this regard the apparatus and/or the central processing computer can identify, and provide

information to the user communication device regarding, a jurisdiction, country, state, province, or political subdivision, in which is sport betting activities are legal and which is located nearest to the user communication device.

The collection, gathering, recording, and/or reporting, of various analytics data and/or information, from the various users and stakeholders, can provide for more efficient data and/or information gathering from multiple sources, and can provide the present invention with the capability to generate and/or to provide improved analytics products and/or services to, as well as new and next generation analytics products and/or services which can be are specifically tailored for, and directed at serving the needs of, any of the various stakeholders who or which utilize the present invention. For example, a sport governing body can obtain and/or be provided with analytics products or services regarding and/or pertaining to the number and/or amounts of bets placed, or taking place, on the league, teams, competitions, or tournaments, which the sport governing body governs, or can obtain analytics products or services regarding and/or pertaining to various player actions, game integrity or match integrity, and/or regarding and/or pertaining to any other subject of interest to that or any other sport governing body.

As and for another example, a governmental entity can, among numerous other things, obtain and/or be provided with analytics products and/or services regarding and/or pertaining to the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes place within its borders, as well as the amounts of gaming fees which are or may be due to be paid to that governmental entity, and/or regarding and/or pertaining to any other subject of interest to that, or any other, governmental entity.

As and for still another example, a gaming facility or venue can, among numerous other things, obtain and/or be provided with analytics products and/or services regarding the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes place within its facility or venue as well as the amounts of gaming fees which are or may be due to be paid to that gaming facility or venue, and/or regarding and/or pertaining to any other subject of interest to that, or any other, gaming facility or venue.

As and for another example, a content provider can, among numerous other things, obtain and/or be provided with analytics products and/or services regarding the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes place before, during, or after, its providing of its content via the present invention, as well as the amounts of gaming fees which are or may be due to be paid to that content provider, and/or regarding and/or pertaining to any other subject of interest to that, or any other, content provider.

In a same, a similar, and/or an analogous manner, any information/analytics provider, financial institution, escrow agent, and/or social network, can obtain and/or be provided with any analytics products and/or services regarding any aspect of, or any subject of interest regarding and/or pertaining to, their respective business or businesses.

Any analytics data and/or information obtained by or from any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can include data and/or information of any kind or type, and can also include data and/or information which can include video information, audio information, and/or text information.

Any of the analytics data and/or information products and/or services described herein can be provided to any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention. Further, any of the analytics data and/or information products and/or services described herein can be provided to any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention, before, during, or after, any game, match, competition, tournament, or event, and/or at any other time.

The apparatus can also be utilized to provide any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention, with any analytics products and/or services at any time, at scheduled times, and/or on demand. The apparatus, the central processing computer, the information/analytics provider computer, and/or the central processing computer and distributed ledger/Blockchain technology system, can be specially programmed to generate any type or kind of any analytics product(s) and/or service(s), as well any type or kind of customized analytics products and/or services for any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention. The apparatus, the central processing computer, the information/analytics provider computer, and/or the central processing computer and distributed ledger/Blockchain technology system, can be specially programmed to generate any type or kind of any analytics product(s) and/or service(s), as well any type or kind of customized analytics products and/or services for any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention at any time, upon demand, and/or pursuant to a subscription or other service.

The apparatus and/or the methods of the present invention can be utilized as a sports content distribution platform, as an entertainment content distribution platform, as an educational content distribution platform, and/or as an instructional content distribution platform. Any of the herein-described content providers, or any users or operators of any of the herein-described content provider computers, can also be, or can include, schools, grade schools, middle schools, junior high schools, high schools, colleges, universities, public schools, private schools, educational facilities of any type or kind, instructional facilities of any type or kind, youth organizations, youth clubs, youth sports organizations, amateur sports organizations, professional sports organizations, sports teams, sports leagues, sports venues, sports conferences, sports governing bodies, entertainment organizations, entertainment entities, entertainment venues, entertainment facilities, instructional entities, instructional organizations, instructional facilities, and/or any individual, individuals, entity, or entities, which can create, promote, broadcast, or stream, any video and/or audio content on, over, or via, the Internet, of any sporting event, sporting competition, game, sporting competition, sporting tournament, athletic event, athletic competition, entertainment event, entertainment performance, concert, play, show, educational content, instructional content, and/or any class, classes, course, and/or courses. In this regard, any sports content, entertainment content, educational content, and/or instructional content, which can be provided by any of the herein-described, or other, content providers, can be provided by the apparatus and/or methods of the present invention, to any user or individual who uses the same.

As and for at least one example, the present invention can be utilized by high schools, colleges, universities, youth

organizations, youth sports organizations, teams, clubs, or leagues, or by any other of the herein-described or other content providers, to broadcast or to stream, live, real-time, delayed, or recorded, video and/or audio content of their respective and/or various sporting events, games, competitions, and/or tournaments. As and for another example, the present invention can be utilized by high schools, colleges, universities, youth organizations, or by any other of the herein-described or other content providers, to broadcast or to stream live, real-time, delayed, or recorded, video and/or audio content of their respective or various entertainment events, concerts, plays, shows, or performances. As and for yet another example, the present invention can also be utilized by high schools, colleges, universities, educational facilities, or any other provider of educational content or services, or by any other of the herein-described or other content providers, to broadcast or to stream live, real-time, delayed, or recorded, video and/or audio content of their various classes, courses, or educational content, of any type or kind. As and for still another example, the present invention, can be utilized by any instructional facilities or schools, or by any other of the herein-described or other content providers, to broadcast or to stream their respective or various classes, courses, or instructional content, of any type or kind.

Any of the herein-described content can be provided, broadcast, or streamed, directly by any content provider, or indirectly via a third party broadcaster, broadcasting entity, streaming service, or streaming entity, by any content provider, to and can be provided to, or transmitted to, and displayed in, on, or via, and/or can be listened to in, at, or via, any of the herein-described electronic forums, chat rooms, or webpages. In this regard, any of the herein-described or other content providers can provide any of their respective or various content, which can be any content described-herein or otherwise, to users or individuals who utilize the present invention.

The present invention can also be utilized by any users or individuals to create a user profile. In this regard, the present invention can be utilized by any users or individuals, and, in particular, by those users or individuals who are athletes, aspiring athletes, professional athletes, amateur athletes, student athletes, athletes involved in club activities, entertainers, aspiring entertainers, and/or any individuals or persons who participate in any of the sporting events, games, competitions, tournaments, or events, and/or any of the entertainment events, concerts, plays, shows, or performances, educational content, and/or instructional content, described herein as being provided by the present invention, and/or provided to, and/or presented or displayed via, the herein-described electronic forums, chat rooms, or webpages, and/or used by those users or individuals who may otherwise use the present invention in order to simply promote themselves, in order to create a user profile.

The user profile can contain and/or include data and/or information regarding the respective user or individual including, but not limited to, the user's or individual's name, address, telephone number, cellular telephone number, email address, text messaging number, and/or any other contact information, school or schools attended, courses or programs completed, courses in progress, grades or transcripts, references. extracurricular activities, honors and/or awards, accomplishments, sports or athletic accomplishments, entertainment accomplishments, hobbies, service to others, video and/or audio clips of performances in games, sporting events, competitions, or tournaments, entertainment events, entertainment performances, and/or any other video and/or audio clips of any type or kind of accomplishments, activities, projects, or performances in any type or kind of sporting, entertainment, educational, or instructional, activities, events, games, competitions, tournaments, or other any activities or experiences. The user profile can also contain and/or include references, including written references and/or video and/or audio recordings of recorded video and/or audio references, from or provided by teachers, coaches, and/or other individuals, who have had, taught, coached, or otherwise interacted with, the user or individual, records of attendance in or at classes, courses, lectures, seminars, training sessions, exercise sessions, workout routines, and/or any other data and/or information which can be utilized to memorialize a user's or individual's activities.

The user profile can also contain and/or include, for the user or individual who is who is an athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in any of the sporting events, games, competitions, tournaments, or events, and/or any of the entertainment events, concerts, plays, shows, or performances, educational content, and/or instructional content, any type or kind of statistical data and/or information, any type or kind of historical data and/or information, any type or kind of analytics data and/or information, any type or kind of athlete performance tracking data and/or information, and/or any type or kind of athlete biometric data and/or information, described herein and/or otherwise, and whether or not the same was obtained, recorded, and/or stored, by the present invention and/or by other means. The user profile can also contain and/or include, any data and/or information which might be used by scouts or recruiters for sports, entertainment, academic, or other, purposes and/or any type or kind of data and/or information which can be used for the promotion or self promotion of the respective user or individual.

Any of the herein-described user profiles can be stored in the database of the central processing computer, and/or can also be stored in the database(s) of the sport governing body computer(s), the database(s) of the content provider computer(s), the database(s) of the information/analytics provider computer(s), and/or the database(s) of the wearable device(s). The herein-described user profiles can also be stored in the bookmaker computer(s) or any database(s) of same, the player performance tracking system computer(s) or any database(s) of same, and/or the fraud detection system computer(s) or any database(s) of same.

The present invention can be utilized to view any of the herein-described or other sports content, sporting content, entertainment content, educational content, and/or instructional content, provided by any of the herein-described or other content providers, during any use of the same. The present invention can also be utilized by any individual or user in order to interact with others while viewing and/or listening to the sports content, sporting content, entertainment content, educational content, and/or instructional content, and/or in order to engage in any activity or activities described herein as be capable of being performed by the individual or user using the present invention.

The individual or user, at any time, can request access to, and can be provided with a user profile of any user or individual, or of any respective athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event,

entertainment event, concert, play, show, or performance, educational content, and/or instructional content, described herein as being provided by the present invention and/or as being provided via a respective electronic forum, chat room, and/or webpage.

The user profile described herein can also be utilized as a self-promotion tool by any respective user or individual, athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, a respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. The user profile described herein can also be used for scouting purposes by recruiters, scouts, talent scouts, sports scouts, entertainment scouts, or others, in performing scouting, recruiting, and researching, activities for or regarding any user or individual, and/or any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. In this regard, the present invention can also be utilized for sports, entertainment, and general, scouting, recruitment, or research, purposes, as well for discovering and/or for following athletes, aspiring athletes, entertainers, aspiring entertainers, and/or other users or individuals.

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 apparatus and/or the methods of the present invention can also be utilized in order to distribute, provide, promote, and/or facilitate the distribution of and/or the playing of, and/or the betting on or regarding, esports games and/or the playing of same. 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, 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 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 esport 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 or 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 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 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 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 adver-

tisements, 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 share in prizes, winnings, and/or compensation, which can be provided by the respective 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 by 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, 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.

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 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.

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 also be utilized as a content distribution platform as well as an analytics products and/or services distribution platform.

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

FIGS. **14**A and **14**B 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;

FIGS. **16**A and **16**B illustrate another preferred embodiment method for utilizing the apparatus **100** and method of the present invention, in flow diagram form;

FIGS. **17**A and **17**B illustrate another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. **18** illustrates another preferred embodiment of the apparatus of the present invention, in block diagram form;

FIG. **19** illustrates yet another preferred embodiment of the apparatus of the present invention, in block diagram form;

FIG. **20** illustrates a preferred embodiment of an analytics apparatus which can be utilized in connection with the apparatus and method of the present invention, in block diagram form;

FIG. **21** illustrates another preferred embodiment of the apparatus of the present invention, in block diagram form;

FIG. **22** illustrates a preferred embodiment of the player performance tracking system computer of FIG. **21**;

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

FIG. **24** illustrates yet another preferred embodiment for utilizing the apparatus of the present invention, in flow diagram form;

FIG. **25** illustrates still another preferred embodiment for utilizing the apparatus of the present invention, in flow diagram form;

FIG. **26** illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. **27** illustrates yet another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form; and

FIG. **28** illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. **29** illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. **30** illustrates yet another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form;

FIG. **31** illustrates another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form; and

FIG. **32** illustrates still another preferred embodiment method for utilizing the apparatus and methods of the present invention, in flow diagram form; and

FIG. **33** 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 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, gamming 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 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 be utilized in order to distribute, provide, promote, and/or facilitate the distribution of and/or the playing of, and/or the betting on or regarding, esports games and/or the playing of same. In this regard, the apparatus and methods of the present invention can be used by television broadcasting networks or stations, radio broadcasting networks or stations, Internet streaming video and/or audio providers, video game developers, video game publishers, esports (also referred to as "eSports") video game developers, esports video game publishers, or any other content providers. As noted herein, the terms "esports" and "eSports", as used herein, refer to the sport of competitive video gaming, and these terms may be utilized interchangeably herein.

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. Provisional Patent Application Ser. No. 62/981,426, filed Feb. 25, 2020, 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 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 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 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, or any other content provider. In a preferred embodiment, the content provider computer **60** can also be used by, and/or can be associated with, 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 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 is 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.

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 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 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 computer(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) **10**A. The central processing unit (CPU) **10**A may be a microprocessor, a microcomputer, a minicomputer, a macro-computer, or a mainframe computer, depending upon the application. The CPU **10**A 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) **10**B and a read only memory (ROM) device(s) **10**C which are connected to the CPU **10**A. The central processing computer **10** also includes a user input device(s) **10**D 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) **10**D is also connected to the CPU **10**A. 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 **10**E, 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 **10**E is also connected to the CPU **10**A.

The central processing computer **10** can also include an output device **10**F, 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 **10**F can also be connected to the CPU **10**A.

The central processing computer **10** can also include a receiver **10**G 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) **10**H, 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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, competition, 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 **10**H 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 **10**H 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 pacing 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 pacing 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 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 use the apparatus **100** as well as shared to or on any social networks which may not use the apparatus.

The database **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H 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 **10**H can also be connected to the CPU **10**A.

The central processing computer **10** can also include a transmitter **101** 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 central processing computer **10**. The transmitter **101** can also be connected to the CPU **10**A.

With reference to FIG. **2**, the central processing computer **10** can also include a global positioning device **10**J for determining the position or location of the central processing computer **10**. In a preferred embodiment, the global positioning device **10**J 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 **10**J 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 **10**J 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 **10**J can also be connected with the CPU **10**A.

The central processing computer **10** can also include a video and/or audio recording device(s) **10**K 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) **10**K 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) **10**K to record and broadcast or transmit content via its transmitter **101**.

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 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) **20**J 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 **20**A which, in the preferred embodiment, is a microprocessor. The CPU **20**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **20**A 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) **20**B and a read only (ROM) memory device(s) **20**C, each of which is connected to the CPU **20**A, and a user input device **20**D, for entering data or information and/or instructions and/or commands into the user communication device **20**. The user input device **20**D 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) **20**D is/are also connected to the CPU **20**A.

The user communication device **20** also includes a display device **20**E for displaying data and/or information to a user. The user communication device **20** also includes a transmitter(s) **20**F, 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 **20**G, 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) **20**H. The database **20**H can contain and/or be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **20**H 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 **10**H 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 **20**H 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 **20**H 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 **20**H 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 **20**H can also be connected to the CPU **20**A.

The user communication device **20** also includes an output device **201** 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 **201** 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) **20**J 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) **20**J 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) **20**J to record and broadcast or transmit content via its transmitter **20**F.

With reference to FIG. **3**, the user communication device **20**, in the preferred embodiment, also includes a global positioning device **20**K for determining the position or location of the user communication device **20**. In a preferred embodiment, the global positioning device **20**K can be 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 **20**K can determine the position or location of the user's user communication device **20**K 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 **20**K 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 **20**K 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 **20**K can also be connected with the CPU **20**A.

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 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 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 **30**A which, in the preferred embodiment, is a microprocessor. The CPU **30**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **30**A 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) **30**B and a read only memory (ROM) device(s) **30**C, each of which is connected to the CPU **30**A, and a user input device **30**D, 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 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) **30**D is/are also connected to the CPU **30**A.

The sports governing body computer **30** also includes a display device **30**E for displaying data and/or information to a user. The sports governing body computer **30** also includes a transmitter(s) **30**F, 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 **30**G, 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) **30**H. The database **30**H can contain and/or be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **30**H 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 **30**H 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 **30**H can also be connected to the CPU **30**A.

The sport governing body computer **30** also includes an output device **301** 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 **301** 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) **30**J 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 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) **30**J 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) **30**J to record and broadcast or transmit content via its transmitter **30**F.

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 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 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 **40**A which, in the preferred embodiment, is a microprocessor. The CPU **40**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **40**A 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) **40**B and a read only memory (ROM) device(s) **40**C, each of which is connected to the CPU **40**A, and a user input device **40**D, 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) **40**D is/are also connected to the CPU **40**A.

The governmental entity computer **40** also includes a display device **40**E for displaying data and/or information to a user. The governmental entity computer **40** also includes a transmitter(s) **40**F, 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 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 **40**G, 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) **40**H. The database **40**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **40**H 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 **40**H 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 **40**H can also be connected to the CPU **40**A.

The governmental entity computer **40** also includes an output device **401** 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 **401** 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) **40**J 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) **40**J 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) **40**J to record and broadcast or transmit content via its transmitter **40**F.

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 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 **50**A which, in the preferred embodiment, is a microprocessor. The CPU **50**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **50**A 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) **50**B and a read only memory (ROM) device(s) **50**C, each of which is connected to the CPU **50**A, and a user input device **50**D, 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) **50**D 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) **50**D is/are also connected to the CPU **50**A.

The gaming facility computer **50** also includes a display device **50**E for displaying data and/or information to a user. The gaming facility computer **50** also includes a transmitter(s) **50**F, 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 **50**G, 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) **50**H. The database **50**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **50**H 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 **50**H 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 **50**H can also be connected to the CPU **10**A.

The gaming facility computer **50** also includes an output device **501** 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 **501** 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) **50**J 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) **50**J 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) **50**J to record and broadcast or transmit content via its transmitter **50**F.

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 **60**A which, in the preferred embodiment, is a microprocessor. The CPU **60**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **60**A is specially programmed and/or specially configured to 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) **60**B and a read only memory (ROM) device(s) **60**C, each of which is connected to the CPU **60**A, and a user input device **60**D, 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) **60**D is/are also connected to the CPU **60**A.

The content provider computer **60** also includes a display device **60**E for displaying data and/or information to a user. The content provider computer **60** also includes a transmitter(s) **60**F, 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 **60**G, 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) **60**H. The database **60**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **60**H 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 **60**H 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 **60**H can also be connected to the CPU **10**A.

The content provider computer **60** also includes an output device **601** 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 **601** 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 content provider computer **60** also includes a video and/or audio recording device(s) **60**J 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) **60**J 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) **60**J to record and broadcast or transmit content via its transmitter **60**F.

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 **70**A which, in the preferred embodiment, is a microprocessor. The CPU **70**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **70**A 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) **70**B and a read only memory (ROM) device(s) **70**C, each of which is connected to the CPU **70**A, and a user input device **70**D, 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) **70**D is/are also connected to the CPU **70**A.

The information/analytics provider computer **70** also includes a display device **70**E for displaying data and/or information to a user. The information/analytics provider computer **70** also includes a transmitter(s) **70**F, 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 **70**G, 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 **70**, 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) **70**H. The database **70**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **70**H 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 **70**H 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 **70**H can also be connected to the CPU **70**A.

The database **70**H 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 **701** 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 **701** 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) **70**J 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) **70**J 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) **70**J to record and broadcast or transmit content via its transmitter **70**F.

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 **80**A, which in the preferred embodiment, is a microprocessor. The CPU **80**A may also be a microcomputer, a minicomputer, a macrocomputer, and/or a mainframe computer, depending upon the application. The CPU **80**A 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) **80**B and a read only memory (ROM) device(s) **80**C, each of which is connected to the CPU **80**A, and a user input device **80**D, 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) **80**D is/are also connected to the CPU **80**A.

The social network computer **80** also includes a display device **80**E for displaying data and/or information to a user. The social network computer **80** also includes a transmitter(s) **80**F, 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 **80**G, 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) **80**H. The database **80**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **80**H 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 **80**H 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 financial institution computers **90**, the escrow agent computers **95**, and the wearable devices **97**. The database **80**H can also be connected to the CPU **10**A.

The database **80**H 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 **80**H 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 **801** 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 **801** 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) **80**J 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) **80**J 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) **80**J to record and broadcast or transmit content via its transmitter **80**F.

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 **90**A which, in the preferred embodiment, is a microprocessor. The CPU **90**A may also be a microcomputer, a minicomputer, a macro-computer, and/or a mainframe computer, depending upon the application. The CPU **90**A 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) **90**B and a read only memory (ROM) device(s) **90**C, each of which is connected to the CPU **90**A, and a user input device **90**D, 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 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) **90**D is/are also connected to the CPU **90**A.

