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PATENT APPLICATION

SYSTEM AND METHOD FOR BROADCASTING EVENTS

BACKGROUND OF THE INVENTION

Field of the Invention (Technical Field):

[0001] In general, embodiments of the present invention relate to television broadcasts and, more particularly, relate to interactive sporting event broadcasts seen from the point of view ("POV") or perspective of the player/athlete.

[0002] For years, spectators have watched professional sport teams and players play their respective sports from the stands or via a TV/mobile device. Very rarely do spectators witness the action from the perspective of the players, much less do they get to interactively switch from a variety of available cameras on several event participants to choose from.

[0003] Embodiments of the present invention solve this problem by providing apps for personal computers, smart TVs and/or other devices such as tablets and mobile phone that allow users to watch from a variety of athletes' POVs in real time as they play the game. With some jerseys already having cameras installed on them, embodiments of the present invention give viewers customizable, interactive access to various points of view in real time. In one embodiment, users can download an app, optionally subscribe, and gain access to any live game that is streaming to watch any athlete's POV as they are playing the game. Being immersed into the action, users can switch human perspectives during the course of, for example, a game.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

[0004] The accompanying drawings, which are incorporated into and form a part of the specification, illustrate one or more embodiments of the present invention and, together with the description, serve to explain the principles of the invention. The drawings are only for the purpose of illustrating one or more embodiments of the invention and are not to be construed as limiting the invention. In the drawings:

[0005] Fig. 1 is a schematic diagram illustrating an embodiment of the present invention for a system for broadcasting a sporting event in which viewers interactively select from various players/athletes' points of view made available to them; and

[0006] Fig. 2 is a schematic diagram illustrating an embodiment of the present invention for a method for broadcasting a sporting event in which viewers interactively select from various players/athletes' points of view made available to them.

DETAILED DESCRIPTION OF THE INVENTION

[0007] In the following detailed description, numerous specific details are set forth in order to provide a thorough understanding of the embodiments of the invention. However, it will be understood by one of ordinary skill in the art that the embodiments may be practiced without these specific details. For instance, well known operations or techniques may not be shown in detail. Technical and scientific terms used in this description have the same meaning as commonly understood to one of ordinary skill in the art to which this subject matter belongs.

[MUNJI, HERE IS WHERE WE NEED TO PROVIDE A THOROUGH DESCRIPTION OF THE INVENTION, REFERRING TO FIGS. AND REFERENCE NUMERALS IN FIGS. MORE OR LESS LIKE I STARTED DOING BELOW…THIS NEEDS A LOT MORE DETAIL ON THE TECHNICAL ASPETS TO CARRY OUT THE BROADCASTING]

[0008] Referring now to the figures, and more particularly to Fig. 1, there is shown a schematic diagram of an embodiment of the present invention for system **10** for broadcasting a sporting event in which viewers interactively select from various players/athletes POV made available to them. In one embodiment, system **10** comprises a plurality of wireless video cameras **14** disposed on a plurality of sporting event participants **12**. Cameras **14** can receive and transmit video data and transmit live video image and audio to Data Collection Station **16**, which comprises Video Data Receiver **18**, optionally located on site at the event being broadcasted.

[0009] In one embodiment, additional telemetry devices are included on cameras **14**, or additionally disposed on sporting event participants **12**, for example, global positioning satellite transmitters, heart rate or blood pressure monitoring devices, etc., capable of transmitting telemetry data in real time to Data Collection Station **16**. Preferably, Video Data Receiver **18** can process the telemetry data acquired in this fashion along with the video data. In a different embodiment, Data Collection Station **16** further comprises a telemetry data receiver optimized to process the type of data received, whether it be GPS data, heart or blood pressure monitoring, etc. In one embodiment, formatting of data acquired during the event is done at Data Collection Station **16** before it is transmitted to Broadcasting Station **18**, which comprises general TV broadcasting settings for satellite and/or online computers, smart TVs, or tablet/smart phone **22** viewing through, for example, one or more servers **20**.

[0010] In a different embodiment of the present invention an event broadcasting method **100** is provided for broadcasting, for example, a sporting event in which viewers interactively select from various players/athletes' POV made available to them comprising: acquiring video data **102** from a plurality of wireless video cameras disposed on a plurality of event participants; transmitting **104** the acquired video data to a data collection station comprising a data receiver; formatting the data for transmitting **106** to a broadcasting station; and interactively broadcasting **108** to viewers devices. In a different embodiment, additional data, such as telemetry data collected from for example a GPS, heartrate monitor, etc., is optionally processed and made available to the viewers along with the video data.

[0011] In at least one embodiment, and as readily understood by one of ordinary skill in the art, a system according to the embodiments of the invention will include a general or specific purpose computer or distributed system programmed with computer software implementing the steps described above, which computer software may be in any appropriate computer language, including C++, FORTRAN, BASIC, Java, assembly language, microcode, distributed programming languages, etc. The apparatus may also include a plurality of such computers / distributed systems (e.g., connected over the Internet and/or one or more intranets) in a variety of hardware implementations. For example, data processing can be performed by an appropriately programmed microprocessor, computing cloud, Application Specific Integrated Circuit (ASIC), Field Programmable Gate Array (FPGA), or the like, in conjunction with appropriate memory, network, and bus elements.

[0012] Note that in the specification and claims, "about" or "approximately" means within twenty percent (20%) of the numerical amount cited. All computer software disclosed herein may be embodied on any computer-readable medium (including combinations of mediums), including without limitation CD-ROMs, DVD-

ROMs, hard drives (local or network storage device), USB keys, other removable drives, ROM, and firmware.

(Although the invention has been described in detail with particular reference to these embodiments, other embodiments can achieve the same results. Variations and modifications of the present invention will be obvious to those skilled in the art and it is intended to cover in the appended claims all such modifications and equivalents. The entire disclosures of all references, applications, patents, and publications cited above are hereby incorporated by reference.)