METHOD TO IMPROVE USER EXPERIENCE IN BET-MATCHING GAMES

Applicants: George Skaff Elias, Redmond, WA (US); Richard Channing Garfield, Bellevue, WA (US)

Inventors: George Skaff Elias, Redmond, WA (US); Richard Channing Garfield, Bellevue, WA (US)

Appl. No.: 14/545,956
Filed: Jul. 13, 2015

This invention is a new method to improve user experience in bet-matching games by making available information on certain popular betting propositions or comparative choices to potential players of the game.
METHOD TO IMPROVE USER EXPERIENCE IN BET-MATCHING GAMES

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] Applicants are claiming the benefit of a provisional patent application with the same title, No. 61/999070, filed on Jul. 15, 2014.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

[0002] Not Applicable

REFERENCE TO SEQUENCE LISTING, A TABLE, OR A COMPUTER PROGRAM LISTING COMPACT DISK APPENDIX

[0003] Not Applicable

BACKGROUND OF THE INVENTION

[0004] The present invention is in the field of games. More particularly, the present invention is in the field of bet-matching games.

[0005] In traditional wagering games, the game operator generally acts as a market maker. The game operator could balance the amounts of bets and expected payout by setting and adjusting the odds that determine the payout of a bet or wager on a particular proposition or by adjusting the spread between the two sides of a comparative bet. For example, a game operator could increase the odds to yield a higher payout in order to attract more bets on an unsubscribed event in the betting pool. A game operator could also add or adjust a point spread to a comparative bet, i.e., adding a required performance condition to raise the winning threshold for one side in order to attract more bets to the other side.

[0006] On the other hand, in bet-matching games (which are the subject of another pending patent application by the same inventors), the game operator does not act as a market maker but will facilitate the pairing of bets for and against a particular proposition, or on each side of a particular comparative contest. Such a pairing generally requires bets or comparative choices that have roughly even odds or 50-50 chance of likelihood. A positive outcome on an even bet generally yields the same amount of payout as the amount of entry fee or wager (less any applicable commissions for fee payable to the game operator).

SUMMARY OF THE INVENTION

[0007] The present invention is a method to improve user experience in bet-matching games.

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] No drawing is necessary to understand or implement the invention.

DETAILED DESCRIPTION OF THE INVENTION

[0009] In traditional wagering games, the game operator generally acts as a market maker and each bet or wager is a contract between a player or participant with the game operator, rather between two players. Because of odds and spreads, two bets on essentially the same proposition can be largely incomparable if the odds and applicable spreads are different. Accordingly, a player generally does not know any meaningful information about how other players play the game.

[0010] The present invention is a method for improving user experience in bet-matching games, which are the subject of another pending patent application by the same inventors. In bet-matching games, the game operator does not act as a market maker but facilitates the matching of bets by participants on roughly even betting propositions or comparative choices. In such bet-matching games, the game operator can identify and select what it considers to be the most popular betting propositions in a given pool of potential bets or comparative choices with similar characteristics. For example, a game operator can look at the pool of comparative choices involving NFL fantasy football quarterbacks and select the most popular betting propositions for a particular region or segment of the player community based on the outstanding volume of matched bets, or the outstanding volume of open bets, or the average rate of matching bets, or on some other criteria that may be relevant or of interest to the game operator and the game community in question. Such a selection, together with a summary of the relevant information, can be disclosed and made available to the players (directly or through built-in search functions) with appropriate updates and adjustments to reflect real-time data. This availability of information can greatly increase awareness of and interest in the game as well as overall user experience. Players can use such information to help improve their decision making and to facilitate discussion and understanding of the game. The method also should help improve the matching rate because it allows players or potential players or to have a better sense of the available supply and demand in the game for certain propositions or comparative choices.

[0012] While the foregoing written description of the invention enables one of ordinary skill to make and use what is considered presently to be the best mode thereof, those of ordinary skill will understand and appreciate the existence of variations, combinations, and equivalents of the specific embodiment, method, and examples herein. The invention should therefore not be limited by the above described embodiment, method, and examples, but by all embodiments and methods within the scope and spirit of the invention as claimed.

We claim:

1. A new method for improving user experience in bet-matching games, wherein a game operator can:

   Identify and select what it considers to be the most popular betting propositions in a given pool of potential bets or comparative choices with similar characteristics, such identification and selection to be based on the outstanding volume of matched bets, or the outstanding volume of open bets, or the average rate of matching bets, or on some other criteria that may be relevant or of interest to the game operator and the game community in question; and

   Disclose and make available such a selection, together with a summary of the relevant information, to the players (directly or through built-in search functions) with appropriate updates and adjustments to reflect real-time data.

   + + + + + +