The financial institution computer **90** also includes a display device **90**E for displaying data and/or information to a user. The financial institution computer **90** also includes a transmitter(s) **90**F, 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 **90**G, 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) **90**H. The database **90**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **90**H 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 **90**H 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 **90**H can also be connected to the CPU **10**A.

The database **90**H 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 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 **901** 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 **901** 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) **90**J 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) **90**J can also be utilized to facilitate one-way broadcasts from the financial institution com-

puter **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) **90**J to record and broadcast or transmit content via its transmitter **90**F.

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 **95**A, which in the preferred embodiment, is a microprocessor. The CPU **95**A may also be a microcomputer, a minicomputer, a macrocomputer, and/or a mainframe computer, depending upon the application. The CPU **95**A 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) **95**B and a read only memory (ROM) device(s) **95**C, each of which is connected to the CPU **95**A, and a user input device **95**D, 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) **95**D is/are also connected to the CPU **95**A.

The escrow agent computer **95** also includes a display device **95**E for displaying data and/or information to a user. The escrow agent computer **95** also includes a transmitter(s) **95**F, 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 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 **95**G, 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) **95**H. The database **95**H can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H.

The database **95**H 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 **95**H 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 **95**H can also be connected to the CPU **10**A.

The database **95**H 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 **95**H 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 **951** 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 **951** 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) **95**J 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** at a later time. The video and/or audio recording device(s) **95**J 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) **95**J to record and broadcast or transmit content via its transmitter **95**F.

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 **97**A, which in the preferred embodiment, is a microprocessor. The CPU **97**A may also be a microprocessor or any other processor which can be utilized in connection with any wearable devices. The CPU **97**A 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) **97**B and a read only memory (ROM) device(s) **97**C, each of which is connected to the CPU **97**A, and a user input device **97**D, 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) **97**D is/are also connected to the CPU **97**A.

The wearable device **97** can also include a display device **97**E for displaying data and/or information to a user. The wearable device **97** also includes a transmitter(s) **97**F, 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 **97**G, 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) **97**H which can contain and/or can be linked to any of the data and/or information described herein as being stored in the database **10**H. The database **97**H 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 wearable devices **97** and/or the apparatus **100**. In a preferred embodiment, the database **97**H 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 **97**H can also be connected to the CPU **97**A.

The wearable device **97** also includes an output device **971** 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 **971** 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) **97**J 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) **97** 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) **97**J can also include a gyroscope, an accelerometer, a decelerometer, a magnetometer, an RFID tag(s), a thermometer for measuring temperature of the environment, a device for measuring body temperature, a device for measuring speed of movement, a device for measuring distance traveled, or any other device or devices which can measure and record information regarding three-dimensional movements of an athlete or player and/or which can be used to monitor, measure, and/or track athlete or player performance. In a preferred embodiment, the wearable device equipment system(s) **97**J can also include any other devices or equipments which are needed, required, or desired, for measuring, monitoring, and/or tracking athlete or player performance using any type or kind of optical-based camera (OBC) player tracking systems, local positioning system (LPS) player tracking systems, and/or global positioning system/global navigation satellite system (GPS/GNSS) player tracking systems, and/or any other player tracking system.

In a preferred embodiment, the respective optical-based camera (OBC) player tracking systems, local positioning system (LPS) player tracking systems, and/or global positioning system/global navigation satellite system (GPS/GNSS) player tracking systems, which are utilized to track athlete or player performance also includes RFID tags or other devices, which are or can be utilized to measure and/or track the respective movement, speed of movement, distance traveled, and/or any other data and/or information regarding the movement or speed of movement of a ball or puck used in a game, a bat or a stick, or any other equipment used in any game by any athlete or player.

The wearable device **97** also includes a video and/or audio recording device(s) **95**K 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) **95**K 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) **95**K to record and broadcast or transmit content via its transmitter **97**F.

With reference to FIG. **12**, the wearable device **97**, in the preferred embodiment, also includes a global positioning device **97**L for determining the position or location of the wearable device **97**. In a preferred embodiment, the global positioning device **97**L 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 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 **97**L 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. **13**A and **13**B illustrate a preferred embodiment method for utilizing the apparatus **100** and methods of the present invention, in flow diagram form. With reference to FIGS. **13**A and **13**B, 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. **13**A and **13**B, 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) **20**J 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 com-

puters **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**.

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 sporting events, games, matches, activities, competitions, 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 place a bet by transmitting information regarding the bet or a bet message from the user communication device **20** to the central processing computer **10**. In a preferred embodiment, the information regarding the bet or the bet message can contain information regarding the bet, the betting position taken, and/or the amount of the bet. In a preferred embodiment, the bet, information regarding the bet, or the bet message, can also contain information regarding the position or location of the user communication device **20** at the time of the placing of the bet or at the time of the transmission of the information regarding the bet or the bet message from the user communication device **20** to the central processing computer **10**.

In a preferred embodiment, the position or location of the user communication device **20** can be determined by the global positioning device **20K** of the user communication device **20**. In another preferred embodiment, and especially in instances in which the user communication device **20** is not a mobile device, but rather, is a stationary device such as, for example, but not limited to, a desktop computer, a personal computer, or a computer located at a venue, the position or location of the user communication device **20** can be determined by the IP address assigned to or for the user communication device **20** at the time of the transmission of the bet, information regarding the bet, or the bet message, from the user communication device **20**. In a preferred embodiment, information regarding the position or location, or the IP address, of the user communication device **20**, at the time of the placing of the bet or at the time of the transmission of the information regarding the bet, or the bet message, can be used to determine the jurisdiction, country, state, province, or political subdivision, from which the bet is placed so that the central processing computer **10** can ascertain the same in order to determine whether or not the bet is a legal, authorized, or allowed, bet in the jurisdiction, country, state, province, or political subdivision, and so as to effectuate a payment of a gaming fee or betting fee, if needed, to the respective jurisdiction, country, state, province, or political subdivision.

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 predefined 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 **10**H. 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 **20**H. The bet, described as being placed above, at step **1302**, can be referred to herein as the "outcome bet".

In a preferred embodiment, the central processing computer **10** can also, at step **1302**, determine whether or not the bet is a legal bet, an authorized bet, or an allowed bet, or an illegal bet, an unauthorized bet, or a disallowed bet, based on and using information regarding any applicable statutes, rules, or regulations, of the jurisdiction, country, state, province, or political subdivision, from which the bet is placed and/or in the jurisdiction, country, state, province, or political subdivision, in which the sporting event is taking place. In a preferred embodiment, where applicable, the central processing computer **10** can utilize information regarding the position or location of, or the IP address of, the user communication device **20** at the time the bet is placed or at the time the bet, information regarding the bet, or the bet message, is transmitted from the user communication device **20** in order to ascertain the jurisdiction, country, state, province, or political subdivision, in or from which the bet is placed. In a preferred, the central processing computer **20**, at step **1302**, can process information for placing the bet if the bet is legal, authorized, or allowed. If the bet is not legal, not authorized, or not allowed, then the central processing computer **10** can or will disallow the bet.

At step **1302**, if the bet is legal, authorized, or allowed, and the bet is processed, 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 hereindescribed 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. It is noted that the terms "bet confirmation message" and "bet confirmation message" can be utilized interchangeably herein. 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 **20**E 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, competition, 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 **20**E 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 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**, 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. 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 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. **13**A and **13**B, 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.

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 **10**H 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 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 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 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,

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 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 reports or reportings of any kind, can be input verbally via the microphone of the video and/or audio recording device(s) **20**J 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, whether the individual or user has won the bet or has 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. 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 **90**, 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.

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 instances in which a gaming fee is due to a jurisdiction, country, state, province, or political subdivision, from which a bet is placed, or to a jurisdiction, country, state, province, or political subdivision, a gaming fee payment can be effectuated to the respective financial account associated with the respective governmental entity computer **40** for the respective jurisdiction(s), country or countries, state(s), province(s), or political subdivision(s). 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 **10**H 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 **20**D, or by the video and/or audio recording device(s) **20**J, 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 **10**H 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 **20**H of the individual's user communication device **20**, and/or the respective databases **30**H, **40**H, **50**H, **90**H, and/or **95**H, 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 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. **14**A and **14**B illustrate another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. With reference to FIGS. **14**A and **14**B, 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 **20**D 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) **20**J 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 **20**D and all can be recorded in an audio clip recording by using the microphone of the video and/or audio recording device(s) **20**J.

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 message 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 **10**H and in a file associates the individual or user in the database **10**H.

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 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, an individual or user can request to be notified upon a detected or an identified availability or scheduled occurrence or happening of a sporting event for which a bet or bets can be placed. For example, an individual or user desiring to bet on a game, match, team, tournament, player, or athlete, in or regarding any sporting event, can request to be notified or informed about the same, and the apparatus **100** can provide the individual or user with a notification regarding the same. As and for another example, an individual or user desiring to bet on a baseball, football, soccer, basketball, hockey, and/or any other sporting event, can request to be notified when a desired match up is scheduled (for example, a game featuring the New York Mets vs. New York Yankees). The individual or user can, thereafter, place a bet or bets on or regarding the respective sporting event.

The individual or user can also request any additional information, including, but not limited to, information regarding betting odds regarding the sporting event, analytics information for or regarding the sporting event, including, but not limited to, the teams or players participating in the sporting event, team records, sports players records, averages, and/or statistics, and/or any statistical and/or historical records regarding any of the herein-described sporting events, information regarding previous winning numbers and the probabilistic information regarding same, player statistics against an opposing team, historical records regarding prior meetings of the teams, player injuries, or line-ups for the game, and/or any other information which a user may find desirable, and/or any other information which an individual or user may be interested in receiving, considering, or using, in or regarding his or her betting activities regarding the respective sporting event.

In a preferred embodiment, the individual or user can access the central processing computer **10** and/or a particular gaming facility computer **50** via the user communication device **20** and transmit a message to the central processing computer **10** and/or a particular gaming facility computer **50**. The message can contain information regarding the identity, type, or kind, of sporting event(s), for which the individual or user desires to be notified. The message can also request to receive notification of sporting events having certain betting limits (i.e. maximum bets, or minimum bets, etc.), notification of sporting events having certain winning odds, notification of sporting events having certain participants or teams involved, notification of sporting events having any other desired criteria of interest to the individual or user. The message can also contain a request to receive analytical data and/or information related to or regarding the sporting event or sporting events.

The message can also contain a user authorization to the respective central processing computer **10** and/or gaming facility computer **50** to automatically place a bet for the individual or user. For example, an individual or user desiring to bet $10.00 on the New York Mets to win against the New York Yankees in a next match-up between the two teams can program the central processing computer **10** and/or the particular gaming facility computer **50** to automatically place the bet for the individual or user. In instances

when the individual or user desires to have a bet automatically placed by the central processing computer **10** and/or by the particular gaming facility computer **50**, the message can contain a payment identifier such as any of the payment identifiers and/or payment methods described herein.

In another preferred embodiment, the individual or user can also request to be notified if betting odds change regarding a sporting event. Information regarding these types of requests can also be contained in the message transmitted by the individual or user to the central processing computer **10** and/or the particular gaming facility computer **50**.

The individual's or user's message can be received, processed, and/or stored by the respective central processing computer **10** and/or particular gaming facility computer **50**.

FIGS. **16**A and **16**B illustrate another preferred embodiment method for utilizing the apparatus **100** and method of the present invention, in flow diagram form. With reference to FIGS. **16**A and **16**B, the operation of the apparatus **100** and method of the present invention commences at step **1600**. At step **1601**, the central processing computer **10** and/or the gaming facility computer **50** can await a posting regarding a sporting event or sporting events. In a preferred embodiment, postings can be made my any of the herein-described sports governing bodies or sports leagues. Upon the detection of a posting of a sporting event or sporting events, the central processing computer **10** and/or the gaming facility computer **50** will process the information regarding the posting of the same.

In another preferred embodiment, schedules of sporting events can be pre-stored in the respective database **10**H of the central processing computer **10** and/or the particular gaming facility computer **50** and the respective central processing computer **10** and/or the particular gaming facility computer **50** can perform periodic searches of their respective databases **10**H and/or **50**H.

At step **1602**, the respective central processing computer **10** and/or the particular gaming facility computer **50** can process the information regarding the posting of the sporting event or sporting events, and/or information stored in their respective databases **10**H and/or **50**H upon the detection of the posting and/or upon the occurrence of a scheduled review of the respective database **10**H or **50**H in conjunction with the individual's or user's request. At step **1603**, the central processing computer **10** and/or the gaming computer **50** can detect a sporting event or sporting events for which the individual or user desires to be notified. The central processing computer **10** and/or the gaming facility computer **50** can also search for and detect a change of betting odds for a sporting event or sporting events for which the individual or user desires to be notified.

At step **1604**, upon detecting a sporting event or sporting events for which the individual or user desires to be notified, the respective central processing computer **10** and/or the gaming facility computer **50** can generate a user notification message and transmit the same to the user communication device **20**. In a preferred embodiment, the user notification message can be transmitted from the central processing computer **10** and/or the gaming facility computer **50** in, as, or attached to, an email message to the email server, servicing the individual's or user's email account, or in, as, or attached to, an instant message or as an SMS message transmitted 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. In another preferred embodiment, the user notification message can also be transmitted at any time and/or in real-time and/or otherwise.

At step **1604**, the respective central processing computer **10** and/or the gaming facility computer **50** can also automatically place an individual's or user's bet on a sporting event or sporting events if the individual or user has requested the same.

The user notification message can contain information regarding the sporting event or sporting events, and any additional or other requested information regarding the sporting event or sporting events as well as any analytical data and/or information related to or regarding the sporting event or sporting events. At step **1605**, the individual or user can receive the user notification message at the user communication device **20** and can review same.

At step **1606**, the individual or user can decide whether or not to place a bet and/or place additional bets on or regarding the sporting event or sporting events. If, at step **1606**, the individual or user has decides to place a bet or bets on a sporting event or sporting events identified in the user notification message, the individual or user can enter information regarding a bet he or she desires to place, into the user communication device **20**, and can transmit the entered information as a bet, information regarding a bet, or a bet message, to the central processing computer **10** and/or to the gaming facility computer **50**. In a preferred embodiment, the bet, information regarding the bet, or the bet message, can contain information regarding the sporting event or sporting events for which the individual or user desires to place a bet or bets, the amount of the individual's or user's bet, and/or any payment identifier information for effectuating payment for the bet.

Thereafter, the operation of the apparatus **100** will proceed to step **1607** and respective central processing computer **10** and/or the gaming computer **50** will, for the sporting event or for each sporting event for which a bet is placed, process information regarding the bet, and generate and transmit a betting confirmation message for each bet placed for the individual or user. In another preferred embodiment, the individual or user can be utilized the apparatus **100** of the present invention in the manner described in the embodiment of FIGS. **13**A and **13**B to watch, view, or listen to, the sporting event of sporting events and/or to engage in, and/or to participate in, any and/or all of the activities described herein as being provided by the apparatus **100** in the preferred embodiment of FIGS. **13**A and **13**B. In another preferred embodiment, at step **1607**, the central processing computer **10** and/or the gaming facility computer **50** can determine the results of the sporting event, determine if a bet is a winning bet or a losing bets and make any winning pay out to the individual or user if the individual or user wins the bet, or make a pay out to the winning counterparty if the individual or user losses the bet, and/or perform any record keeping and/or reporting functions, such as, for example, performing the operations similar to, the same as, and/or analogous to the operations described herein as being performed by the central processing computer **10** in any and/or all of the embodiments described herein. Thereafter, the operation of the apparatus **100** will cease at step **1608**.

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 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 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 of all of their respective functionalities whether either explicitly disclosed or implicitly disclosed.

In another preferred embodiment, any and/or all of the herein-described embodiments of the apparatus **100** of the present invention, including, but not limited to, the embodiments of FIGS. **13**A, **13**B, **14**A, **14**B, **15**, and **16**, can be utilized in connection with any other gaming activities and/or gambling activities including any gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, any casinos, including casinos housed in or at physical venues, brick and mortar casinos, and/or on-line or virtual casinos. For example, the apparatus **100** can be utilized in connection with gaming activities and/or gambling activities offered by and at casinos in Las Vegas, Atlantic City, and other locations in the U.S. and around the world, Indian reservations, horseracing tracks, racetracks, and/or any other gaming and/or gambling venues.

In another preferred embodiment, the apparatus **100** can be utilized by individuals and users to play and bet on gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, casinos or other gaming venues and/or gambling venues, as well as to watch and place bets on or regarding any gaming activities and/or gambling activities provided, offered by, operated by, hosted by, or sponsored by, casinos or other gaming venues and/or gambling venues, as well as to place derivative bets on any of the above-described gaming activities and/or gambling activities.

In another preferred embodiment, any and/or all of the herein-described embodiments of the apparatus **100** of the present invention can be utilized in connection with lottery games, lottery drawings, and/or any lottery-related gaming activities and/or gambling activities offered by any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies. In a preferred embodiment, individuals or users can utilize the apparatus **100** of the present invention to purchase lottery tickets for various lottery games or lottery drawings offered by any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies which desire to sell lottery tickets via the apparatus **100**. Individuals and users can also utilize the apparatus **100** of the present invention to watch or view lottery drawings and/or to place bets relating to or regarding a lottery game or a lottery drawing, and/or to place derivative bets on or regarding lottery drawings. The apparatus **100** can be utilized so as to allow individuals and users to purchase lottery tickets remotely and/or on-line and/or via the Internet and/or the World Wide Web from any states, countries, and/or any other governments, governing bodies, or any governmental entities or agencies which desire to sell lottery tickets via the apparatus **100**.

FIGS. **17**A and **17**B illustrate a preferred embodiment method for utilizing the apparatus **100** and methods of the present invention, in flow diagram form. The apparatus **100** of the present invention can be utilized, in the preferred embodiment of FIGS. **17**A and **17**B, to allow individuals and users to remotely access and play and/or bet on gaming activities and/or gambling activities offered by casinos and other governmental entities, including, but not limited to games of chance, including, but not limited to, slot machine games, slots, Black Jack, Poker, Craps, Baccarat, Roulette wheel, Keno, Multispin, Multiline, Draw Poker, Reel games, Spin Poker, "21", pinball, Bingo, Solitaire, lottery games, state or other subdivision lottery games, federal lottery games, multi-state or multi jurisdictional lottery games, Powerball lottery games, horse racing, dog racing, jai alai, off track betting games, and any other gaming activities and/or gambling activities described (hereinafter referred to as "gaming activities" or "gambling activities") offered by any of the herein-described, or other, casinos and/or governmental entities. The apparatus **100** of FIGS. **17**A and **17**B can also be utilized so as to allow individuals or users to place bets on, regarding, or relating to, or any types or kinds of derivative bets on, regarding, or relating to, any of the herein-described, or other, gaming activities and/or gambling activities. In a preferred embodiment, the individual or user can remotely access a respective casino game, casino venue, or other venue, and/or a lottery drawing, and obtain video and/or audio of at the accessed location or venue, such as video and/or audio obtained by or recorded by a respective video and/or audio recording device(s) **50**J located at a respective casino game, casino venue, or other venue, and/or lottery drawing, which can be transmitted from the gaming facility computer **50** to the central processing computer **10**, for re-transmission to the user communication device **20** of an individual or user, or which can be transmitted from the gaming facility computer **50** to the user communication device **20** of an individual or user.

With reference to FIGS. **17**A and **17**B, the operation of the apparatus **100** commences at step **1700**. At step **1701**, 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 or can be operated by any casino or other gaming entity and/or gambling entity, and/or by any governmental entity or governmental agency. 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. **17**A and **17**B, 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) **20**J 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

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

With reference once again to step **1701**, the individual or user can search for a gaming activity or gambling activity and/or a lottery, on or for which he or she can place a bet or which he or she can watch and place a bet or bets, or for which he or she can watch and/or place a derivative bet or derivative bets. At step **1701**, the individual or user can, using the user communication device **20** in communication with the central processing computer **10**, search for one or more gaming activities or gambling activities and/or a lotteries, for which he or she may be interested in placing a bet or multiple bets, by searching for same via the central processing computer **10**. In a preferred embodiment, the individual or user can for gaming activities and/or gambling activities and/or lotteries by game, casino, gaming venue, gambling venue, participants, prize amounts, betting odds, or by using any other searching criteria and/or gaming and/or gambling criteria. At step **1701**, 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 **1701**, 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 gaming activities, gambling activities, and/or lotteries, on or for which a bet(s) can be placed.

At step **1702**, central processing computer **10** can transmit the search results message to the user communication device **20**. At step **1702**, user communication device **20** can receive the search results message. At step **1702**, the individual or user can review the information contained in the search results message and can select the gaming activity or the gaming activities, and/or the gambling activity or the gambling activities, and/or the lottery or lotteries, on, for, or regarding, which he or she desires to watch, participate in, place a bet, and/or purchase a lottery ticket of tickets. In a preferred embodiment, the individual or user, at step **1702**, 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 or bets or purchasing any lottery ticket or lottery tickets.

At step **1702**, 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 gaming activity or the gaming activities, and/or the gambling activity or the gambling activities, and/or the lottery or lotteries, in or for which the individual or user wants to participate, place a bet or bets, or purchase a lottery ticket or lottery tickets, to the user communication device **20**.

At step **1702**, 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 gaming activity or gaming activities, and/or gambling activity or gambling activities, and/or lottery or lotteries, in which the individual or user may be interested.

At step **1702**, the individual or user can, but need not place a bet or an initial bet on the, or on each of, the selected gaming activity or gaming activities, and/or gambling activity or gambling activities. In a preferred embodiment, the individual or user can place a bet or an initial bet by transmitting information regarding the bet or initial bet, or a bet message, from the user communication device **20** to the central processing computer **10**. In a preferred embodiment, the information regarding the bet or initial bet, or the bet message, can contain information regarding the bet or initial bet, the betting position taken, and/or the amount of the bet or the initial bet. In a preferred embodiment, the bet or the initial bet, information regarding the bet or the initial bet, or the bet message, can also contain information regarding the position or location of the user communication device **20** at the time of the placing of the bet or at the time of the transmission of the information regarding the bet or the bet message from the user communication device **20** to the central processing computer **10**.

In a preferred embodiment, the position or location of the user communication device **20** can be determined by the global positioning device **20**K of the user communication device **20**. In another preferred embodiment, and especially in instances in which the user communication device **20** is not a mobile device, but rather, is a stationary device such as, for example, but not limited to, a desktop computer, a personal computer, or a computer located at a venue, the position or location of the user communication device **20** can be determined by the IP address assigned to or for the user communication device **20** at the time of the transmission of the bet, information regarding the bet, or the bet message, from the user communication device **20**. In a preferred embodiment, information regarding the position or location, or the IP address, of the user communication device **20**, at the time of the placing of the bet or at the time of the transmission of the information regarding the bet, or the bet message, can be used to determine the jurisdiction, country, state, province, or political subdivision, from which the bet is placed so that the central processing computer **10** can ascertain the same to determine whether or not the bet is a legal, authorized, or allowed bet, and so as to effectuate a payment of a gaming fee or betting fee, if needed, to the respective jurisdiction, country, state, province, or political subdivision.

At step **1702**, the individual or user can, instead of or in addition to placing a bet, can purchase one or more lottery tickets for any lottery or lotteries in which the individual or users desires to purchase tickets or in which the individual or user desires to participate.

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 or the initial bet, or for the lottery ticket or lottery tickets purchased. 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 **1702**, 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, the initial bet, or the lottery ticket or lottery tickets, by utilizing the same. In another preferred embodi-

ment, if applicable, the individual or user can also instruct the central processing computer **10** to place his or her bet or initial bet into an escrow account in order to protect the individual or user in instances of cheating, should such conduct be reported or discovered before, during, or after, the selected gaming activity or gaming activities, and/or gambling activity or gambling activities. At step **1702**, the individual or user can also, if applicable, 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 cheating activity or activities.

At step **1702**, if applicable, the central processing computer **10** can receive and process the information regarding the bet or the initial bet and store the information regarding the bet or the initial bet in the database **10**H. At step **1702**, the user communication device **20** used by the individual or user can also store the information regarding the bet or the initial in the database **20**H. At step **1702**, if applicable, the central processing computer **10** can receive and process the information regarding the lottery ticket or lottery tickets purchased, including an electronic lottery ticket or tickets or an electronic receipt evidencing the same and store the information regarding the same in the database **10**H. At step **1702**, the user communication device **20** used by the individual or user can also store the information regarding lottery ticket or lottery tickets purchased, including an electronic lottery ticket or tickets or an electronic receipt evidencing the same in the database **20**H.

In a preferred embodiment, the central processing computer **10** can also, at step **1702**, determine whether or not the respective bet or initial bet, or the lottery ticket purchase or purchases is or are a legal, authorized, or allowed, or illegal, unauthorized, or disallowed, using information regarding any applicable statutes, rules, or regulations, of the jurisdiction, country, state, province, or political subdivision, from which the bet or lottery ticket purchase is placed or made and/or in the jurisdiction, country, state, province, or political subdivision, in which the gaming activity, the gambling activity, or the lottery, is taking place. In a preferred embodiment, where applicable, the central processing computer **10** can utilize information regarding the position or location of, or the IP address of, the user communication device **20** at the time the bet is placed or the lottery ticket is purchased in order to ascertain the jurisdiction, country, state, province, or political subdivision, in or from which the bet is placed or the lottery ticket is purchased. In a preferred, the central processing computer **20**, at step **1702**, can process information for placing the bet or the initial bet if the bet is legal, authorized, or allowed, or effectuate the purchase of the lottery ticket or lottery tickets if the purchase is legal, authorized, or allowed. In a preferred embodiment, the apparatus **100** and/or the central processing computer **10** can consummate the transaction regarding the placing of the bet or the initial bet, or any number of bets or initial bets, and/or the apparatus **100** and/or the central processing computer **10** can consummate the transaction regarding the purchase of the lottery ticket or any number of lottery tickets, for and/or on behalf of the individual or user. In this regard, the apparatus **100** can be used to allow an individual or user to place bets on gaming activities and/or gambling activities remotely and/or on-line, and the apparatus **100** can be used to allow an individual or user to purchase lottery tickets remotely and/or on-line.

At step **1702**, if applicable, the central processing computer **10** can also, for each bet or initial bet, generate a bet confirmation message containing information regarding the bet or the initial bet that was placed, the date and time of the bet, the amount of the bet, the date and time of the gaming activity or gaming activities and/or the gambling activity or gambling activities on or for which the bet or the initial bet was placed, and a link to allow the individual or user to remotely access video or audio of the gaming activity or the gambling activity, obtained and recorded at the casino or gaming venue, in or via an electronic forum, a chat room, or a webpage of a website. In a preferred embodiment, the video and/or audio of the gaming activity or gambling activity can be obtained and recorded by a respective video and/or audio recording device(s) **50**J located at the gaming activity or gambling activity or in the vicinity of same, and can be transmitted, via the gaming facility computer **50** associated with the casino or the gaming venue, to the user communication device **20**, and can be viewed via the electronic forum, the chat room, of the webpage of the website.

At step **1702**, if applicable, the central processing computer **10** can also, for each lottery ticket purchased, generate a lottery ticket purchase confirmation message containing information regarding the lottery ticket purchased, the numbers on or for the lottery ticket, the date and time of the purchase of the lottery ticket, the date and time of the lottery drawing, and a link to allow the individual or user to remotely access video or audio of the lottery drawing in or via an electronic forum, a chat room, or a webpage of a website. In a preferred embodiment, the video and/or audio of the lottery drawing can be obtained and recorded by a respective video and/or audio recording device(s) **50**J located at the lottery drawing venue and can be transmitted, via the gaming facility computer **50** associated with the casino or the gaming venue, to the user communication device **20**, and can be viewed via the electronic forum, the chat room, of the webpage of the website.

In a preferred embodiment, if applicable, the central processing computer **10** can be specially programmed and/or specially configured to provide multiple broadcasts simultaneously of the gaming activity or gambling activity or of the lottery drawing 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, to participate in, and/or to place bets on or regarding, the gaming activity or gambling activity or of the lottery drawing. In a preferred embodiment, the apparatus **100** of the present invention can allow for the individual or user to watch and/or place bets on the outcome of, or any numbers of plays or other micro-events, happenings, or occurrences, which occur during the gaming activity or the gambling activities, place bets on or regarding a player or player participating in the gaming activity or the gambling activity, participate in and/or place bets in and./or during the gaming activity or the gambling activity, and/or place derivative bets of any kind, nature, or type regarding or relating to the gaming activity or the gambling activity, and/or the apparatus **100** of the present invention can allow for the individual or user to watch and/or place bets on the outcome of lottery drawing and/or place derivative bets of any kind, nature, or type regarding or relating to the lottery drawing.

In a preferred embodiment, the apparatus **100** can allow the individual or user to watch the gaming activity, gambling activity, or lottery drawing 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 gaming activity, the gambling activity, or the lottery drawing, place bets on other gaming activities, gambling activities, or lottery drawings, request and be provided with data and/or information or analytical data and/or information for one or more gaming activities, gambling activities, or lottery drawings, and/or report instances of cheating.

At step **1702**, the bet confirmation message or the lottery ticket purchase 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 or the initial bet, or to purchase the lottery ticket, and/or the bet confirmation message or the lottery ticket purchase 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 or the lottery ticket purchase confirmation message from any user communication device **20**. The betting confirmation message or the lottery ticket purchase 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 gaming activity, the gambling activity, or the lottery drawing, 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 or the initial bet, or at the time of purchasing the lottery ticket, or upon registering an account with the apparatus **100** or the central processing computer **10**, that the central processing computer **10** generate a gaming activity event message, a gambling activity event message, or a lottery drawing event message, containing information or containing reminder information regarding the gaming activity, the gambling activity, or the lottery drawing, and transmit the same 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 gaming activity, the gambling activity, or the lottery drawing. In a preferred embodiment, the respective gaming activity event message, gambling activity event message, or lottery drawing event message, can contain all of the information and link or links described herein as being included in the betting confirmation message or the lottery ticket purchase confirmation message and can serve to remind the individual or user about the gaming activity, the gambling activity, or the lottery drawing. In a preferred embodiment, the gaming activity event message, gambling activity event message, or lottery drawing event message, can be transmitted and/or retransmitted multiple times and/or at pre-defined time intervals in advance of the gaming activity, the gambling activity, or the lottery drawing, 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 **1703**, the individual or user, prior to the start of the gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, by himself or herself. Thereafter, the individual or user can watch and/or listen to the respective gaming activity, gambling activity, or lottery drawing, and/or interact with any other individual(s) or user(s), and/or engage in any of activities described herein.

At step **1704**, the individual or user can watch and/or listen to, and/or participate in, and/or place bets on or regarding, the gaming activity, the gambling activity, or the lottery drawing. In a preferred embodiment, the gaming activity, the gambling activity, or the lottery drawing, can be transmitted, broadcast, or "streamed" from or via a gaming facility computer **50** located at the venue of the gaming activity, the gambling activity, or the lottery drawing, to the central processing computer **10**, or directly to the individual's or user's user communication device **20**. In this regard, the gaming activity, the gambling activity, or the lottery drawing, 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** located at the venue of the gaming activity, the gambling activity, or the lottery drawing.

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 **20**E of same, a live video or a streaming video and/or audio of the gaming activity, the gambling activity, or the lottery drawing, and/or any data and/or information and/or analytics data and/or information regarding the gaming activity, the gambling activity, or the lottery drawing 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 gaming activity, the gambling activity, or the lottery drawing, via the respective electronic forum or chat room can also be displayed via the display device **20**E 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 gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, 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 **1701**.

At step **1704**, the individual or user can watch and/or listen to the gaming activity, the gambling activity, or the lottery drawing, participate in same, and/or place a bet or bets on or regarding same, 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 gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the gaming activity, the gambling activity, or the lottery drawing, allow the individual or user, or any other individuals or users, to post comments or messages the gaming activity, the gambling activity, or the lottery drawing, and/or to communicate with any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, via the electronic forum or chat room, and/or to communicate with the central processing computer **10**, and/or with any of 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**, and the escrow agent computers **95**, described herein as being utilized with the apparatus **100**.

In the preferred embodiment, if applicable, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the gaming activity, the gambling activity, or the lottery drawing, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, and/or any players, or participants, participating in the same, and/or to view any analytics data and/or information relating to any data and/or information obtained during the gaming activity, the gambling activity, or the lottery drawing.

In the preferred embodiment, the respective electronic forum, chat room, or webpage of the website, on, in, or via, which the gaming activity, the gambling activity, or the lottery drawing, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, can be watched and/or listened to can also be specially designed and/or specially configured to, simultaneously with providing the gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, at any time prior to the conclusion of the gaming activity, the gambling activity, or the lottery drawing, and/or to place a bet or any numbers of bets on occurrences or events which occur during the game (also hereinafter referred to as "game events" or "micro-events").

Private bets, which can be, or which can include, outcome bets or game event bets can also be offered via the electronic forum, chat room, or the webpage of the website. If applicable, 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 **1704**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, can place any number and/or types of bets, including outcome events and bets on game events or micro-events during the gaming activity, the gambling activity, or the lottery drawing.

If applicable, 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 gaming activity, the gambling activity, or the lottery drawing, 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 **1704**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, can request any data and/or information and/or analytics data and/or information at any time before, during, or after, the gaming activity, the gambling activity, or the lottery drawing. 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 **1704**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, can place any number of posts or comments in the electronic forum, chat room, or webpage of the website. At step **1704**, the individual or user, or any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, can place any number of outcome bets, or game event bets or micro event bets, before or during the gaming activity, the gambling activity, or the lottery drawing.

In a preferred embodiment, the individual or user can, at step **1704** 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 **1704**, 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 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 gaming activity, the gambling activity, or the lottery drawing, as well as any information regarding any and/or all of the individual's or user's bets which are placed on any other gaming activities, gambling activities, or lottery drawings. 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 gaming activity, gambling activity, or lottery drawing, the individual or user can request a link to the respective electronic forum, chat room, or website, on or via which that other gaming activity, gambling activity, or lottery drawing, can be watched or listened to.

With reference once again to FIGS. **17**A and **17**B, at any time during gaming activity, the gambling activity, or the lottery drawing, the central processing computer **10** can, at step **1704**, 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 gaming activity, the gambling activity, or the lottery drawing. For example, information regarding a bet which is a winning bet at that point in time, or at that point in the gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, 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 **1704**, the central processing computer **10** can also provide, via the electronic forum, chat room, or webpage of the website, and during gaming activity, the gambling activity, or the lottery drawing, information regarding available new bets, betting odds for same, and/or any new or updated betting odds for bets corresponding to the gaming activity, the gambling activity, or the lottery drawing, 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 **1704**, the central processing computer **10** can also provide, via the electronic forum, chat room, or webpage of the website, and during the gaming activity, the gambling activity, or the lottery drawing, 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 any gaming derivative product(s), the individual or user can enter the purchase request(s) at step **1704** 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 **10**H 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 **1704**, the individual or user, can also decide to sell his or her position in a bet or a lottery ticket, or purchase another individual's or user's position in a bet or a lottery ticket. In such instances, bets or lottery tickets 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 **1704**, the individual or user, as well any other individual(s) or user(s) watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, can report suspected instances of cheating, play irregularities, officiating irregularities, or any other instances which may call into question the integrity of the gaming activity, the gambling activity, or the lottery drawing. 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 gaming activity, the gambling activity, or the lottery drawing, 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 gaming activity, the gambling activity, or the lottery drawing, to be posted by the individual or user, and by any other individual(s) or user(s) gaming activity, the gambling activity, or the lottery drawing, 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 cheating, as reported by the individuals or users who use the apparatus **100** of the present invention to watch and/or listen to gaming activities, gambling activities, or lottery drawings, on which they have placed bets and/or purchased a lottery ticket or lottery tickets.

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 gaming activity, the gambling activity, or the lottery drawing, and automatically transmit the same to the casino or gaming venue, the gaming facility computer **50** associated with the casino or the gaming venue, or to a governmental entity computer **40** associated with the governmental entity or agency overseeing the gaming activity, the gambling activity, or the lottery drawing. In this manner, the apparatus **100** can be utilized to

report instances of suspected cheating activity or any other issues pertaining to the integrity of the gaming activity, the gambling activity, or the lottery drawing.

The central processing computer **10** can also automatically transmit information regarding suspected cheating activity, or any other 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 cheating activity or integrity issue.

In a preferred embodiment, at step **1704**, the individual or user, as well any other individuals or users watching and/or listening to the gaming activity, the gambling activity, or the lottery drawing, 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 reports or reportings of any kind, can be input verbally via the microphone of the video and/or audio recording device(s) **20**J 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 gaming activity, the gambling activity, or the lottery drawing.

In a preferred embodiment, at step **1704**, 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 gaming activity, the gambling activity, or the lottery drawing.

In a preferred embodiment, the gaming activity, the gambling activity, or the lottery drawing, and the streaming broadcast or transmission of the same, will end at step **1705**. At step **1706**, the individual or user can transmit a bet outcome request or a lottery drawing outcome request to the central processing computer **10** to request that the central processing computer **10** process and determine a bet outcome or result or a lottery drawing outcome or result, for each bet placed and/or for each lottery ticket purchased, so as to provide the individual or user with the results or outcome regarding his or her bets or lottery ticket purchases, such as, for example, whether the individual or user has won a bet or has lost a bet, and/or whether the individual or user has won on a lottery ticket or lost on a lottery ticket.

At step **1707**, the central processing computer **10** can process each bet, one at a time as described herein, and can process information regarding each lottery ticket purchased, 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. For each lottery ticket purchased, the central processing computer **10** can determine whether the lottery ticket which is being processed is a winning lottery ticket or a losing lottery ticket. After determining whether the bet(s) and/or the lottery ticket(s) is/are a winning bet or a winning lottery ticket or a losing bet or a losing lottery ticket, the operation of the central processing computer **10** can proceed to step **1708** and the central processing computer **10** can determine whether or not a hold has been placed on any payout for any bet and/or for any payout on any lottery ticket, such as may occur in cases of suspected fraud or cheating.

If, at step **1708**, it is determined that information regarding any suspected fraud or cheating, or any other issues pertaining to game or lottery integrity exists or has been reported to the central processing computer **10** regarding the gaming activity, the gambling activity, or the lottery drawing, 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 **90**, 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 **1709** and the central processing computer **10** can withhold any payment on a winning bet or winning lottery ticket, 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 and/or lottery ticket winnings into escrow with the escrow agent computer **95** until the matter is resolved. Thereafter, the operation of the apparatus will proceed to step **1711**.

If, at step **1708**, it is determined that no information regarding any suspected fraud or cheating activity, or any other issues pertaining to integrity, exists or has been reported to the central processing computer **10** regarding the gaming activity, the gambling activity, or the lottery drawing, then the operation of the central processing computer **10** will proceed to step **1710**. At step **1710**, the central processing computer **10** will effectuate a settlement of the bet and/or the lottery ticket results by, in the event of a winning bet or a winning lottery ticket, 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 or a losing lottery ticket, 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 fraud or cheating activity, or any other issues pertaining to integrity, exists or has been reported for the gaming activity, the gambling activity, or the lottery drawing, and thereby request the escrow agent computer **95** release any bet monies to the central processing computer **10** if all other escrow agreement conditions have been met or satisfied.

At step **1710**, the central processing computer **10** can also 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, 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 instances in which a gaming fee is due to a jurisdiction, country, state, province, or political subdivision, from which a bet is placed or a lottery ticket has been purchased, or to a jurisdiction, country, state, province, or political subdivision, a gaming fee payment can be effectuated to the respective financial account associated with the respective governmental entity computer **40** for the respective jurisdiction(s), country or countries, state(s), province(s), or political subdivision(s). 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 or lottery ticket purchased using the apparatus **100**. Thereafter, the operation of the apparatus will proceed to step **1711**.

At step **1711**, the central processing computer **10** can determine if another bet or if any other bets need to be processed for the individual or user, or can determine if another lottery ticket or if any other lottery tickets need to be processed for the individual or user. If, at step **1711**, it is determined that there are no more bets or lottery tickets that need to be processed for the individual or user, then the operation of the apparatus **100** will proceed to step **1712**. If, however, it is determined that there are other bets or lottery tickets which need to be processed, then the operation of the apparatus **100** will proceed to step **1707** and the above-described processes of steps **1707** through **1711** can be repeated for the next bet to be processed or for the next lottery ticket to be processed, and thereafter for all remaining bets or lottery tickets to be processed.

At step **1712**, the central processing computer **10** can also generate a final report regarding and including information regarding any and/or all of the bets placed and/or lottery tickets purchased on, for, or regarding, the gaming activity or gaming activities, the gambling activity or gambling activities, or the lottery drawing(s), the outcomes of all such bets and/or lottery ticket purchases, the identities of the all individuals or users who placed each of the bets and/or purchased each of the lottery tickets, and/or who watched and/or listened to the gaming activity or gaming activities, the gambling activity or gambling activities, or the lottery drawing(s), via any electronic forum, chat room, or web page of any website, and a record of all postings, 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 fraud or cheating activity, or any other issues pertaining to integrity.

In a preferred embodiment, the final report can be stored in the database **10**H of the central processing computer **10**, can be transmitted to any party or entity requesting same, and/or can be transmitted to 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 **1713**.

In view of the foregoing, the apparatus **100** of the embodiment of FIGS. **17**A and **17**B can provide an individual or user with a broadcast of, or with a streaming video transmission of and/or a streaming audio transmission of, a gaming activity or gaming activities, a gambling activity or gambling activities, a lottery or lotteries, and/or a lottery drawing or lottery drawings, on, for, or regarding, which the individual or user may have placed a bet and/or desires to place a bet, via an electronic forum(s), a chat room(s), and/or a web page of a websites. The apparatus **100** of the embodiment of FIGS. **17**A and **17**B can also provide the individual or user with ability to participate in a gaming activity, a gambling activity, and/or a lottery or lottery drawing, place bets on, in, or regarding, the gaming activity, the gambling activity, or the lottery or lottery drawing, place bets on game events or micro-events which occur during the gaming activity, the gambling activity, or the lottery or lottery drawing, and/or place a derivative bet or derivative bets on, in, or regarding, the gaming activity, the gambling activity, or the lottery or lottery drawing. The apparatus of FIGS. **17**A and **17**B can also provide the individual or user with the ability to purchase a gaming or gambling loss insurance policy, product, or service, or a gaming or gambling derivative, in order to allow the individual or user to manage his or her risk of loss in his or her gaming activities, gambling activities, and/or lottery activities and/or lottery ticket purchasing activities.

In another preferred embodiment, as well an in any and/or all of the embodiments described herein, the apparatus **100** of the embodiment of FIGS. **17**A and **17**B can also be utilized in connection and/or in conjunction with any and/or all of the functionalities described herein in connection with the preferred embodiments of each of FIGS. **13**A, **13**B, **14**A, **14**B, **15**, and **16** in a same, a similar, and/or an analogous, manner as described herein. In another preferred embodiment, the apparatus **100** can provide an individual or user with the ability to request to be notified regarding a gaming activity or gaming activities, a gambling activity or gambling activities, or a lottery or lotteries, and can provide a notification or notifications regarding the same to the individual or user in a same, a similar, and/or an analogous, manner as described herein in connection with the preferred embodiment of FIG. **16**.

In another preferred embodiment, the apparatus and methods of the present invention can be utilized in connection with a distributed ledger and with Blockchain technology. In a preferred embodiment, a distributed ledger and Blockchain technology can be utilized along with a central processing computer, in a combined system, wherein certain of the transactions, described herein as being performed by the apparatus **100**, can be processed and/or performed by and/or with a central processing computer and/or certain other transactions can be processed and/or performed by and/or with, and/or using, a distributed ledger and Blockchain technology or Blockchain technologies. In another preferred embodiment, any and/or all transactions, described herein as being performed by the apparatus **100**, can also be processed and/or performed by and/or with, and/or using, a distributed ledger and Blockchain technology or Blockchain technologies, and/or any cryptocurrency Blockchain technology or technologies.

In a preferred embodiment, any type of Blockchain technology can be utilized in connection with the apparatus **100**

and methods of the present invention. In a preferred embodiment, for example, the apparatus **100** and methods of the present invention can utilize a distributed ledger(s) along with any Blockchain technology or technologies, Bitcoin Blockchain technology or technologies, Ethereum Blockchain technology or technologies, Bitcoin Cash Blockchain technology or technologies, Litecoin Blockchain technology or technologies, Privacy Coin Bitcoin technology or technologies, and/or any other suitable Blockchain technology or technologies, and/or Smart contracts and/or Smart contract technology or technologies and/or decentralized autonomous organizations (DAOs), decentralized autonomous organizations (DAOs) technology or technologies, and/or any combination of same.

In any and/or all of the embodiments described herein, the apparatus and methods of the present invention can also be utilized with any suitable cryptocurrency, such as, but not limited to, Bitcoin, Bitcoin Cash, Ethereum, Ripple, Dash, Monero, Zcash, Digibyte, Litecoin, any privacy coins, and/or any other cryptocurrency and/or privacy coin cryptocurrency.

Applicant incorporates by reference herein the subject matter and teachings of "Blockchain Technology Explained" by Alan T. Norman, "Blockchain" by Abraham K. White, "Blockchain—A Practical Guide To Developing Business, Law, And Technology Solutions" by Joseph J. Bambara and Paul R. Allen, and "Blockchain—Ultimate Guide To Understanding Blockchain, Bitcoin, Cryptocurrencies, Smart Contracts And The Future of Money" by Mark Gates, in their entirety, for all of their respective subject matter and teachings regarding distributed ledger technology and/or technologies, Blockchain technology and/or technologies, Bitcoin technology and/or technologies, Bitcoin Blockchain technology and/or technologies, Ethereum technology and/or technologies, Ethereum Blockchain technology and/or technologies, cryptocurrencies, cryptocurrency technology and/or technologies, and/or smart contract technology and/or technologies, and/or decentralized autonomous organizations (DAOs) technologies, and/or peer-to-peer technology and/or technologies, and/or any other technology or technologies related thereto or which can be utilized in conjunction distributed ledgers, Blockchain technologies, Smart contracts, decentralized autonomous organizations (DAOs), and/or cryptocurrencies.

By utilizing a distributed ledger and a suitable Blockchain technology, the apparatus and methods of the present invention can reduce the amount of processing performed by, and reliance on, a central processing computer and/or can eliminate the need for a central processing computer and any centralized entity which might operate the central processing computer.

It is important to note that the distributed ledger and the Blockchain technology utilized with same can also be referred to herein as a "distributed ledger/Blockchain technology", "distributed ledger and Blockchain technology", "distributed ledger/Blockchain technology system", or "distributed ledger and Blockchain technology system", or that the distributed ledger and the Blockchain technology utilized with same can also be referred by using any suitable phrase or terminology indicative of an application or system which utilizes or which includes a distributed ledger which is used with any Blockchain technology or which is used in connection, or in conjunction, with any Blockchain technology.

FIG. **18** illustrates another preferred embodiment of the apparatus of the present invention, which is designated by the reference numeral **150**, in block diagram form. With reference to FIG. **18**, the apparatus **150** includes a central processing computer and distributed ledger/Blockchain technology system **110** (hereinafter "central processing computer/distributed ledger/Blockchain technology system **110**"). The central processing computer/distributed ledger/Blockchain technology system **110** includes a central processing computer component **110**A, which can perform any and/or all of the functions described herein as being performed by the central processing computer **10** of the apparatus **100** of FIG. **1**, and a distributed ledger/Blockchain technology system component **110**B.

With reference once again to FIG. **18**, the apparatus **150** also includes any number of 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**. In a preferred embodiment, any and/or all of the various transactions, functions, and/or functionalities, described herein as being provided or performed by the apparatus **100** of FIG. **1** can be provided or performed by the apparatus **150** of FIG. **18** and, in particular, can be performed by either the central processing computer component **110**A of the central processing computer/distributed ledger/Blockchain technology system **110** and/or by the distributed ledger/Blockchain technology system component **110**B of the central processing computer/distributed ledger/Blockchain technology system **110**.

For example, in a preferred embodiment, any and/or all of the financial transactions described herein, which relate to the placing of a bet or bets or which relate to the settlement of a bet or bets, can be performed by the distributed ledger/Blockchain technology system component **110**B of the central processing computer/distributed ledger/Blockchain technology system **110**, while any and/or all non-financial transactions can be performed by the central processing computer component **110**A of the central processing computer/distributed ledger/Blockchain technology system **110**. In another preferred embodiment, any financial or non-financial transaction(s) or function(s) can be performed by the distributed ledger/Blockchain technology system component **110**B of the central processing computer/distributed ledger/Blockchain technology system **110**, and/or any financial or non-financial transaction(s) or function(s) can also be performed by the central processing computer component **110**A of the central processing computer/distributed ledger/Blockchain technology system **110**. In a preferred embodiment, the apparatus **150** can also be utilized with any cryptocurrency or cryptocurrencies or with no cryptocurrency.

In another preferred embodiment, a distributed ledger/Blockchain technology system can be utilized to process and/or perform any and/or all of the transactions and/or functions described herein as being provided and/or performed by the apparatus of the present invention. FIG. **19** illustrates another preferred embodiment of the apparatus of the present invention, which is designated by reference numeral **160**, in block diagram form. With reference to FIG. **19**, the apparatus **160** includes a distributed ledger/Blockchain technology system **120**. The distributed ledger/Blockchain technology system **120** can perform any and/or all of the transaction and/or functions described herein as being performed by the central processing computer **10** of the apparatus **100** of FIG. **1**.

With reference once again to FIG. **19**, the apparatus **150** also includes any number of 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.

Any and/or all of the various transactions, functions, and/or functionalities, described herein as being provided or performed by the present invention can be provided or performed by the apparatus 160 of FIG. 19 and, in particular, can be performed by utilizing the distributed ledger/Blockchain technology system 120. In a preferred embodiment, the apparatus 160 can also be utilized with any cryptocurrency or cryptocurrencies or with no cryptocurrency.

In any and/or all of the embodiments described herein, the user communication device(s) 20 and/or the central processing computer 10, the central processing computer/distributed ledger/Blockchain technology system 110, and/or the distributed ledger/Blockchain technology system 120, can also transmit a control signal for activating and/or for controlling a selected camera, video recording device, microphone, and/or audio recording device, of any of the video and/or audio recording device(s) 50J, 60J, 70J, 80J, and/or 97K, described herein, and/or for activating and/or for controlling any wearable device(s) 97 described herein.

In any and/or all the preferred embodiments described herein, the apparatus of the present invention can also be utilized to gather and/or to collect analytics information from multiple sources and to provide analytics products and/or services to any of the herein-described stakeholders and users of the apparatus of the present invention. In a preferred embodiment, sports analytics information, casino gambling analytic information, and lottery analytics information, can be recorded, can be gathered and/or collected, and/or can be provided to an information/analytics computer 70. In a preferred embodiment, various analytics products and/or services can also be generated and/or provided to the various users and stakeholders described herein via the apparatus 100, the apparatus 150, and/or the methods, of the present invention.

In a preferred embodiment, analytics data and/or information and/or any other data and/or information deemed useful in serving the needs of users and/or stakeholders of the apparatus 100, the apparatus 150, and/or the methods, of the present invention, can be provided by various individuals, entities, or sources, at any time before, during, or after, any of the herein-described games, matches, competitions, or events, for which bets can or may be placed and/or for any casino games, lottery games, and/or lottery drawings. In a preferred embodiment, analytics data and/or information and/or any other data and/or information deemed useful in serving the needs of users and/or stakeholders of the apparatus 100, the apparatus 150, and/or the methods, of the present invention, can be provided by various individuals, entities, or sources, at any time. In a preferred embodiment, these individuals, entities, or sources, can include official data, unofficial data, and/or other analytics, sources, such as, for example, but not limited to, sports governing bodies, leagues, teams, tournaments, or competitions, governmental data and/or analytics sources such as, for example, but not limited to, countries, states, provinces, cities, municipalities, or any other political subdivisions, private data and/or analytics sources such as, for example, but not limited to, data and/or analytics entities and/or business entities, financial institutions, and/or escrow agents, and/or their employees and/or agents, private individuals and/or freelancers, and/or wearable devices which can be worn by players, athletes, and/or participants, in any of the herein-described games, matches, competitions, or events, casino games, lottery games, and/or lottery drawings, as well as any of the herein-described gaming facilities, gaming venues, content providers, and/or social networks.

In a preferred embodiment, analytics data and/or information can be entered by each of the herein-described users, individuals, sports governing bodies, leagues, teams, tournaments, or competitions, governmental data and/or analytics sources, data and/or analytics entities and/or business entities, financial institutions, escrow agents, and/or their employees and/or agents, private individuals and/or freelancers, and wearable devices, can utilize a respective computer or communication device to collect and/or gather, and to transmit, analytics data and/or information to the information/analytics computer 70. Thereafter, any desired analytics data and/or information and/or any analytics product(s) and/or service(s) derived from the same can be requested by and/or can be transmitted to any user, individual, sports governing body, governmental entity, gaming facility, content provider, information/analytics provider, social network, financial institution, and/or escrow agent, who or which utilizes the apparatus 100, the apparatus 150, and/or the methods, of the present invention. In a preferred embodiment, any desired analytics data and/or information and/or any analytics product(s) or service(s) derived from the same can be requested by and/or can be transmitted to any user, individual, sports governing body, governmental entity, gaming facility, content provider, information/analytics provider, social network, financial institution, and/or escrow agent, at any time.

FIG. 20 illustrates a preferred embodiment of an analytics apparatus, which is designated by the reference numeral 170, which can be utilized in connection with the apparatus and methods of the present invention, in block diagram form. With reference to FIG. 20, the analytics apparatus 170 includes the information/analytics provider computer 70 of FIG. 1. The analytics apparatus 170 can also include a user analytics device 71, which in a preferred embodiment, can be any user communication device 20 which is suitably equipped to allow one to enter, collect, or gather, analytics data and/or information, and which can be utilized by any user or individual who or which utilizes the apparatus 100 or the apparatus 150 of the present invention. In a preferred embodiment, the user analytics device 71 can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer 70. With reference once again to FIG. 20, the analytics apparatus 170 can also include a sport governing body analytics device 72, which can be utilized by any of the sports governing bodies described herein, and/or by any entities offering, sponsoring, or operating, a lottery or lotteries, in order to provide official or unofficial analytics data and/or information to the analytics apparatus 170. In a preferred embodiment, the sport governing body analytics device 72 can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer 70.

With reference once again to FIG. 20, the analytics apparatus 170 can also include a governmental entity analytics device 73, which can be utilized by any of the governmental entities described herein in order to provide official or unofficial analytics data and/or information to the analytics apparatus 170. In a preferred embodiment, the governmental entity analytics device 73 can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer 70. With reference once again to FIG. 20, the analytics apparatus 170 can also include a

gaming facility/venue analytics device **74**, which can be utilized by any of the gaming facilities or venues described herein, or by any casino or on-line casino, in order to provide official or unofficial analytics data and/or information to the analytics apparatus **170**. In a preferred embodiment, the gaming facility/venue analytics device **74** can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer **70**. With reference once again to FIG. **20**, the analytics apparatus **170** can also include a content provider analytics device **75**, which can be utilized by any of the content providers described herein in order to provide official or unofficial analytics data and/or information to the analytics apparatus **170**. In a preferred embodiment, the content provider analytics device **75** can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer **70**.

With reference once again to FIG. **20**, the analytics apparatus **170** can also include an information entity analytics device **76**, which can be utilized by any of the information/analytics providers, who or which utilize the apparatus **100** or the apparatus **150**, and/or any employees or agents of same, by any financial institutions who or which utilize the apparatus **100** or the apparatus **150** and/or any employees or agents of same, and/or by any escrow agents who or which utilize the apparatus **100** or the apparatus **150** and/or any employees or agents of same, in order to provide official or unofficial analytics data and/or information to the analytics apparatus **170**. In a preferred embodiment, the information entity analytics device **76** can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer **70**.

With reference once again to FIG. **20**, the analytics apparatus **170** can also include a social network analytics device **77** which can be utilized by any of the social networks which utilize the apparatus **100** or the apparatus **150** and/or any employees or agents of same in order to provide official or unofficial analytics data and/or information to the analytics apparatus **170**. In a preferred embodiment, the social network analytics device **77** can be connected with, or can be wirelessly linked to or with, the information/analytics provider computer **70**.

With reference once again to FIG. **20**, the analytics apparatus **170** can also include a wearable device **97** which can be worn by, attached to, or linked with, any player, athlete, or participant, of any sporting event, game, match, competition, or tournament, or to any clothing or equipment of the player, athlete, or participant. In a preferred embodiment, the wearable device **97** can be used by a player, athlete, or participant, at any time before, during, or after, a game, match, event, competition, tournament, or practice session, or any other time, in order to provide official or unofficial analytics data and/or information to the analytics apparatus **170**. In a preferred embodiment, the wearable device **97** can be wirelessly linked to or with the information/analytics provider computer **70**.

In a preferred embodiment, any number of user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can be utilized in and/or with the analytics apparatus **170** and/or the apparatus **100** and/or the apparatus **150** of the present invention.

In another preferred embodiment, any number of user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can also provide analytics data and/or information directly to the central processing computer **10** of the apparatus **100** of FIG. **1** and/or the central processing computer and distributed ledger/Blockchain technology system **110** of the apparatus **150**. In a preferred embodiment, any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can be connected to, or wirelessly linked to or with, the central processing computer **10** of the apparatus **100** of FIG. **1** and/or the central processing computer and distributed ledger/Blockchain technology system **110** of the apparatus **150**.

In a preferred embodiment, the analytics apparatus **170**, as well as any of the user analytics devices **71**, the sport governing body analytics devices **72**, the governmental entity analytics devices **73**, the gaming facility/venue analytics devices **74**, the content provider analytics devices **75**, the information entity analytics devices **76**, the social network analytics devices **77**, and/or the wearable devices **97**, can be utilized to perform analytics data collection, gathering, recording, and/or reporting, to any information/analytics provider computer **70**, and/or the central processing computer **10** of the apparatus **100** and/or the central processing computer and distributed ledger/Blockchain technology system **110** of the apparatus **150**.

In a preferred embodiment, the analytics apparatus **170**, as well as any of the user analytics devices **71**, the sport governing body analytics devices **72**, the governmental entity analytics devices **73**, the gaming facility/venue analytics devices **74**, the content provider analytics devices **75**, the information entity analytics devices **76**, the social network analytics devices **77**, and/or the wearable devices **97**, can be utilized to facilitate analytics data collection, gathering, recording, and/or reporting, from any number of the various users and stakeholders who or which utilize the apparatus **100** or the apparatus **150**.

In another preferred embodiment, the central processing computer **10**, the central processing computer and distributed ledger/Blockchain technology system **110**, the analytics apparatus **170**, and/or any information/analytics provider computer **70**, can be specially programmed to process any analytics data and/or information collected by the apparatus **100**, the apparatus **150**, the analytics apparatus, and/or any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, and can be specially programmed to generate any desired analytics product(s) and/or service(s). In another preferred embodiment, the central processing computer **10**, the central processing computer and distributed ledger/Blockchain technology system **110**, the analytics apparatus **170**, and/or any information/analytics provider computer **70**, can be specially programmed generate any desired analytics product(s) and/or service(s) for, or to meet the needs or requests of, any of the herein-described users, individuals, or stakeholders, who or which utilize the apparatus **100** of the apparatus **150** of the present invention.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus and methods of the present invention, the apparatus **100**, the apparatus **150**, and/or the analytics apparatus **170**, and/or any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can be utilized in order to collect, record, process, and/or disseminate, player performance tracking data and/or information and/or athlete performance tracking data and/or information, to any of the herein-described individuals, users, or stakeholders, who or which use the apparatus and methods of the present invention.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus and methods of the present invention, the apparatus **100**, the apparatus **150**, and/or the apparatus **170**, and/or any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can be utilized in conjunction with player performance tracking systems, and/or as a component of the same, for monitoring the performance of players or athletes in and/or during games or matches.

In a preferred embodiment, the apparatus and methods of the present invention can process player performance tracking data and/or information and/or athlete performance tracking data and/or information in conjunction with historical or past player performance tracking data and/or information and/or athlete performance tracking data and/or information in order to provide performance assessment information for assessing the performance of any player or athlete, of any number of players or athletes, or any team or any number of teams, before, during, and after a game or match. The player performance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, can be provided to any of the herein-described individuals or users, sports governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, bookmakers, and fraud detection systems, who or which utilize the apparatus and methods of the present invention.

In a preferred embodiment, any of the herein-described individuals or users, sports governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, bookmakers, and fraud detection systems, can utilize the player performance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, as they desire.

For example, the player performance tracking data and/or information and/or athlete performance tracking data and/or information, the assessment information, and/or any historical player performance tracking data and/or information and/or historical athlete performance tracking data and/or information, and/or any other historical data or information, statistical data or information, and/or probabilistic data and/or information, can be used by individuals or users to place bets, can be used by bookmakers to determine, ascertain, or establish, betting odds before and/or during a game, match, or competition, or to determine, ascertain, or establish, betting odds after a game, match, or competition, and/or can be used by sports governing bodies, governmental entities, bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders to detect, report, be notified of, and/or investigate, any evidence and/or allegations indicative of, or evidencing, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus and methods of the present invention, the apparatus **100**, the apparatus **150**, and/or the analytics apparatus **170**, and/or any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, and/or social network analytics devices **77**, can be utilized in order to collect, record, process, and/or disseminate, bookmaker data and/or information regarding betting odds, betting lines, proposition bets, and/or betting activities, and/or any other sportsbook or sports betting data and/or information, established, determined, offered, or ascertained, by a bookmaker before, during, and/or after, any game(s), matches, or competitions, for which the bookmaker a sportsbook offers betting or wagering activities.

In another preferred embodiment, as well as any and/or all of the embodiments described herein, the apparatus and methods of the present invention, the apparatus **100**, the apparatus **150**, and/or the apparatus **170**, and/or any of the herein-described user analytics devices **71**, sport governing body analytics devices **72**, governmental entity analytics devices **73**, gaming facility/venue analytics devices **74**, content provider analytics devices **75**, information entity analytics devices **76**, social network analytics devices **77**, and/or wearable devices **97**, can be utilized in conjunction with fraud detection systems which can be utilized to monitor and/or compare changes in betting odds or wagering odds for games or matches before and/or during games with in-game or in-match performance tracking data and/or information.

In a preferred embodiment, any number of bookmakers can provide any types or kinds of bookmaker data and/or information, which be provided to, or disseminated to, any of the individuals or users for placing bets or otherwise using the apparatus and methods of the present invention, to any other bookmakers to determine, ascertain, or establish, betting odds before and/or during a game, match, or competition, or to determine, ascertain, or establish, betting odds after a game, match, or competition, and/or to any sports governing bodies, governmental entities, bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders to

detect, report, be notified of, and/or investigate, any evidence and/or allegations indicative of, or evidencing, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

In a preferred embodiment, the herein-described bookmaker data and/or information can be provided to any of the herein-described individuals or users, sports governing bodies, governmental entities, other bookmakers, fraud detection systems, gaming facilities, content providers, information/analytics providers, social networks, financial institutions, escrow agents, and/or any other stakeholders, before, during, or after, a game, match, or competition, upon request, automatically, and/or live, in real-time, and/or otherwise.

In another preferred embodiment, the apparatus and methods of the present invention can correlate player performance tracking data and/or information and/or athlete performance tracking data and/or information, obtained from any player performance tracking system and/or from any athlete performance tracking system, or obtained from any number of player performance tracking systems and/or from any athlete performance tracking systems, with any type or kind of bookmaker data and/or information, provided by any bookmaker or provided by any number of bookmakers, in order to generate fraud detection system reports or other information which can be used for detecting, reporting, and/or investigating, instances of match fixing, game fixing, cheating, irregular betting activities, and/or any other suspicious or wrongful activities, behavior, or occurrences.

FIG. **21** illustrates another preferred embodiment of the apparatus of the present invention, which is designated by the reference numeral **200**, in block diagram form. With reference to FIG. **21**, in a preferred embodiment, the apparatus **200** includes all of the components of the apparatus **100** of FIG. **1**, including a central processing computer **10** or any number of the same, any number of user communication devices **20**, any number of sport governing body computers **30**, any number of governmental entity computers **40**, any number of gaming facility computers **50**, any number of content provider computers **60**, any number of information/analytics provider computers **70**, any number of social network computers **80**, any number of financial institution computers **90**, any number of escrow agent computers **95**, and/or any number of wearable devices **97**, each of which can be either connected to the central processing computer(s) **10** and/or wirelessly linked with the same.

In addition, in a preferred embodiment, the apparatus **200** of FIG. **21** can also include one or more bookmaker computers **94**, each of which can be connected to or with, or which can be wirelessly linked to or with, the central processing computer **10**. In a preferred embodiment, the bookmaker computer **94** can be utilized by, or can be associated with, a bookmaker or a sportsbook and can be used to allow the bookmaker to communicate with the central processing computer **10**. Any number of bookmaker computers **94** can be utilized in connection with, or in conjunction with, the apparatus **200**. In a preferred embodiment, each bookmaker computer **94** can be utilized by the bookmaker to provide, to the central processing computer **10**, any betting or wagering information, such as, but not limited to, information regarding games or matches for which bets or wagers are offered by the bookmaker, betting odds, betting lines, the various bets or wagers offered by the bookmaker, including but not limited to, outcome bets or wagers, in-game bets or wagers, proposition bets or wagers, and/or any other activity or occurrence which can be the subject of a bet or wager, betting activities before, during, and/or after a game, match, or competition, information regarding betting or wagering activities and/or betting or wagering patterns, information regarding irregular or suspicious betting or wagering activities or occurrences, and/or any other data or information which can be collected by, recorded by, used by, offered by, and/or provided by, a bookmaker or sportsbook, and/or any data or information which can typically be provided by a bookmaker or sportsbook.

With reference once again to FIG. **21**, the apparatus **200** of FIG. **21** can also include one or more player performance tracking system computers **98**, each of which can be connected to or with, or which can be wirelessly linked to or with, the central processing computer **10**. In a preferred embodiment, the player performance tracking system computer **98** can be utilized by, or can be associated with, any player performance tracking service provider, or any gaming facility or venue, sport governing body, content provider, information/analytics provider, social network, fraud detection system provider, and/or bookmaker, who or which tracks player performance or otherwise obtains, records, processes, and/or provides or reports, player performance and/or player performance tracking data and/or information. The player performance tracking system computer **98** can be used to allow any user of the same and/or any provider of player performance and/or player performance tracking data and/or information to communicate with the central processing computer **10**.

Any number of player performance tracking system computer **98** can be utilized in connection with, or in conjunction with, the apparatus **200**. In a preferred embodiment, each player performance tracking system computer **98** can be utilized by the user of the same and/or by any provider of player performance and/or player performance tracking data and/or information to provide or report, to the central processing computer **10**, any player performance and/or player performance tracking data and/or information, historical player performance and/or player performance tracking data and/or information, and/or any data and/or information analyzing player performance and/or player performance tracking data and/or information, and/or any other data or information which is or which can typically be provided by a player performance tracking service provider.

With reference once again to FIG. **21**, the apparatus **200** of FIG. **21** can also include one or more fraud detection system computers **99**, each of which can be connected to or with, or which can be wirelessly linked to or with, the central processing computer **10**. In a preferred embodiment, the fraud detection system computers **99** can be utilized by, or can be associated with, any fraud detection service or service provider which obtains, records, processes, and/or provides or reports to the central processing computer **10**, data or information regarding fraud or suspected fraud relating to games, matches, or competitions, fraud or suspected fraud relating to any betting or wagering activities relating to games, matches, or competitions, and/or any other data and/or information which is or which can typically be provided by a fraud detection service, service provider, or system. The fraud detection system computer **99** can be used to allow any user of the same to communicate with the central processing computer **10**.

Any number of fraud detection system computers **99** can be utilized in connection with, or in conjunction with, the apparatus **200**. In a preferred embodiment, each player fraud detection system computer **99** can be utilized by the user of the same and/or by any provider of fraud detection services

to provide, to the central processing computer **10**, any data or information which is or which can typically be provided by a fraud detection service or system.

In a preferred embodiment, each bookmaker computer **94**, each player performance tracking system computer **98**, and/or each fraud detection system computer **99**, can include a central processing unit, a random access memory (RAM), a read only memory (ROM), a user input device(s), a display device, a transmitter, a receiver, a database, an output device(s), and/or a video and/or audio recording device(s). In a preferred embodiment, each bookmaker computer **94**, each player performance tracking system computer **98**, and/or each fraud detection system computer **99**, can transmit data and/or information to, and/or receive data and/or information from, and/or otherwise communicate with and/or interact with 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 escrow agent computers **95**, the wearable devices **97**, any bookmaker computers **94** or any other bookmaker computers **94**, any player performance tracking system computers **98** or any other player performance tracking system computers **98**, and/or any fraud detection system computers **99** or any other fraud detection system computers **99**.

In another preferred embodiment, the player performance tracking system computer **98** can utilize, and/or can receive, player performance tracking data and/or information and/or athlete performance tracking data and/or information obtained with, by, or from, any one or more of the various electronic performance and tracking systems ("EPTS"), which are known by those skilled in the art as of the time of the filing of this patent application, and which can be utilized to monitor, measure, and/or track, the in-game, in-match, or in-competition, performance of any player(s), athlete(s), or participant(s), and/or team(s), participating and/or competing in the respective game, match, or competition, and/or which can also be utilized to monitor and/or to track ball movement and/or speed, puck movement and/or speed, bat movement and/or speed, stick movement and/or speed, and/or the movement and/or speed of any object utilized in the playing of the respective game, match, or competition, and/or any equipment utilized in the playing of the respective game, match, or competition.

In a preferred embodiment, the various electronic performance and tracking systems, which can be utilized in conjunction the apparatus and methods of the present invention, can include, but are not limited to, optical camera based systems ("OCBS"), local positioning systems ("LPS"), global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same. In a preferred embodiment, each of the optical camera based systems ("OCBS"), local positioning systems ("LPS"), global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same, can utilize any number of the wearable devices **97** described herein, as a component or components of same, and/or in, during, or for, data and/or information gathering, and/or during system operation, and/or in performing player performance tracking and/or team performance tracking. In this regard, the wearable devices **97** can be used as a component of each of, or of any one or more of, the herein-described electronic performance and tracking systems, including the optical camera based systems ("OCBS"), the local positioning systems ("LPS"), and/or the global positioning systems ("GPS") and/or global navigation satellite systems ("GNSS"), and/or any combination of same, which are described herein as being used in connection with the apparatus **200**.

FIG. **22** illustrates a preferred embodiment of the player performance tracking system computer **98** of FIG. **21** along with various electronic performance and tracking systems which can provide player performance tracking data and/or information or athlete performance tracking data and/or information to or for the player performance tracking system computer **98**. With reference to FIG. **22**, the player performance tracking system computer **98** can be connected to, linked with, and/or wirelessly linked with, optical camera based player performance tracking system ("OCBS") **98**A, local positioning player performance tracking system ("LPS") **98**B, and global positioning system ("GPS")/global navigation satellite system ("GNSS") player performance tracking system **98**C ("GPS/GNSS **98**C"), and can receive the respective provide player performance tracking data and/or information or athlete performance tracking data and/or information, and/or any ball, puck, bat, stick, object, or equipment, movement and/or speed, and/or other, tracking, data and/or information, and/or any team performance tracking data and/or information, which is collected, processed, and/or provided, by each of, or any combination of the optical camera based player performance tracking system ("OCBS") **98**A, the local positioning player performance tracking system ("LPS") **98**B, or the GPS/GNSS player performance tracking system **98**C (hereinafter collectively referred to as "player performance tracking systems"). In a preferred embodiment, any one or any combination of "player performance tracking systems, that is, any one of, or any combination of, an optical camera based player performance tracking system **98**A, a local positioning player performance tracking system **98**B, or a GPS/GNSS player performance tracking system **98**C, can be deployed at a gaming venue, stadium, arena, field, or other sporting venue or athletic venue, of or for, or which is hosting, a game, match, or competition, in order to obtain performing player performance tracking, team performance tracking, and/or ball, puck, bat, stick, object, or equipment, tracking, for and during any game, match, or competition.

In a preferred embodiment, historical player performance tracking data and/or information, for each player, and historical team performance tracking data, for each team, which can be previously obtained from any one or more of the respective optical camera based player performance tracking systems **98**A, local positioning player performance tracking systems **98**B, or GPS/GNSS player performance tracking systems **98**C, can be recorded, processed, and stored, in the database **10**H of the central processing computer **10**, and/or in the respective database(s) of the bookmaker computer(s) **94**, the player performance tracking system computer(s) **98**, and/or the fraud detection system computer(s) **99**. In a preferred embodiment, algorithms and/or data processing routines and/or techniques, such as those which are known by those skilled in the art of player and team performance data tracking and analysis at the time of the filing of this patent application, can be utilized by the central processing computer **10**, and/or the respective database(s) of the bookmaker computer(s) **94**, the player performance tracking system computer(s) **98**, and/or the fraud detection system computer(s) **99**, in order to process any of the herein-described player performance tracking data and/or information and/or any of the herein-described team performance tracking data and/or information, in order to identify aver-

ages, means, standard deviations, and/or any other statistical and/or probabilistic measures or metrics, or any number of player performance measurement categories and/or for any team performance measurement categories. In a preferred embodiment, for each player performance category or team performance category, historical norms can be identified for later use in future player performance evaluation and/or in team performance evaluation.

Thereafter, player performance tracking data and/or information, and/or team performance tracking data and/or information, obtained from a respective optical camera based player performance tracking systems **98**A, local positioning player performance tracking systems **98**B, or GPS/GNSS player performance tracking systems **98**C, for, from, or during, any subsequent game, match, or competition, can be compared, for each player and/or for each team in order to ascertain the whether or not each player or each team is performing at, or within a range of, their normal performance level(s), below their normal performance level(s), or above their normal performance level(s). In the preferred embodiment, player or team performance irregularities can also be noted, analyzed, and/or recorded.

In a preferred embodiment, each of the central processing computer **10**, the bookmaker computer(s) **94**, the player performance tracking system computer(s) **98**, and/or the fraud detection system computer(s) **99**, can be provided with, and can store and/or can process and/or compare, using any suitable algorithms and/or data processing routines and/or techniques, any of the herein-described historical player performance tracking data and/or information, for each player, and the herein-described historical team performance tracking data, for each team, as well as any player performance tracking data and/or information, and/or team performance tracking data and/or information, obtained for, from, or during, any game, match, or competition.

In a preferred embodiment, each of the central processing computer **10**, the bookmaker computer(s) **94**, the player performance tracking system computer(s) **98**, and/or the fraud detection system computer(s) **99**, can compare the player performance tracking data and/or information for each player and/or the team performance tracking data and/or information for each team, which is obtained for, from, or during, any game, match, or competition against, or in conjunction with, the historical player performance tracking data and/or information for each player and/or the historical team performance tracking data for each team. In a preferred embodiment, each of the central processing computer **10**, the bookmaker computer(s) **94**, the player performance tracking system computer(s) **98**, and/or the fraud detection system computer(s) **99**, can then determine if each player or team is performing at their normal performance level(s), below their normal performance level(s), or above their normal performance level(s), during each game, match, or competition, or if each player or team had performed at their normal performance level(s), below their normal performance level(s), or above their normal performance level(s).

In a preferred embodiment, player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information can be transmitted to the central processing computer from a respective optical camera based player performance tracking system **98**A, local positioning player performance tracking system **98**B, or GPS/GNSS player performance tracking system **98**C, during a game, match, or competition. In a preferred embodiment, the central processing computer **10** can also transmit the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information to each bookmaker computer **94** during the game and/or as close to in real-time as possible so that the bookmaker computer **94** can process same and can calculate in-game, in-match, or in-competition, betting odds based on the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information received. In another preferred embodiment, the player performance tracking system computer **98** can transmit any of the data and/or information it records directly to the bookmaker computer(s) **94** for processing thereat, to an information/analytics provider computer(s) for processing thereat, and/or to a fraud detection system computer **99** for processing thereat.

In a preferred embodiment, the central processing computer **10** can also transmit the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information to each fraud detection system computer **99** during the game and/or as close to in real-time as possible so that the fraud detection system computer **99** can process the same and can determine if any suspicious activities regarding any action or actions of any player or of team has been identified or could have possibly occurred. In another preferred embodiment, the player performance tracking system computer **98** can transmit any of the data and/or information it records directly to the fraud detection system computer(s) **99**.

In a preferred embodiment, the central processing computer **10** can also process the player performance tracking data and/or information and/or team performance tracking information, and/or any ball, puck, bat, stick, object, or equipment, tracking data and/or information, obtain results therefrom, and can transmit any results, or any data and/or information relating to, or indicative of, the results to any user communication device(s) **20** associated with any individuals or users who may be interested in the same and/or to any of the herein-described electronic forums, chat rooms, or websites. In another preferred embodiment, the player performance tracking system computer **98** can transmit any of the data and/or information it records directly to any user communication device(s) **20** associated with any individuals or users who may be interested in the same and/or to any of the herein-described electronic forums, chat rooms, or websites.

In a preferred embodiment, each bookmaker computer **94** can process information regarding any betting activities and/or any bets which have been placed, along with times corresponding to the same, and/or along with any noted irregularities of evidence of suspicious betting activities indicative of game-fixing, match-fixing, or cheating, for and/or during each game, match, or competition, and can transmit the same to the central processing computer **10** and/or to the fraud detection system computer **99**. The central processing computer **10** and/or the fraud detection system computer **99**, can receive and process the information transmitted from the bookmaker **94** of received from any number of bookmaker computers **94**, and determine if irregular or suspicious betting activities are occurring, or have occurred, during the game, match, or competition, which may be indicative of game-fixing, match-fixing, or cheating.

In a preferred embodiment, if irregular or suspicious betting activities have been identified, then the central

processing computer **10** and/or the fraud detection system computer **99** can generate a suspicious activity report for the game, match, or competition, and can transmit the same to the bookmaker computer(s) **94**, to the sports governing body computer(s) **30** for the particular sporting event or competition, and/or to the governmental entity computer(s) **40** for the jurisdiction in which the sporting event or competition is taking, or has taken, place, and/or to any other fraud detection system computer(s) **99**. In addition, in a preferred embodiment, the central processing computer **10** and/or the fraud detection system computer **99** can generate and transmit a suspicious betting activity message and transmit the same to the user communication device(s) **20** of any individual or user who placed a bet on the sporting event or competition and/or to any of the herein-described electronic forums, chat rooms, or websites, associated with or providing a transmission or broadcast of the sporting event or competition.

In another preferred embodiment, the apparatus **200** can provide information regarding player performance and/or team performance to individuals or users who have placed bets or wagers, or who are placing, or who are continuing to place, bets or wagers, on games, matches, or competitions, via the apparatus **200** of the present invention. In another preferred embodiment, the apparatus **200** can provide bookmaker information, odds for bets or wagers and/or changes in odds for bets or wagers which are offered by one or more bookmakers or sportsbooks, and/or information regarding fraud alerts related to suspicious betting activities and/or related to questionable player performance or team performance, before and/or during a game, match, or competition. In another preferred embodiment, the apparatus **200** can provide information regarding player performance and/or team performance to individuals or users who have placed bets or wagers, or who are placing, or who are continuing to place, bets or wagers, on games, matches, or competitions, bookmaker information, odds for bets or wagers and/or changes in odds for bets or wagers which are offered by one or more bookmakers or sportsbooks, and/or information regarding fraud alerts related to suspicious betting activities and/or related to questionable player performance or team performance, before and/or during a game, match, or competition, to any of the herein-described sport governing bodies, governmental entities, gaming facilities, content providers, information/analytics providers, social networks, fraud detection systems, financial institutions, bookmakers, escrow agents, and/or any other individuals or entities who or which use the apparatus **200**.

FIG. **23** illustrates another preferred embodiment method for utilizing the apparatus **200** of the present invention, in flow diagram form. With reference to FIG. **23**, the operation of the apparatus **200** commences at step **2300**. At step **2301**, the central processing computer **10** can receive data and/or information transmitted, or otherwise provided, from each of the respective player performance tracking system computers **98** which are obtaining player performance tracking data and/or information and/or team performance tracking data and/or information for a respective game, match, or competition. In a preferred embodiment, player performance tracking data and/or information and/or team performance tracking data and/or information can be obtained by, recorded by, and/or processed by, any one or more the respective optical camera based player performance tracking system **98**A, local positioning player performance tracking system **98**B, or GPS/GNSS player performance tracking system **98**C, associated with each player performance tracking system computer **98** located the venue of the respective game, match, or competition.

At step **2301**, the central processing computer **10** can also receive data and/or information transmitted, or otherwise provided, from each bookmaker computer **94** of each bookmaker or sportsbook which has offered or provided, or which is offering or providing, bets or wagers of any and/or all types or kinds, betting odds, or information regarding betting activities, and/or any other information typically obtained by or processed by a bookmaker or sportsbook, on, for, regarding, and/or relating to, the respective game, match, or competition.

At step **2301**, the central processing computer **10** can also receive data and/or information transmitted, or otherwise provided, from each fraud detection system computer **99** of each fraud detection system service provider which has offered or provided, or which is offering or providing, information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, for, regarding, and/or relating to, the respective game, match, or competition.

At step **2302**, the central processing computer **10** can process any and/or all of the information it receives, from the player performance tracking system computer(s) **98**, the bookmaker computers **94**, and/or the fraud detection system computers **98**, at step **2301**, for the respective game, match, or competition. In a preferred embodiment, the central processing computer **10** can be provided with, can be programmed with, or can be otherwise equipped with, any needed, required, or desired, software or programs for processing player performance tracking information processing programs or software, team performance tracking programs or software, betting activity processing programs or software, and/or fraud detection programs or software. In preferred embodiment, at step **2302**, the central processing computer **10** can perform processing of any and/or all player performance data and/or information and/or team performance tracking data and/or information obtained from the respective game, match, or competition, compare the same to the respective historical player performance tracking data and/or information and/or the respective team performance tracking data and/or information, determine if the respective performance levels of each player and of each team is within a normal performance range, below a normal performance range, or above a normal performance range, for, regarding, or during, the respective game, match, or competition, and generate any player performance report(s) or message(s) and/or team performance report(s) or message(s) regarding the results obtained.

In preferred embodiment, at step **2302**, the central processing computer **10** can also perform processing of any data and/or information obtained from bookmaker computers **94** regarding any betting activities reported by the various and respective bookmakers or sportsbooks which have offered or are offering bets or wagers on or regarding the respective game, match, or competition, and/or which are otherwise monitoring betting activities regarding the respective game, match, or competition. At step **2302**, the central processing computer can be provided with, can be programmed with, or can be otherwise equipped with, any needed, required, or desired, software or programs for processing betting activities data and/or information for determining whether the betting activities on, for, or regarding, the respective game, match, or competition, are normal or whether they are, or could be, indicative of, and possibly evidence of, suspicious

betting activities and possibly evidence of game-fixing, match-fixing, or cheating regarding the respective game, match, or competition.

At step **2302**, the central processing computer **10** can perform any data and/or information processing routines which can be performed by any bookmaker computer **94** or by any fraud detection system computer. At step **2302**, the central processing computer **10** can generate a betting activities report(s) or message(s) for the respective game, match, or competition. At step **2302**, the central processing computer **10** can also process any betting activity data and/or information using appropriate algorithms or software programs in order to cancel all betting activities and to cancel all bets or wagers on, for, or regarding, the respective game, match, or competition, if it is determined that evidence of game-fixing, match-fixing, or cheating, has taken place or is taking place on, with, or in conjunction with, the respective game, match, or competition. In this regard, the central processing computer **10** can, at step **2202**, cancel all bets or wagers on, for, or regarding, the respective game, match, or competition. In such as instance, where the central processing computer **10** cancels all bets or wagers on, for, or regarding, the respective game, match, or competition, the central processing computer **10** can generate a betting cancellation report or message regarding the respective game, match, or competition. In this regard, the apparatus **200** can be utilized to cancel all bets or wagers on a game, match, or competition, where instances of fraud, fraudulent betting activities, game-fixing, match-fixing, or cheating, has been deemed to have occurred. This functionality can serve as a disincentive to those individuals or entities who engage in illegal behavior, fraudulent betting activity, game-fixing, match-fixing, or cheating, while also serving to protect the interests of bookmakers, sportsbooks, individual and user who place bets, the integrity of the sport or game, and any other stakeholders who or which utilize the apparatus **200** of the present invention.

At step **2302**, the central processing computer **10** can also perform processing of any fraud detection data and/or information obtained from any fraud detection system computers **99** of any fraud detection system service provider which is offering or providing, information regarding suspected fraudulent activity, suspicious activities, suspicious betting activities, and/or suspicious player performance and/or suspicious team performance, for, regarding, and/or relating to, the respective game, match, or competition.

In a preferred embodiment, the central processing computer **10** can be programmed, or can be otherwise equipped, any needed, required, or desired, software or program for processing any and/or all fraud detection data and/or information for determining whether or not fraudulent activities and/or evidence of game-fixing, match-fixing, or cheating, regarding the respective game, match, or competition, has been identified. In a preferred embodiment, the central processing computer **10** can perform any and/or all of the data and/or information processing routines which can be performed by any fraud detection system computer **99**. In a preferred embodiment, if the central processing computer **10** determines that fraudulent activities and/or evidence of game-fixing, match-fixing, or cheating, has been identified or detected, regarding the respective game, match, or competition, the central processing computer **10** can generate a fraud detection report or message and/or the central processing computer can cancel all bets or wagers on, for, or regarding, the respective game, match, or competition. In a preferred embodiment, in the event the central processing computer cancels all bets or wagers on, for, or regarding, the respective game, match, or competition, the central processing computer can generate a betting cancellation report or message regarding the respective game, match, or competition. In a preferred embodiment, if a betting cancellation report or message is generated, the central processing computer **10** can, at step **2202**, cancel all bets or wagers on, for, or regarding, the respective game, match, or competition.

As noted above, in this manner, the apparatus **200** can be utilized to cancel all bets or wagers on a game, match, or competition, where instances of fraud, fraudulent betting activities, game-fixing, match-fixing, or cheating, has been deemed to have occurred. As also noted above, this functionality can serve as a disincentive to those individuals or entities who engage in illegal behavior, fraudulent betting activity, game-fixing, match-fixing, or cheating, while also serving to protect the interests of bookmakers, sportsbooks, individual and user who place bets, the integrity of the sport or game, and any other stakeholders who or which utilize the apparatus **200** of the present invention.

Thereafter, the operation of the apparatus **200** will proceed to step **2303**. At step **2303**, the central processing computer **10** can perform any one or more of any number of functions in providing and/or transmitting any of the herein-described data and/or information it receives at step **2301**, and/or any of the herein-described data and/or information it processes at step **2302**, and/or any or the herein-described reports or messages it generates at step **2302**, to any one or more of the respective 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**, bookmaker computers **94**, or fraud detection system computers **99**.

In a preferred embodiment, at step **2303**, the central processing computer **10** can provide or transmit player performance tracking data and/or information and/or team performance tracking data and/or information for the respective game, match, or competition, to the user communication device(s) **20** of any individual or user who has bet or wagered on, who desires to bet or wager on, or who is watching, viewing, or listening to, the respective game, match, or competition. In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit player performance tracking data and/or information and/or team performance tracking data and/or information for the respective game, match, or competition, to the electronic forum, chat room, or website, in or on which the respective game, match, or competition, is being broadcast, shown, displayed, or provided.

At step **2303**, the central processing computer **10** can also provide or transmit any of the herein-described data and/or information provided by any and/or all bookmakers or sportbooks for or regarding the respective game, match, or competition, including, but not limited to, bets or wagers of any and/or all types or kinds, betting odds, or information regarding betting activities, and/or any other information typically obtained by or processed by a bookmaker or sportsbook, on, for, regarding, and/or relating to, the respective game, match, or competition, to the user communication device(s) **20** of any individual or user who has bet or wagered on, who desires to bet or wager on, or who is watching, viewing, or listening to, the respective game, match, or competition. In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any of the herein-described data and/or information

provided by any and/or all bookmakers or sportbooks for or regarding the respective game, match, or competition, including, but not limited to, bets or wagers of any and/or all types or kinds, betting odds, or information regarding betting activities, and/or any other information typically obtained by or processed by a bookmaker or sportsbook, on, for, regarding, and/or relating to, the respective game, match, or competition, to the electronic forum, chat room, or website, in or on which the respective game, match, or competition, is being broadcast, shown, displayed, or provided.

In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any data and/or information provided by any fraud detection system service providers, such as, but not limited to, information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, for, regarding, and/or relating to, the respective game, match, or competition, to the user communication device(s) **20** of any individual or user who has bet or wagered on, who desires to bet or wager on, or who is watching, viewing, or listening to, the respective game, match, or competition. In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any data and/or information provided by any fraud detection system service providers, such as, but not limited to, data and/or information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, for, regarding, and/or relating to, the respective game, match, or competition, to the electronic forum, chat room, or website, in or on which the respective game, match, or competition, is being broadcast, shown, displayed, or provided.

In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any data and/or information obtained from its processing of any player performance tracking data and/or information, team performance tracking data and/or information, data and/or information regarding betting activities, and/or data and/or information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, and/or any player performance report(s) or message(s) or team performance reports or messages, any betting activities report(s) or message(s), and/or any fraud detection report or message, and/or a betting cancellation report or message, for or regarding the respective game, match, or competition, to the user communication device(s) **20** of any individual or user who has bet or wagered on, who desires to bet or wager on, or who is watching, viewing, or listening to, the respective game, match, or competition. In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any data and/or information obtained from its processing of any player performance tracking data and/or information, team performance tracking data and/or information, data and/or information regarding betting activities, and/or data and/or information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, and/or any player performance report(s) or message(s) or team performance reports or messages, any betting activities report(s) or message(s), and/or any fraud detection report or message, and/or a betting cancellation report or message, for or regarding the respective game, match, or competition, to the electronic forum, chat room, or website, in or on which the respective game, match, or competition, is being broadcast, shown, displayed, or provided.

In a preferred embodiment, at step **2303**, the central processing computer **10** can also provide or transmit any and/or all of the herein-described player performance tracking data and/or information and/or team performance tracking data and/or information, data and/or information provided by any and/or all bookmakers or sportbooks, data and/or information provided by any fraud detection system service providers, and/or any of the data and/or information obtained from its processing of any player performance tracking data and/or information, team performance tracking data and/or information, data and/or information regarding betting activities, and/or data and/or information regarding suspicious activities, suspicious betting activities, suspicious player performance, and/or suspicious team performance, and/or any player performance report(s) or message(s) or team performance reports or messages, any betting activities report(s) or message(s), and/or any fraud detection report or message, and/or a betting cancellation report or message, for the respective game, match, or competition, to each of, or to any one of more of, any other 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**, the bookmaker computers **94**, or the fraud detection system computers **99**. In a preferred embodiment, any of the herein-described player performance report(s) or message(s) or team performance reports or messages can include information regarding whether a player, any players, or any team, or any teams, is/are performing at, or within his, her, or its, normal performance level(s), below his, her, or its, normal performance level(s), or above his, her, or its, normal performance level(s). Information regarding player or team performance irregularities can also be provided in any of the herein-described player performance report(s) or message(s) or team performance reports or messages. Information regarding betting odds changes corresponding to a game, match, or event, can also be included in any of the herein-described player performance report(s) or message(s) or team performance reports or messages. In this regard, the apparatus **200** can serve as a fraud alert notification system for all individual, users, sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, fraud detection system service providers, financial institutions, bookmakers or sportbooks, or escrow agents, who or which utilize the apparatus **200** of the present invention. Further, the apparatus **200** can also be utilized to provide the herein-described player performance report(s) or message(s) or team performance reports or messages, for or corresponding to any player, any team, or any game, match, or event, to the user communication devices **20** of or associated with any individuals or users of the apparatus **100**, **150**, or **200**, described herein, whether or not they are watching or listening to the respective game, match, or event, and so as to alert or notify these individuals or users who might, as a results of receiving the same, be or become interested in placing a bet or wager on the player, players, team, or teams, identified or mentioned in the respective player performance report(s) or message(s) or team performance reports or messages. In preferred embodiment, the herein-described player performance report(s) or message(s) or team performance reports or messages can also contain or include information regarding betting odds or changes in betting odds regarding the respective game, match, or event, and/or can include information regarding betting odds or changes in

betting odds regarding a play or performance of a player, players, team, or team. Thereafter, the operation of the apparatus **200** will proceed to step **2304**.

In preferred embodiment, the herein-described player performance report(s) or message(s) or team performance reports or messages can also contain or include, or can also contain or include a link or a hyperlink to, a user profile of or for any player or any players identified or mentioned in the respective player performance report(s) or message(s) or team performance reports or messages.

At step **2304**, each respective user of the apparatus **200** can utilize any of the respective data and/or information, reports, and/or messages, described herein as being provided by, or transmitted from, the central processing computer **10**, at step **2303**, in any manner and/or as they see fit. In the case of individuals or users, who or which utilize the apparatus **200** of the present invention in order to place bets or wagers and/or to view or listen to games, matches, or competitions, these individuals or users can utilize any of the respective data and/or information, reports, and/or messages, in order to place bets or wagers, to place additional bets or wagers, to place in-game bets or wagers, to hedge previously placed bets or wagers, to change bets or wagers, sell positions in bets or wagers, sell bets or wagers, place bets or wagers with other individuals or users, place bets or wagers with other bookmakers or sportsbooks, or cancel bets or wagers.

In the case of sports governing bodies, governmental entities, gaming facilities or venues, content providers, information/analytics providers, social networks, fraud detection system service providers, financial institutions, bookmakers or sportbooks, or escrow agents, who or which utilize the apparatus **200** of the present invention for their respective purposes, can utilize the respective data and/or information, reports, and/or messages, in order to investigate fraudulent activities, suspicious betting activities, alleged game-fixing, match-fixing, or cheating, in order to provide notification, to bookmakers, sportsbooks, individuals, users, and/or any other entities who or which utilize the apparatus **200** as a stakeholder in gambling or gaming activities. regarding activities which are occurring or which have occurred, in order update odds for bets or wagers, in order to cancel bets or wagers, and/or in order to perform any activity which they deem appropriate or in their respective best interests. Thereafter, the operation of the apparatus **200** will proceed to step **2305**.

At step **2305**, the central processing computer **10** can store, in the database **10**H, any and/or all of the herein-described data and/or information it receives at step **2301**, any and/or all the herein-described data and/or information, reports, or messages, it processes or generates at step **2302**, and any and/or all of the herein described data and/or information it provides to the various 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**, bookmaker computers **94**, or fraud detection system computers **99**, and/or to any of the various electronic forums, chat rooms, or websites, described herein. Thereafter, the operation of the apparatus **200** will cease at step **2306**.

In another preferred embodiment, the apparatus of the present invention and/or the central processing computer **10** can determine if a bet or wager is legal in a jurisdiction, state, country, or political subdivision, based on the individual's or user's position or location when he or she places the bet. In a preferred embodiment, if an individual or user must be physically located within a respective jurisdiction, state, country, or political subdivision, when placing a bet or wager, the apparatus **100**, **150**, or **200**, and/or the central processing computer **10**, can determine, using position or location data or information obtained by the global positioning device **20**K of the user's user communication device **20**, whether or not the individual or user is located within the respective jurisdiction, state, country, or political subdivision, when placing the bet or the wager.

In a preferred embodiment, if the individual or user is determined to be within the respective jurisdiction, state, country, or political subdivision, then the apparatus **100**, **150**, or **200**, and/or the central processing computer **10**, can determine that the bet or the wager is legal and can process information for placing the bet or the wager. If, however, the apparatus **100**, **150**, or **200**, and/or the central processing computer **10**, determines that the individual or user is not located within the respective jurisdiction, state, country, or political subdivision, when placing the bet or the wager, then the apparatus **100**, **150**, or **200**, and/or the central processing computer **10** can determine that the bet or the wager is not legal and can disallow the placing of the bet or the wager. In a preferred embodiment, the apparatus **100**, **150**, or **200**, and/or the central processing computer **10**, can transmit navigation directions to a destination within the respective jurisdiction, state, country, or political subdivision, so that the bet can be placed automatically by or from the user's user communication device **10** when individual or user arrives at that destination.

FIG. **24** illustrates another preferred embodiment for utilizing the apparatus of the present invention, in flow diagram form. The embodiment of FIG. **24** will be described with reference to using the apparatus **100**. It is, however, important to note, that the embodiment of FIG. **24** can also be utilized in a same, a similar, and/or an analogous manner, in conjunction with the apparatus **150** and/or the apparatus **200**. With reference to FIG. **24**, the operation of the apparatus **100** commences at step **2400**.

At step **2401**, 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 user communication device **20** used by the individual or user can be any mobile communication device equipped with a global positioning device. In a preferred embodiment, in the embodiment of FIG. **24**, the user communication device **20** can be 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 mobile communication device or equipment.

With reference once again to step **2401**, 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 **2401**, 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 **2401**, 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 **2401**, 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 **2402**, central processing computer **10** can transmit the search results message to the user communication device **20**. At step **2402**, user communication device **20** can receive the search results message. At step **2402**, 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 **2402**, 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 **2402**, 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 **2402**, 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 sporting events, games, matches, activities, competitions, or tournaments, or any teams, players, or participants, involved in same, in which the individual or user may be interested.

At step **2403**, 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 place a bet by transmitting information regarding the bet or a bet message from the user communication device **20** to the central processing computer **10**. In a preferred embodiment, the information regarding the bet or the bet message can contain information regarding the bet, the betting position taken, and/or the amount of the bet. In a preferred embodiment, the bet, information regarding the bet, or the bet message, can also contain information regarding the position or location of the user communication device **20** at the time of the placing of the bet or at the time of the transmission of the information regarding the bet or the bet message from the user communication device **20** to the central processing computer **10**.

In a preferred embodiment, the position or location of the user communication device **20** can be determined by the global positioning device **20**K of the user communication device **20**. In a preferred embodiment, information regarding the position or location of the user communication device **20**, at the time of the placing of the bet or at the time of the transmission of the information regarding the bet, or the bet message, can be used to determine the jurisdiction, country, state, province, or political subdivision, from which the bet is placed so that the central processing computer **10** can ascertain the same in order to determine whether or not the bet is a legal, authorized, or allowed, bet in the jurisdiction, country, state, province, or political subdivision, and so as to effectuate a payment of a gaming fee or betting fee, if needed, to the respective jurisdiction, country, state, province, or political subdivision.

At step **2403**, the central processing computer **10** can receive and process the information regarding the position or location of the user communication device **20** at the time of the placing or the transmission of the bet from the user communication device **20**, and can determine whether or not the bet is a legal bet, an authorized bet, or an allowed bet, or an illegal bet, an unauthorized bet, or a disallowed bet.

At step **2404**, the central processing computer **10** can determine whether or not the bet is a legal bet, an authorized bet, or an allowed bet, based on the information regarding the position or location of the user communication device **20** at the time of the placing, or the transmission, of the bet from the user communication device **20**. If, at step **2404**, the central processing computer **10** determines that the bet is a legal bet, an authorized bet, or an allowed bet, based on the information regarding the position or location of the user communication device **20** at the time of the placing, or the transmission, of the bet from the user communication device **20**, then the operation of the central processing computer **10** will proceed to step **2405** and the central processing computer **10** can process information for placing the bet. Thereafter, at step **2406**, the individual or user can utilize the apparatus **100** in any manner and/or in any manner described herein in any and/or all of the embodiments described herein. Once the individual or user has completed using the apparatus **100**, the operation of the apparatus **100** will cease at step **2407**.

If, however, the central processing computer **10** determines the bet is not a legal bet, not an authorized bet, or not an allowed bet, based on the information regarding the position or location of the user communication device **20** at the time of the placing, or the transmission, of the bet from the user communication device **20**, then the operation of the central processing computer **10** can proceed to step **2408**, and the central processing computer **10** can transmit navigation instructions to the nearest destination which is identified as being located with the respective jurisdiction, country, state, province, or political subdivision, so that the individual or user can be located within the respective jurisdiction, country, state, province, or political subdivision, to attempt to place the bet again. At step **2408**, the central processing computer **10** can transmit navigation instructions to the user communication device **20**, which can be provided via the display device **20**E or via a speaker of the output device **201** of the user communication device **20**. In a preferred embodiment, the central processing computer

10 can have any and/or all needed, required, or desired, navigation software and/or data and/or information stored in its database 10H in order to provide navigation instructions to the user communication device 20.

At or during step 2408, the individual or user can travel to the identified nearest destination in the respective jurisdiction, country, state, province, or political subdivision. At step 2408, once the individual or user has arrived at or reached that identified nearest destination in the respective jurisdiction, country, state, province, or political subdivision, the individual or user can, at step 2408, re-transmit the bet to the central processing computer 10 from the user communication device 20 and from within the respective jurisdiction, country, state, province, or political subdivision. In a preferred embodiment, the individual or user can re-transmit the bet manually using the user communication device 20. In another preferred embodiment, the user communication device 20 can be programmed to automatically re-transmit the bet to the central processing computer 10 once it is determined that the user communication device 20 has arrived at the identified nearest destination in the respective jurisdiction, country, state, province, or political subdivision. Once the bet has been re-transmitted at step 2408, the operation of the apparatus 100 will proceed to step 2403 and the central processing computer 10 will receive the re-transmitted bet.

Thereafter, the central processing computer 10, at step 2404, can determine that the bet is a legal bet, an authorized bet, or an allowed bet, based on the information regarding the position or location of the user communication device 20 at the time of the placing, or the transmission, of the re-transmitted bet from the user communication device 20. Once the central processing computer 10 has determined, at step 2404, that the re-transmitted bet is a legal bet, an authorized bet, or an allowed bet, the operation of the central processing computer 10 can proceed to step 2405 and the central processing computer 10 can process information for placing the bet. Thereafter, at step 2406, the individual or user can utilize the apparatus 100 in any manner and/or in any manner described herein in any and/or all of the embodiments described herein. Once the individual or user has completed using the apparatus 100, the operation of the apparatus 100 will cease at step 2407.

In another preferred embodiment, the apparatus 100 of FIG. 24 and/or the central processing computer 10 can also be programmed to use the position or location information regarding or obtained from the user communication device 20 in order to identify a jurisdiction, country, state, province, or political subdivision, in which is sport betting activities are legal and which is located nearest to the user communication device 20. In this regard, in another preferred embodiment, the apparatus 100 and/or the central processing computer 10, at or during any one of more of steps 2401, 2402, and/or 2403 of the embodiment of FIG. 24, can identify, and provide information to the user communication device 20 regarding, a jurisdiction, country, state, province, or political subdivision, in which is sport betting activities are legal and which is located nearest to the user communication device 20.

It is important to note that the database 10H of the central processing computer 10, and/or the central processing computer 10, should include and/or be equipped with any data and/or information, software programs, software applications, and/or algorithms, needed. desired, or required, for performing all of the operations, functions, and/or functionalities, described herein as being performed by the central processing computer 10 in any and/and all embodiments disclosed herein.

It is important to note that each 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, bookmaker computers 94, or fraud detection system computers 99, and/or the respective databases of the same, should include and/or be equipped with any data and/or information, software programs, software applications, and/or algorithms, needed. desired, or required, for performing all of the operations, functions, and/or functionalities, described herein as being performed by the respective 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, bookmaker computers 94, or fraud detection system computers 99.

In a preferred embodiment, the collection, gathering, recording, and/or reporting, of various analytics data and/or information, player performance tracking data and/or information, bookmaker and/or sportsbook data and/or information, fraud detection system data and/or information, from the various and respective users and stakeholders, can provide for more efficient data and/or information gathering, and can provide the apparatus 100 and/or the apparatus 150 and/or the apparatus 200 with the capability to generate and/or to provide improved analytics products and services, betting or wagering products and services, integrity and/or integrity monitoring products and services, and/or any other products or services which obtained from, and/or derived from, the apparatus and methods of the present invention, as well as new and next generation analytics products and services and/or other products and services which can be specifically tailored for, and directed at serving the needs, of any of the various user, individuals, and stakeholders, who or which utilize the apparatus 100, the apparatus 150, and/or the apparatus 200. For example, a sport governing body can obtain and/or can be provided with analytics products or services regarding and/or pertaining to the number and/or amounts of bets placed, or taking place, on or regarding the league, teams, competitions, or tournaments, which the sport governing body governs, or can obtain analytics products or services regarding and/or pertaining to various player actions, game integrity or match integrity, and/or regarding and/or pertaining to any other subject of interest to that, or any other, sport governing body.

As and for another example, a governmental entity can, among numerous other things, obtain and/or be provided with analytics products and services regarding and/or pertaining to the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes place within its borders, as well as the amounts of gaming fees which are or may be due to be paid to that governmental entity, and/or regarding and/or pertaining to any other subject of interest to that, or any other, governmental entity.

As and for still another example, a gaming facility or venue can, among numerous other things, obtain and/or be provided with analytics products and services regarding the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes

place at or within its facility or venue, as well as the amounts of gaming fees which are or may be due to be paid to that gaming facility or venue, and/or regarding and/or pertaining to any other subject of interest to that, or any other, gaming facility or venue.

As and for another example, a content provider can, among numerous other things, obtain and/or be provided with analytics products and services regarding the number and/or amounts of bets placed, or being placed, by sport, game, match, tournament, or competition, which takes place before, during, or after, its providing of its content via the apparatus **100**, the apparatus **150**, or the apparatus **200**, as well as the amounts of gaming fees which are or may be due to be paid to that content provider, and/or regarding and/or pertaining to any other subject of interest to that, or any other, content provider.

In a same, a similar, and/or an analogous manner, any information/analytics provider, financial institution, escrow agent, and/or social network, can obtain and/or be provided with any analytics products and services regarding any aspect of, or any subject of interest regarding and/or pertaining to, their respective business or businesses.

In a preferred embodiment, any analytics data and/or information obtained by or from any of the herein-described user analytics devices, sport governing body analytics devices, governmental entity analytics devices, gaming facility/venue analytics devices, content provider analytics devices, information entity analytics devices, social network analytics devices, and/or wearable devices, can include data and/or information of any kind or type, and can also include data and/or information which can include video information, audio information, and/or text information.

In another preferred embodiment, any of the analytics data and/or information products and/or services described herein can be provided to any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention. Further, any of the analytics data and/or information products and/or services described herein can be provided to any user, individual, or stakeholder, who or which utilizes the apparatus of the present invention, before, during, or after, any game, match, competition, tournament, or event, and/or at any other time.

The apparatus can also be utilized to provide any user, individual, or stakeholder, who or which utilizes the apparatus **100**, the apparatus **150**, the apparatus **200**, or the methods, of the present invention, with any analytics products and/or services at any time, at scheduled times, and/or on demand. The apparatus **100**, the apparatus **150**, the apparatus **200**, the central processing computer **10**, the information/analytics provider computer **70**, and/or the central processing computer and distributed ledger/Blockchain technology system **110**, can be specially programmed to generate any type or kind of analytics product(s) and/or service(s), as well any type or kind of customized analytics product(s) and/or service(s) for any user, individual, or stakeholder, who or which utilizes the apparatus **100** or the apparatus **150** of the present invention. The apparatus **100**, the apparatus **150**, the apparatus **200**, the central processing computer **10**, the information/analytics provider computer **70**, and/or the central processing computer and distributed ledger/Blockchain technology system **110**, can be specially programmed to generate any type or kind of any analytics product(s) and/or service(s), as well any type or kind of customized analytics products and/or services for any user, individual, or stakeholder, who or which utilizes apparatus **100**, the apparatus **150**, the apparatus **200**, and methods of the present invention at any time, upon demand, and/or pursuant to a subscription or other service.

In another preferred embodiment, the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention can be utilized as a sports content distribution platform, as an entertainment content distribution platform, as an educational content distribution platform, and/or as an instructional content distribution platform. In a preferred embodiment, any of the herein-described content providers, or any users or operators of any of the herein-described content provider computers **60**, can also be, or can include, schools, grade schools, middle schools, junior high schools, high schools, colleges, universities, public schools, private schools, educational facilities of any type or kind, instructional facilities of any type or kind, youth organizations, youth clubs, youth sports organizations, amateur sports organizations, professional sports organizations, sports teams, sports leagues, sports venues, sports conferences, sports governing bodies, entertainment organizations, entertainment entities, entertainment venues, entertainment facilities, instructional entities, instructional organizations, instructional facilities, and/or any individual, individuals, entity, or entities, which can create, promote, broadcast, or stream, any video and/or audio content on, over, or via, the Internet, of any sporting event, sporting competition, game, sporting competition, sporting tournament, athletic event, athletic competition, entertainment event, entertainment performance, concert, play, show, educational content, instructional content, and/or any class, classes, course, and/or courses. In this regard, any sports content, entertainment content, educational content, and/or instructional content, which can be provided by any of the herein-described, or other, content providers, can be provided by the apparatus **100**, by the apparatus **150**, by the apparatus **200**, or by the methods, of the present invention, to any user or individual who uses the same.

As and for at least one example, the apparatus **100**, the apparatus **150**, the apparatus **200**, or the methods, of the present invention, can be utilized by high schools, colleges, universities, youth organizations, youth sports organizations, teams, clubs, or leagues, or by any other of the herein-described or other content providers, to broadcast or to stream, live, real-time, delayed, or recorded, video and/or audio content of their respective and/or various sporting events, games, competitions, and/or tournaments. As and for another example, the apparatus **100**, the apparatus **150**, the apparatus **200**, or the methods, of the present invention, can be utilized by high schools, colleges, universities, youth organizations, or by any other of the herein-described or other content providers, to broadcast or to stream live, real-time, delayed, or recorded, video and/or audio content of their respective or various entertainment events, concerts, plays, shows, or performances. As and for yet another example, the apparatus **100**, the apparatus **150**, the apparatus **200**, or the methods, of the present invention, can also be utilized by high schools, colleges, universities, educational facilities, or any other provider of educational content or services, or by any other of the herein-described or other content providers, to broadcast or to stream live, real-time, delayed, or recorded, video and/or audio content of their various classes, courses, or educational content, of any type or kind. As and for still another example, the apparatus **100**, the apparatus **150**, the apparatus **200**, or the methods, of the present invention, can be utilized by any instructional facilities or schools, or by any other of the herein-described or

other content providers, to broadcast or to stream their respective or various classes, courses, or instructional content, of any type or kind.

In a preferred embodiment, any of the herein-described content can be provided, broadcast, or streamed, directly by any content provider, or indirectly via a third party broadcaster, broadcasting entity, streaming service, or streaming entity, by any content provider, to and can be provided to, or transmitted to, and displayed in, on, or via, and/or can be listened to in, at, or via, any of the herein-described electronic forums, chat rooms, or webpages. In this regard, any of the herein-described or other content providers can provide any of their respective or various content, which can be any content described-herein or otherwise, to users or individuals who utilize the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention.

Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. patent application Ser. No. 14/714,365, filed May 18, 2015, and entitled "APPARATUS AND METHOD FOR REMOTELY PROVIDING INSTRUCTIONAL AND/OR EDUCATIONAL INFORMATION AND/OR SERVICES IN A NETWORK ENVIRONMENT", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety, for its teachings regarding the transmission of educational content, instructional content, and/or other content disclosed therein, which can include video content or audio content, as well as for its other teachings.

In another preferred, the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention, can be utilized by any users or individuals to create a user profile. In this regard, the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention, can be utilized by any users or individuals, and, in particular, by those users or individuals who are athletes, aspiring athletes, professional athletes, amateur athletes, student athletes, athletes involved in club activities, entertainers, aspiring entertainers, and/or any individuals or persons who participate in any of the sporting events, games, competitions, tournaments, or events, and/or any of the entertainment events, concerts, plays, shows, or performances, educational content, and/or instructional content, described herein as being provided by the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention, and/or provided to, and/or presented or displayed via, the herein-described electronic forums, chat rooms, or webpages, and/or used by those users or individuals who may otherwise use the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention in order to simply promote themselves, in order to create a user profile.

In a preferred embodiment, the user profile can contain and/or include data and/or information regarding the user's or individual's name, address, telephone number, cellular telephone number, email address, text messaging number, and/or any other contact information, school or schools attended, courses or programs completed, courses in progress, grades or transcripts, references. extracurricular activities, honors and/or awards, accomplishments, sports or athletic accomplishments, entertainment accomplishments, hobbies, service to others, video and/or audio clips of performances in games, sporting events, competitions, or tournaments, entertainment events, entertainment performances, and/or any other video and/or audio clips of any type or kind of accomplishments, activities, projects, or performances in any type or kind of sporting, entertainment, educational, or instructional, activities, events, games, competitions, tournaments, or other any activities or experiences. In a preferred embodiment, the user profile can also contain and/or include references, including written references and/or video and/or audio recordings of recorded video and/or audio references, from or provided by teachers, professors, coaches, and/or other individuals, who have had, taught, coached, or otherwise interacted with, the user or individual, records of attendance in or at classes, courses, lectures, seminars, training sessions, exercise sessions, workout routines, and/or any other data and/or information which can be utilized to memorialize a user's or individual's activities.

In a preferred embodiment, the user profile can also contain and/or include, for the user or individual who is who is an athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in any of the sporting events, games, competitions, tournaments, or events, and/or any of the entertainment events, concerts, plays, shows, or performances, educational content, and/or instructional content, any type or kind of statistical data and/or information, any type or kind of historical data and/or information, any type or kind of analytics data and/or information, any type or kind of athlete performance tracking data and/or information, and/or any type or kind of athlete biometric data and/or information, described herein and/or otherwise, and whether or not the same was obtained, recorded, and/or stored, by the apparatus **100**, the apparatus **150**, and/or the apparatus **200**, and/or by other means.

In a preferred embodiment, the user profile can also contain and/or include, any data and/or information which might be used by scouts or recruiters for sports, entertainment, academic, or other, purposes and/or any type or kind of data and/or information which can be used for the promotion or self promotion of the respective user or individual.

In the preferred embodiment, the herein-described user profile can also contain and/or include any of the data and/or information which is described as being contained and/or included in the instructional/educational record described in U.S. patent application Ser. No. 14/714,365, filed May 18, 2015, and entitled "APPARATUS AND METHOD FOR REMOTELY PROVIDING INSTRUCTIONAL AND/OR EDUCATIONAL INFORMATION AND/OR SERVICES IN A NETWORK ENVIRONMENT." Applicant hereby incorporates by reference herein the subject matter and teachings of U.S. patent application Ser. No. 14/714,365, filed May 18, 2015, and entitled "APPARATUS AND METHOD FOR REMOTELY PROVIDING INSTRUCTIONAL AND/OR EDUCATIONAL INFORMATION AND/OR SERVICES IN A NETWORK ENVIRONMENT", the subject matter and teachings of which are hereby incorporated by reference herein in their entirety, for its teachings regarding the data and/or information which is or can be contained and/or included in the instructional/educational record described therein.

In a preferred embodiment, the herein-described user profiles can be stored in the database **10**H of the central processing computer **10**, and/or can also be stored in the database(s) **30**H of the sport governing body computer(s) **30**, the database(s) **60**H of the content provider computer(s) **60**, the database(s) **70**H of the information/analytics provider computer(s) **70**, and/or the database(s) **97**H of the wearable device(s) **97**. In a preferred embodiment, the herein-described user profiles can also be stored in the bookmaker computer(s) **94** or any database(s) of same, the

player performance tracking system computer(s) **98** or any database(s) of same, and/or the fraud detection system computer(s) **99** or any database(s) of same.

In another preferred embodiment of the embodiment of FIGS. **13**A and **13**B, the apparatus **100** of the present invention can also be utilized to view any of the herein-described or other sports content, sporting content, entertainment content, educational content, and/or instructional content, provided by any of the herein-described, or other, content providers, at and during step **1304** or at or during any other step in the embodiment of FIGS. **13**A and **13**B. In another preferred embodiment of the embodiment of FIGS. **13**A and **13**B, the apparatus **100** of the present invention can also be utilized by any individual or user in order to interact with others while viewing and/or listening to the sports content, sporting content, entertainment content, educational content, and/or instructional content, and/or in order to engage in any activity or activities described herein as capable of being performed by an individual or user while using the apparatus **100** in or during any of the steps described in the preferred embodiment of FIGS. **13**A and **13**B.

In another preferred embodiment, the individual or user, at any time, can request access to, and can be provided with a user profile of any user or individual, or of any respective athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, described herein as being provided by the present invention and/or as being provided via a respective electronic forum, chat room, and/or webpage.

In another preferred embodiment of the embodiment of FIGS. **13**A and **13**B, the individual or user, at any time before, during, or after, the operation of the apparatus **100** in the embodiment or FIGS. **13**A and **13**B, can request access to, and can be provided, via the respective electronic form, chat room, webpage, or otherwise, with the user profile of any user or individual, or of any respective athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, described herein as being provided via the apparatus **100** and/or via the respective electronic forum, chat room, and/or webpage.

In a preferred embodiment, the user profile can also be utilized as a self-promotion tool by any respective user or individual, athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, a respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. In another preferred embodiment, the user profile can be used for scouting purposes by recruiters, scouts, talent scouts, sports scouts, entertainment scouts, or others, in performing scouting, recruiting, and researching, activities for or regarding any user or individual, and/or any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. In this regard, the apparatus **100** of FIGS. **13**A and **13**B can also be utilized for sports, entertainment, and general, scouting, recruitment, or research, purposes, as well for discovering and/or for following athletes, aspiring athletes, entertainers, aspiring entertainers, and/or other users or individuals.

FIG. **25** illustrates still another preferred embodiment for utilizing the apparatus **100** of the present invention, in flow diagram form. Although described as being utilized in conjunction with the apparatus **100**, the preferred embodiment of FIG. **25** can also be utilized in a same, a similar, and/or an analogous, manner in conjunction with the apparatus **150** and/or the apparatus **200**. At step **2501**, the individual or user can access the central processing computer **10** by using the user communication device **20**. 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 FIG. **25**, the individual or user can also 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 computers **80**, the financial institution computers **90**, the escrow agent computers **95**, and the wearable devices **97**.

With reference once again to step **2501**, the individual or user can search for and request to be provided with, and/or can simply request to be provided with, a video and/or audio broadcast or transmission of, a sporting event, game, match, activity, competition, or tournament, or can search for an entertainment event, concert, play, show, or performance, educational content, and/or instructional content, which he or she desires to view and/or to which he or she desires to listen to. At step **2501**, the individual or user can also search for and request to be provided with, and/or can simply request to be provided with, a user profile of or for any other user or individual, and/or of or for any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. At step **2501**, information regarding the respective search or request can be transmitted from the user communication device **20** and can be received at, the central processing computer **10**.

At step **2502**, the central processing computer **10** can process the information regarding the respective search or

request and can transmit the requested video and/or audio broadcast or transmission of the respective sporting event, game, match, activity, competition, or tournament, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, to the user communication device **20** in order to allow the individual or user to view or to listen to the same, or the central processing computer **10** can transmit the respective user profile to the user communication device **20** in order to allow the individual or user to view the access and/or to view the same. In a preferred embodiment, the requested broadcast or transmission of the respective sporting event, game, match, activity, competition, or tournament, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, or the requested user profile, can be accessed, viewed, and/or listened to, in or via the herein-described electronic forum, chat room, or webpage, or can simply be provided to the individual or user for accessing, viewing, and/or listening to, via the display device **20**E of the user communication device **20** and without any need for, or use of, the herein-described electronic forum, chat room, or webpage.

At step **2503**, the individual or user can view and/or listen to the requested video and/or audio broadcast or transmission of the respective sporting event, game, match, activity, competition, or tournament, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, or the individual or user can access and view the requested user profile. If the individual or user is viewing or listening to the requested video and/or audio broadcast or transmission of the respective sporting event, game, match, activity, competition, or tournament, entertainment event, concert, play, show, or performance, educational content, and/or instructional content, the individual or user can, at step **2503**, request and can be provided with a user profile or any number of user profiles of or for any other user or individual, and/or of or for any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. If the individual or user is accessing or viewing a requested user profile, the individual or user can, at step **2503**, request and can be provided with any other user profile or user profiles, of or for any other user or individual, and/or of or for any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, and/or any individual or person who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, concert, play, show, or performance, educational content, and/or instructional content. At step **2503**, the individual or user can also request to be provided with a, or with another, video and/or audio broadcast or transmission of a sporting event, game, match, activity, competition, or tournament, entertainment event, concert, play, show, or performance, educational content, and/or instructional content.

At step **2503**, the individual or user can also engage in, participate in, and/or perform, any activity, action, operation, or function, described herein as being capable of being provided by the apparatus **100** of FIGS. **13**A and **13**B, in or during step **1304**, of the preferred embodiment of FIGS. **13**A and **13**B. At step **2503**, the individual or user can also engage in, participate in, and/or perform, any activity, action, operation, or function, described herein as being capable of being performed by the individual or user, and/or the apparatus **100** can perform any and/or all of the operations described herein as being capable of being performed by the apparatus **100** of FIGS. **13**A and **13**B in or during steps **1301** through **1312** of the preferred embodiment of FIGS. **13**A and **13**B. Upon the individual or user completing his or her use of the apparatus **100** at step **2503**, the operation of the apparatus **100** will proceed to step **2504**.

At step **2504**, the central processing computer can generate a user profile accessing message for each user or individual, or for each athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, educator, or instructor, and/or any individual or person whose user profile was accessed. In a preferred embodiment the user profile accessing message can, but need not, include information identifying the individual or user who accessed the respective user profile, and/or information regarding the respective individual or user. Thereafter, at step **2504**, the user profile accessing message can be transmitted from the central processing computer **10** to the user communication device **20**, and/or to an email server, of, for, or used by the respective user or individual whose user profile was accessed.

Thereafter, the operation of the apparatus **100** will cease at step **2505**.

In preferred embodiment, any of the herein-described player performance report(s) or message(s) or team performance reports or messages can also contain or include, or can also contain or include a link or a hyperlink to, a user profile of or for any player or any players identified or mentioned in the respective player performance report(s) or message(s) or team performance reports or messages.

The apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods of the present invention can also be utilized in order to distribute, provide, promote, and/or facilitate the distribution of and/or the playing of, and/or the betting on or regarding, esports games and/or the playing of same. In this regard, the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods of the present invention can be used by television broadcasting networks or stations, radio broadcasting networks or stations, Internet streaming video and/or audio providers, video game developers, video game publishers, esports (also referred to as "eSports") video game developers, esports video game publishers, or any other content providers.

The apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the 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 distributed to, and can be engaged in by, any individuals, parties, teams, 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 ("NF s"), 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,

gamming 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 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.

In another preferred embodiment, the apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods, of the present invention can be utilized in order to to distribute, provide, promote, and/or facilitate the distribution of and/or the playing of, and/or the betting on or regarding, esports games and/or the playing of same.

In another preferred embodiment, apparatus **100**, the apparatus **150**, the apparatus **200**, and/or the methods 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**, the apparatus, or the apparatus **200**, 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**, the apparatus, or the apparatus **200**, of the present invention.

In a preferred embodiment, the apparatus **100**, the apparatus, or the apparatus **200**, and/or the methods of 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**, the apparatus, or the apparatus **200**, 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 respective the apparatus **100**, the apparatus, or the apparatus **200**, 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**, the apparatus, or the apparatus **200**, 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 respective apparatus **100**, the apparatus, or the apparatus **200**, of the present invention, can pre-register with the respective apparatus **100**, the apparatus, or the apparatus **200**, 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 respective apparatus **100**, the apparatus, or the apparatus **200**, 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, 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 respective apparatus **100**, the apparatus, or the apparatus **200**, 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. **26** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. Although described herein as being utilized in connection with the apparatus **100**, the embodiment of FIG. **26** can also be utilized with the apparatus **150** and/or the apparatus **200**. As and for an example, the preferred embodiment of FIG. **26** 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. **26** 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. **26**, the operation of the apparatus **100** commences at step **2600**. At step **2601**, 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 **2602**, 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 **2602**, 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 **2602**, 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 **2603**, 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 **2603**, 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 **10**H or **30**H.

At step **2604**, 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 **2605**, 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 **2605**, 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 **2606**, information regarding any licenses purchased for the esports video game can be recorded and stored in the database **10**H of the central processing computer **10** and/or in the databases **30**H 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 **2607**.

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 hereindescribed 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 to and of the

embodiment of FIGS. **13**A and **13**B 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. **27** 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. **27** 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. **27** 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. Although described herein as being utilized in connection with the apparatus **100**, the embodiment of FIG. **27** can also be utilized with the apparatus **150** and/or the apparatus **200**.

With reference to FIG. **27**, the operation of the apparatus **100** can commence at step **2700**. At step **2701**, 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 **2702**, 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 **2702**, 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 **2703**, the individual or an authorized representative can fill out the league application form and can indicate the esport game of or for the esport league, the initial number of teams which are to be in the esport league, the esport 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 **2703**, 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 **2704**, 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 **10**H of the central processing computer **10** and/or in the database **30**H of the respective sport governing body computer **30**.

At step **2704**, 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 **2705**, 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 **2706**.

In another preferred embodiment of the embodiment of FIG. **27**, 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. **27** 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 esport 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.

It is important to note that the herein-described users or individuals, or of any respective athletes, aspiring athletes, professional athletes, amateur athletes, student athletes, athletes involved in club activities, entertainers, aspiring entertainers, and/or any individuals or persons who participates in, or is participating in, or is subject of or depicted in, the respective sporting event, game, competition, tournament, or event, entertainment event, also includes esports athletes,

esports players, esports competitors, esports fans, esports spectators, esports viewers, and/or any persons or individuals who watch, attend, and/or participate in, esports games, competitions, or activities.

FIG. **28** 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. **28** 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. **28** 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.

Although described herein as being utilized in connection with the apparatus **100**, the embodiment of FIG. **28** can also be utilized with the apparatus **150** and/or the apparatus **200**.

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. **28**, the operation of the apparatus **100** can commence at step **2800**. At step **2801**, 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 **2802**, 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 **2802**, 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 **2802**, an authorized team representative can also request access to the user profile or user profiles of an individual player, individual players, or a team of individual players, and can transmit the request to the central processing computer **10**.

At step **2803**, 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 **2803**, if requested, the central processing computer **10** can also receive and process any request or requests for access to any user profile or user profiles. At step **2804**, 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, and/or a user profile, if available, for each individual player or team of players. At step **2804**, if requested, the requested user profile or user profiles, and/or a link or links to same, can be transmitted from the central processing computer **10** and can be received by the user communication device **20**. Thereafter, the user can access and review the requested user profile or user profiles via and/or using his or her communication device **20**.

At step **2804**, the central processing computer **10** 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 **2804**, 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 **2804**, 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 **2804**, 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 **2805**, 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 **2805**, 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 **2805**, the video and/or audio recording device(s) **20**J 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 **2805**, 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 **2806**, any data and/or information obtained from any of the previously described steps or activities for the embodiment of FIG. **28** can be stored for the team in the database **10**H of the central processing computer **10**. Thereafter, the operation of the apparatus **100** will cease at step **2807**.

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 or a player or players, such as described in step **2805** of the embodiment of FIG. **28**, 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. **28** 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. **26**, **27**, and **28** 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, 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

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 hand-held 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 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 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-enable 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 by 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 **10**H of the central processing computer **10**, the database(s) **60**H of the content provider computer(s) **60**, and/or the databases **50**H of the gaming facility computer(s) **50**, can also contain data

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 **10**H of the central processing computer **10**, the database(s) **60**H of the content provider computer(s) **60**, and/or the databases **50**H of the gaming facility computer(s) **50**, and/or any of the other databases **70**H, **80**H, **90**H, **95**H, and/or **97**H 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) **20**H of the user communication device(s) **20**, the database **10**H of the central processing computer **10**, the database(s) **60**H of the content provider computer(s) **60**, and/or the databases **50**H of the gaming facility computer(s) **50**, and/or any of the other databases **70**H, **80**H, **90**H, **95**H, and/or **97**H 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) **20**H of the user communication device(s) **20**, the database **10**H of the central processing computer **10**, the database(s) **60**H of the content provider computer(s) **60**, and/or the databases **50**H of the gaming facility computer(s) **50**, and/or any of the other databases **70**H, **80**H, **90**H, **95**H, and/or **97**H 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 **20**H, **10**H, **30**H, **40**H, **50**H, **60**H, **70**H, **90**H, **95**H, and/or **97**H 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. **29** illustrates a preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. With reference to FIG. **29**, the operation of the apparatus **100** commences at step **2900** 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 **2900**, 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 **2901**, 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

in any other form. For example, at step **2901**, 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) **20**J 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, videophone 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) **10**K of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J of same.

The user or viewer, at step **2901**, 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 **2901**, 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 **2901**, 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 **2901**, the user or viewer can also request to participate in the respective commercials, advertisements, and/or marketing information. At step **2901**, 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 **2901**, 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 **2902**, 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 **2903**, 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 **2904**, 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 **2905**, 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, esports sporting event or competition, 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, esports sporting event or competition, 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 **2905**, the user or viewer can also access and/or view any user profile or user profiles of or for any of the players, athletes, teams, leagues, referees, umpires, participants, directors, producers, actors, 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 **2905**, 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.

At step **2906**, 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 **2907**, 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 **2907**, 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 **2907**, 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 **2907**, 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 **10**H, **60**H, or **50**H, 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 **2907**, 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 device **20** can also be output in hard copy form from the output device **201** such as from a printer, and/or stored in electronic form in the database **20**H.

Steps **2905** through **2907** 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 **2908**.

The embodiment of FIG. **29** 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. **29**, the information which is stored, at step **2907**, 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 **10**H, **60**H, or **50**H, 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. **29**, the information which is stored, at step **2907**, in the respective content provider computer **60** or gaming facility computer **50**, and/or in their respective databases **10**H, **60**H, or **50**H, can be utilized to perform market research activities and/or to gather market research data and/or information. The apparatus **100** of FIG. **29** 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 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. **30** illustrates another preferred method for utilizing the apparatus **100** of the present invention. With reference to FIG. **30**, the operation of the apparatus **100** commences at step **3000**. At step **3001**, the user or viewer can access the central processing computer **10** via the user communication device **20**.

At step **3002**, 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 **3002**, 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.

At step **3003**, 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 **3004**, the central processing computer **10** can receive and process the user's or viewer's selection(s). At step **3004**, 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' 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 **3005**, 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 **3005**, 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 **3006**, the central processing computer **10** can receive and process the user's or viewer's replies, responses, comments, and/or suggestions. At step **3006**, 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 **3006**, the central processing computer **10** can also calculate the amount of compensation earned by the user or viewer.

At step **3007**, 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, game, sporting event, athletic event, commercial, advertisement, and/or marketing information.

Any of the information obtained and/or processed at or during steps **3005** and **3006** can be stored in the database **10**H 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 **3004** through **3007** 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 **3008**.

The apparatus **100** of FIG. **30** 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. **30** 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.

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. **31** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention, in flow diagram form. With reference to FIG. **31**, the operation of the apparatus **100** commences at step **3100**. At step **3101**, 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 **3101**, 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 **3102**, 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 **3103**, 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) **20**J 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, 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 of viewer via his or her own user communication device **20** and/or any video and/or audio recording device(s) **20**K of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10**K of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J 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 of 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 communication, 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) **20**K of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10**K of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J 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 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) **20**J 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) **20**K of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10**K of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J 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 **3104**, 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 **3103**, 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, 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 **3103**.

At step **3105**, 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 **3106**, any information concerning any of the communications, interactions, and/or activities, occurring during steps **3102** through **3105**, 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 **10**H, **60**H, and/or **50**H, 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 **3107**.

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 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. **32** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention. The embodiment of FIG. **32** 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. **32** 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. **32** 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. **32**, the operation of the apparatus commences at step **3200**. At step **3201**, 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 **3202**, 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 **3202**, 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 **3202**, 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 procession 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 **3202**, 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 **3202**, 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 **3202**, 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 **3202** 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 **3203**, 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 **3203**, 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 **3204**, 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 **3204**, 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 **3205**, 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) **10**H, **60**H, and/or **50**H, of the respective central processing computer **10** and/or the content provider computer **60** or gaming facility computer **50**. At step **3205**, any information relating to or regarding any bets placed can also be stored in the respective database(s) **10**H, **60**H, and/or **50**H, 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 **3206**.

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

FIG. **33** illustrates another preferred embodiment method for utilizing the apparatus **100** of the present invention, if flow diagram form. In the preferred embodiment of FIG. **33**, 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. **33** 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. **33** 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. **33**. 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) **10**K of same, content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J of same, and/or a user communication device **20** and/or any video and/or audio recording device(s) **20**K of same.

With reference to FIG. **33**, the operation of the apparatus **100** commences at step **3300**. At step **3301**, 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 **3301**, 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) **50**J of same, the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or the central processing computer **10** and/or any video and/or audio recording device(s) **10**K 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 **3302**, 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 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) **50**J of same, the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or the central processing computer **10** and/or any video and/or audio recording device(s) **10**K 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 **3302**, 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 **3302**, 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 procession computer **10** and/or from any video and/or audio recording device(s) **10**K of same, from the content provider computer **60** and/or from any video and/or audio conferencing device(s) **60**J of same, and/or from the gaming facility computer **50** and/or from any video and/or audio conferencing device(s) **50**J 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 **3302**, 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 **3302**, 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 **3302**, 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 **3303**.

The apparatus **100** of FIG. **33** 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, dis-

seminator, 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. 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) **20**K of same, via the central processing computer **10** and/or any video and/or audio recording device(s) **10**K of same, via the content provider computer **60** and/or any video and/or audio conferencing device(s) **60**J of same, and/or via the gaming facility computer **50** and/or any video and/or audio conferencing device(s) **50**J of same.

It is important to note that the respective databases **10**H, **20**H, **30**H, **40**H, **50**H, **60**H, **70**H, **80**H, **90**H, **95**H, and/or **97**H 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 **10**H, **20**H, **30**H, **40**H, **50**H, **60**H, **70**H, **80**H, **90**H, **95**H, and/or **97**H 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 of 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 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.

Any and/or all the embodiments described herein can be performed by, with, or using, the apparatus **100**, the apparatus **150**, the apparatus **160**, and/or the apparatus **200**.

The apparatus **100**, the apparatus **150**, the apparatus **160**, the apparatus **200**, and/or the 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, and/or any of the herein-described gaming activities, gambling activities, and/or lotteries, in a safe and secure manner, and in 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.

The apparatus **100**, the apparatus **150**, the apparatus **160**, the apparatus **200**, and methods, of the present invention can also be utilized as a content distribution platform as well as an analytics products and/or services distribution platform.

The apparatus **100**, the apparatus **150**, the apparatus **160**, the apparatus **200**, and methods, of the present invention can also be utilized as a player performance tracking data and/or team performance tracking data distribution platform as well as a distribution platform for data and/or information provided by bookmakers and/or by sportbooks.

The apparatus **100**, the apparatus **150**, the apparatus **160**, the apparatus **200**, and methods, of the present invention can also be utilized as a distribution platform for data and/or information provided by fraud detection services and/or by fraud detection service providers.

The apparatus **100**, the apparatus **150**, the apparatus **160**, the apparatus **200**, and methods, of the present invention can also be utilized as a platform for allowing any herein-described, or other, user or individual, and/or any athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, educator, or instructor, to promote themselves, and/or to allow any scout, recruiter, or other person or entity, obtain information regarding the respective user, individual, athlete, aspiring athlete, professional athlete, amateur athlete, student athlete, athlete involved in club activities, entertainer, aspiring entertainer, educator, or instructor.

The apparatus and methods of the present invention, as described in the various disclosed embodiments and/or otherwise, can also be utilized as, and/or to serve as, a centralized clearinghouse for sports betting activities, for on-line casino gambling activities, and/or for on-line lottery activities.

The apparatus and methods of the present invention, as described in the various disclosed embodiments and/or otherwise, can also be utilized as, and/or to serve as, a centralized clearinghouse for monitoring integrity for sports

in a sports betting environment, for monitoring integrity for on-line casino gambling, and/or for monitoring integrity of lottery drawings.

The apparatus and methods of the present invention can also be utilized as, and/or to serve as, a clearinghouse for fraud detection data and/or information.

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. An apparatus, comprising:

a processor, wherein the processor is specially programmed to provide, and provides, to a first user or to a plurality of users, an electronic forum, wherein the electronic forum provides a video or audio broadcast or transmission of a sporting event, an esports sporting event or competition, an entertainment event, educational content, or instructional content, and further wherein the electronic forum provides a user profile of a participant in, or of a person depicted in, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, wherein the electronic forum allows at least some users of the plurality of users to communicate with one another before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, via text messaging or via video conferencing or audio conferencing, to post comments or messages in the electronic forum before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, to place a bet or any number of bets on an outcome of, or on an event which occurs during, the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, or to receive information regarding bets available, betting odds, changes in betting odds, or analytics information, before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content;

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

a receiver, wherein the receiver receives information transmitted from the first user communication device,

wherein the apparatus processes esports recruitment information and tryout information and generates a tryout notification message, and further wherein the apparatus transmits the tryout notification message to the first user communication device or to a second user communication device of or associated with the first user or of or associated with an individual.

2. The apparatus of claim **1**, wherein the apparatus processes information for establishing an esports league.

3. The apparatus of claim **1**, wherein the video or audio broadcast or transmission is a video or audio broadcast or transmission of a sporting event, and further wherein the electronic forum provides the video or audio broadcast or transmission of the sporting event from a user selected camera or microphone.

4. The apparatus of claim **1**, wherein the apparatus facilitates a communication or an interaction between a user of the plurality of users and a player or participant of the sporting event or the esports sporting event or competition.

5. The apparatus of claim **1**, wherein the apparatus processes information regarding a purchase of a lottery ticket.

6. The apparatus of claim **1**, wherein the video or audio broadcast or transmission is a video or audio broadcast or transmission of a sporting event, and further wherein the apparatus provides, via or in the electronic forum, player performance tracking information or team performance tracking information and information regarding betting odds or changes in betting odds corresponding to, or based on, the player performance tracking information or the team performance tracking information, or information regarding game-fixing, match-fixing, or cheating, associated with the sporting event.

7. The apparatus of claim **1**, wherein the video or audio broadcast or transmission is a video or audio broadcast or transmission of a sporting event or an esports sporting event or competition, and further wherein the processor processes an outcome of a bet on the sporting event or on the esports sporting event or competition, or on an occurrence during the sporting event or the esports sporting event or competition.

8. The apparatus of claim **7**, wherein the apparatus determines if the bet is a winning bet or a losing bet, and further wherein the apparatus processes information for settling the bet or for withholding a settlement of the bet.

9. The apparatus of claim **1**, wherein the apparatus generates a user profile accessing message, and further wherein the apparatus transmits the user profile accessing message to a third user communication device of or associated with the participant or the person whose user profile was accessed or provided by the apparatus.

10. The apparatus of claim **1**, wherein the electronic forum provides a video or audio broadcast or transmission of a sporting event or an esports sporting event or competition.

11. The apparatus of claim **1**, wherein the electronic forum provides a video or audio broadcast or transmission of an entertainment event.

12. The apparatus of claim **1**, wherein the electronic forum provides a video or audio broadcast or transmission of educational content or instructional content.

13. The apparatus of claim **1**, wherein the user profile is provided to the first user communication device, and wherein the user profile is displayed via a display device.

14. The apparatus of claim **1**, wherein the user profile contains information regarding a school attended by the participant or the person, or a course or program completed, a course in progress, a grade or grades, a transcript, a reference, or an extracurricular activity, of the participant or the person, or wherein the user profile contains information regarding a video or an audio clip of a performance of or regarding the participant or the person or information regarding statistical information or historical information regarding the participant or the person.

15. The apparatus of claim **1**, wherein the user profile contains analytics information regarding the participant or the person, athlete performance tracking information regarding the participant or the person, or athlete biometric data or information regarding the participant or the person.

16. An apparatus, comprising:

a processor, wherein the processor provides, to a first user or to a plurality of users, an electronic forum, wherein the electronic forum provides a video or audio broadcast or transmission of a sporting event, an esports sporting event or competition, an entertainment event, educational content, or instructional content, wherein the electronic forum allows at least some users of the plurality of users to communicate with one another before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, via text messaging or via video conferencing or audio conferencing, to post comments or messages in the electronic forum before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, and further wherein the electronic forum provides a user profile of a participant in, or of a person depicted in, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content;

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

a receiver, wherein the receiver receives information transmitted from the first user communication device,

wherein the apparatus processes esports recruitment information and tryout information and generates a tryout notification message, and further wherein the apparatus transmits the tryout notification message to the first user communication device or to a second user communication device of or associated with the first user or of or associated with an individual.

17. A computer-implemented method, further comprising:

providing, with or using a processor, an electronic forum, to a first user or to a plurality of users, wherein the electronic forum provides a video or audio broadcast or transmission of a sporting event, an esports sporting event or competition, an entertainment event, educational content, or instructional content, and further wherein the electronic forum provides a user profile of a participant in, or of a person depicted in, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, wherein the electronic forum allows at least some users of the plurality of users to communicate with one another before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, via text messaging or via video conferencing or audio conferencing, to post comments or messages in the electronic forum before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, to place a bet or any number of bets on an outcome of, or on an event which occurs during, the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content, or to receive information regarding bets available, betting odds, changes in betting odds, or analytics information, before, during, or after, the video or audio broadcast or transmission of the sporting event, the esports sporting event or competition, the entertainment event, the educational content, or the instructional content;

transmitting, with or using a transmitter, the electronic forum to a first user communication device of or associated with the first user;

receiving, with or using a receiver, information transmitted from the first user communication device;

processing, with or using the processor or a computer, esports recruitment information and tryout information; and

generating, with or using the processor or the computer, a tryout notification message, and further wherein the apparatus transmits the tryout notification message to the first user communication device or to a second user communication device of or associated with the first user or of or associated with an individual.

18. The computer-implemented method of claim 17 wherein the video or audio broadcast or transmission is a video or audio broadcast or transmission of a sporting event, and further wherein the computer-implemented method further comprises:

providing, via the electronic forum, the video or audio broadcast or transmission of the sporting event from a user selected camera or microphone.

19. The computer-implemented method of claim 17 further comprising:

facilitating a communication or an interaction between a user of the plurality of users and a player or participant of the sporting event or the esports sporting event or competition.

20. The computer- implemented method of claim 17, wherein the video or audio broadcast or transmission is a video or audio broadcast or transmission of a sporting event or an esports sporting event, and further wherein the computer-implemented method further comprises:

providing, via or in the electronic forum, player performance tracking information or team performance tracking information and information regarding betting odds or changes in betting odds corresponding to, or based on, the player performance tracking information or the team performance tracking information, or information regarding game-fixing, match-fixing, or cheating, associated with the sporting event.

21. The computer-implemented method of claim 17, further comprising:

generating a user profile accessing message; and

transmitting the user profile accessing message to a third user communication device of or associated with the participant or the person whose user profile was accessed or provided by the apparatus.

22. The computer-implemented method of claim 17, wherein the user profile contains information regarding a school attended by the participant or the person, or a course or program completed, a course in progress, a grade or grades, a transcript, a reference, or an extracurricular activity, of the participant or the person, or wherein the user profile contains information regarding a video or an audio clip of a performance of or regarding the participant or the person or information regarding statistical information or historical information regarding the participant or the person, or wherein the user profile contains analytics information regarding the participant or the person, athlete perfor-

mance tracking information regarding the participant or the person, or athlete biometric data or information regarding the participant or the person.

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